

Species, Breed: Pirate, Black`Rock

Type: Not applicable.

Class: As the race type rolled for each. Discretion of the Game Master

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1 The pirate captain will have an added 3-D6 levels added to the resulting roll.

Number encountered: 5-20 +5 x6

The number encountered will be outside the main Black`Rock Pirate haven. If within the boundaries of their secret haven, the number encountered will be 1-D100 +25 x5. To see if the Black`Rock Haven has been discovered roll a 96+

Experience points: 25 x level for non-character classes. 100 x level for pirates with a character class.

Characteristics:

Awareness: 30

Charisma: 20

Constitution: 30

Coordination: 35

Dexterity: 35

Intelligence: 20

Mental-strength: 40

Strength: 30

Wisdom: 18

Movement:

Flying: Can't

Grounded: 13

Swimming: 4

Luck: 50

Oxygen-points: 120

Blood-points: 90

Attack descriptions:

Scimitar: 3

Damage: 3-D10 +2

Range: 1 space (5')

Attack type: Sharp

and:

Dagger: 4

Damage: 1-D4 +3 If thrown, a dagger will cause an extra 1-D6 damage per 5 points of dexterity +3.

Range: 1 space (5')

Attack type: Sharp

or:

Ability or Spell Pirate may have. See: "Special Abilities"

Defense: 35

Offense: 35

Damage-Points: Roll 3-D12 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 26+ to have 7-D20

Bronze: 36+ to have 6-D20

Silver: 46+ to have 5-D20

Electrum: 56+ to have 4-D10

White-gold: 66+ to have 3-D8

Yellow-gold: 76+ to have 2-D6

Black-gold: 86+ to have 1-D4

Treasure item(s):

Common: 90+ to have 1-D4

UnCommon: 98+ to have 1

Rare: 99+ to have 1

Legendary: 00 to have 1

Note:

Each pirate may have treasure. Check for treasure and money on each pirate encountered.

The Captain of the ship will have 3-D6 +3 random treasure items. Roll then up, starting on the UnCommon treasure chart.

Description:

Annihilation Strike?: Yes.

Description: A pirate can be any race type. It can be a ship full of humans, or a mix of races.

Eye color: As race type. Discretion of the Game Master.

Eye shape: As race type. Discretion of the Game Master.

Fur color: As race type. Discretion of the Game Master.

Fur texture: As race type. Discretion of the Game Master.

Hair color: As race type. Discretion of the Game Master.

Height: As race type. Discretion of the Game Master.

Length: As race type. Discretion of the Game Master.

Skin color: As race type. Discretion of the Game Master.

Skin texture: As race type. Discretion of the Game Master.

Posture: As race type. Discretion of the Game Master.

Weight: As race type. Discretion of the Game Master.

Wing contour: As race type. Discretion of the Game Master.

Wingspan: As race type. Discretion of the Game Master.

Dislikes: Common law set for by law and order.

Disposition: The Black`Rock Pirates are a hearty bunch of people who have either become disgruntled by the laws and customs decreed by a king, or the voice of a people, or wish to freely roam the open seas in a way they choose.

Their main goal is simple; to live for the day, and to live life to its fullest. To the Black`Rock Pirate, the spoils of the world is theirs for the taking.

Among their possessions, the Black`Rock Pirates will be possession of 1-D10 ships, all of which will be heavily equipped to do battle and invade another ship (i.e., grappling lines).

They will always have a safe haven to go to, which is kept a secret under penalty of death.

Fears: Unknown.

Habitat: Ocean (Temperate).

Immunities: As race type. Discretion of the Game Master.

Life-span: As race type.

Likes: The freedom of the open sea.

Needs: Unknown.

Note: If captured, or taken down, Black`Rock Pirates will have a 75% chance to have 3-D10 slaves, random race types, they have captured to either sell on the slave market, or to keep as forced hands upon their ship.

There is a bounty placed upon the head of each Black`Rock Pirate. The reward will be strictly up to the discretion of the Game Master.

Special Abilities: Modification-points: Each pirate will have a 10% chance to have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this pirate encounter.

Note:

1. There will always be a commander upon a pirate vessel, who will have the following added to his stats:
2. + 3-D6 levels added to what is rolled up. When rolled up, this leader will not be less than 20th level (before you add the + 3-D6 levels).
3. This leader will have modification-points, and will have developed serious abilities and/or spells to do his job.
4. The captain of a pirate ship will have a first and second mate, who do his or her bidding. They will have modification-points for their level.

Special Defenses: None, unless it is by the abilities and spells they may have, or the race type they are.

Special Offenses: None, unless it is by the abilities and spells they may have, or the race type they are.

Susceptibilities: Discretion of the Game Master.

Weapon susceptibility: As the race type they are.