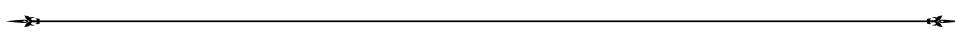
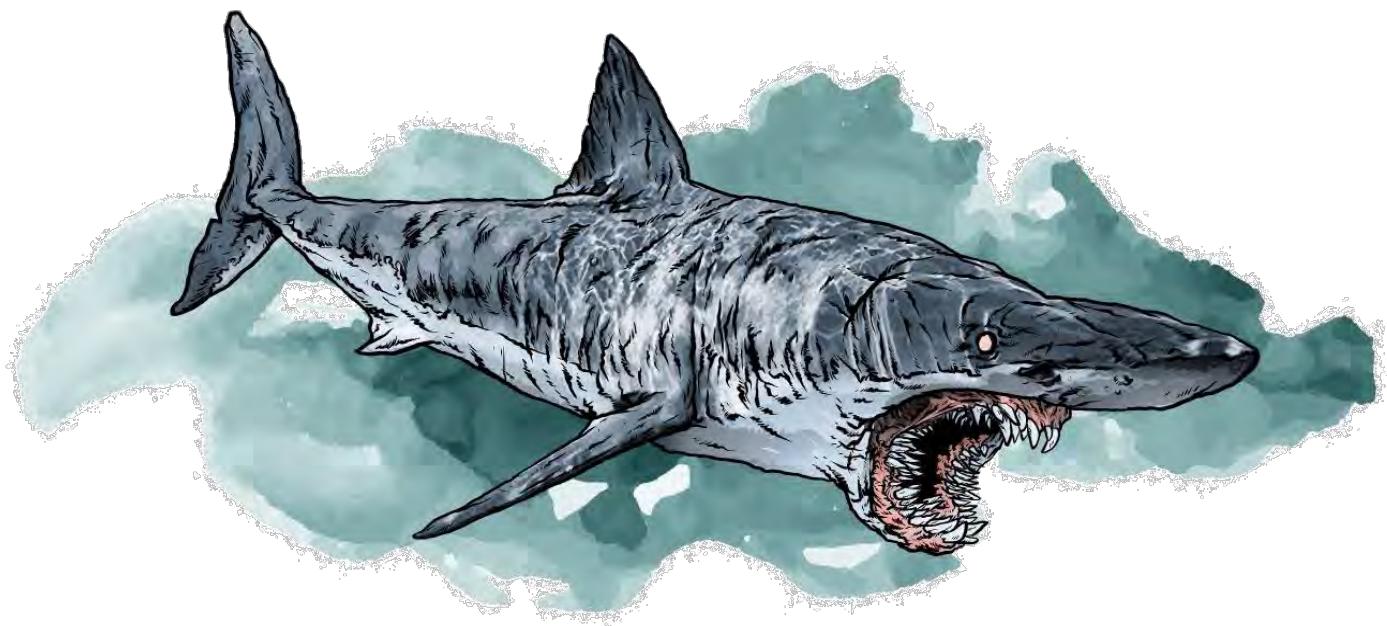

BLACKPOWDER TOOLKIT



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BLACKPOWDER TOOLKIT

Never heard of the *Blackpowder Toolkit*, ye say? Well now, open yer buccaneers and listen close. Tis boats and barnacles, pistols and pirates, crow's nests and cannons; a crisp assemblage of rules and tables for all manner o' seafarin' mischief.

Want fast n' furious ship combat, with abstract positioning, meaningful PC roles, and crackin' artillery effects? Of course ye do! How 'bout simple boarding, quick crew vs crew combat, and hand to hand skirmish tables? Aye, there's no shortage o' shiny round these parts mate.

Set yer peepers upon ship statistics, ship customization, artillery mechanics, personal blackpowder weapons, and crew advancements. Rules for magic, morale, ramming, sinking, and withdrawing. And last but certainly not least; a coveted caravel map by the gifted Mr Lancaster of *Dark Realm Maps*.

Blackpowder Toolkit is written for the *Low Fantasy Gaming RPG*, but is easily adapted to any d20 based RPG. 5e conversion notes are included on p.13.

Naval Combat

A naval combat turn covers approx five to fifteen minutes of game time (depending on how aggressively the ships engage), divided up into four phases:

1. PC actions
2. Positioning (including withdrawing)
3. Artillery
4. Boarding (if applicable)

(1) PC Actions

Before ship to ship combat begins, each player declares their PC's action during the naval turn, choosing from the list below. At the GM's option, the player may also need to declare their PC's rough location on the ship.

i. *At the Helm* involves the PC piloting or assisting the helmsmen/other PC to pilot the ship. If assisting, the *Positioning* test is made at advantage provided the PC makes an Int (Sailing) check. If the check is a terrible failure, the *Positioning* test is made at a -3 penalty instead.

ii. *Boarding* involves hand to hand fighting with enemy crew (see *Boarding*).

iii. *Defensive Actions*; the PC supports and directs crew in defensive actions, allowing the PC to spend a *Reroll* die to reroll an *Artillery Effect* against their own ship (one PC per artillery attack).



iv. *Lookout* grants the captain a +2 bonus on *Positioning* tests provided the PC makes a



Perc (Detection) check (max one PC). Additionally, if successful, the PC may grant one character advantage to resist an observable *Artillery* event that turn.

- v. *Patch 'em up* converts 1d6 dead crew to incapacitated instead (regaining normal status after the combat ends). If a PC makes an Int (Apothecary) check, and expends a healing kit use, the crew return to normal status immediately.
- vi. *Rally Crew*; 2d6 broken crew may make a morale check to return to normal status. Requires a Cha (Leadership) check.
- vii. *Repairs* involves the PC and/or others shoring up damaged locations, restoring 1 point to the ship's Save attribute (maximum one PC per turn). A Con (Athletics) check is required (urgent and exhausting work).
- viii. *Rescue* allows a PC to haul 1d6 overboard characters back onto the ship, into a lifeboat, etc (either personally or by directing others). *Luck* check required.
- ix. *Take Aim* involves the PC operating or directing firing crews, allowing the PC to spend a *Reroll* die for an *Artillery Effect* against their enemy (max one PC per artillery attack).
- x. *Take Cover* grants advantage to the PC when resisting Artillery Effects this turn, and/or three quarters cover (if relevant).

Enemy Crew Actions

Enemy crew actions are simplified to a single 1d6 roll as outlined below:

1. Nothing special this turn.
2. *Back at it lads!* 2d6 dead or broken crew turn out to be dazed instead, and are immediately reinstated.

3. *Batten down the hatches!* Ship Save is restored to starting value.
4. *The wind's with us!* Gain advantage on the next *Positioning* test.
5. *Steady now.* Next turn reroll one *Artillery Effect* against the PCs' ship or their own.
6. *Captain's Gambit.* On the next naval turn, whichever ship obtains favourable positioning may (in addition to their usual options) automatically ram, board, or withdraw from the engagement.

(2) Positioning

During this phase, ships are manoeuvring for superior position, using speed, skill and local conditions to leverage an advantage against their opponent.

The captains of both vessels (players might like to roll for their ship) make an opposed Int (Sailing) test. If one ship has faster speed than the other, it gains a +2 bonus. Other modifiers apply at the GM's discretion (for example, *Crew Advancements* on p.11). The victor's ship gains favourable positioning. On a great success, the victor's ship gains *very* favourable positioning. If both parties fail, positioning is neutral.

A ship with favourable positioning wins initiative (including for their allied ships, if any), and may:

- (1) Make three *Artillery* attacks this turn instead of two (see *Artillery* phase), or
- (2) If facing multiple enemy ships, force all ships but one (victor's choice) to make only a single *Artillery* attack this turn (instead of two).

A ship with *very* favourable positioning may alternatively:

(1) *Board* an enemy vessel. This requires a winning favourable positioning again on the following naval turn. Or

(2) *Ram* an enemy vessel. This requires a winning favourable positioning again on the following naval turn. Or

(3) *Withdraw* from the engagement. This requires winning *very* favourable positioning again on the following naval turn, plus a group *Luck* check by the PCs (or NPC captain). The *Luck* check is made at advantage if the withdrawing vessel is faster than its pursuers.

(3) Artillery

Each ship may make two Artillery attacks per naval turn, choosing from their available weapons systems. Ships attack in order of initiative.

Superior Range

During the first naval turn only, if one ship has longer range artillery than the other, it gains two free attacks before any initiative based attacks.



Artillery Effects

To make an attack, each ship declares which kind of artillery is fired. All targeted ships then make saves (roll 1d6 vs the ship's Save attribute, p.9). If successful the attack is negated, and the ship's Save attribute increases by 1 (once only per naval turn, regardless of the number of successful saves).

If failed, the target vessel suffers 1 hit, and rolls on the *Artillery Effects* table.

ARTILLERY EFFECTS	
1	Glancing shot! Negates Hit damage, and no other effect.
2	A solid hit, but no additional effect.
3	2d6 crew lost overboard (knocked/blown off, jump to extinguish flames, etc). Rescue possible at GM's discretion.
4	Deserters; 2d6 crew lower one or more lifeboats to flee or surrender, hoisting the white flag.
5	3d6 crew killed.
6	Mast damaged (70%) or destroyed (30%). Reduce speed by 1 category until repaired or replaced.
7	2d6 crew killed, and 1 PC (if applicable) must make a <i>Luck</i> (Dex) save or be lost overboard. Rescue possible at GM's discretion.
8	Rigging damaged (70%) or destroyed (30%). Ship automatically loses initiative until repaired or replaced.
9	3d6 crew killed, plus 1d2 PCs roll on the <i>Injuries & Setbacks</i> table.
10	Main sails or oars damaged (70%) or destroyed (30%). If the only means of propulsion, the ship is stranded until repaired or replaced.
11	1d100% of cargo destroyed.
12	Weak spot exposed; increase ship's Save by 1 until hull repaired (max 6).
13	4d6 crew killed, and 1d2 hirelings reduced to zero hp (if any). Check crew morale, or a further 2d4 crew are broken.

14	4d6 crew killed, and 1 PC reduced to zero hp (<i>Luck</i> (Dex) save to lose half current hp instead). Check crew morale, or a further 2d4 crew are broken.
15	Helm or rudder damaged or jammed. <i>Positioning</i> checks made at disadvantage until repaired.
16	6d6 crew killed (50%), blasted/jump overboard (20%) and/or surrender (30%).
17	One brace of artillery runs out of ammunition (20%), is damaged (50%) or destroyed (30%). No longer usable until repaired, resupplied or replaced.
18	Random deck on fire. Ship suffers 1 automatic hit at the start of each naval turn. A PC may use the <i>Repairs</i> action to organise crew to extinguish the fire with a <i>Luck</i> (Cha) check. If NPC ship, 50% chance fire is extinguished at the end of each turn.
19	Captain (40%), Quartermaster (60%) or other important leader killed. Check crew morale at disadvantage, or 5d6 crew abandon ship/surrender.
20	Severe hull damage. Causes 2 hits worth of damage instead of 1.

(4) Boarding

Boarding is enabled by *Positioning*, requiring at least two naval turns (see p.4). When boarding occurs, both crews exchange small arms fire, thinning enemy numbers as at least one ship secures itself to the other with grapple lines/chains.

Generally 3d6 crew are lost on each side, modified at the GM's discretion (eg +1d6 for significantly outnumbering the enemy, greatly superior firepower, etc).

PCs attempting to board an enemy ship must make a Dex check or fall into the water (delaying their boarding for 1d3 rounds as they climb up the hull instead). PC combat is run as normal, except one PC rolls on the *Skirmish* table (1d20 above deck, or 1d10 below) at the start of their turn. Rotate which PC each round.

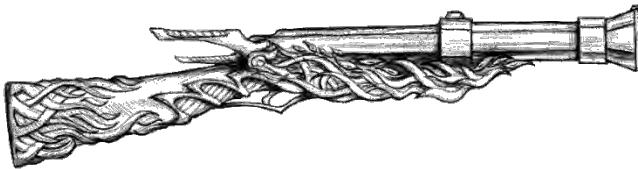
Once two crews are locked together in melee, the final outcome of the naval battle hinges on hand to hand combat. Ignore the standard naval turn rules, and determine the final victor via the melee.



SKIRMISH	
1d20	
1	<i>KO!</i> Flying debris during an artillery salvo knocks the PC out for 2d6 rounds (<i>Luck</i> (Con) save resists).
2	<i>Rolling Deck.</i> A big wave, artillery or other effect rocks the ship violently. All PCs must make a Dex check or fall prone (2 out of 3 crew fall prone). On a critical fail, the PC is stunned (lose next action).
3	<i>Explosion!</i> A cannonball or other artillery causes an explosion of timber, cargo, etc in the PC's area (2d6 damage and roll on the <i>Injuries & Setbacks</i> table, <i>Luck</i> (Con) save resists).
4	<i>Pile on!</i> 2d4 enemy crew suddenly appear through a door or hallway, and pile onto the PC, pinning them down (Str contest vs Str 16 to resist being helpless).
5	<i>Unexpected Aid.</i> At an opportune moment, an allied crew member, escaped prisoner, or stowaway appears from behind cargo, drops from the rafters, etc, taking out 1d4 of the PC's opponents with an improvised weapon (heavy crate, skillet, broken oar, etc).
6	A pistol shot rings out as a nearby enemy attempts to snipe the PC from a doorway, popping out from behind cover, etc (make an attack roll at +2, as flintlock pistol damage p.8).
7	<i>Grenade!</i> Sounds of nearby battle can be heard as a fizzing powder grenade bounces or skitters into the area the PC is fighting in. It will explode in 1d3 rounds!
8	<i>Fire!</i> During the fighting, a shattered lantern sets part of the ship on fire. Unless doused by the end of the round, apply <i>Artillery Effect</i> 18.
9	The closest hallway or stairs is suddenly blocked by broken timber, smoke, fire, shifting cargo, etc.
10	<i>When Animals Attack.</i> A feline, monkey, parrot, ferret or other ship mascot drops from the rafters, claws outstretched, latching onto the PC's head (blind, spend an action to make a Str check to remove).
11	<i>Barrage!</i> A volley of arrows, bolts or shots rain down on the PC and any characters within 5 ft of her (3d6 damage, <i>Luck</i> (Dex) save for half).
12	The PC's foot becomes entangled in coils of spare rigging/rope, threatening to trip them over (Dex check avoids).
13	A bulky iron rigging hook swings down from a broken line. The PC must make a Dex check or suffer 1d8 damage and lose their next action (stunned).
14	<i>Lost Gear.</i> During the boarding or skirmish, the PC accidentally lost a random item (1d6: 1-3 weapon, 4-6 misc item. 50% chance item lost in the water).
15	An artillery explosion on deck threatens to blast the PC (and anyone else within 5 ft) overboard. A <i>Luck</i> (Dex) save negates.
16	A veteran of the enemy crew (Fighter 3+) calmly skewers her current foe, then makes eye contact with the PC, and drags her thumb across her tattooed neck.
17	<i>Net.</i> An enemy drops a weighed net from the rigging above, entangling the PC (action and Str contest vs 16 to escape, otherwise helpless).
18	<i>Poison.</i> The PC's opponent is using a rare <i>Sea Serpent</i> poison. If already injured, the poison kicks in now (otherwise next hit): 4d6 damage and <i>Luck</i> (Con) save or random limb paralysed for 1d4 days.
19	A sniper in the crow's nest takes a pot shot at the PC (+2 to hit, crossbow or musket damage).
20	<i>The hell is that!?</i> A colossal tentacle (Str 20) rises from nearby water, snatching a random character (PC or NPC) off the deck, dragging them beneath the water (PCs gain a <i>Luck</i> (Dex) save to negate).

Crew vs Crew

Opposing crews fight each other in a running skirmish, starting above deck and working up/down. The outcome is abstracted by rolling 2d6. The GM might apply a 1 or 2 point modifier for substantial advantages/disadvantages (eg significantly outnumbered, superior armour, enemy spellcaster on board, etc).



CREW vs CREW

2-3	60% friendly crew dead, incapacitated or broken. Similarly 25% enemy crew. Remaining friendly crew require a morale check to avoid breaking.
4-5	30% friendly crew dead, incapacitated or broken. Similarly 15% enemy crew.
6-8	20% of one side dead, 10% the other (even chance).
9-10	30% enemy crew dead, incapacitated or broken. Similarly 15% friendly crew.
11-12	60% enemy crew dead, incapacitated or broken. Similarly 25% friendly crew. Remaining enemy crew require a morale check to avoid breaking.

Magic

Spells similar to ship artillery (eg *Fireball* or *Lightning Bolt*) are treated as close range artillery attacks (including ship save, rolling on the *Artillery Effects* table, etc). Any further effects are at the GM's discretion. A maximum of one magic attack may be made per naval turn (does not count towards the standard two ship attacks per turn).

Morale

Crew that fail a morale check reduce the ship's available Crew (p.8; cowering behind cover, jumping overboard to escape, signalling their surrender, etc). Broken crew might recover if a PC takes the Rally Crew action.

Sinking

A ship reduced to zero hits sinks in 1d4 naval turns, breaking up and/or taking on vast amounts of water. PCs require a *Luck* (Str) or (Will) save to escape drowning as the vessel goes down. Those that survive end up on a piece of flotsam, in a lifeboat, in irons by the enemy, etc.

Ramming

The ramming ship causes 1d4 hits to the target, or 1d6+1 if using a ram (no save). The ramming ship suffers the same number of hits -1, or half as many if using a ram (round down). Crew from either ship may immediately board if they wish.

Withdrawing

Withdrawing is enabled by *Positioning*, requiring at least two naval turns (see p.4).

Ship Weapons

Artillery are very large, slow loading weapons made for attacking ships and fortifications. Ranges are relative and abstracted for quick play. Rules for targeting enemy ships appear under *Artillery* (p.5). If attacking individual characters, generally the target must make a *Luck* (Dex) save or be reduced to zero hp (GM discretion applies).

ARTILLERY			
NAME	COST	RGE	EFFECT
Onager	500 gp	Long	If using flaming pitch, powder keg, etc, 50% chance of inflicting <i>Artillery Effect</i> 18 (instead of rolling).
Ballista	400 gp	Short	May increase or decrease the <i>Artillery Effects</i> roll by 1 point, provided the final result affects crew.
Light Cannon	4,000 gp	Long Short	<i>Cannon ball</i> grants +1 bonus on <i>Artillery Effects</i> rolls. <i>Chain shot</i> ; may increase or decrease

		Short	the <i>Artillery Effects</i> roll by 1 point, provided the final result affects masts, sails or rigging. <i>Shrapnel shot</i> ; if a crew effect occurs, increase the result by 50%. Never runs out of ammunition.
Heavy Cannon	7,000 gp	Med	<i>Steel ball</i> , grants +2 bonus on <i>Artillery Effects</i> rolls.
Smoke Keg	500 gp	Short	Single use. 20 ft radius heavy smoke cloud imposes 66% miss chance until the end of next turn.
Flamer	4,000 gp	Very short	Permits a one off blast of fire when attacking via ramming or boarding. 50% chance inflict <i>Artillery Effect</i> 18.

Personal Weapons

Personal blackpowder weapons are outlined below. They exhibit the following properties:

- Damage dice that roll 4 are rolled again and accumulate (“exploding” dice).
- On a natural 19 attack roll (or for grenades, on a terrible failure *Luck* save), a random body part is injured; roll 1d8 and consult the *Injuries & Setbacks* table.
- If the wielder suffers damage while priming or reloading, their action is lost.
- The weapon is loud, preventing stealth.
- On a fumbled attack, the weapon malfunctions, rendering it a club until repaired (similar to shield rules).
- Powder grenades may be combined into a single trap (with a fuse timer, etc). Each additional grenade alternates between adding 1d4 dmg or increasing the blast radius by 5 ft (max 20 ft).

BLACKPOWDER WEAPONS			
NAME	RANGE COST	DMG	PROPERTIES
Flintlock pistol	40 ft 200 gp	3d4	1 action to reload.
Musket	100 ft 300 gp	4d4	3 actions to reload. Two handed.
Blunder -buss	20 ft 150 gp	5d4	Cone 20 ft long, 10 ft wide. 2 actions to reload. Two handed.
Powder Grenade	70 ft 75 gp	4d4	1 action to prime, 1 action to throw. 10 ft radius. <i>Luck</i> (Dex) save negates (no attack roll).

Ships

Ship sizes, descriptions and costs are approximated below. Ship attributes are simplified for speedy resolution.

Attributes

- *Save*: When resisting *Artillery* attacks, roll 1d6; on the indicated number or higher the attack is negated (a miss or cosmetic damage). At the end of the turn, if the ship made at least one successful save, the *Save* attribute increases by 1 (maximum 6, until repaired).
- *Hits*: If a ship suffers this many hits from artillery, it sinks (see *Sinking*).
- *Crew*: The number of crew available for combat (does not include young children or the very old). The number in brackets is the minimum crew required to sail the vessel. If reduced below this number, any remaining crew surrender.
- *Speed*: relative ship speed. Increases as follows: very slow, slow, moderate, fast, very fast. A ship with no masts and no oars is stranded.

- **Artillery:** Common weapon loadouts and their locations. “All” means bow (front), stern (rear), port (left) and starboard (right).

Skiff

Very small 4 man rowboat, primarily for fishing and personal transport in lakes and bays. No mast. Single deck. 100 gp.

<i>Save</i>	6+
<i>Hits</i>	1
<i>Crew</i>	(1) 1d4
<i>Speed</i>	Very slow
<i>Artillery:</i>	None

Whaleboat

Small 12 man tender, a dinghy, most often used as a lifeboat or shore transport for a mothership. No mast. Single deck. 1,000 gp.

<i>Save</i>	6+
<i>Hits</i>	1
<i>Crew</i>	(1) 2d6
<i>Speed</i>	Very slow
<i>Artillery:</i>	None

Sloop

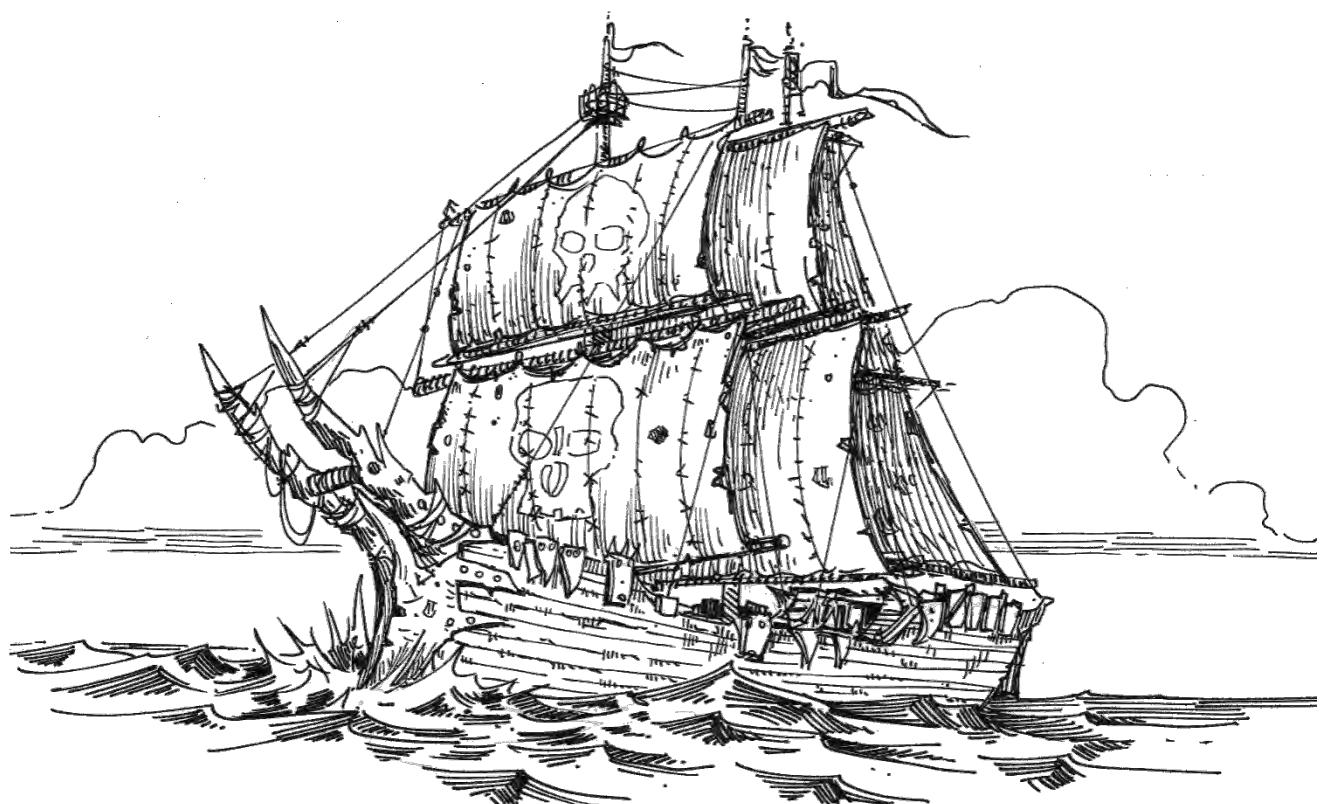
Small, agile sailing ship. 50 ft long, 15 ft wide. Single mast. Upper and lower deck. Emergency oars. 5,000 gp.

<i>Save</i>	5+
<i>Hits</i>	3
<i>Crew</i>	(3) 3d6
<i>Speed</i>	Very Fast
<i>Artillery:</i>	1-2 : none
	3-4: ballistae (bow, stern)
	5-6: light cannon (port, starboard)

Cog

Small cargo ship. 70 ft long, 20 ft wide, single or double mast. Upper and lower deck. 7,000 gp.

<i>Save</i>	6+
<i>Hits</i>	4
<i>Crew</i>	(4) 3d6+5
<i>Speed</i>	Moderate
<i>Artillery:</i>	1-4: none
	5: ballistae (port, starboard)
	6: light cannon (stern)



Longship

Narrow, agile troop transport and land raiding vessel. 70 ft long, 10 ft wide, single mast, 40 oars. Single level, shields lining the sides. 4,000 gp.

Save	4+
Hits	4
Crew	(6) 4d6+30
Speed	Fast
Artillery:	None

Caravel

Large cargo ship. 100 ft long, 25 ft wide, two or three masts. Upper, lower and cargo deck. Forecastle and sterncastle. 12,000 gp.

Save	5+
Hits	6
Crew	(10) 3d6+25
Speed	Moderate
Artillery	1-2 : none 3-4: ballistae (port, starboard) 5-6: light cannon (port, starboard)

Carrack

Warship. 120 ft long, 30 ft wide, three or four masts. Upper, lower, cargo and gun deck. Forecastle and sterncastle. 30,000 gp.

Save	4+
Hits	8
Crew	(15) 5d6+50
Speed	Very Fast
Artillery:	1-2: onagers (bow, stern) & ballistae (port, starboard) 3-4: light cannons (all) 5-6: heavy cannons (all)

Galleon

Large warship. 150 ft long, 40 ft wide, four masts. Upper, lower, cargo and gun deck. Forecastle and sterncastle. 80,000 gp.

Save	3+
Hits	12
Crew	(20) 6d6+75
Speed	Fast
Artillery:	1: onagers (all) & ballistae (all) 2: light cannons (all) 3-6: heavy cannons (all)

Ship Customization

At the GM's option it may be possible to customize ships as outlined below. Each customization generally costs half the ship's original price.

- *Sleek Design*: increase Speed by one category (max very fast).
- *Armour Plating*: decrease Save attribute by 1 point.
- *Reinforced Hull*: increase Hits by 3 points.
- *Extra Bunks*: increase crew by 50%.
- *High Power Artillery*: once per battle, may reroll one *Artillery Effects* die against an enemy ship.
- *Extended Range*: the ship does not suffer free attacks due to enemies having superior range (p.5).
- *Advanced Rigging*: minimum crew is halved (minimum 1).

Crew

Crew, AC 12, HD 1, Cutlass/Axe 1d8, 19: as weapon, S12 D13 C11 I10 P10 W10 Ch10 L4, Mv 30 ft. Also armed with knives, 20% chance of a light crossbow and 10 bolts.

Quartermaster, AC 14, HD 3, Cutlass/Axe 1d8+2 or musket 4d4, 19: as weapon, S16 D13 C14 I13 P12 W13 Ch13 L4, Mv 30 ft. Also armed with a pistol, knife, and whip.

Captain, Boss Monster, AC 14, HD 4 (30 hp), Cutlass 1d8+2 and pistol 3d4, 19: Disarm, S15 D15 C12 I14 P12 W16 Ch15 L10, Mv 30 ft. The Captain is a *Boss Monster* with the usual benefits (LFG p.95). Advantage on crew morale checks within sight. *Backstab, Skirmisher* and *Finisher* abilities like a 4th level Rogue, may choose from

the following tricks three times per combat: *Flash Powder*, *Hidden Blade*, *Quick Reflexes*.

Parrot, AC 14, HD 1d4 hp, Rake 1d3, 19: eyes bloodied, target blind until end of their next turn, S5 D16 C10 I4 P16 W13 Ch7, L5, Mv 120 ft. The parrot gains the usual aerial combatant advantages (LFG p.82). May be trained in basic voice mimicry.

Cat, AC 13, HD 1d4 hp, Rake 1d3, 19: latches onto target's back, unable to be attacked by the target next turn, S5 D18 C8 I5 P14 W10 Ch8, L6, Mv 60 ft. The cat sees as well in darkness as light, provided there is some light to amplify (eg moonlight). Adv on stealth, climbing and balance related checks. Feeds itself.

Crew Advancements

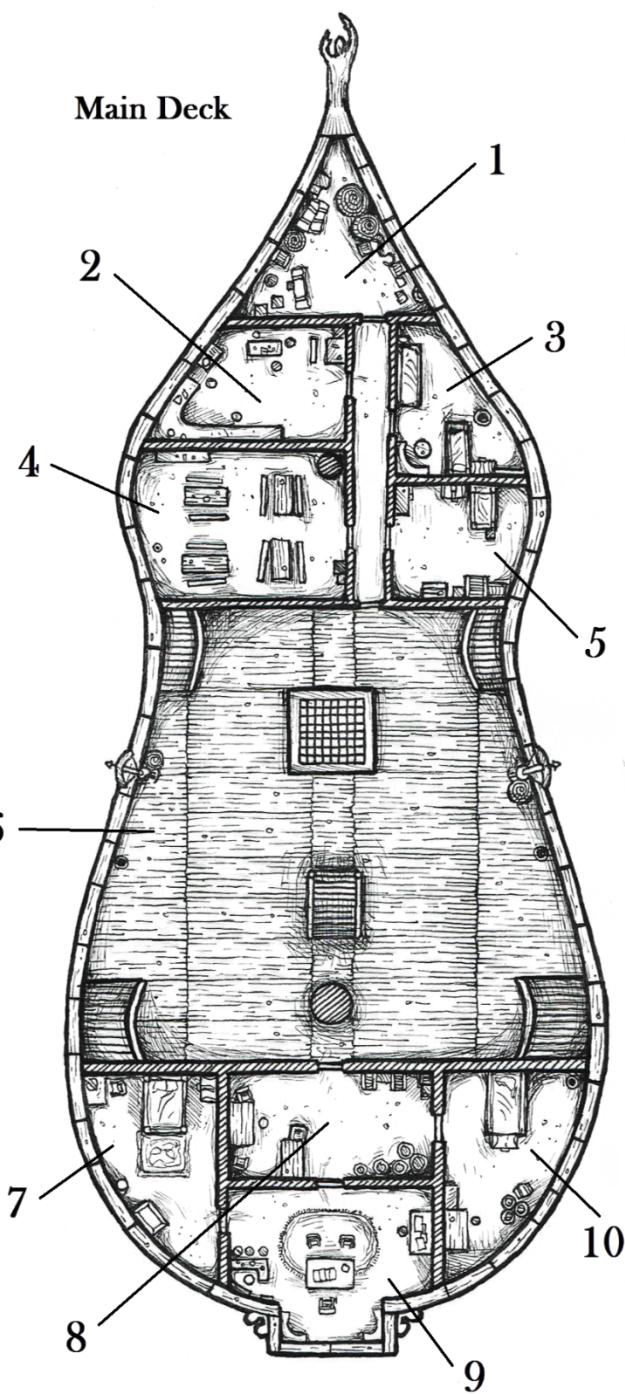
At the GM's option, Crew that survive one or more engagements might gain one of the following advancements (roll 1d10):

CREW ADVANCEMENT	
1	<i>Wily Riggers</i> ; once per naval battle, turn a failed ship save into a success.
2	<i>Lucky Mascot</i> ; once per naval battle, provided the mascot still lives, turn one <i>Artillery Effect</i> roll into a 1.
3	<i>Hardy</i> ; when suffering crew losses due to <i>Artillery</i> , roll d4s instead of d6s.
4	<i>Rock Steady</i> ; +3 bonus on morale checks.
5	<i>Howling Boarders</i> ; gain a +1 bonus on <i>Crew vs Crew</i> checks.
6	<i>Fearsome Rep</i> ; impose a -2 penalty on enemy morale checks.
7	<i>Protective</i> ; once per naval battle, the party may choose result 5 on the <i>Skirmish</i> table instead of rolling.
8	<i>Crew Killers</i> ; when causing crew losses due to <i>Artillery</i> , roll d8s instead of d6s.
9	<i>Veteran Gunners</i> ; make 3 <i>Artillery</i> attacks per naval turn, even if the ship does not win favourable positioning.
10	<i>Gifted Helm</i> ; once per naval battle, automatically win <i>very</i> favourable positioning.

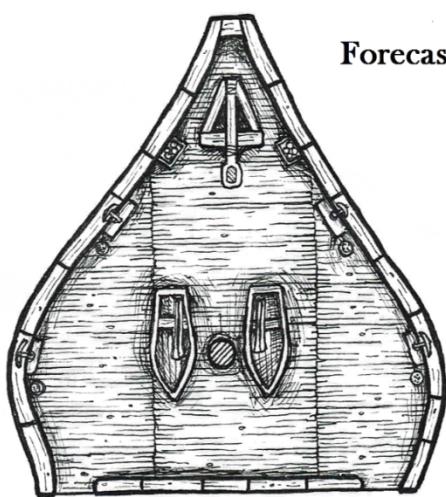




Main Deck



Forecastle



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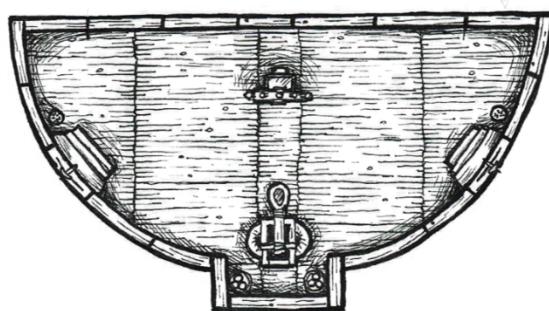
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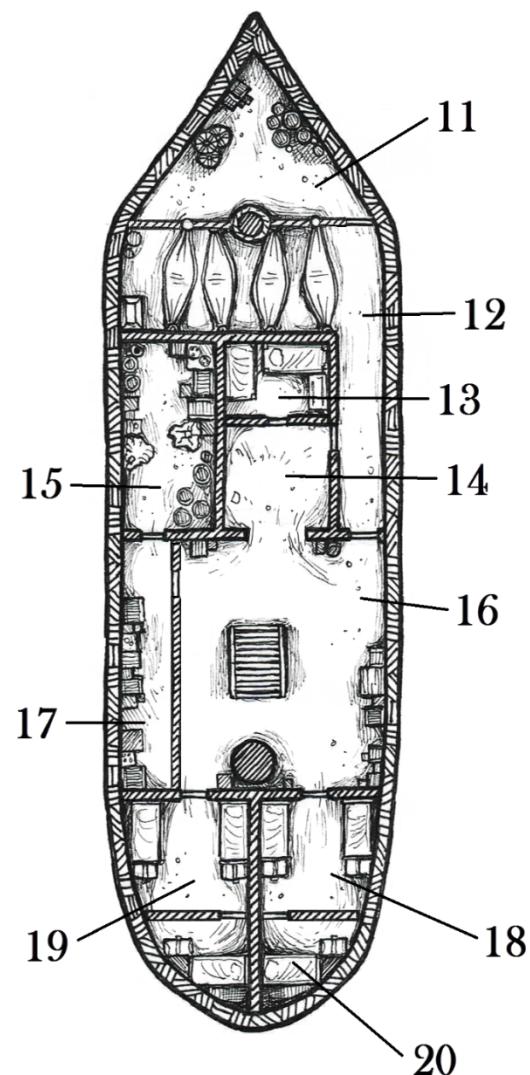
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Sterncastle



Lower Deck

5e Conversion Notes

Convert to 5e by implementing the following:

- (i) Replace all *Luck* saves with the appropriate Attribute save (eg a *Luck* (Dex) save becomes a Dex save).
- (ii) DCs are set by threat level. For Minor threat the DC is 10, for Moderate threat 15, and for Major threat 20.
- (iii) For a “great success”, the PC rolls with disadvantage, or must beat the DC by 5 or more (GM’s call). For a “terrible failure”, they must fail the check by 10 or more (or natural 1).
- (iv) For *Injuries & Setbacks*, use the table on p.14.

Crew, AC 10, HP 2d8+2, Cutlass +3/d6+1 or Light Crossbow +3/1d8+1 range 80/320, S11 D12 C12 I10 W10 Ch10, Mv 30 ft. PP 10, CR 1/8 (25 xp).

Quartermaster, AC 14, HD 6d8, Multiattack 2 x Cutlass 1d6+2, S15 D13 C12 I12 W14 Ch13, Mv 30 ft, PP10, Athletics +4, Persuasion +3, CR 1 (200 xp).

Captain, AC 15, HD 10d8+20, Multiattack 2 x Cutlass 1d6+3 and 1 x Pistol 1d10+3, S15 D16 C14 I14 W11 Ch14, Mv 30 ft, PP10, Saves Str +4/Dex +5/Wis +2, Athletics +4, Deception +4, CR 2 (450 xp).

Parrot, AC 13, HP 1d4-1, Talons +5/1, S5 D16 C8 I2 W14 Ch6, Mv 10 ft flying 60 ft. PP 14, Perception +4. CR 0 (10 xp). The hawk gains adv on Wis (Perc) checks that rely on sight.

Cat, AC 12, HP 1d4, Claws +0/1, S5 D15 C10 I3 W12 Ch7, Mv 40, climb 30 ft. PP 13, Perception +3, Stealth +4. CR 0 (10 xp). The cat has adv on Wis (Perc) checks that rely on smell.





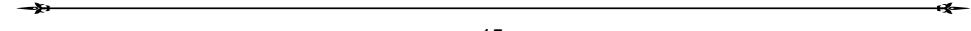
1d20	INJURIES & SETBACKS
1	Eye Injury. You have disadvantage on Perception/Investigation checks that rely on sight (blind if both eyes). Roll 1d20, on a 6+ the eye is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the eye is lost. A <i>Regenerate</i> spell is required to restore a lost eye.
2	Arm or Hand Injury. You can no longer hold anything with two hands, and you can hold only a single object at a time. Roll 1d20, on a 6+ the limb is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the limb is lost (1d6: 1-3 hand, 4-5: below elbow, 6: arm). A <i>Regenerate</i> spell is required to restore a lost limb.
3	Leg or Foot Injury. Your move speed is halved and you require a crutch or peg leg to walk. You have disadvantage on movement based Dex checks. Roll 1d20, on a 6+ the limb is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the limb is lost (1d6: 1-3 foot, 4-6: below knee). A <i>Regenerate</i> spell is required to restore a lost limb.
4	Ear Injury. You have disadvantage on Perception/Investigation checks that rely on hearing (deaf if both ears). Roll 1d20, on a 6+ the ear is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the ear is lost. A <i>Regenerate</i> spell is required to restore a lost ear.
5	Internal Bleeding. Whenever you attempt an action in combat, you must make a Con or Wis check vs DC 10 (your choice). If unsuccessful, you lose your action. <i>Cure Minor Injury</i> or 3d6 days of rest cures the injury.
6	Broken Ribs. Whenever you suffer physical damage, you must make a Con or Wis check vs DC 10 (your choice). On a failed check, you lose your next action. <i>Cure Minor Injury</i> or 3d6 days of rest mends the injury.
7	Nasty Scar. You gain a nasty looking scar on your head, neck, hands or other location not easily concealed. You have disadvantage on most Charisma checks (GM discretion). A <i>Regenerate</i> spell is required to remove the scar.
8	Swelling on the Brain. You suffer madness (1d6: 1-3 indefinite, 4-6 long term). The madness subsides as usual or <i>Cure Minor Injury</i> removes it.
9	Damaged Weapon. A weapon or item you are holding is damaged. Until repaired, the item cannot be used, imposes disadvantage or suffers some other penalty the DM determines. Magical items have a 50% chance to negate this effect.
10	Damaged Armour. Armour you are wearing is damaged. Until repaired, your armour provides only half the normal AC bonus (round down). Magical items have a 50% chance to negate this effect.
11	Damaged Magical Item. A randomly determined magical item (not a weapon or armour) is damaged. Until repaired, any attempt to use the item requires an Int check (DC 15). On a failure the DM improvises a setback or rolls on the <i>Wand of Wonder</i> chart.
12	Muscle Tear. Lose 1d4 Str, Dex or Con. <i>Cure Minor Injury</i> or 1d8 days of rest mends the injury.
13	Head Injury. Lose 1d4 Int, Perc, Will or Cha. <i>Cure Minor Injury</i> or 1d8 days of rest mends the injury.
14	Diseased Wound. Your hit point maximum is immediately reduced by 1d10, and again every morning the wound persists. If your hit point maximum reaches zero you die. <i>Cure Minor</i>



	<i>Injury</i> mends the wound. Alternatively tending with the Medicine skill cures the wound after 1d3 days.
15	Sprained Ankle. You must make a Dex check (DC 15) if you try to charge, jump or move twice in one round. If you fail the check, you fall prone. <i>Cure Minor Injury</i> or 1d6 days rest mends the injury.
16	System Shock. You have disadvantage on initiative checks. <i>Cure Minor Injury</i> or 1d3 days rest mends the injury.
17+	Minor Scar. A minor scar has no significant adverse effect, in fact after a few ales some folks might even be impressed by it. Some scars fade over time, others might require the <i>Regenerate</i> spell to erase completely.

Adapting to Permanent Injuries

In the absence of healing magic, an adventurer suffering permanent injuries will find ways to adapt over time (including hook hands, peg legs, adjusting to one eye, etc). The GM is encouraged to reduce or eliminate penalties after one or more periods of downtime retraining.



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