

Pearl Diver

Requirements: None

Prime requisite: DEX

Hit Dice: d6

Maximum Level: 14

Armour: None

Weapons: Daggers or tridents/spears

Languages: Common, alignment

Pearl Divers are adventurers who earn their living by recovering treasures from the sea floor. Their skillset makes them desirable party members. However, they live for the water and are reluctant to travel far from seas or waterways.

Back-stab

When attacking an unaware opponent from behind, a Pearl Diver receives a +4 bonus to hit and doubles any damage dealt.

Combat

Pearl Divers may not wear armour of any kind, or use shields. They may use only daggers and tridents (spears).

Strong Swimmer

Starting at 4th Level, Pearl Divers gain +1 to all swimming or drowning checks, and cannot be surprised underwater.

Lung Capacity

Starting at 6th Level, Pearl Divers may cast Breathe Underwater once per day.

Pearl Diver Skills

- **Climb sheer surfaces (CS):** Pearl Divers must often climb hulls, rigging, and cliff faces. (as Thief skill)
- **Find/Remove treasure traps (TR):** Retrieving treasure from sunken ships can be a dangerous job. (as Thief Skill)
- **Echolocation (EL):** Outside of combat, a Pearl Diver can listen underwater and identify any underwater creatures that are approaching.
- **Hide in water (HW):** requires the diver to be completely submerged and motionless, though attacking from hiding is possible.
- **Silent Running (SR):** A diver may attempt to swim (above or below the surface), or to submerge in or emerge from the water, silently.
- **Open Locks (OL):** They lock the good stuff up on boats, too. (as Thief skill).
- **Escape Artist (EA):** A diver may attempt to escape from restraint, be they ropes, chains, tentacles, a bony grasp, or anything else that may try to prevent the diver from surfacing (the diver need not be underwater to attempt escape).

After reaching 9th Level

A Pearl Diver can start their own salvage company, attracting 2d6 apprentices of 1st level. These divers will serve the character reliably, but cannot be replaced if killed or imprisoned. Such a crew would serve well on a ship owned by the diver.

Pearl Diver Level Progression				Saving Throws				
Lvl	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1600	2d6	19 [0]	13	14	13	16	15
3	3200	3d6	19 [0]	13	14	13	16	15
4	6400	4d6	19 [0]	13	14	13	16	15
5	12800	5d6	17 [+2]	12	13	11	14	13
6	26400	6d6	17 [+2]	12	13	11	14	13
7	52800	7d6	17 [+2]	12	13	11	14	13
8	105600	8d6	17 [+2]	12	13	11	14	13
9	211200	9d6	14 [+5]	10	11	9	12	10
10	331200	9d6+2*	14 [+5]	10	11	9	12	10
11	451200	9d6+4*	14 [+5]	10	11	9	12	10
12	571200	9d6+6*	14 [+5]	10	11	9	12	10
13	691200	9d6+8*	12 [+7]	8	9	7	10	8
14	811200	9d6+10*	12 [+7]	8	9	7	10	8

*Modifiers from CON no longer apply.

Pearl Diver Skill chance of Success (roll a d6 for resolution*)

Lvl	CS	TR	EL	HW	SR	OL	EA
1	6 / 6	1 / 6	2 / 6	1 / 6	2 / 6	1 / 6	2 / 6
2	6 / 6	1 / 6	2 / 6	1 / 6	2 / 6	2 / 6	2 / 6
3	6 / 6	2 / 6	3 / 6	2 / 6	2 / 6	2 / 6	2 / 6
4	6 / 6	2 / 6	3 / 6	2 / 6	3 / 6	2 / 6	3 / 6
5	6 / 6	2 / 6	3 / 6	2 / 6	3 / 6	3 / 6	3 / 6
6	6 / 6	3 / 6	3 / 6	3 / 6	3 / 6	3 / 6	3 / 6
7	6 / 6	3 / 6	4 / 6	3 / 6	4 / 6	4 / 6	4 / 6
8	6 / 6	4 / 6	4 / 6	4 / 6	4 / 6	4 / 6	4 / 6
9	6 / 6	5 / 6	4 / 6	4 / 6	5 / 6	5 / 6	5 / 6
10	6 / 6	5 / 6	4 / 6	5 / 6	6 / 6	6 / 6	6 / 6
11	6 / 6	6 / 6	5 / 6	6 / 6	6 / 6	6 / 6	6 / 6
12	6 / 6	6 / 6	5 / 6	6 / 6	6 / 6	6 / 6	7 / 6
13	6 / 6	6 / 6	5 / 6	6 / 6	6 / 6	6 / 6	7 / 6
14	6 / 6	6 / 6	5 / 6	6 / 6	6 / 6	6 / 6	8 / 6

* if a roll of 6 is made on a 6/6 chance, roll again. If the second roll is 6, the attempt fails.

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