

FIGHTER - THE ADMIRAL

The sea is filled with scurvy dogs, but you're here to get rid of them. As an Admiral, you are a seasoned sailor and a feared naval combatant. You specialize in leading your crew with tactical prowess, exploiting weaknesses in enemy ships and enemy minds, engaging in close-quarters combat with a deadly flair.

Trained at Sea

Starting at 3rd level, you gain proficiency with navigator's tools and water vehicles. You also gain a swimming speed equal to your walking speed and can hold your breath for twice as long as normal.

Additionally, when you engage in naval combat, and you are helping the ship, you have advantage on initiative rolls. If you damage another ship with your own ship, the damage is doubled.

No Quarter

Also at 3rd level, you've learned that no quarter shall be given and rely on your brutality to establish the maritime law. Once per turn, if you roll an 18 or higher on an attack roll or reduce a creature to 0 hit points, you may choose an enemy creature within 30 feet of you that can see or hear you. The creature must make a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or become frightened of you for 1 minute. While frightened in this way, the creature's movement speed is reduced to 0. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Admiral's Presence

At 7th level, your sheer presence is enough to pierce both ships and strong minds. Your No Quarter feature ignores immunity to the frightened condition.

In addition, you gain a bonus to Intimidation and Persuasion checks equal to your Strength or Dexterity modifier, whichever is higher.

Smell Fear

At 10th level, you can tap into the most primal fears of your enemies. Whenever you successfully hit a frightened creature with an attack, you may choose to end the frightened condition as part of the attack. If you do, the attack deals an additional 3d10 psychic damage and ignores all resistances to damage.

Avast, Mateys!

At the 15th level, the fear you inspire in your enemies fuels your allies. Whenever an enemy creature you can see becomes frightened, you can use your reaction to bolster your crew. You move up to your full movement toward the creature, and any allied creatures within 30 feet of you may use their reactions to do the same. Any ally that doesn't use this reaction gains temporary hit points equal to four times your Charisma modifier instead.

Shipbreaker

At the 18th level, you have perfected the art of crippling ships and their crew. Whenever you hit a frightened creature, a ship, or an object aboard a ship or boat with a weapon attack or with your ship's cannons, you can choose to deal maximum damage instead of rolling.

