

# DENISE MARINER

The Empire of Denise, or Denise Empire, is one of the giants among mankind. Created in the far past by human merchants exiled from other states, the city of Denise quickly grew to a large city-state, relying mostly on trade and its strong navy for survival. It didn't rise to too glorious size until after the devastating Orc Wars, becoming one of the greatest empires.

Their navy enjoyed such success partly thanks to the mariners. These are elite soldiers, relying mainly on pure physical abilities to counter heavy armor. Usually seen dressed in sparse white cloth or even naked, they strike a deep feeling of admiration within any denisite heart - and of fear for any others.

**Prerequisite.** Mariners exist only since about 400 b. OW. Additionally, you should have a background befitting of an elite member of the denisite navy.

You will likely be a denisite, or at least a human - see the [Compendium of Races](#).

## ARCHETYPE FEATURES

### Level Features

3rd Equipment, Mariner's Fighting Style

7th Seaman

10th Unabashing Fierceness

15th Long Jump, Precise Shot

18th Hand-to-Hand master

## FEATURES

Choosing the Mariner archetype grants you features at 3rd, 7th, 10th, 15th and 18th level.

## EQUIPMENT

Upon choosing this archetype at 3rd level, you gain the following additional equipment:

- A hand crossbow and 50 bolts
- Two daggers and a shortsword

Additionally, if your adventure takes place after 8 OW:

- A rifle and 20 bullets

## FIREARMS

You can find great rules for guns in the [Short Guide to Firearms](#).

## MARINER'S FIGHTING STYLE

The mariner has a special type of fighting, which is renowned and feared throughout the Many Isles.

While wearing any non-leather armor, you cannot use this feature.

The fighting style grants you the following bonuses:

- Any attacks performed with melee weapons have a +2 bonus to dAttack rolls
- All ranged weapons have 1 less reload time, to a minimum of reload 1
- You have advantage on ranged weapon attacks
- Your speed increases by 5 feet
- Your dAC while not wearing armor increases by 2

## SEAMAN

When you reach 7th level, your naval expertise reaches a new peak. You know how to operate ships, and are proficient with nautical vessels. You can hold your breath for twice as long underwater, and have a swimming speed equal to your walking speed.

If you are using the fishing rules in the [Adventurer's Guide to the Wilderness](#), you have advantage on any checks made to fish.

## UNABASHING FIERCENESS

Starting at 10th level, you have a +5 bonus to initiative.

## LONG JUMP

Your possible long jump doubles in size. You can jump over one medium creature using your long jump without provoking opportunity attacks. While jumping, as a bonus action, you can make an attack with your dagger that has a +1 bonus to hit against any creatures you are jumping over.

## PRECISE SHOT

You can ignore hAC with ranged weapons if there are clear openings in your target's armor.

## HAND-TO-HAND MASTER

Starting at 18th level, you cannot have disadvantage on melee attacks, and have advantage on any grappling or disarming attacks you make. You can add an additional 2 to your dAC against melee attackers while wearing only light garb.

## NAVAL CAMPAIGNS

If you're looking forward to running/participating a campaign centered around ships, the ocean, anything aquatic - then you should have a look at the [Adventurer's Guide to the Seas](#).

This great module presents rules for navigation, naval battles, diseases, aquatic spells, and much more. It has everything you might need for your epic Mariner adventures!

