

Kraken Crew

Tryphon Argyris Captain of the Kraken (Invader 10): HD 10d10+20; HP 75; Init +1; Spd 30 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +14 melee (1d8+6, officer sword), or +11 ranged (2d8+8, musket); AL none; SV Fort +9, Ref +3, Will +3, Rec +7; Rep +5; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Background: Knave (Acrobatics, Crime, Influence)

Occupation: Villain (Firearms, Stealth, Weapons)

Perks: Armed to the Teeth (weapon), Improved/Worsen Morale (leadership), Inspire Ferocity (leadership), Precisions Strike (weapon)

Skills: Acrobatics +10 (9), Crime +9, Firearms +3 (2), Influence +5 (4), Leadership +11 (10), Seafaring 10, Stealth +13 (12), Weapons +15 (12);

Feats: Armed Defense, Attack Focus 1 (officer sword), Attack Specialization 1 (officer sword), Cleave 1, Cleave 2, Crippling Strike (improved), Critical Strike (improved), Gain Ground, Executioner x2, Finisher, Melee Smash, Sneak Attack (improved), Strength Training 1

Wealth: 20

Possessions: Officer Sword, Rifled Musket

Spiro Filippas First Mate of the Kraken (Rake 8): HD 8d8+16; HP 52; Init +3; Spd 30 ft; Defense 21, flatfooted 18 (+3 Dex, +8 Class); BAB +6; Atk +8 melee (1d6+2, bayonet), or +10 ranged (2d8+8, rifled musket), or +10 ranged (2d8+4, pistol); AL Tryphon Argyris; SV Fort +4, Ref +6, Will +2, Rec +2; Rep +4; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 9.

Background: Knave (Acrobatics, Perception, Stealth)

Occupation: Villain (Firearms, Stealth, Weapons)

Perks: Armed to the Teeth (weapon), Called shot (firearms), Disguise (crime), Tumble (acrobatics)

Skills: Acrobatics +13 (10), Athletics +6 (4), Crime +8 (7), Firearms +16 (13), Perception +9, Stealth +16 (13), Weapons +4 (2).

Feats: Acrobatic Feint, Agility Training, Blur, Crippling Strike (improved), Critical Strike (improved), Defensive Roll, Quick Reload, Marksman (rifle), Marksman (pistol), Point Blank Shot, Sneak Attack (improved)

Wealth: 10

Possessions: Rifled Musket, Pistols x3

The Kraken (Frigate 5th Rate): Guns 32; Gun Decks 2; Crew 60; Cargo 400; DR 22; Hull 1250; +0 Maneuverability; speed 175ft (7).

(14 low) 9-pound cannons: Crew 3; ROF 3; range 150ft (6); damage 7d10/7d10/4d10

(14 up) 18-pound cannons: Crew 5; ROF 4; range 175ft (7); damage 5d10/5d10/3d10

(2) Long 9: Crew 3; ROF 3; range 300ft (12); damage 4d10/4d10/2d10

(2) 6-pound cannons: Crew 2; ROF 2; range 150ft (6); damage 3d10/3d10/2d10