

Hyborian Pirate

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	9	12	12	5	+8	30'	2	1d10+2	4	2	1d8+2	3	3/4/-1	Cutlass (19/x2)	Sling (x3)
2	14	13	13	5	+9	30'	3	1d10+2	4	3	1d8+2	3	4/5/-1	Cutlass (19/x2)	Sling (x3)
3	19	15	14	5	+9	30'	4	1d10+2	4	4	1d8+2	3	4/5/0	Cutlass (19/x2)	Sling (x3)
4	24	16	16	5	+11	30'	5	1d10+2	4	6	1d8+2	3	5/7/0	Cutlass (19/x2)	Sling (x3)
5	29	16	16	5	+11	30'	5	1d10+2	4	6	2d6+0	4	5/7/0	Cutlass (19/x2)	Crossbow (x2)
6	35	17	18	5	+12	30'	6	1d10+2	4	7	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
7	41	17	19	5	+12	30'	7	1d10+2	4	8	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
8	47	19	20	5	+13	30'	9/4	1d10+3	5	9/4	2d6+0	4	8/9/2	Cutlass (19/x2)	Crossbow (x2)
9	53	19	20	5	+13	30'	9/4	1d10+3	5	9/4	2d6+0	4	8/9/3	Cutlass (19/x2)	Crossbow (x2)
10	59	20	22	5	+15	30'	10/5	1d10+3	5	11/6	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
11	61	20	23	5	+15	30'	11/6	1d10+3	5	12/7	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
12	63	21	24	5	+16	30'	12/7	1d10+3	5	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
13	65	21	24	5	+16	30'	12/7	1d10+3	5	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
14	67	23	25	5	+17	30'	14/9	1d10+4	6	14/9	2d6+0	4	12/13/4	Cutlass (19/x2)	Crossbow (x2)
15	69	23	26	5	+17	30'	16/11/6	1d10+4	6	15/10/5	2d6+0	4	12/13/5	Cutlass (19/x2)	Crossbow (x2)
16	71	24	28	5	+19	30'	17/12/7	1d10+4	6	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
17	73	24	28	5	+19	30'	17/12/7	1d10+4	6	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
18	75	25	29	5	+20	30'	18/13/8	1d10+4	6	18/13/8	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
19	77	25	30	5	+20	30'	19/14/9	1d10+4	6	19/14/9	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
20	79	26	32	5	+22	30'	20/15/10	1d10+4	6	21/16/11	2d6+0	4	16/18/7	Cutlass (17/x2)	Crossbow (x2)

Hyborian Pirate (cont.)

Lvl	Class Abilities	Feats	Bal	Bluff	Clim	Disgu	Intim	Jump	MvSInt	Spot	Swim	Tumb	Str	Dex	Con	Int	Wis	Cha
1	Seamanship +1, Ferocious Attack	Improved Init., Power Attack	5	4	4	1	4	5	3	3	3	6	14	15	13	12	8	10
2	Pirate Code, To Sail a Road of Blood and Slaughter		6	4	5	1	4	6	3	4	3	7	14	15	13	12	8	10
3	Sneak Attack +1d6, Sneak Subdual	Improved Bullrush	4	5	3	2	5	4	2	4	4	5	14	15	13	12	8	10
4	Uncanny Dodge		8	5	3	3	5	7	3	5	4	7	14	16	13	12	8	10
5	Mobility	Cleave	8	6	4	3	6	7	3	5	5	8	14	16	13	12	8	10
6	Sneak Attack +2d6, Seamanship +2	Dodge	9	6	5	3	6	8	4	7	5	10	15	17	14	13	9	11
7	Bite Sword, Ferocious Attack (additional attack)		9	7	5	4	9	8	4	7	6	11	15	17	14	13	9	11
8	Improved Uncanny Dodge, Poison Resistance +1		10	7	7	4	9	10	4	8	7	12	16	17	14	13	9	11
9	Sneak Attack +3d6	Combat Expertise	10	8	8	4	10	10	5	8	8	12	16	17	14	13	9	11
10	Improved Mobility, Navigation	Whirlwind Attack	12	9	8	6	11	11	7	9	8	14	17	18	15	14	10	12
11	Seamanship +3		12	10	9	7	12	11	7	9	9	15	17	18	15	14	10	12
12	Sneak Attack +4d6	Combat Reflexes	13	10	10	7	13	12	8	10	9	15	17	18	16	14	10	12
13	Ferocious Attack (stun, blood & slaughter)		13	11	10	8	14	12	9	10	10	16	17	18	16	14	10	12
14	Poison Resistance +2		14	11	12	9	14	14	9	11	11	17	18	19	17	15	11	13
15	Sneak Attack +5d6, Greater Mobility	Weapon Focus (Cutlass)	14	12	13	9	15	14	10	12	12	17	18	19	17	15	11	13
16	Seamanship +4		16	13	13	9	15	15	12	13	12	19	18	20	17	15	11	13
17			16	14	14	10	16	15	12	13	13	20	18	20	17	15	11	13
18	Sneak Attack +6d6	Improved Crit (Cutlass)	17	16	15	12	17	16	13	15	13	20	19	21	18	16	12	14
19	Ferocious Attack (fear)		17	17	15	12	18	17	14	16	14	21	19	21	18	16	12	14
20	Poison Resistance +3 (and half effect)		18	18	16	12	19	17	16	17	15	23	19	22	18	16	12	14

Argossean Pirate

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	9	12	12	5	+8	30'	2	1d10+2	4	2	1d8+2	3	3/4/-1	Cutlass (19/x2)	Sling (x3)
2	14	13	13	5	+9	30'	3	1d10+2	4	3	1d8+2	3	4/5/-1	Cutlass (19/x2)	Sling (x3)
3	19	15	14	5	+9	30'	4	1d10+2	4	4	1d8+2	3	4/5/0	Cutlass (19/x2)	Sling (x3)
4	24	16	16	5	+11	30'	5	1d10+2	4	6	1d8+2	3	5/7/0	Cutlass (19/x2)	Sling (x3)
5	29	16	16	5	+11	30'	5	1d10+2	4	6	2d6+0	4	5/7/0	Cutlass (19/x2)	Crossbow (x2)
6	35	17	18	5	+12	30'	6	1d10+2	4	7	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
7	41	17	19	5	+12	30'	7	1d10+2	4	8	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
8	47	19	20	5	+13	30'	9/4	1d10+3	5	9/4	2d6+0	4	8/9/2	Cutlass (19/x2)	Crossbow (x2)
9	53	19	20	5	+13	30'	9/4	1d10+3	5	9/4	2d6+0	4	8/9/3	Cutlass (19/x2)	Crossbow (x2)
10	59	20	22	5	+15	30'	10/5	1d10+3	5	11/6	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
11	61	20	23	5	+15	30'	11/6	1d10+3	5	12/7	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
12	63	21	24	5	+16	30'	12/7	1d10+3	5	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
13	65	21	24	5	+16	30'	12/7	1d10+3	5	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
14	67	23	25	5	+17	30'	14/9	1d10+4	6	14/9	2d6+0	4	12/13/4	Cutlass (19/x2)	Crossbow (x2)
15	69	23	26	5	+17	30'	16/11/6	1d10+4	6	15/10/5	2d6+0	4	12/13/5	Cutlass (19/x2)	Crossbow (x2)
16	71	24	28	5	+19	30'	17/12/7	1d10+4	6	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
17	73	24	28	5	+19	30'	17/12/7	1d10+4	6	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
18	75	25	29	5	+20	30'	18/13/8	1d10+4	6	18/13/8	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
19	77	25	30	5	+20	30'	19/14/9	1d10+4	6	19/14/9	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
20	79	26	32	5	+22	30'	20/15/10	1d10+4	6	21/16/11	2d6+0	4	16/18/7	Cutlass (17/x2)	Crossbow (x2)

Argossean Pirate (cont.)

Lvl	Class Abilities	Feats	Bal	Bluff	Clim	Disgu	Intim	Jump	MySInt	Spot	Swim	Tumb	Str	Dex	Con	Int	Wis	Cha
1	Seamanship +1, Ferocious Attack	Improved Init., Power Attack	5	2	4	1	2	3	3	1	3	4	14	15	13	12	8	10
2	Pirate Code, To Sail a Road of Blood and Slaughter		6	2	5	1	2	4	3	2	3	5	14	15	13	12	8	10
3	Sneak Attack +1d6, Sneak Subdual	Improved Bullrush	4	3	3	2	3	2	2	2	4	3	14	15	13	12	8	10
4	Uncanny Dodge		8	3	3	3	3	5	3	3	4	5	14	16	13	12	8	10
5	Mobility	Cleave	8	4	4	3	4	5	3	3	5	6	14	16	13	12	8	10
6	Sneak Attack +2d6, Seamanship +2	Dodge	9	4	5	3	4	6	4	5	5	8	15	17	14	13	9	11
7	Bite Sword, Ferocious Attack (additional attack)		9	5	5	4	7	6	4	5	6	9	15	17	14	13	9	11
8	Improved Uncanny Dodge, Poison Resistance +1		10	5	7	4	7	8	4	6	7	10	16	17	14	13	9	11
9	Sneak Attack +3d6	Combat Expertise	10	6	8	4	8	8	5	6	8	10	16	17	14	13	9	11
10	Improved Mobility, Navigation	Whirlwind Attack	12	7	8	6	9	9	7	7	8	12	17	18	15	14	10	12
11	Seamanship +3		12	8	9	7	10	9	7	7	9	13	17	18	15	14	10	12
12	Sneak Attack +4d6	Combat Reflexes	13	8	10	7	11	10	8	8	9	13	17	18	16	14	10	12
13	Ferocious Attack (stun, blood & slaughter)		13	9	10	8	12	10	9	8	10	14	17	18	16	14	10	12
14	Poison Resistance +2		14	9	12	9	12	12	9	9	11	15	18	19	17	15	11	13
15	Sneak Attack +5d6, Greater Mobility	Weapon Focus (Cutlass)	14	10	13	9	13	12	10	10	12	15	18	19	17	15	11	13
16	Seamanship +4		16	11	13	9	13	13	12	11	12	17	18	20	17	15	11	13
17			16	12	14	10	14	13	12	11	13	18	18	20	17	15	11	13
18	Sneak Attack +6d6	Improved Crit (Cutlass)	17	14	15	12	15	14	13	13	13	18	19	21	18	16	12	14
19	Ferocious Attack (fear)		17	15	15	12	16	15	14	14	14	19	19	21	18	16	12	14
20	Poison Resistance +3 (and half effect)		18	16	16	12	17	15	16	15	15	21	19	22	18	16	12	14

Southern Islander Pirate

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	9	13	12	5	+8	30'	3	1d10+3	5	3	1d8+3	4	3/4/-1	Cutlass (19/x2)	Javelin (x2)
2	14	14	13	5	+9	30'	4	1d10+3	5	4	1d8+3	4	4/5/-1	Cutlass (19/x2)	Javelin (x2)
3	19	16	14	5	+9	30'	5	1d10+3	5	5	1d8+3	4	4/5/0	Cutlass (19/x2)	Javelin (x2)
4	24	17	16	5	+11	30'	6	1d10+3	5	7	1d8+3	4	5/7/0	Cutlass (19/x2)	Javelin (x2)
5	29	17	16	5	+11	30'	6	1d10+3	5	7	1d8+3	4	5/7/0	Cutlass (19/x2)	Javelin (x2)
6	35	18	18	5	+12	30'	7	1d10+3	5	7	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
7	41	18	19	5	+12	30'	8	1d10+3	5	8	2d6+0	4	7/8/2	Cutlass (19/x2)	Crossbow (x2)
8	47	20	20	5	+13	30'	10/5	1d10+4	6	9/4	2d6+0	4	8/9/2	Cutlass (19/x2)	Crossbow (x2)
9	53	20	20	5	+13	30'	10/5	1d10+4	6	9/4	2d6+0	4	8/9/3	Cutlass (19/x2)	Crossbow (x2)
10	59	21	22	5	+15	30'	11/6	1d10+4	6	11/6	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
11	61	21	23	5	+15	30'	12/7	1d10+4	6	12/7	2d6+0	4	9/11/3	Cutlass (19/x2)	Crossbow (x2)
12	63	22	24	5	+16	30'	13/8	1d10+4	6	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
13	65	22	24	5	+16	30'	13/8	1d10+4	6	13/8	2d6+0	4	11/12/4	Cutlass (19/x2)	Crossbow (x2)
14	67	24	25	5	+17	30'	15/10	1d10+5	7	14/9	2d6+0	4	12/13/4	Cutlass (19/x2)	Crossbow (x2)
15	69	24	26	5	+17	30'	17/12/7	1d10+5	7	15/10/5	2d6+0	4	12/13/5	Cutlass (19/x2)	Crossbow (x2)
16	71	25	28	5	+19	30'	18/13/8	1d10+5	7	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
17	73	25	28	5	+19	30'	18/13/8	1d10+5	7	17/12/7	2d6+0	4	13/15/5	Cutlass (19/x2)	Crossbow (x2)
18	75	26	29	5	+20	30'	19/14/9	1d10+5	7	18/13/8	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
19	77	26	30	5	+20	30'	20/15/10	1d10+5	7	19/14/9	2d6+0	4	15/16/7	Cutlass (17/x2)	Crossbow (x2)
20	79	27	32	5	+22	30'	21/16/11	1d10+5	7	21/16/11	2d6+0	4	16/18/7	Cutlass (17/x2)	Crossbow (x2)

Southern Islander Pirate (cont.)

Lvl	Class Abilities	Feats	Bal	Bluff	Clim	Disgu	Intim	Jump	MySInt	Spot	Swim	Tumb	Str	Dex	Con	Int	Wis	Cha
1	Seamanship +1, Ferocious Attack	Improved Init., Power Attack	3	1	5	0	1	4	3	1	4	4	16	15	13	12	8	8
2	Pirate Code, To Sail a Road of Blood and Slaughter		4	1	6	0	1	5	3	2	4	5	16	15	13	12	8	8
3	Sneak Attack +1d6, Sneak Subdual	Improved Bullrush	2	2	4	1	2	3	2	2	5	3	16	15	13	12	8	8
4	Uncanny Dodge		6	2	4	2	2	6	3	3	5	5	16	16	13	12	8	8
5	Mobility	Cleave	6	3	5	2	3	6	3	3	6	6	16	16	13	12	8	8
6	Sneak Attack +2d6, Seamanship +2	Dodge	7	4	6	3	4	7	4	5	6	8	17	17	14	13	9	9
7	Bite Sword, Ferocious Attack (additional attack)		7	5	6	4	7	7	4	5	7	9	17	17	14	13	9	9
8	Improved Uncanny Dodge, Poison Resistance +1		8	5	8	4	7	9	4	6	8	10	18	17	14	13	9	9
9	Sneak Attack +3d6	Combat Expertise	8	6	9	4	8	9	5	6	9	10	18	17	14	13	9	9
10	Improved Mobility, Navigation	Whirlwind Attack	10	6	9	5	8	10	7	7	9	12	19	18	15	14	10	10
11	Seamanship +3		10	7	10	6	9	10	7	7	10	13	19	18	15	14	10	10
12	Sneak Attack +4d6	Combat Reflexes	11	7	11	6	10	11	8	8	10	13	19	18	16	14	10	10
13	Ferocious Attack (stun, blood & slaughter)		11	8	11	7	11	11	9	8	11	14	19	18	16	14	10	10
14	Poison Resistance +2		12	8	13	8	11	13	9	9	12	15	20	19	17	15	11	11
15	Sneak Attack +5d6, Greater Mobility	Weapon Focus (Cutlass)	12	9	14	8	12	13	10	10	13	15	20	19	17	15	11	11
16	Seamanship +4		14	10	14	8	12	14	12	11	13	17	20	20	17	15	11	11
17			14	11	15	9	13	14	12	11	14	18	20	20	17	15	11	11
18	Sneak Attack +6d6	Improved Crit (Cutlass)	15	13	16	11	14	15	13	13	14	18	21	21	18	16	12	12
19	Ferocious Attack (fear)		15	14	16	11	15	16	14	14	15	19	21	21	18	16	12	12
20	Poison Resistance +3 (and half effect)		16	15	17	11	16	16	16	15	16	21	21	22	18	16	12	12

Zingaran Pirate

Lvl	hp	Parry	Dodge	DR	Init	Spd	Melee Weapon	Melee Damage	Melee AP	Ranged Weapon	Ranged Damage	Ranged AP	F/R/W	Melee Weapon	Ranged Weapon
1	8	12	12	5	+8	30'	3	1d10+2	4	2	1d8+2	3	2/4/-1	Arming Sword (19/x2)	Sling (x3)
2	12	13	13	5	+9	30'	4	1d10+2	4	3	1d8+2	3	3/5/-1	Arming Sword (19/x2)	Sling (x3)
3	16	15	14	5	+9	30'	5	1d10+2	4	4	1d8+2	3	3/5/0	Arming Sword (19/x2)	Sling (x3)
4	20	16	16	5	+11	30'	6	1d10+2	4	6	1d8+2	3	4/7/0	Arming Sword (19/x2)	Sling (x3)
5	24	16	16	5	+11	30'	6	1d10+2	4	6	2d6+0	4	4/7/0	Arming Sword (19/x2)	Crossbow (x2)
6	29	17	18	5	+12	30'	7	1d10+2	4	7	2d6+0	4	6/8/2	Arming Sword (19/x2)	Crossbow (x2)
7	34	17	19	5	+12	30'	8	1d10+2	4	8	2d6+0	4	6/8/2	Arming Sword (19/x2)	Crossbow (x2)
8	39	19	20	5	+13	30'	10/5	1d10+3	5	9/4	2d6+0	4	7/9/2	Arming Sword (19/x2)	Crossbow (x2)
9	44	19	20	5	+13	30'	10/5	1d10+3	5	9/4	2d6+0	4	7/9/3	Arming Sword (19/x2)	Crossbow (x2)
10	49	20	22	5	+15	30'	11/6	1d10+3	5	11/6	2d6+0	4	8/11/3	Arming Sword (19/x2)	Crossbow (x2)
11	51	20	23	5	+15	30'	12/7	1d10+3	5	12/7	2d6+0	4	8/11/3	Arming Sword (19/x2)	Crossbow (x2)
12	53	21	24	5	+16	30'	13/8	1d10+3	5	13/8	2d6+0	4	10/12/4	Arming Sword (19/x2)	Crossbow (x2)
13	55	21	24	5	+16	30'	13/8	1d10+3	5	13/8	2d6+0	4	10/12/4	Arming Sword (19/x2)	Crossbow (x2)
14	57	23	25	5	+17	30'	16/11	1d10+4	8	14/9	2d6+0	4	11/13/4	Arming Sword, Akbitanan (19/x2)	Crossbow (x2)
15	59	23	26	5	+17	30'	18/13/8	1d10+4	8	15/10/5	2d6+0	4	11/13/5	Arming Sword, Akbitanan (19/x2)	Crossbow (x2)
16	61	24	28	5	+19	30'	19/14/9	1d10+4	8	17/12/7	2d6+0	4	12/15/5	Arming Sword, Akbitanan (19/x2)	Crossbow (x2)
17	63	24	28	5	+19	30'	19/14/9	1d10+4	8	17/12/7	2d6+0	4	12/15/5	Arming Sword, Akbitanan (19/x2)	Crossbow (x2)
18	65	25	29	5	+20	30'	20/15/10	1d10+4	8	18/13/8	2d6+0	4	14/16/7	Arming Sword, Akbitanan (17/x2)	Crossbow (x2)
19	67	25	30	5	+20	30'	21/16/11	1d10+4	8	19/14/9	2d6+0	4	14/16/7	Arming Sword, Akbitanan (17/x2)	Crossbow (x2)
20	69	26	32	5	+22	30'	22/17/12	1d10+4	8	21/16/11	2d6+0	4	15/18/7	Arming Sword, Akbitanan (17/x2)	Crossbow (x2)

Zingaran Pirate (cont.)

Lvl	Class Abilities	Feats	Bal	Bluff	Clim	Disgu	Intim	Jump	MySlnt	Spot	Swim	Tumb	Str	Dex	Con	Int	Wis	Cha
1	Seamanship +1, Ferocious Attack, Sneak Attack +1	Improved Init., Power Attack	4	4	4	2	4	3	3	1	3	4	14	15	11	12	8	12
2	Pirate Code, To Sail a Road of Blood and Slaughter		5	4	5	2	4	4	3	2	3	5	14	15	11	12	8	12
3	Sneak Attack +2d6, Sneak Subdual	Improved Bullrush	3	5	3	3	5	2	2	2	4	3	14	15	11	12	8	12
4	Uncanny Dodge		7	5	3	4	5	5	3	3	4	5	14	16	11	12	8	12
5	Mobility	Cleave	7	6	4	4	6	5	3	3	5	6	14	16	11	12	8	12
6	Sneak Attack +3d6, Seamanship +2	Dodge	8	6	5	4	6	6	4	5	5	8	15	17	12	13	9	13
7	Bite Sword, Ferocious Attack (additional attack)		8	7	5	5	9	6	4	5	6	9	15	17	12	13	9	13
8	Improved Uncanny Dodge, Poison Resistance +1		9	7	7	5	9	8	4	6	7	10	16	17	12	13	9	13
9	Sneak Attack +4d6	Combat Expertise	9	8	8	5	10	8	5	6	8	10	16	17	12	13	9	13
10	Improved Mobility, Navigation	Whirlwind Attack	11	9	8	7	11	9	7	7	8	12	17	18	13	14	10	14
11	Seamanship +3		11	10	9	8	12	9	7	7	9	13	17	18	13	14	10	14
12	Sneak Attack +5d6	Combat Reflexes	12	10	10	8	13	10	8	8	9	13	17	18	14	14	10	14
13	Ferocious Attack (stun, blood & slaughter)		12	11	10	9	14	10	9	8	10	14	17	18	14	14	10	14
14	Poison Resistance +2		13	11	12	10	14	12	9	9	11	15	18	19	15	15	11	15
15	Sneak Attack +6d6, Greater Mobility	Weapon Focus (Arming Sword)	13	12	13	10	15	12	10	10	12	15	18	19	15	15	11	15
16	Seamanship +4		15	13	13	10	15	13	12	11	12	17	18	20	15	15	11	15
17			15	14	14	11	16	13	12	11	13	18	18	20	15	15	11	15
18	Sneak Attack +7d6	Improved Crit (Arming Sword)	16	16	15	13	17	14	13	13	13	18	19	21	16	16	12	16
19	Ferocious Attack (fear)		16	17	15	13	18	15	14	14	14	19	19	21	16	16	12	16
20	Poison Resistance +3 (and half effect)		17	18	16	13	19	15	16	15	15	21	19	22	16	16	12	16