

# 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.