

CHAPTER SIX: PRESTIGE CLASSES

While Freeport will slot into nearly any fantasy campaign world, it does have a pungent flavor of its own. The following prestige classes build on those found in the *Pathfinder Core Rulebook* and other sources, but are specifically designed to capture a particular theme

or concept in the larger World of Freeport. Even if you're not using the Continent setting described in the *Pirate's Guide to Freeport*, the information presented here can still be used for your personal campaign with little or no adjustment.

— GRIME BOSS —

"I tried to warn you, lad. You just don't go messin' with Mister Wednesday. Now see what your revenge bought you. A pair of stone shoes and a trip to the bottom of the sea. Sorry lad, nothing personal."

—Masked Enforcer

The crime boss is a criminal mastermind that heads an extensive organization in a community. Crime bosses are unheard of outside of small or larger cities since there's rarely enough wealth to keep their interest. Instead, crime bosses carve out an underworld empire in the largest and wealthiest communities, siphoning off the wealth to feed their illegal enterprise. A great many crime bosses specialize in a particular brand of crime, such as prostitution, protection rackets, smuggling, and more, while the most powerful members of this esteemed group command almost complete control of all crime in their city.

BECOMING A GRIME BOSS

While just about any character who takes the Leadership feat can enter this prestige class, assassins, fighters, bards, and rogues are the most likely candidates. Members of each of these classes regularly treat with guilds and criminal organizations giving them the contacts and experience needed to forge their own criminal operation. Interestingly, nobles make for excellent crime bosses since they are often rooted into their cities and have access to the proper suite of skills and gain the Leadership feat at 1st level, making them the strongest candidates for this class.

REQUIREMENTS

- **Alignment:** Any non-good
- **Skills:** Diplomacy 4 ranks, Intimidate 6 ranks, Knowledge (local) 4 ranks
- **Feats:** Deceitful, Leadership
- **Special:** To enter this prestige class, you must select one city to serve as your base of operations. All crime boss class features apply only to this city.

CLASS FEATURES

The most important weapon in the crime boss's arsenal is his organization. As the character advances in this class, he expands his criminal empire like a cancer through his city. Since the crime boss is restricted by his rivals and cannot advance further in this class unless he rubs out the competition, the crime boss must invest a great deal of resources into his minions to ensure he survives when his rivals seek to do the same to him. Crime bosses also improve, albeit at a slower rate, with the rogue's sneak attack progression ensuring that the crime boss remains an effective adversary even though much of his abilities are tied up in his enterprise.

SMALL ORGANIZATION (EX)

The crime boss is in charge of a small criminal enterprise made up of his cohort and followers. At 1st level, the organization is quite small, consisting of only those people in his employ and the crime

TABLE 6-1: THE GRIME BOSS (Hit Die: d8)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Notorious
1st	+0	+0	+1	+1	Small organization, reputation	+0
2nd	+1	+1	+1	+1	Sneak attack +1d6	+1
3rd	+2	+1	+2	+2	Interests	+1
4th	+3	+1	+2	+2	Medium organization	+2
5th	+3	+2	+3	+3	Sneak attack +2d6	+2
6th	+4	+2	+3	+3	Advisor, interests	+3
7th	+5	+2	+4	+4	Large organization, pressure	+3
8th	+6	+3	+4	+4	Sneak attack +3d6	+4
9th	+6	+3	+5	+5	Interests, above the law	+4
10th	+7	+3	+5	+5	Huge organization	+5

Class Skills: Appraise, Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, Perception, Sense Motive, and Sleight of Hand.

Skill Ranks per Level: 6 + Int modifier.

boss's influence does not extend further than a single district in his city of choice. He may select any district so long as it isn't under the control of another district. If his chosen city's districts (quarters or neighborhoods) are all under the control of other crime lords, he may not progress further into this prestige class until there is a free district for him to take over.

REPUTATION (EX)

The crime boss develops a reputation for being ruthless in his business dealings, lending him a great deal of street credibility. At 1st level, he begins with a reputation modifier of 0. Every five levels he attains in this class increase his reputation by +1 (so +1 at 5th and +2 at 10th). The crime boss may apply his reputation modifier on Intimidate and Diplomacy checks to gather information made in his city. If he has reputation from another class, his levels in that class stack with those of crime boss for the purposes of determining his bonus.

NOTORIOUS (EX)

It doesn't take long for a crime boss to make a name for himself in his chosen city, and as a result people learn to fear these notorious criminals. More importantly, his notoriety attracts competent criminals to join his organization. As indicated on **Table 6-1: The Crime Boss**, he gains a competence bonus to his Leadership score. In addition, he may apply this bonus as a competence bonus on all Intimidate checks. This bonus stacks with the bonus gained from reputation. Finally, the crime boss never takes a penalty to his Leadership score for aloofness or cruelty.

SNEAK ATTACK (EX)

Starting at 2nd level, the crime boss deals an extra 1d6 points of damage whenever he successfully attacks a target he flanks or a target that is denied its Dexterity bonus to AC. This ability functions



exactly like the rogue ability of the same name (see the *Pathfinder Core Rulebook* for details). At 5th level, this extra damage increases to +2d6, and it increases again to +3d6 at 8th level.

INTERESTS

Crime bosses are businessmen, entrepreneurs that specialize in illegal operations. Up until 3rd level, most of his business interests deal with petty crimes like protection rackets, burglary, and elementary thievery. However when he attains 3rd level, the crime boss extends his dealings to earn a more substantive income. Select a major criminal enterprise from the following: drugs, smuggling, blackmail, espionage, or prostitution. More may be available at the GM's discretion. At the end of every month, make a level check and multiple the results by 10 to determine how many gold pieces the crime boss earns from his operation. At 6th level, he may select a second operation while improving his first operation. The crime boss multiplies his level check by 50. At 9th level, he may select a third operation and also improve his other interests. Multiply the crime boss's level check by 100.

MEDIUM ORGANIZATION

When the crime boss attains 4th level, his organization expands into a second available district in his selected city. If there are no available districts, he cannot progress further in this prestige class until one becomes available (usually accomplished by murdering a rival crime boss and taking over his operation).

ADVISOR

At 6th level, the crime boss gains the service of a special advisor, an individual whom he recruits to assist in running his organization. The advisor is a second cohort, and functions exactly as a normal cohort. Alternatively, the crime boss may release his current cohort to add up to two levels to his advisor, up to, but not exceeding, his character level.

LARGE ORGANIZATION

By 7th level, the crime boss's organization is quite large, extending over up to four districts in his city. Again, if there are no available districts in the city of his choice, the crime boss cannot progress further in this prestige class until once becomes available.

PRESSURE

So influential is the crime boss in his city that his criminal dealings have given him political influence in the community such that he wields as much power as any other politician. The crime boss may add the bonus gained from notorious as a competence bonus on all Bluff and Diplomacy checks made within his city.

ABOVE THE LAW

Starting at 9th level, the crime boss gains immunity to his city's legal system. His connections and influence are such that the crime boss never again needs to fear from the city's authorities. He can no longer be arrested in his home city and he may act with impunity, even murdering someone in cold blood in front of the Sea Lord without fear of legal consequence. While this class feature does protect the crime boss from the law, various individuals may seek to remove him by other means such as assassination.

HUGE ORGANIZATION

Finally, at 10th level, the crime boss extends his influence beyond his chosen city's walls, expanding his power to the city closest to his home city. At this level, the crime boss controls one district, assuming there's

one available, and for every three character levels beyond this one, he may plant his flag in another city. This allows the crime boss to employ his class features in any city into which his organization extends.

USING THE CRIME BOSS

The crime boss provides a great way for players to invest their characters into the setting, but at the expense of freedom and maneuverability. It offers incredible political and economic power to one PC, but restricts his ability to undertake adventures outside of the city. To compensate for the lack of flexibility, the crime boss PC should consider using his cohort for adventures, thus insulating the crime boss from unnecessary danger, while allowing the player to

participate in adventures. Even though the crime boss isn't present on these expeditions, the character should gain experience points by dint of the presence of his cohort.

ADAPTING THE CRIME BOSS

Given the crime boss's class features, a campaign set in Freeport immediately puts the crime boss PC at odds with Mister Wednesday and Finn since these two control large chunks of the city. You might consider relaxing the advancement restrictions by allowing the PC crime boss to overlap his influence into areas controlled by the more powerful crime bosses. This said, any expansion into the Syndicate or Canting Crew's turfs could be perceived as an act of war.

~ MUSKETEER ~

"For the Moon King! For Rolland!"

The Moon King in Rolland formed the Royal Order of Musketeers after he witnessed a firearms demonstration and saw firsthand how effective these weapons could be. Soon after, he commissioned the production of 500 muskets from Freeport and founded an elite order of warriors who would serve as the king's personal guard. While the fighting force was designed to employ firearms, they were equally trained in fencing weapons. Word of their exploits with the sword, to say nothing of their skill with the eponymous firearms, spread throughout the Continent until they became regarded as some of the most effective and dangerous warriors in the known world.

BECOMING A MUSKETEER

Although most musketeers are members of the Royal Order of Musketeers of Rolland, similar groups have begun to form in most civilized nations on the Continent and beyond. This said, everyone agrees that the Royal Order is the best of their kind and thus many would-be musketeers petition for training with these excellent soldiers. At first, Rolland was reluctant to share its fighting secrets, but an advisor proposed that any who would learn the techniques must vow to protect Rolland in times of need and in many cases enforced this oath with a *mark of justice* spell.

REQUIREMENTS

- **Base Attack Bonus:** +6
- **Feats:** Acrobatic, Combat Expertise, Firearms Proficiency, Flamboyant Display

- **Special:** You must train with the Royal Musketeers of Rolland (or a similar organization) for 6 weeks. At the GM's discretion, you may have to accept a *mark of justice* spell to ensure you never betray the nation of Rolland.

CLASS FEATURES

The musketeer prestige class offers a potent suite of abilities designed to augment a character's proficiency with firearms. The class grants a number of bonus feats, many of which provide concrete benefits to using a firearm in combat, while also heightening the musketeer's effectiveness with abilities like perfect shot and critical shot. While the musketeer is clearly designed for users of ballistic weapons, it also offers plenty of enhancements for fighting in melee combat, increasing the character's speed and mobility, while augmenting the character's fighting prowess and ability to withstand damage.

FAST MOVEMENT (EX)

Musketeers specialize in a highly mobile fighting style. At 1st level, he gains a +10 enhancement bonus to his base land speed. At 5th level, this bonus increases to +20 feet.

FIREARMS DRILL

Also at 1st level, the musketeer gains Firearms Drill as a bonus feat even if he does not meet the prerequisites for this feat. If he already has Firearms Drill, select another feat from those listed under Bonus Feats.

TABLE G-2: THE MUSKETEER (Hit Die: d10)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Fast movement +10 ft., Firearms Drill
2nd	+2	+0	+1	+1	Firearms expert
3rd	+3	+1	+2	+2	Bonus feat
4th	+4	+1	+2	+2	Perfect shot
5th	+5	+1	+3	+3	Bonus feat, fast movement +20 ft.
6th	+6	+2	+3	+3	Overcome injury
7th	+7	+2	+4	+4	Bonus feat
8th	+8	+2	+4	+4	Undaunted courage
9th	+9	+3	+5	+5	Bonus feat
10th	+10	+3	+5	+5	Critical shot

Class Skills: Acrobatics, Bluff, Climb, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, and Perception.

Skill Ranks per Levels: 2 + Int modifier.