



THE CORSAIR

ROGUISH ARCHETYPE OPTION

A female human clad in light, padded armor holds her dagger and rapier at the ready, prepared to do battle with a cadre of guards cutting off her and her crew from reaching their ship at the docks nearby. Though outnumbered and out-armored, she bellows out an order with a confident, powerful voice, and her fearless crew rallies to her side.

A cutlass in each hand, a fearsome and markedly shirtless male half-orc stares down a group of rowdy thugs that have interrupted his drinking at a weathered, seaside tavern. Though the group of men at first favor their chances, their lackadaisical attitude changes abruptly to abject horror when one of their number spies a nearby wanted poster, realizes that they are meeting a true pirate king in the flesh, and that they have caused him the greatest of offenses.

With a small cutlass in her teeth and a spyglass to her eye, a female halfling wearing a loose shirt clings aloft to the thick, coarse rigging on her swaying caravel. Cresting against the billowing ocean clouds on the horizon's edge, her sharp eyes catch the tip of a mast - undoubtedly a mercantile tallship, flying the king's colors. With a manic giggle, the halfling jumps from the rigging, grabs a nearby line, and in a fluid motion slides down the side of the mast as the black flag rises ominously over her vessel.

Scourges or saviors of seaside towns, peoples, and ships, corsairs are practitioners of piracy on the high seas. Whether they are free-spirited or follow a hard-and-fast pirate's code, a corsair lives a life of pillaging and high adventure, leading a crew of scoundrels and scallywags to the ends of the world and back seeking treasure and tales worth telling.

Corsairs are almost universally chaotic, but there can be found a handful of lawful corsairs that have retired from piracy and dedicated themselves to a life of service.

Corsairs can be evil or good depending on their motivations and methods. Behind these motivations, most corsairs have a formative moment that led them to a life at sea. Consider with your DM what this moment could be, or roll on the Life at Sea table, below:

d10	Life at Sea
1	I seek to build wealth and reknown to eventually become worthy of my true love.
2	When I was young, pirates raided a vessel I was on and took me for their crew.
3	I quest after rumors of a famed pirate's legendary hidden treasure.
4	I took to the sea to escape my criminal history, only to have it follow me there.
5	I partake of piracy to restore my family's once-great riches, and thus their nobility.
6	I was betrayed by my kingdom, and became a pirate to find revenge.

- 7 My birth culture was too constrained, I took to the seas seeking freedom.
- 8 I seek a lost family member, and piracy finances my journey.
- 9 The bastard of a wealthy family, my only choice was to make my own name at sea.
- 10 Roll again twice, both are true.

SCALLYWAG'S TRICKS

At 3rd level, you gain a better understanding of how to move about and survive at sea, from climbing through riggings to swimming through waves. While you are either wearing light armor or no armor and not holding a shield, you gain both a swimming and a climbing speed equal to your normal movement speed. You can also hold your breath for twice as long.

Additionally, you gain proficiency with two of the following: carpenter's tools, cartographer's tools, cook's utensils, navigator's tools, vehicles (air), vehicles (land), vehicles (water), or woodcarver's tools.

DIRTY FIGHTING

When you choose this archetype at 3rd level, you master the art of using shipborne debris, a well-timed bluff, or even a simple pocketful of sand to turn the tide of combat in your favor. When you take the Disengage action, you may cause one enemy within 5 feet of you to suffer disadvantage on the first attack they make before the end of their next turn.

Additionally, you may as a bonus action attempt to bluff, feint, or otherwise trick your foes. Choose one creature within 5 feet of you. That creature must roll a Wisdom saving throw against a DC of your Charisma modifier plus your proficiency bonus plus 8. If the

creature fails, the next attack made against that creature before the beginning of your next turn has advantage. Creatures that are immune to charm effects automatically succeed on this saving throw.

LOOKOUT

Starting at 9th level, you have developed keen eyes while scouring the seas. You gain advantage on all Perception or Investigation checks to find treasure or enemy creatures and vessels.

Further, if you spend an hour watching a vessel, structure, or encampment, you can tell the exact number and type of creatures present, what they are armed with, and their approximate positions within the area in which they are located.

INFAMY

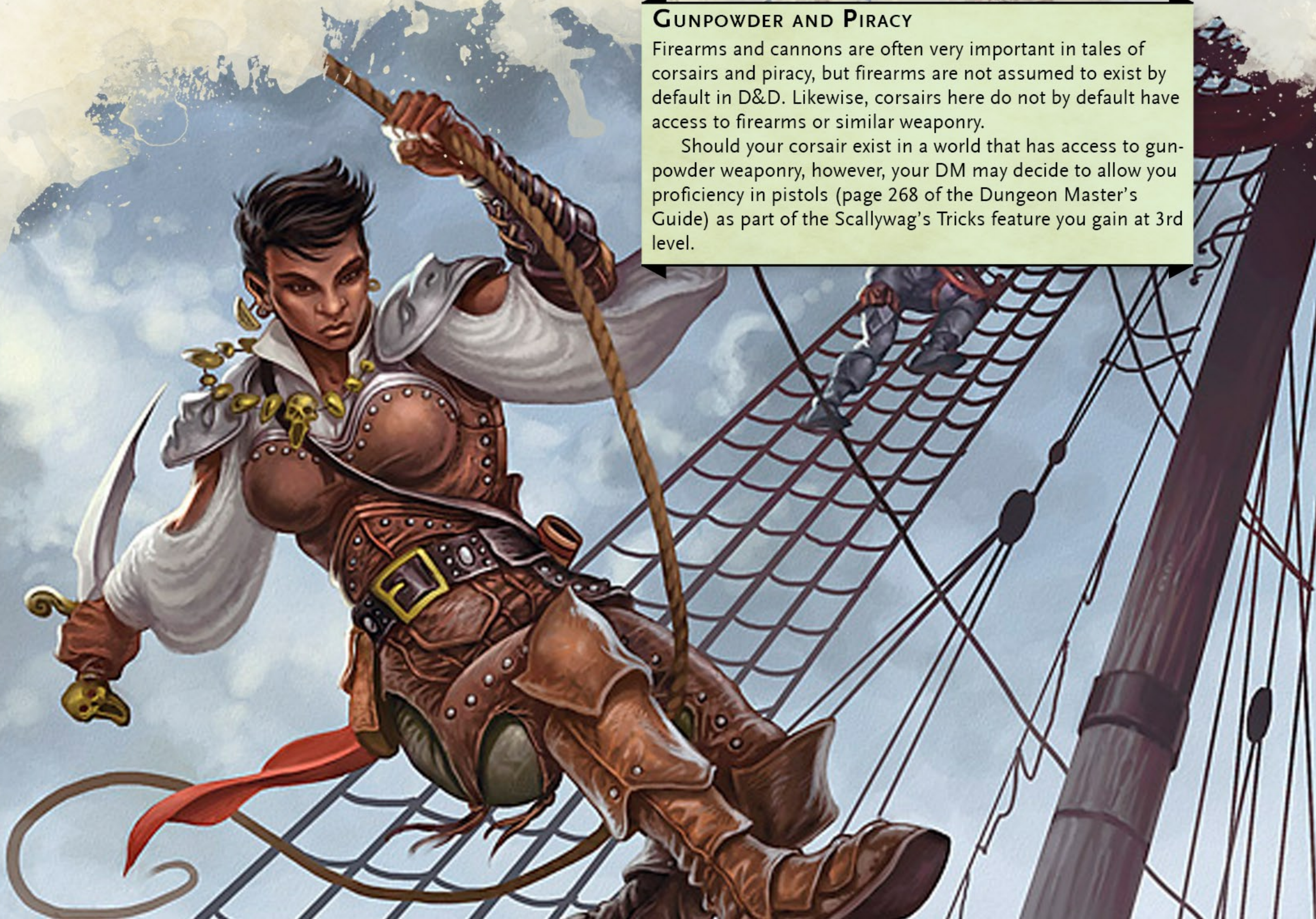
At 13th level, your name is well known, and your reputation often precedes you. Choose one of the following options, based on the reputation you have accrued:

- **Captain's Command.** As a bonus action on your turn, you can inspire a creature friendly to you (besides yourself) that can hear you and shares a language with you. The inspired creature gains double your Charisma modifier in temporary hit points (minimum 0), which last for up to a minute, and the creature immediately loses the frightened condition if the creature is subject to it. A creature cannot gain temporary hit points more than once from this ability before having to complete a short or long rest in order to be affected again. However, a previously affected creature may still have the frightened condition removed through subsequent uses of this ability.

GUNPOWDER AND PIRACY

Firearms and cannons are often very important in tales of corsairs and piracy, but firearms are not assumed to exist by default in D&D. Likewise, corsairs here do not by default have access to firearms or similar weaponry.

Should your corsair exist in a world that has access to gunpowder weaponry, however, your DM may decide to allow you proficiency in pistols (page 268 of the *Dungeon Master's Guide*) as part of the Scallywag's Tricks feature you gain at 3rd level.



- **Dread Pirate.** As a bonus action on your turn you may attempt to frighten a creature within 30 feet of you, if it can hear you and it shares a language with you, by revealing your identity and one or two of your infamous deeds. The creature must make a Wisdom saving throw against a DC of 8 plus your Charisma modifier and proficiency bonus. If it fails, the creature becomes frightened of you until the end of its next turn. A creature that succeeds on this saving throw may not be affected by this ability for the next 24 hours. The creature may make this saving throw with advantage or disadvantage depending on how well it knows or cares of you or your deeds, at the DM's discretion.

Regardless of which ability you choose, you may use the ability a number of times equal to your Charisma modifier (minimum once) before you require a long rest to refresh its uses.

AVAST, YE SCURVY DOGS!

Once you reach 17th level, you have become one of the greatest pirates that the world has ever known, and men at sea (and on land) are honored to have you lead them in battle. When initiative is rolled, choose a number of friendly creatures equal to your Charisma modifier (minimum one) that can see and hear you and share a language with you. You may designate yourself as one of these creatures. Each of these creatures may choose to deal an extra 2d6 damage with one attack that hits during the first round of combat.

A MEAN RIGHT HOOK

Limb loss is common on the high seas, and should your corsair lose a hand or leg, your DM may allow you to replace it with a hook or peg, respectively.

While you are unable to hold items with a hook, it counts as a finesse weapon with which you are proficient, and the hook deals 1d4 piercing damage on a hit. A hook may also never be disarmed.

A peg leg, however, is much less advantageous, and only serves to decrease your movement speed by 5 feet.



OPTIONAL RULE: CORSAIR'S FAMILIAR

Pirates are no strangers to magic, and encounter much of the wild, untamed arcane while they travel the world's seas. Some pirates dabble in magic themselves, learning handy tricks to aid them in the perils of day-to-day piracy.

If your Corsair finds themselves able to cast the spell *find familiar*, your DM may allow you to choose a monkey or parrot, included here, instead of the other familiar options the spell provides.

An easy way for a Corsair to acquire this spell is to take the Magic Initiate feat, found on page 168 of the *Player's Handbook*. This feat also provides two cantrips and, while any cantrip available to the feat's chosen class may be selected, the following cantrips may be thematically suited for a Corsair: *blade ward*, *druidcraft*, *guidance*, *gust*, *spare the dying*, *true strike*, or *vicious mockery*.

PARROT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	8 (-1)

Skills Deception +1, Perception +3

Senses passive Perception 13

Languages understands Common, but can only speak organic sentences in Common of up to three words

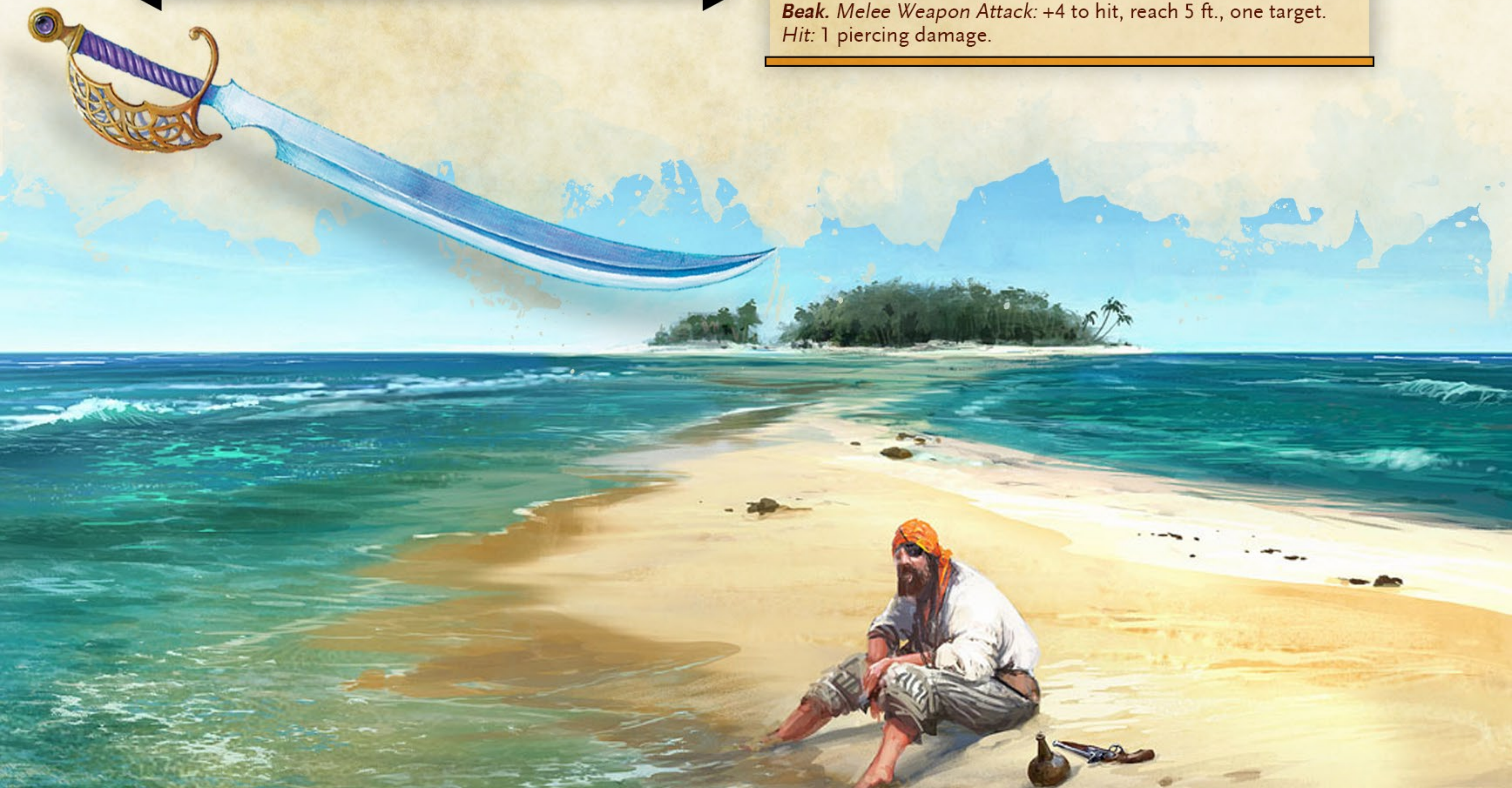
Challenge 0 (10 XP)

Flyby. The parrot doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Parroting. The parrot can mimic speech and simple sounds it has heard, such as a phrase up to 10 words long, an ax striking wood, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	5 (-3)	12 (+1)	13 (+1)

Skills Acrobatics +4, Performance +3, Sleight of hand +4

Senses passive Perception 11

Languages understands Common and Thieves' cant, but can only sign sentences in Thieves' cant of up to three words

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Throw. *Ranged Weapon Attack:* +4 to hit, range 25/50 ft., one target. *Hit:* 1 bludgeoning or poison damage.

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