

CHAPTER FOUR

IT'S UNWISE TO CROSS BLADES WITH A PIRATE BUT THAT'S THE WAY TO BECOME A GOOD ONE

Expanded Critical Hits: The Critical Hit results provided on Table 11 are generic and thus suitable for all conditions and situations. Of course, pirates and role-players alike have a habit of taking a fight into the most unusual of locations and situations. To this end, alternate versions of the Critical Hit Table are provided.

Table 13: Critical Hits Aboard Ship

Roll	Critical result
12	Gruesome death; 1-6 enemies surrender
11	Cannon fire; kills enemy plus 1-6 more
10	Stray shot hits the enemy captain!
9	Sets enemy ship afire; 3-36 Hull Points
8	Sets enemy ship afire; 1-12 Hull Points
7	Leg or arm lost; attacker's choice
6	Eye, hand or foot lost; attacker's choice
4-5	Chased up high into the rigging
1-3	Knocked overboard; 1-3 Rounds to return

Table 14: Critical Hits Up High

Roll	Critical result
12	Death!
11	Arm, leg or eye lost; attacker's choice
10	Penalty from wound is doubled
6-9	Falls to hard surface; 1-6 Base Damage
4-5	Drops his weapon to places far below
1-3	Falls to water; 1-6 Rounds to return

Table 15: Critical Hits In Caverns

Roll	Critical result
12	Horrifying death; +3 to next Initiative
11	Death!
9-10	Arm, leg or eye lost; attacker's choice
6-8	Hand or foot lost; attacker's choice
4-5	Target trips; attacker gets +3 to next attack
1-3	Breaks enemy's weapon

Table 16: Critical Hits In Water

Roll	Critical result
12	Death!
11	Catches current; can flee without any roll
10	Hit and go under; +4 to next Initiative
6-9	Penalty from wound is doubled
4-5	Water stings wound; increase penalty by 1
1-3	Blood attracts 1-12 sharks (at sea only)

Expanded Critical Misses: The Critical Miss results provided on Table 12 are generic and thus suitable for all conditions and situations. Of course, pirates and role-players alike have a habit of taking a fight into the most unusual of locations and situations. To this end, alternate versions of the Critical Miss Table are provided.

Table 17: Critical Misses Aboard Ship

Roll	Critical result
12	Chased up into the rigging
11	Runs out of gunshot (guns only)
10	Falls overboard; 1-4 Rounds to return
9	Cornered; enemy gets free Turn
8	Weapon breaks or explodes
7	Caught in anchor chain and it's dropped!
6	Hits powder kegs; kill 1-6 fellow crewmen
4-5	Hits own self
1-3	Hits friend or ally

Table 18: Critical Misses Up High

Roll	Critical result
12	Runs out of gunshot (guns only)
11	Drops weapon to places far below
10	Agility Check or fall to your death
6-9	Falls into water; 1-6 Rounds to return
4-5	Falls to hard surface; 1-6 Base Damage
1-3	Hits friend or ally

Table 19: Critical Misses In Caverns

Roll	Critical result
12	Trips; -3 to next attack
11	Runs out of gunshot (guns only)
10	Causes cave-in; 1-6 random people buried
6-9	Ricochet (guns only); hits random target
4-5	Hits own self
1-3	Hits friend or ally

Table 20: Critical Misses In Water

Roll	Critical result
12	Blood attracts 1-12 sharks (at sea only)
11	Exhausted; Endurance Check or drown
10	Hits friend or ally
6-9	Weapon lost (powder wet for guns)
4-5	Caught on bottom; underwater 1-6 Rounds
1-3	Hits own self

CHAPTER FIVE



THE GOLDEN BLOOD OF PIRACY ALL FLOWS BACK TO THE BOTTOMLESS HEART OF CIVILIZATION



Table 24: Picking Pockets

Roll	Unaware NPC	Modifier
12	Group; 3 rolls on this chart*	+4
11	Unguarded nobleman	+3
10	Gentleman	+3
9	Drunkard	+2
8	Merchant or porter	+2
7	Priest or Clergyman	+1
6	Whore	+1
5	Laborer	+0
4	Tradesman	+0
3	Town guard or officer	-1
2	Sailor or another pirate	-2
1	Someone picks his own pocket	NA

Whores: “I’m going to go and get myself some action of another kind.” Historical, true to form, and what happens in most games whether they say it or not. So, if someone wants to have a whore, a good question is how good is she (or he)? And, truly, how does this affect one’s Character? Indeed, will it turn out to be a whore, or horror? One roll on Table 25 can determine that. Of course, it costs 1-12 gold per ‘chance’ (and this is a separate roll).

Table 25: Playing With Prostitutes

Roll	Prostitute’s quality
12	Perfection; 1-12 Experience Points!
10-11	Fiery lass; +1 Endurance for the next day
7-9	Typical streetwalker
5-6	Saucy wench; effective wound of 1-3
4	Diseased streetwalker; loss of -1 Girth
2-3	Fertile flame; Character spawns a child
1	Opposite gender in disguise!

Crew: “We’re going to let the crew have fun in town to raise their Morale.” The normal expense of 1-12 gold for each crewman to spend a day in port and thus raise Morale by +1 can be increased in excitement, profit, and risk alike with one roll on Table 26. And indeed, one such roll may be made by the Player of the crew’s captain for each separate day that his men are let loose in the streets. Whatever is rolled on the dice determines not only how they spend their time, but also the amount of gold spent doing it, and the Modifier to their Morale which may be more or less than the standard of +1.



Table 26: Parties In Port

Roll	The crew spends their time...	Morale
12	Doing everything imaginable	+2
11	Gambling	+2
10	Settling old scores	+2
9	Singing pirate songs—yo-ho!	+1
8	Drinking up, me hearties—yo-ho!	+1
7	Searching their souls at church	+1
6	Wenching	+1
5	Winning bar brawls	+1
4	Telling stories	+0
3	Lounging around	+0
2	Losing bar brawls	-1
1	In prison for petty pirate crimes	-1

CHAPTER SEVEN



LOST VOICES OF THE SEA EVER CALL TO SPIRITS UNBOUND BY LAND AND LOCK TO JOIN THEM



Man-O-War

Value: 8
Crew: 15/190
Speed: 12 leagues
Guns: 28
Battle: 8
Hull: 600
Cargo: 10000

Somewhat smaller to a merchant ship in her three-masted, square-rigged profile, the man-o-war is much more sturdily built. At three hundred and sixty tons, this hundred and ten foot vessel serves mainly as the scout of a major fleet. She is the backbone of many squadrons dispatched to protect cargo vessels, especially in the Caribbean. Her presence on the scene is usually enough to send pirates fleeing.

Special capabilities for a man-o-war are apparent to all who come close enough to do battle with them, as these ships can maneuver their guns faster and to a greater arc than all others, gaining +1 to roll Critical Hit results on Table 43.

Suggested Nationalities for a man-o-war include England alone, the pride of their fleets.

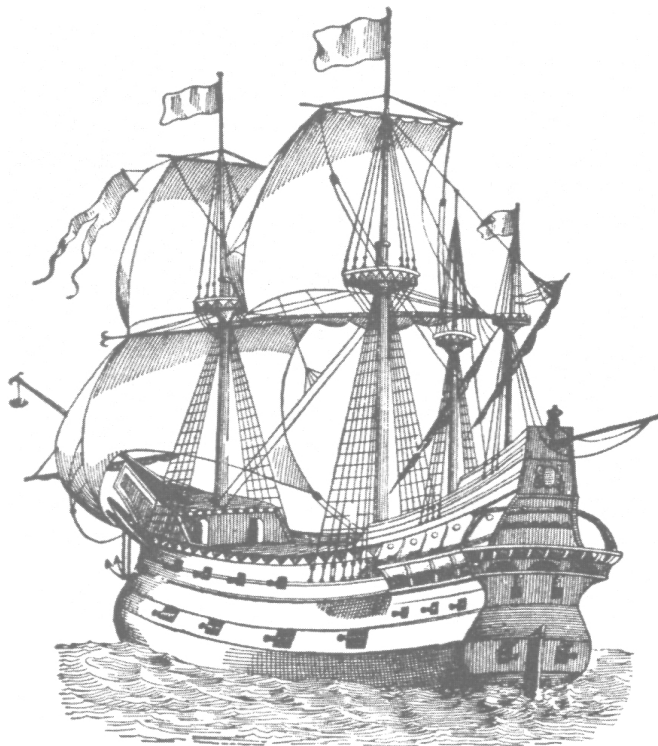
Mariner

Value: 4
Crew: 20/200
Speed: 10 leagues
Guns: 16
Battle: 5
Hull: 260
Cargo: 9000

Commercial vessels are most commonly named thus, as 'merchant ships' or 'mariners'. These are larger ships, usually three-masted, square-rigged passenger and cargo ships. With finer lines and more sails than the Dutch fluyt, this two hundred and eighty ton vessel can sail from Europe to the Americas in a month.

Special capabilities for a mariner lie in its common use as a tradeship, as ports tend to welcome business from such captains more than most others, increasing the chance of Availability for items in town bought by its captain by +1.

Suggested Nationalities for a mariner include England, France and Holland.



Merchantman

Value: 5
Crew: 20/250
Speed: 10 leagues
Guns: 12
Battle: 4
Hull: 220
Cargo: 12000

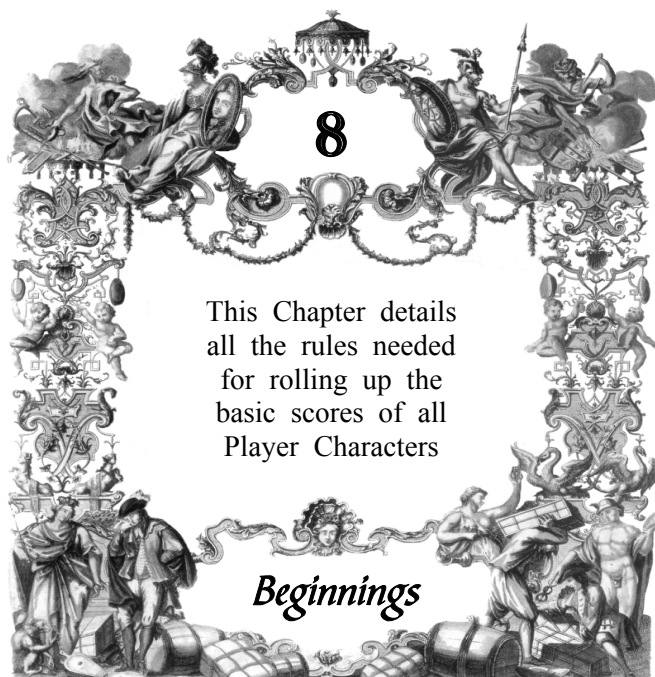
Larger adaptations of mariners were built to compensate for the growing number of colonies in the New World, and the name 'merchantman' became synonymous with these larger ships; the mariner became a trade ship, the merchantman a supply ship. Roughly the same in all respects, merchantmen often carry more precious goods than others, and thus seldom do they travel without an escort. They're a fine prize for pirates—if they are rugged enough to attack two ships to their one.

Special capabilities for a merchantman lie in its common use as a tradeship, as ports tend to welcome business from such captains more than most others, increasing the chance of availability for items in town bought by its captain by +1.

Suggested Nationalities for a merchantman include England and Holland.

CHAPTER EIGHT

WHAT MANNER OF MAN BRAVES SEAS OF BLOOD AND HAS ENEMIES THAT DRINK THEIR OWN?



CREATING CHARACTERS: Charted well on Table 50 below is the course one should follow to complete their Character. The various elements of Character creation are provided in the same order.

Table 50: Character Creation Steps

Step	Creation process
1	Roll for Ability Scores
2	Select Nationality
3	Determine age
4	Calculate Defense Score
5	Determine height, weight and age
6	Roll for comeliness (if at all)
7	Determine handedness
8	Determine starting wealth
9	Apply Inheritance Roll (if any)
10	Acquire Trademarks (if any)
11	Roll for starting Notoriety
12	Select Character Class
13	Determine initial Skill Points
14	Select Skills
15	Determine Saving Throws
16	Buy equipment (if you can afford any)
17	Calculate Movement rate
18	Review statistics for errors
19	Cheat everything you can get away with!
20	Name the Character

Creation Points: Most elements of a Character will be determined by rolling dice. However, Characters are better balanced by each Player's bonus of 10 'Creation Points', to apply as they wish. Note that there are several instances where the application of Creation Points will involve changing dice rolls, so they should either be used at that time, or the Player must keep an accurate record of his dice as they rolled—one cannot backtrack, such as going back to alter one dice result of the three for a single Ability, as only the final Score is known.

Lost Characters: Characters die often in this game, for a pirate's life is usually a short and brutal one, though the game should remain fun. To this end, when making up a new Character, a Player will receive a number of bonus Creation Points equal to the Experience Level of his former one, no matter if that lost Character died, retired, or disappeared into the netherworld. Note that the old Character must be forever gone—these bonus points are not awarded until the former Character Sheet is cast down into Davey Jones' Trash Can.

Re-rolls: During Character creation, each Player is allowed to re-roll one dice or statistic. However, this re-roll must be made at the time the statistic is first determined—if the Player moves on to the next roll for his character, the previous statistic cannot be altered.

ABILITY SCORES: Each Character possesses eight Ability Scores, each ranging from 1-12. To determine each of these scores, the Player will roll a single dice three times, and the middle-result will be his Ability Score. For example, if one rolls the results of '3', '5' and '6', his Score would be 5. Note that this does not involve 'averaging' the rolls, but simply taking the middle result.

If two numbers tied, the Ability Score will be the **lowest** of the numbers. For example, if one rolls the dice for the results '4', '7' and '7', his Ability Score would be 4.

If one spends 3 Creation Points, he may re-roll one dice in a set of three, or all three. In either case, if the new result is lower, he will keep his previous result (though the Creation Points are still lost to him).