

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CORSAIR

The wide-open ocean, the salty breeze, and the freedom of a ship -- these are the things a corsair values more than anything else. Though an archetypal corsair is no less trained than their military counterparts, they prefer a more swashbuckling, charismatic approach to life, and take well to privateering, smuggling, exploring, and other self-directed work.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Sailing and Sleight of Hand skills, if you did not already have proficiency.

SURPRISE ATTACK

At 3rd level, you've learned to strike foe when they least expect it. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class. At 7th level, this damage increases to 2d6, at 11th level, this damage increases to 3d6, and at 15th level, this damage increases to 4d6.

COMMANDEER

At 3rd level, you can replace one of your attacks with an attempt to steal an item being carried by another creature. You can't attempt to steal an object that is being worn as clothing or armor, nor can you steal an object that is being held in one of the target's hands. Make a Dexterity (Sleight of Hand) check, opposed by the target's AC. On a success, you successfully steal that object. You must have a free hand to use this ability.

THREE SHEETS

Starting at 7th level, whenever you use your Second Wind ability, you can also take the Dash or Disengage action as part of the same bonus action.

CHARMED LIFE

By 10th level, you can saunter into trouble and make it out unscathed, thanks to your considerable luck. You can gain advantage on one ability check, attack roll, or saving throw that uses Dexterity or Charisma. Once you use this ability, you can't use it again until you finish a short or long rest.

SLIPPERY POSITIONING

Starting at 15th level, whenever a hostile creature that you can see within 60 feet moves, you can move 5 feet without provoking Opportunity Attacks. On each round, you can use this ability a number of times equal to your Dexterity modifier without using your reaction.

UNTOUCHABLE SWORDSMAN

By 18th level, you are legendary with a cutlass. Whenever you hit a creature with your Surprise Attack, the target has disadvantage on attack rolls against you until the beginning of your next turn.

