

You came of age in a land far from the great city and learned to make your own way, sailing the seas in search of plunder. The tides of fate carried you to the great city, which you now call home. You command your ship and a loyal crew. With them at your back and new friends at your side you will seek riches and glory across the world.

You are alert and commanding. Your Wisdom and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You learned the ways of the sea and took command of your crew. You become a level 2 warrior-rogue. You gain the class abilities Highly Skilled and Knacks. You learn the skill Sailing. The tables below will further define your class abilities.

HOW DID YOU TAKE THE SEAS?



1d6	Why did you turn to piracy?	Gain
1	A cruel ruler accused you and your friends of a terrible crime. You were forced to flee and live by your wits on the seas.	+2 Dex, +1 Wis, Skill: Stealth
2	The Great City's war fleets took as tribute everything your people needed to live. What other choice did you have?	+2 Con, +1 Int, Skill: Scavenging
3	Rescuing a shipload of slaves made you an outlaw on the seas.	+2 Cha, +1 Str, Skill: Command
4	After a dread pirate captain took you hostage, he quickly went from captor to mentor.	+2 Cha, +1 Dex, Skill: Command
5	There were so many treasures in so many of the great ships upon the seas. You soon came to the realization that a fast ship and a strong arm could make a fortune.	+2 Str, +1 Int, Skill: Appraisal
6	After you were displaced by war as a youth, a band of pirates rescued you and put you to work aboard their vessel.	+2 Wis, +1 Con, Skill: Sailing

1d6	How did you move from sailor to captain?	Gain
1	You and your friends pooled your ill-gotten gains to purchase the ship. Yours was the largest share.	+2 Wis, Skill: Haggling
2	When your previous captain drunkenly challenged you to a duel, he did not live to regret it.	+2 Str, Skill: Intimidation
3	You led a mutiny when the previous captain put his own pleasures over the safety of the crew.	+2 Con, Skill: Deceit
4	Alone, at night, you loosed the ship's moorings and took it for your own.	+2 Dex, Skill: Stealth
5	When the previous captain fell in battle, the crew elected you as their new leader, swearing to follow you always.	+2 Cha, Skill: Command
6	One of the elemental lords gifted you with this ship in recognition of a great deed.	+2 Int, Skill: Forbidden Secrets



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A sorcerer's apprentice shares secrets in exchange for certain trinkets.	+2 Int, +1 Cha
5	You are close friends with a rival captain. When you are not in competition, you are often found bragging and sharing tales with one another.	+2 Wis, +1 Con
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha

1d6	What happened when you took one of your friends on a mission on the seas? <i>The player to your right was there with you.</i>	Gain
1	You picked a fight with too large a ship led by too clever a captain. <i>The friend to your right spotted your escape route through the shallows, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience, Skill: Alertness
2	A many-limbed demon of the deep seas tried to drag your ship under. <i>The friend to your right dropped the anchor in its eye as you hacked its tentacles, and gains +1 Str.</i>	+2 Str, Knack: Great Strike, Skill: Athletics
3	After an amazing haul, your ship was so weighted with gold that you ran aground. <i>The friend to your right help you patch the hull and take to seas again, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet, Skill: Carpentry
4	You raided a small city state led by a warmongering tyrant and defeated his fleet in a daring battle. <i>The friend to your right helped you devise a plan to trap their ships in the narrows, and gains +1 Int.</i>	+2 Int, Knack: Fleet, Skill: Strategy
5	Your ship was attacked by the pleasure barge of a cruel and insane eldritch lady. <i>The friend to your right slew the first mate while you beheaded the captain, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter, Skill: Alertness
6	You accidentally entered the waters of an empire of the fishfolk, who quickly attacked your ship. <i>The friend to your right convinced you to parlay with their watery king, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience, Skill: Etiquette



1d6	Who is your first mate?	Gain
1	A mighty barbarian warrior who is wholly devoted to you.	+2 Str, an ally
2	A failed sorcerer's apprentice who speaks to the winds.	+2 Wis, an ally
3	An old sea dog who knows many tricks.	+2 Cha, an ally
4	An eager youth who admires and emulates you.	+2 Dex, an ally
5	A cold and passionless logician who improves all of your plans.	+2 Int, an ally
6	A freed slave now set on revenge.	+2 Con, an ally

FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Pirate Captain begins with the following equipment: a dagger, your favored weapons, salt-bitten leathers (+2 AC), a fast and small ship, a mostly loyal crew of dozen or so, and 5d6 +20 silvers.
4. Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 2 warrior-rogue, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Pirate Captains may wear any armor lighter than plate.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	2,000	+1	13	16	13	15	14
3	4,000	+1	13	16	13	15	14
4	8,000	+2	13	16	13	15	14
5	16,000	+3	12	15	11	13	12
6	32,000	+3	12	15	11	13	12
7	64,000	+4	12	15	11	13	12
8	120,000	+5	12	15	11	13	12
9	240,000	+5	11	14	9	11	10
10	360,000	+6	11	14	9	11	10