

DÍTAILDOLG is a game about grog-swilling pirates, undead galleons, arcane treasures found in ancient temples, and high seas adventure. It's not a game about slavery, sexual violence, genocide, or any of the other abhorrent real parts of our history. Please treat these topics with the respect they deserve, or leave them out of the game altogether and go hunt some skeletons.

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THANKS

My wife Bea for all her support and for always listening to me talk about pirates, my brother Tyler for so many years of great gaming, my parents for *everything* (including taking me on the Pirates of the Caribbean ride over 30 years ago), and my incredible Patreon subscribers, without whom this book would have never been possible.

inspiration

SAILS 奏 THE DARKEST DUNGEON 奏 THE DARK OF HOT SPRINGS ISLAND 奏 MOTHERSHIP 奏 SEA OF THIEVES CARIBBEAN 吳 A WIZARD OF EARTHSEA 吳 RAIDERS OF THE LOST ARK 吳 THE GOONIES 吳 TALES FROM THE BLACK FREIGHTER 吳 THE DARK CASTLE 吳 ON STRANGER TIDES 吳 SID MEIER'S PIRATES! 吳 THE SERPENT SHADOW OF THE TOMB RAIDER & THE BLACK HACK & NEVERLAND JE & OAK & IRON & KNOCK THE RAINBOW THE ABYSS & THE SECRET OF MONKEY ISLAND 桑 APOCALYPTO 桑 ASSASSIN'S CREED IV: BLACK FLAG HOOK & ARMY OF DARKNESS & **№** BLACK



This project would not exist without the incredible book and enigma that is

PÖKK BDKO

Thank you to *Pelle Nilsson* and *Johan Nohr* for the incredible inspiration and generous 3rd party license.

Please, do yourself a favor, and pick up a copy of Mörk Borg.

www.pirateborg.com

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PUBLISHER

Free League Publishing

PRINT

Standart Impressa UAB, Lithuania 2023

PAPER

Munken Print Cream 150g, Munken Print Cream 115g

ISBN

978-91-89765-12-2

PIKATE BOKG

is an independent production by *Limithron LLC* and is not affiliated with Ockult Örtmästare Games or Stockholm Kartell.

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PLAYER PDF

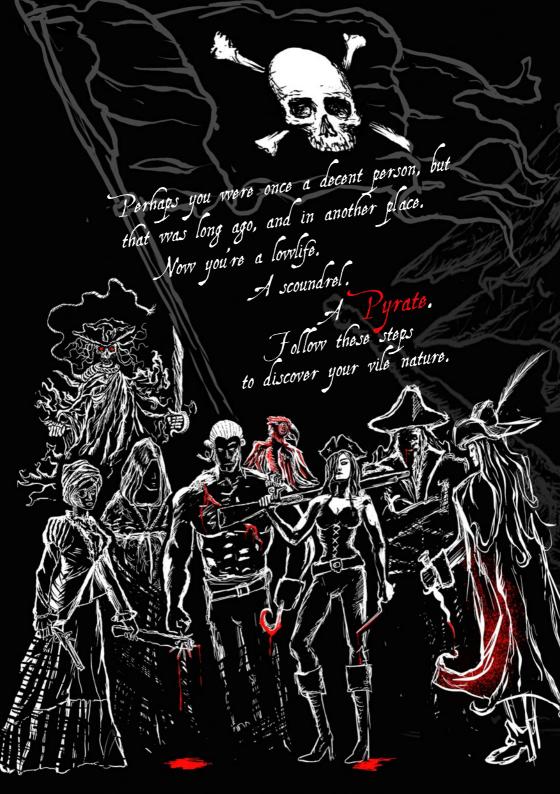
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Create a Player Character (PC)

- 1. Roll on each of the tables on this page.
- 2. Roll your ability scores (pg. 6).
- 3. Choose or roll [d6*] a class (pg. 12-23), which affects the next 3 steps, or you can be a landlubber (no class).
 - *Roll a d8 to include the two optional classes.
 - Roll your starting hit points (pg. 11).
 - Roll for a weapon, clothing, and a hat (pg. 28-31).
 - Roll for starting book (pg. 32).
- 4. Choose or roll tables on pages 33-39.
- 5. Name your pirate.

Welcome to the Darts Caribbean

do

- 1 bucket for 4 normal-sized items
- 2 *bandolier* for 6 small-sized items
- 3 satchel for 8 normal-sized items
- 4 backpack 10 normal-sized items
- 5 large sea chest for 20 normal-sized items or one of the above of your choice
 - 6 a dinghy or one of the above of your choice

d12

CHEAD GEAR

- 1 lantern (d6 hours of oil)
- 2 d4 candles (1 hour each)
- 3 30' of rope
- 4 shovel
- 5 medical kit:

(stops bleeding|poison| infection and heals do HP Presence + 1 uses

- 6 weighted dice
- 7 flint & steel
- 8 hammer & nails
- 9 mess kit
- 10 pipe & tobacco pouch
 - 11 d6 torches (1 hour each)
- 12 a pet [d10]
 - snak
 - 1 SH2
 - lizard
 - 3 Hzaru 4 monkev
 - 5 pari
 - 7 dog
 - 8 hawk
 - 9 hermit crat 10 fish in a jar

dIZ

Fancy gear

- 1 compass 2 spyglass
- 3 fishing rod
- 4 1 random Ancient Relic (pg. 40)
- bottle of fine rum
- 6 old pocket watch
- 7 blanket & pillow
- 8 ink, quill, parchment
- 9 worn out book
- 10 tent
- 11 whetstone
- 12 instrument [d10
 - 1 concertin
 - 2 drum
 - 4 fiddle
 - 5 banjo
 - 6 horn
 - 8 guitar
 - 10 voice of an ange

ABILITY SCORES

Roll 3d6 and use the table below to generate each ability score from -3 to +3. Your class alters your modifiers. Alternatively, landlubbers (PCs with no class) can roll 4d6 and drop the lowest result. The sum is not used in the game once the character is created, only the modifier.

Abilities can never exceed -3 or +6.

MODIFIERS

3-4	5-6	7-8	9-12	13-14	15-16	17-18
-3	-2	-1	<u>+</u> 0	+1	+2	+3

ABILITIES

STRENGTH	Crush, lift, strike, grapple.
AGILITY	Defend, balance, swim, flee.
PRESENCE	Smarts, ranged weapons, perceive, charm.
TOUGHNESS	Drink grog, hold breath, survive falling.
SPIRIT	Willpower, using relics, casting rituals.

TESTS

DIFFICULTY RATINGS [DR]

Tests are made against a	6	easy, even for a landlubber
Difficulty Rating (DR).	8	routine, but some chance of failure
To succeed, roll d20 ± your	10	pretty simple, but not too simple
ability with a result equal to or	12	normal
greater than the DR.	14	difficult
Creatures don't use abilities,	16	really hard
they just roll a d20 against DR.	18	nigh impossible

Examples: pick the jail lock DR14, climb the rigging DR12, lift the broken mast DR16.

HOLDING YOUR BREATH

You can hold your breath for 1 + Toughness minutes (minimum 1 minute), and half that when under physical duress (minimum 30 seconds, swimming fast, combat, lifting). After that, test Toughness DR12 each round (increase the DR by 2 each round) or lose 1 HP. You drown at 0 HP.



CARRYING CAPACITY

You can carry 8+Strength *normal-sized* items without a problem. After that, testing Strength and Agility DR increases by 2 (from 12 to 14, etc.). It is impossible to carry more than double 8+Strength.

Normal-sized: cargo nets, muskets, shovels. NOT cannons, sea chests, oars, corpses.

Biolence

Players roll to attack and defend. Enemies don't roll dice in combat.

INITIATIVE [d6]

1-3 enemies go first

4-6 PCs go first

Individual initiative (if needed): AGILITY + d6

CRITICAL [natural 20]

ATTACK: Deal double damage, then armor/ protection is reduced one tier. DEFENSE: PC can make an immediate free attack.

FUMBLE [natural 1]

ATTACK: The weapon breaks or is lost. DEFENSE: PC takes double damage, then their armor is reduced one tier.

FUMBLE A BLACK POWDER WEAPON ATTACK [d6]

1-2 BACKFIRE. Take d2 damage.

3-4 BROKEN. Weapon is broken.

5-6 BOTH.

ARMOR

When you take damage, roll your Armor Die and subtract that from the total damage.

TIERS:

tier 3 -d6

 $-d_4$ tier 2 $-d_2$ tier I

tier o

When armor is damaged (i.e., from a fumble), penalties to Strength and Agility tests still persist (see pg. 30).

Armor reduced below 1st tier is ruined and cannot be repaired. For armor repair costs, see pg. 31.

MELEE

Test STRENGTH DR12

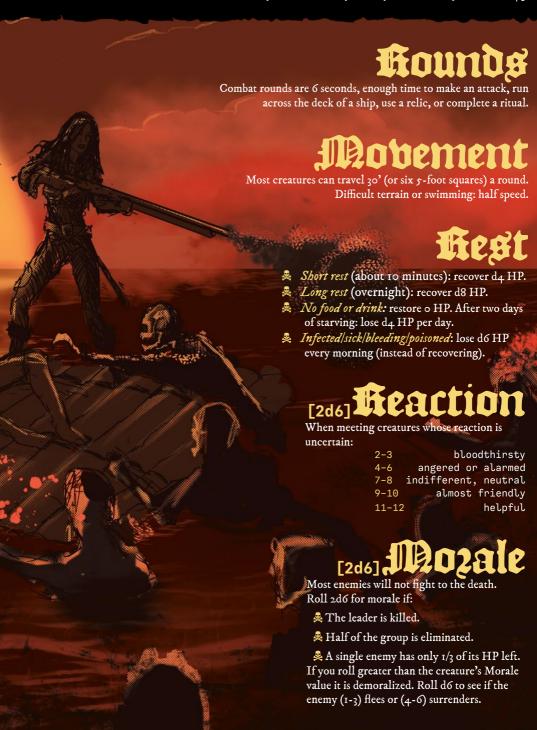
RANGED

Test PRESENCE DR12

DEFENSE

Test AGILITY DR12 If you fail the enemy hits you.





Hit Points [HP]

Reference your class for starting HP, or if you are a Landlubber (you have no class) begin with d10 ±Toughness.

You never start with less than I HP.

Zero HP

If you are reduced to o HP, you are Broken.

BROKEN [d6]

- 1 Instant death*.
- 2 Hemorrhage: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 3 Brain injury: You awake in 1 hour with a sq to Presence for d8 days.
- 4 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 5 Fall unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- 6 Fall unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

Pegative HP

If you are reduced to less than o HP: you are *Dead** (skip being *Broken*).

Down to Davy Jones' Locker with ye!



*Optional: GM may allow dead PCs to return to life as a Haunted Soul, pg. 24

Gaining Experience

The game master decides when a character should be improved. It might be after: taking a prize, raiding a port, dividing the plunder, burying treasure, or exploring a temple. When this happens, do these things:

I. ABILITY CHANGES

Roll a d6 against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6. Results below the ability decrease it by 1. Abilities from -3 to +1 are always increased by 1 unless the d6 result is 1, in which case the ability is then reduced by 1, but never below -3.

2. MORE HP

Increase your maximum HP by d6. You must rest or heal to increase your current HP.

3. GAIN A CLASS FEATURE See your class description

to gain a new feature.

4. AMONG THE DEAD YOU FIND [d6]

- 1-2 nothing
- a weapon (d10, pg. 28)
- 3d10 silver
- 1 ancient relic (pg. 40)
- 1 arcane ritual (pg. 42)



When you're not bashing, smashing, slashing, or crashing, you're... well, that's all you really know how to do. You can't use Arcane Rituals, but your muscles are basically "magic."

ABILITIES Strength +1, Toughness +1, Presence -1, Spirit -1. HP: d12 ± Toughness. BEGINS WITH d2 Devil's Luck, pg. 32. Roll for clothing [d10] and a hat [d12], pg. 30.

Starting Seature

You begin with a trusted weapon (d6). It will never break, but you drop it on a Fumble. It is DR -2 to attack. What is its name?

- 1. BRASS ANCHOR. Requires 2 hands, d8 damage, and target's armor is reduced by one tier (-d2) during the attack.
- 2. WHALING MARPOON. d8 damage, can be thrown by testing AGILITY DRIO.
- 3. MEAT CLEAVER. Caked in layers of dried blood. d4 damage, and on a damage roll of 1 it spreads a disease from one of its prior victims: the target loses d6 HP at the start of its next two turns.
- 4. PART OF A BROKEN MAST.

It has a rusted nail protruding from one end. d8 damage, plus an extra d6 on a critical hit.

5. RUNIC MACHETE.

dó damage. Great for chopping down vines and fopdoodles. It glows in the dark if there are undead nearby.

6. ROTTEN CARGO NET. Test
AGILITY DR12 to throw it at something
and stop it from moving for d2 rounds.
Trapped targets take d2 damage/round.

Getting Better

Every time you gain experience, gain one of the following (d6). Reroll repeats.

I. LIAR'S DICE.

A small bag of 5d6. Roll them at the start of combat. If the total is even, -2 DR for melee attacks, but defend with +2 DR.

2. BOOMSTICK.

Listen up. You find a top-of-the-line blunderbuss. You got that?

"Boomstick" Blunderbuss
DR8 to hit & dto damage when in melee range, otherwise DR12 and d4 damage.

3. BLOOD FRENZY.

+2 to damage rolls for each enemy you've killed so far this battle. Resets/ends after 10 rounds (1 minute) of no death.

4. TAVERN BOXER.

Your fists deal 2d4 and ignore Fumbles.

5. THICK SKINNED.

You count as wearing light armor even when you aren't (tier 1, -d2).

6. GROG BREATH.

When in melee range, belch to stun an opponent for 1 round. Limit once an hour unless you drink more grog.





Test Toughness DR8 + Inumber of drinks in the last hourl to heal d4 HP. Fail and you vomit for d2 rounds.

Agility is -1 for each drink (lasts one hour per drink).

1. The Devil comes for your soul. You are sucked

into a fiery portal. This is the end of

your story. 2-9. Lose all of your

remaining Luck points.

10-19. Regain 2

Luck points. 20. Gain 4 Luck points (to a max

of 4).

Sneaty Bastard

ANTIGER S

When striking from the shadows or while sneaking, test Agility DR12. On a success you automatically deal a critical hit.

> If taken again: -2 to DR.

Lucky Devil

Whenever you use the Devil's Luct, draw a card:

9+: Regain 1 Luck. Joker: Roll on the JOKER TABLE.

If taken again: Lower the card number needed to regain Luck by 1.

Grog Brewer Each day you can brew

d₄ servings of potent grog. You can soak melee weapons in it to use as a poison

Groo in a wound.

Test TOUGHNESS DRIA or -do HP. I taken again, draw a cant. Black +2 to DR.

Red. Increase damage die ldosd8sdrosdr2]. Foker: Both.

HP: D8 ± TOUGHNESS. Devil's Luck d2

Each can be taken twice (reroll if rolled three times).

Skilled trackers and survivalists. Expert sharpshooters, especially with muskets & rifles: reloading black powder weapons takes you I round instead of 2. You start with a MUSKET AND to + PRESENCE ROUNDS OF SHOT. When you begin, and when you gain experience, roll d6 for a feature.

t. TREASURE HUNTER

Ability tests related to mapping, navigating, treasure hunting, finding & disarming traps, and tracking prey are -3 DR.

If taken again: -6 DR.

2. CRACK SHOT

All ranged attacks are -2 DR. If taken again: -4 DR.

3. FIX BAYONETS!

You now have a bayonet (d4). You can attack with it on the same turn you reload.

If taken again: d6 damage instead.

4. Focused Aim

Attacks against enemies you have already shot at during this combat are -4 DR to hit.

If taken again: the attack also deals da extra damage.

S. BUCCAN COOK

Months of island life have taught you the art of cooking meats over the buccan fire. You start with d8 rations of exquisite smoked meat. Eating it immediately recovers d4 HP, and you can make d4 more rations from any edible animal you kill.

If taken again: recovers d6 instead.

6. SURVIVALIST

Your body has developed into a finely tuned machine for existing in the wild. Gain +1 Toughness. You cannot become infected, sick, or poisoned, and your maximum HP increases by d4.

If taken again: gain +1 Toughness and HP increases another d4.





: WEAPON Ld161 CLOTHING Ld161 HAT Ld121



a brash Fighter

Abilities

+1 to Strength, +1 to Agility, -1 to Presence, -1 to Spirit.

You BEGIN with one of the following fighting styles (d6):

I. Ostentatious Fencer

Your melee Attack/Defense is DR -2 when wielding a rapier or cutlass. When dueling one-on-one, you deal +1 damage.

2. Flintlock Fanatic

You can attack with up to three pistols on your turn (if you have them). Reloading one pistol only takes you one round.

3. Scurvy Scallywag

You don't fight fair. -2 DR when attacking an enemy that has already been attacked this turn.

4. Inspiring Leader

Once each combat, roll a d4. Each of your allies may add or subtract that value from any one roll during this combat.

5. Knife Knave

You start with 2 knives, and when attacking with them you can make two attacks a turn. They are DR -2 to hit, and if the first attack hits, the 2nd is an auto-hit.

6. Black Fowder Goet
You start with explosives. Roll d4 times on the Bombs table (pg. 31). Your DR is -2 when throwing bombs.



EACH TIME YOU GAIN EXPERIENCE, gain one of the following (d6, reroll if already taken):

I. Shakespeare of Insults Your tongue is as quick as your blade. Add +1 to all your damage rolls.

2. Military Mastermind

Your experience in combat makes you and your allies a deadly threat. When combat starts, test Presence DR10 to take a surprise attack round against the enemy or prevent them from surprising you.

3. Sword Master

You have mastered the art of swordplay. -2 to DR when attacking with a sword.

4. Intimidating Presence

Your stature strikes fear in the hearts and minds of your enemies. Enemies close to you suffer -2 Morale.

5. Dazzling Acrobatics

Fancy footwork, superior upper body strength, and a dash of style give you the edge in a fight. Your AGILITY is +2 when defending.

6. Calculating Cutthroat

You critical hit on natural dice rolls of 10 and 20 (when attack & defending).



ealot. A clergy member, cultist, shaman, or believer.

Abilities: +2 to Spirit, -1 to Agility, -1 to Toughness

1912: D8 ± Toughness.

Thou shall begin with D4 Devil's Luck.

Holl for a weapon D8, PG. 28 and thy cloth D8, PG. 30.

Thou may use ancient relics and arcane rituals whilst wearing medium armor (tier 2 or lower).

PRAYERS

When thou doth begin, and every time thou doth improve, learn a single random prayer (dro, duplicates shalt be rerolled). Thou may use prayers d2+Spirit times a day (reroll when dawn breaks). It cosumes thy action to pray, but doth not require a roll or test.

I. HEAL

Heal thyself or another for d8 HP.

II. CURSE

Test Spirit DR10: deal d8 + Spirit damage to an enemy that thou cannot see. DR8 if it has already been hurt in this fight.

III. DEATH WARD

Touch the corpse of one who hath just died and test Spirit DR10: they return to life with 1 HP. *Crit*: Full HP. *Fumble*: They come back as a zombie and attacketh thee!

IV. CONTROL WEATHER

Test Spirit DR10 to change the direction of the wind. If thou succeedeth by 5 or more, thou can also conjure or repel precipitation. *Crit*: Lightning striketh thine enemy, d12. *Fumble*: Lightning strikes thee for d6.

V. BLESSED GUIDANCE

Thou may add d4 to any roll thee or another player maketh. Use this at any time, including after a roll (does not taketh thy action).

VI. HOLY PROTECTION

Thou or thine ally gets -4 to DR to defend for one attack. Use this at any time, including after a roll (does not taketh thy action).

VII. DIVINE LIGHT

Bright light radiates from thee for up to d6x 10 minutes. Enemies that see it are -2 DR to defend against.

VIII. SILENCE

For the next 2d6 x 10 minutes, everything within 25' of thee maketh no sound. The effect only ends when the time doth expire.

IX. SANCTUARY

All thy brethren in sight heal d4 HP.

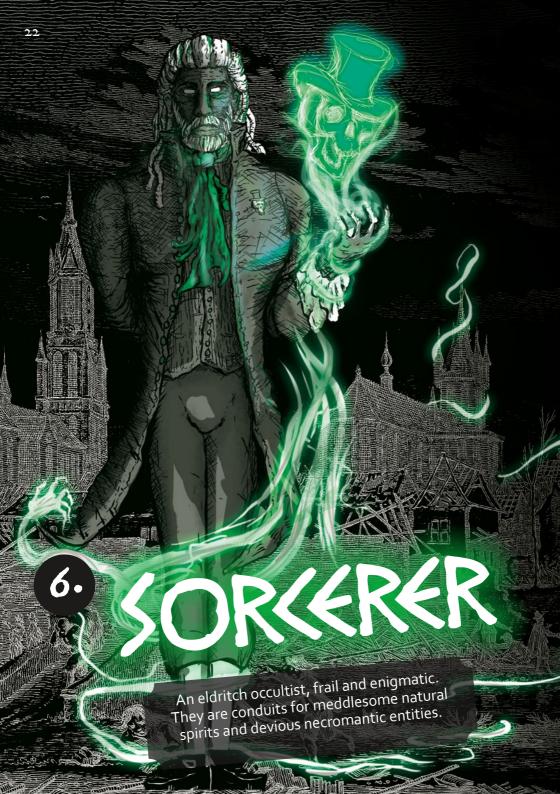
X. COMMUNE

Test Spirit DR8: Asketh thy deity a singular "yay" or "nay" query. Thy response may be "unclear" or thou may receiveth no answer.

IV. CHAOS V. THE DEEP 666. THE DARK ONE VII. THE CHURCH VIII. THE GREAT OLD ONE



II. MOTHER NATURE III. THE ANCIENT GODS eathom dost thou serve? [d8] I. THE ONE TRUE GOD



Drawing your power from supernatural spirits & ghosts, you are weak in body but strong with the old magic of the world. You can use ancient relics and arcane rituals when wearing medium armor, but never while near cold iron or while holding metal.

ABILITIES: SPIRIT + 2, STRENGTH - 1, TOUGHNESS - 1. HP: D8 ± TOUGHNESS. BEGINS WITH D4 DEVIL'S LUCK.

Starting Weapon: wooden knife or belaying pin. Roll d6 on the clothing table (pg. 30).

You begin with a rank one [d6]. When you gain experience, roll again, increasing your rank if you roll a spell you already have. You can cast d2+SPIRIT number of spells each day, resetting at sunset. They take your action to cast, but do not require a roll or test.

1. DEAD HEAD

You summon a flying, ghostly skull. You may spend your action and test SPIRIT DR12 to have it deal damage to 1 target. It disapates after 1 minute or if it deals any damage. Fumble: it attacks you. It ignores armor and deals:

I.2d4 II.2d6 III.2d8

2. SPIRITUAL POSSESSION

One random creature is possessed by a spirit or ghost. Ally: -2 DR to attack and defense. Enemy: -2 DR to attack or defend against it. Any Fumbles related to this creature cause the spirit to leave, stunning the host for 1 round.

I.Lasts for d2 rounds II.d4 TIT Until combat ends

3. PROTECTION

You summon a ghost or spirit to watch over the souls of you and your allies. Everyone who is protected gets -d2 protection for one hour as if wearing extra armor (does not affect penalties to Strength and Agility, not affected by Fumbles).

I.1 soul II.2 souls III.3 souls

4. CLAIRVOYANCE

Ask the spirits a question about an adjacent room or area, though their answer may be a lie. Test SPIRIT to know if they are telling the truth.

I.DR12 II.DR10 III.DR8

5. NECRO-SLEEP

A living creature appears to fall over dead, but when they awake they remember everything. Test SPIRIT DR12 to see if it falls "dead" asleep for:

I.d2 rounds II.d6 rounds III.d8 hours

6. RAISE THE $\mathcal{D}_{\leqslant A} \mathcal{D}$

You can create skeletal thralls from nearby corpses. They are stupid, but obey your verbal commands. They tumble into bones at sunrise.

 \overline{I} .1 thrall II.2 thralls III.d2+2 thralls



7. Kaunted Boul

A possessed, infected, cursed, troubled, or undead individual.

Roll a D6 to learn your ailment, then roll a D6 to gain an additional class.

1. Chost

You are a lost soul from beyond the grave inhabiting the body of another.

Once per night, you can apparate and terrify a target with your ghostly visage: test Spirit DR14 to deal diz damage.

If you are reduced to
1 HP or are somehow
exorcised from your vessel,
you become incorporeal
and must find a new host
in d12 hours or dissipate
into the void.

Possessing a new target: test Spirit DR16 (limit one attempt per target).

2. Conduit

Restless spirits often use you to communicate with the corporeal world.

Every day at dawn, roll for a random Arcane Ritual (pg. 42). You can use that ritual once without testing Spirit, after which the spirits leave your body.

If you do not cast the Ritual by dawn you lose dz HP.

3. Eldritch Mind

Something dark and terrible wells underneath your conscious thoughts. You are drawn to The Deep and are prone to nightmarish visions of antediluvian horrors.

Every time combat starts, test Presence DR12 to attempt to control your evil thoughts.

Fail: They are coming! You panic. Your attacks are +4 DR to hit, but you may make 2 a turn.

Pass: You harness the fear. Attacks are -2 DR to hit for this combat.



human flesh. Eating a human brain restores 2d6 HP.

As long as your brain is intact, you maintain control of all of your body parts, attached or not.

means, but drinking fresh animal blood restores dz HP and fresh human blood restores d6 HP. You can only recover HP from drinking blood once an hour.

You are faster at night (move 40' a turn), but feel hungover in sunlight (-2 to Toughness).

If you are killed, reroll the damage dice that killed you. On a 3 or less, your bones reform and you return to life with 1 HP.



One of the children of Poseidon, your lower half is fish-like and you have gills. Both can be magically hidden as you masquerade as a human. Lower all DRs by 4 when underwater. You die if you go I±TOUGHNESS days without submerging in fresh seawater (minimum t day). Roll d6 to gain an additional class.

3-4. Aquatic Mutant

You are the spawn from an abominable union between man and the sea. Roll d8 to discover what creature makes up half of your ancestry, then roll d6 to gain an additional class.

- 1. Anglerfish. See in the dark. Bite: d4.
- 2. Crab. Pincher: d6.
- 3. Jellyfish. Tendril: d2 & Stun t round, to' reach.
- 4. Octopus. Tentacles: 2d4.
- s. Sea Turtle. Extra -d2 to atmor.
- 6. Electric Eel. +t to Agility. Electric skin: d6.
- 7. Shark. Bite: d8.
- 8. The Great Old One. Learn one random Ritual (pg. 42).

5-6. Sentient Animal

You are a mystically intelligent animal (d6). Maybe you were human once. When you begin:

- Roll 3d6 for each stat. You get -2 to all of your modifiers except as listed.
- Reroll any backstory details that don't make sense.
- Equipment you can't conceivably carry can be given away or left behind.
- Devil's Luck: d4



t. Foul Forwl

Gain the ability from one random telic & one random ritual. When you are killed, the ghosts of a hundred chickens swarm your assailant, ripping their spiritual soul from their flesh.

SPIRIT: +3. HP: D4±TOUGHNESS. BEAK PECK: D2.

2. Jaguar

You're a deadly jungle cat.

STRENGTH: +2. AGILITY: +2. HP: D8±TOUGHNESS. BITE/CLAWS: d8.

3. Crocodile

You can swim & hide well in water.

STRENGTH: +3. Toughness: +1. HP: DIO±TOUGHNESS. BITE: dto.

4. Bilge Rat

You are a filthy rodent.

AGILITY: +3. Toughness: +2. HP: D2±TOUGHNESS. DISEASED BITE: d2 damage, t-in-6 chance the target dies in d4 rounds from whatever disease you are carrying.

5. Lucky Parrot

A colorful, talking, flying bird. Roll de for Devil's Luck points each day.

AGILITY: +1. PRESENCE: +2. HP: D2±TOUGHNESS. BEAK PECK: D4.

6. Clever Monkey

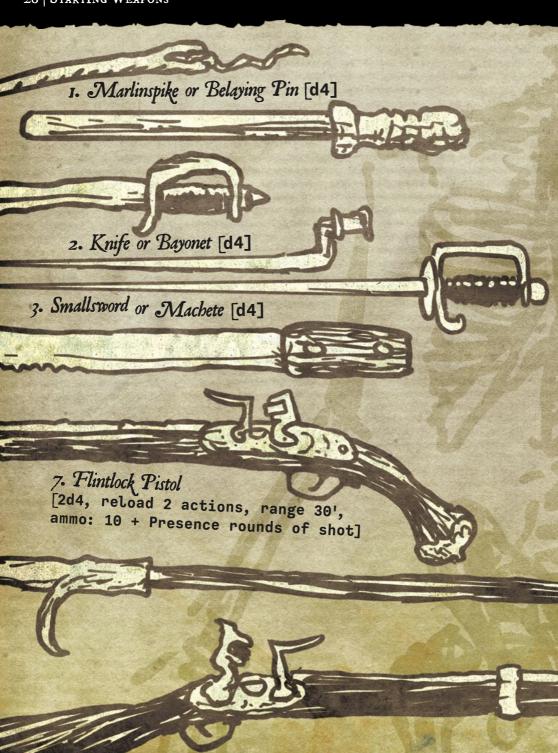
You're an excellent climber. Roll dto for a starting weapon, pg. 28.

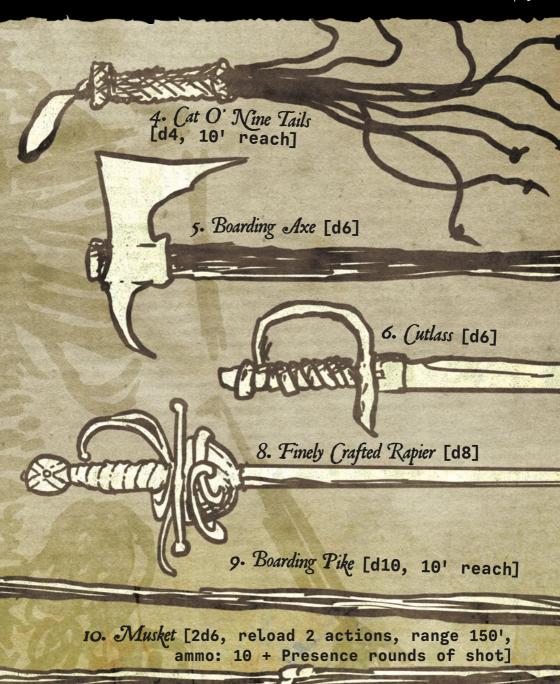
STRENGTH: -I. AGILITY: +2. PRESENCE: +o. HP: D6±TOUGHNESS. BITE: d4.











HATS[d12]

irates and sailors almost never wear armor or use shields: Metal isn't bulletproof—black powder weapons ignore armor—and getting around a ship while wearing it will get you snagged, thrown overboard, and probably drowned. Hats & clothing do not count towards your carrying capacity.

Check your class for your starting clothing die. Landlubbers roll a d10.

1-2	rags	- 220	tier 0
3-4	common clothes	2s	tier 0
5	old uniform	8s	tier 0
6	fancy clothes	250s	tier 0. You look amazing.
7	leather armor	20s	tier 1: -d2 damage
8	hide armor	25s	tier 1: -d2 damage
9	chain shirt	100s	tier 2: -d4 damage
			DR +2 on AGILITY tests
			including defense
10	conquistador plate	200s	tier 3: -d6 damage
			DR +4 on AGILITY tests, defense
			is DR +2. You'll most likely
			sink and drown in water.

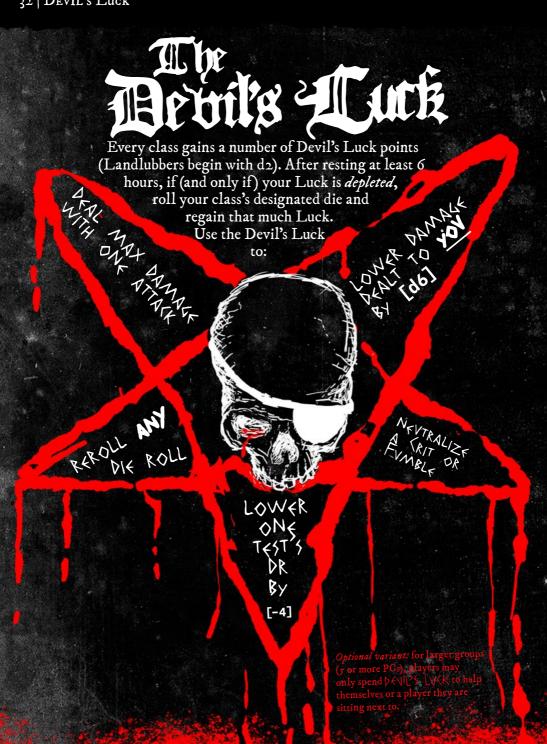
Relics and Arcane Rieuals never work when wielding tier 2 or 3 armor or cold iron.

Check your class for your starting hat. Landlubbers roll a d12.

1-4	none		11 metal lined hat 20s
5	wig	8s	-1 damage.
6	bandanna	2s	12 morion 90s
7	cavalier	15s	(conquistador helmet)
8	bicorne	15s	-1 damage. You can choose to
9	plain tricorne	10s	ignore all damage from one
10	fancy tricorne	90s	attack but the helmet breaks.

backpack 45 6s lantern oil (d6 hours) 5s rope (30') bandolier 45 20-200s satchel 5s livestock blanket & pillow 5s lock picks 5s sea chest, large 50s 20s bucket 3s longboat 500s sea chest, small 5s candle (1 hour) 1s manacles 10s shovel cannon ball 35 medical kit 15s 10s smoking pipe 75s 30s compass (stops bleeding/poison/ speaking trumpet 250s infection and heals d6 HP, dinghy 150s spyglass dried food (1 day) 15 tankard 2s Presence + 4 uses) 25s mess kit 10-150s fishing rod 8s tattoo 25s flask 2s metal file 10s tent flint and steel 3s mirror 15s tobacco (d6 uses) 10s musical instrument 250s+ torch (1 hour) 25 hammer 8s ink, quill, parchment 20s 25 pegleg 15s water skin lantern 10s pocket watch 45s whetstone 5s

unarmed broken bottle knife/dagger hook bayonet belaying pin marlinspike wood plank whale bone smallsword cudgel cat o' nine tails (10' reach) heavy club chain grappling hook machete boarding axe hatchet/tomahawk cutlass/scimitar rapier broadsword officer's cutlass harpoon	d2 d2 d4 d4 d4 d4 d4 d4 d4 d4 d6 d6 d6 d6 d6 d6 d6 d6 d6	10s 8s 15s 10s 10s 10s 20s 20s 25s 35s 20s 25s 30s 35s 50s 35s	GOODS & SERVICES REF tier tier *Ar a tie Arn tier	spitality that an inn that a brothel g od rum e wine ay's rations ent meal niral's feast pairing ARMOR* 1 to tier 2 2 to tier 3 mor cannot be reper higher than its nor reduced below is ruined and can aired.	original. v 1st
finely crafted rapier anchor boarding pike (10' reach)	d8 d10 d10	50s 60s 60s	two-hand two-hand		
blunderbuss d4 musket	d4 - d6 d8 2d4 4(d10) 2d6 2d8	8s 30s 20s 60s 50s 65s 80s 100s	Strength Reload 2, Reload 2, r Reload 2,	DR12 or pulled to range 30'. range 30', deals d10 range 150'.	shooter.
 20 rounds of shot 10 berserk darts 10 poison darts 10 sleep darts	d4* d4* d4*	10s 20s 20s 20s 20s	closest cr Toughnes	s DR12 or must at reature for d4 rou s DR12 or d6 dam s DR12 or fall asle inds.	nds. age.
Light fuse, throw the box Agility DR12 or take dan		it: doub			
1 smoke bomb 2 improvised grenade 3 clay grenade 4 iron grenade 5 fire pot	d10 2d8 3d6 d6	10s 20s 30s 40s 15s		oud, blind for d4 rock turn: 1-2 it spregoes out.	
6 stink ball	2d4	20s			



	1		
	d100	Back ground	You begin with
I		sailor	2d6 x 10s & a reason to 90 to sea
	21	actor	2d6 x 10s & a play or book 2d6 x 10s & healing kit
ľ	22	apothecary	2d6 x IOs & art supplies
	24	assassin	2d6 x 10s & a daggêr
ì		bandit	200 X IOS & a club
	26	barkeep blacksmith	2d6 x 10s & a flask of fine rum 2d6 x 10s & a set of files and tools
1	28	bosun	2d6 x 10s & the respect of some crew
	29	business person	2d6 x 10s & the respect of some crew 3d6 x 10s & a profitable past 2d4 x 10s & a small toy or trinket
ł	30	cabin boy/girl captain	2d4 x 10s & a small toy or trinket
J	32	former captive	2d8 x 10s & a spyglass 2d4 x 10s & your freedom
	33	castaway	2d4 x 10s & a keepsake from the island 2d6 x 10s & a book of recipes
	34	chef	2d6 x 10s & some fine cooking spices
1	36	craftsman	2d6 x 10s & some fine cooking spices 2d6 x 10s & a set of tools 1d10 x 10s & lockpick or a crowbar 2d6 x 10s & a book of scripture 2d4 x 10s & a small bounty on your head 2d6 x 10s & a medical kit
	37	criminal cultist	idio x ios & lockpick or a crowbar
i	39	deserter	2d4 x 10s & a small bounty on your head
	40	doctor	2dó x 10s & a medical kit
	41	explorer	200 x 10s & a map and compass
4	12	farmer first mate	2d4 x 10s & a reason to leave your farm
	44		2dó x 10s & a loyal friend 1d12 x 10s & a sizable debt
	45 46 47 48	gambler grave robber guard	2d6 x 10s & something from a corpse 2d6 x 10s & a keen eye for mischief 2d6 x 10s & skill at shooting 2d8 x 10s & an admirer and syphilis
	40	guard	2d6 x 10s & skill at shooting
J	48	harlot	2d8 x 10s & an admirer and syphilis
	49	heretic	204 x 10s & a biasphelious disposition
		homemaker hunter	2dó x 10s & a loved one back home 2dó x 10s & a hunting knife
	52	former servant	2d4 x 10s & someone looking for you
	53	innkeeper	3d4 x 10s & a small inn somewhere
	54	landowner loner	2d6 x 10s & property somewhere
1	56		2dó x 10s & a hunting knife 2d4 x 10s & someone looking for you 3d4 x 10s & someone looking for you 3d4 x 10s & a small inn somewhere 2d6 x 10s & property somewhere 2d6 x 10s & a dislike of others 2d6 x 10s & map making tools 2d6 x 10s & a military cutlass 2d6 x 10s & a medical kit
	57 58	cartographer marine	2d6 x 10s & a military cutlass
	50	medic merchant military missionary	
	59	military	2d8 x 10s & good negotiating skills 2d6 x 10s & combat training
	61	missionary	2d4 v ios & a holy symbol and scripture
1	63	monk musician	2dd x 10s & a holy symbol and scripture 2dd x 10s & Iroll on instrument table, pg. 5l 2dd x 10s & a price on your head 2dd x 10s & a compass
1	64	naval deserter	2d4 x 10s & a price on your head
ì	66	navigator noble	2d6 x 10s & a compass
	67	nobody	3d6 x 10s & good manners 2d4 x 10s & a desire for a purpose
	6 8	nurse	2d6 x 10s & a medical kit
ì		officer	2d8 x 10s & a cutlass and military training
	70 71	orphan performer	2d4 x 10s & a longing for new parental figures 2d6 x 10s & foll on instrument table, pg. 51 2d6 x 10s & a book and a puzzling disposition 2d6 x 10s & a compass
I	72	philosopher pilot	2d6 x 10s & a book and a puzzling disposition
	73	pilot pirate	2d6 x 10s & a compass
	72 73 74 75 76	politician	2d6 x 10s & an empty bottle of rum 2d6 x 10s & skill at deception
1	. 76	priest	2d6 x 10s & a holy symbol and scripture
ì	77 .	privateer quartermaster	2d6 x 10s & a letter of marque 2d6 x 10s & the respect of a ship's crew
í	79	refugee	2d4 x 10s & strong survival instincts
l	86	religious follower	2d4 x 10s & a strong sense of faith
i	81 82 83	revolutionary	2d4 x 10s & strong survival instincts 2d4 x 10s & a strong sense of faith 2d6 x 10s & bold plans and a few allies 2d6 x 10s & dark and powerful knowledge 2d4 x 10s & desire for a new home 2d4 x 10s & skill with calk
	83	runaway	2d4 x 10s & a desire for a new home
ŀ	04	Sali illanci	200 x 10s & skiii with sais
		scholar scoundrel	2d6 x 10s & a few books 2d8 x 10s & a few enemies along the way
	87	scout	add v toe & keen senses and a man
1	87 88	shaman	2d4 x 10s & herbs and mystic knowledge 2d6 x 10s & skill with woodworking 2d6 x 10s & a bounty on your head 2d6 x 10s & a tactical mind
į	89	shipwright smuggler	2do x 10s & skill with woodworking
	91	soldier	2d6 x 10s & a tactical mind
	92	spy student	200 x 10s & a dark cloak
	93	sudent	2d4 x 10s & a strong will to learn 2d6 x 10s & a medical kit
	95	surgeon thief	Idia v Ioe & locknicke
	96	vagabond	2d4 x 10s & a leather backpack
	95 96 97 98	victim warrior	2d4 x 10s & a leather backpack 2d6 x 10s & a haunted past 2d4 x 10s & a cultural weapon 2d6 x 10s & a harpoon 2d6 x 10s & ink, quills, and parchment
	99	whaler	2dó x 10s & a harpoon
	100	writer	2d6 x 10s & ink, quills, and parchment

Backgrounds [d100]



Bistinctive flaws d20

Drunken lush

Stubborn 2.

Mocking 3. sardonic cheer

4. Way too loud

Stupid

8. Slightly deranged

9. Aggressive

to. Anxious

11. Cheater

12. Selfish

13. Lazy

15. Impulsive

16. Ostentatious

17. Paranoid

18. Pretentious

19. Sadistic

20. Disloyal





Idiosyncrasies

ONE MIGHT HAVE DEVELOPED and will certainly never be rid of...

Yet that certainly won't stop you from trying.



- 1. You smokes constantly, and cough even more.
- 2. "Functioning" alcoholic.
 You're probably drunk right now.
- 3. You bet on everything possible.
- 4. Constantly counting. Teeth, cannon balls... everything.
- 5. Rats are your favorite meal.
- 6. You know every tall tale ever told. You make sure everyone else knows you know them.
- 7. You are afraid of prime numbers larger than 3. dzo rolls of 5, 7, 11, 13, and 17 fill you with superstitious terror.
- 8. You become a murderous grump when hungry.
- Habitual procrastinator... if you even finish the task.
- 10. You are a voluntary insomniac. Sleep is for the dead.

- 11. You prefer to shoot first and never ask questions.
- 12. Overly, annoyingly religious.
- 13. You collect something, and you often talk to your collection.

 They are your *friends*.
- 14. Always trying to trick your crewmates, just for fun.
- 15. Why pay for anything when you can steal it?
- 16. You talk to yourself when alone, but you often think you are alone when you aren't.
- 17. You secretly enjoy the taste of human flesh.
- 18. You always say you "know the right way" but are prone to getting lost.
- 19. You blame everyone but yourself for all of your mistakes.
- 20. Extremely obsessive with tasks and relationships.

Unfortunate Incidents & Conditions

HAVING OCCURRED or DEVELOPED WITH or WITHOUT

ONE'S express consent, desire, knowledge, or general understanding.



- 1. Your loved ones were burned alive. Revenge is imminent.
- 2. You are a known pirate. You face the gallows if caught.
- 3. You betrayed former crewmates. Now they hunt you.
- 4. You were marooned on an island for far too long. The voices must be real.
- You stole a ship. The owner wants your money or your head, but will settle for both.
- 6. You escaped captivity, and will never go back.
- 7. A close relative has become your greatest enemy.
- 8. The last three ships you crewed all sank.
- Your last crew was killed by undead. They left you alive on purpose.
- 10. Political leaders hold your loved one(s) captive.

- 11. An undead spirit you don't like possesses you regularly.
- 12. You wronged an infamous pirate lord.
- 13. You narrowly escaped a cannibalistic ending, but you didn't escape that smell.
- 14. You slaughtered them. Like animals.
- 15. You are the mysterious lone survivor of a treasure expedition gone awry.
- 16. [d2] 1: Failed mutineer.
 - 2: Successful mutineer.
- 17. A silent ghost haunts you.

 It is always there, but only you can see it.
- 18. You deserted the military, but you're not sure who knows so.
- 19. You have no memory before a few days ago.
- 20. You died once already, but Hell didn't want you.

Thing of Importance [d100]

- 1. animal pelt
- 2. oyster pearl
- 3. silver locket
- 4. conch shell
- 5. pipe carved from wood
- 6. pipe carved from bone
- 7. small jade figurine
- 8. ancient gold coin
- 9. ruined piece of a treasure map
- 10. map of an unknown place
- 11. diary written by an ancestor
- 12. silver ring
- 13. ivory chess piece
- 14. sea creature carved from obsidian
- 15. spherical prism
- 16. jar containing a severed hand
- 17. necklace of bones & feathers
- 18. book of scripture
- 19. novel you loved as a child
- 20. bizarre silk handkerchief
- 21. pouch containing animal teeth
- 22. old fillet knife
- 23. fossil of an extinct fish
- 24. piece of colorful coral
- 25. small ship in a bottle
- 26. letter from a loved one
- 27. the journal of a dead explorer
- 28. stone embossed with a mermaid
- 29. vial of holy water from clergy in your hometown
- 30. the remains of a small squid in a jar
- 31. precious cooking salts in a tiny chest
- 32. tankard made from a horn
- 33. jar of the finest tobacco
- 34. golden letter opener
- 35. small, east bronze owl figurine
- 36. collection of sea shells and rocks
- 37. necklace carved from jade

- 38. a recently deceased relative's will naming you as the sole heir
- 39. drawing of a loved one
- 40. bag of "magical" white powder
- 41. old rusted key with a blue gem that glows in the moonlight
- 42. compass that doesn't point north
- 43. clay jar you are using as an urn
- 44. definitive proof of an enemy's (or loved one's) crime
- 45. small golden bell
- 46. old bottle of red wine (Bordeaux, incredible vintage)
- 47. jar of dried jellyfish dust
- 48. multi-colored feather
- 49. necklace from a loved one
- 50. ring that doesn't fit on your fingers
- 51. single diamond earring
- 52. finely made leather eye patch
- 53. set of gardening tools
- 54. dried flower
- 55. animal skull
- 56. human skull
- 57. gem that glows in seawater
- 58. dinosaur or monster bone or claw
- 59. jar of fireflies
- 60. leather-bound tome in a language you don't recognize
- 61. blueprints to a new type of ship
- 62. carved arrowhead
- 63. stone tablet inscribed with ancient pictographs or hieroglyphs
- 64. perfect cube made of crystal
- 65. tattoo, d4: 1 love, 2 revenge, 3 ancestors, 4 unknown origin
- 66. bottle of perfumed oil
- 67. broken set of manacles
- 68. broken compass

69. pistol with one shot meant for someone special

70. flag of personal significance

71. broken spyglass with a scroll or map hidden inside

72. length of rope you made

73. carved gaming pieces

74. set of rune stones

75. twig from a very old tree

76. noose taken from a corpse

77. 6' length of chain

78. 4d10 scars from lashes on your back 94. petrified egg

79. long scar on your face

80. two coconut shells

81. dark robe, cape, or cloak

82. cask of strong sassafras beer

83. set of keys on a large key ring

84. small keg of something valuable (rum, powder, ashes, ASH)

85. magnifying lens (glass only)

86. cork from a bottle, from a special occasion

87. cannonball

88. deck of cards with 1d4 cards missing and 1d6 "extra" cards

89. garment from someone special

90. wanted poster, d4: 1 legend, 2 enemy, 3 loved one, 4 stranger

91. fancy wig/

92. letter of political importance

93. tanned whale skin or jar of blubber

95. monkey paw extending I finger

96. memorized poem that sounds like a map

97. medallion that might be the top of a staff

98. talisman shaped like a snake

99. glass vial of dark blood

100. shard of crystal





1. Cross of the Paragon

One ally gets +1 to attack and +1 to damage for d6 turns.

2. Conch Shell from the Abyss

Ask a nearby corpse (or any creature that died at sea within 100 miles) one question.

3. Map Inked in Ectoplasm

Learn the location of all traps and secret doors within 30' for **d4+SPIRIT** rounds.

4. Will-o'-the-Wisp Lantern

Emit 15' of light or darkness for **d6+SPIRIT** rounds.

5. Pages from the Necronomicon

All creatures that can hear your voice test DR14 or lose d4+SPIRIT HP (ignore armor).

6. Rune Encrusted Flintlock Pistol

One creature you see loses **d6+SPIRIT** HP (ignore armor). Takes 1 action to reload.

7. Jade Die

Roll a die. Odd: you gain **d8** temporary HP. Even: Choose a creature. It gets **+d8** on its next damage roll.

8. Undead Bird

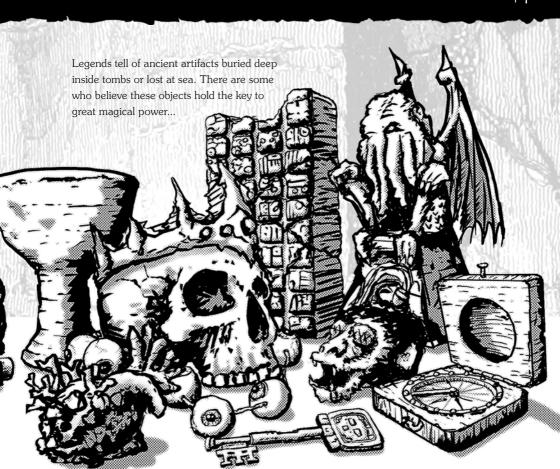
It can speak with animals (dead or alive) for d6+SPIRIT rounds.

9. Mermaid Scales

Eat a scale: breathe underwater for **d4** hours.

10. Charon's Obol

If you are killed, return to life the next round with 1 HP. Disappears after one use.



11. Cup of the Carpenter

Choose a creature to regain **d6+SPIRIT** HP.

12. Heart of the Sea

Create or destroy 15 gallons water or 30 cubic feet of fog.

13. Necklace of Eyeballs

Become invisible for d6+SPIRIT rounds or until you attack or take damage. Attack and defend with DR6.

14. Crown of the Sunken Lord

A water shield surrounds you. -d2 protection for d2+SPIRIT rounds (in addition to armor).

15. Crystalline Skull

The skull can hear & repeat the thoughts of a nearby creature for **d6+SPIRIT** minutes.

16. Codex Tablet

Read and understand any language, glyphs, or runes for **1+SPIRIT** rounds.

17. Skeleton Key

Open any door or lock. Crumbles after 1 use.

18. Mummified Monkey Head

The head speaks: 1 creature tests **SPIRIT DR12** or must obey a 1 word command.

19. Great Old One Figurine

One human is terrorized for **d4** rounds unless they succeed a **PRESENCE DR14** test. They can test each round.

20. Broken Compass

The compass points in the direction of an object you know of for **1+SPIRIT** rounds.



ome call it magic.

Others, faith. Ancient powers have existed in this world long before the age of man, but their potency and characteristics differ from culture to culture. Often accessed via Vodou, witchcraft, divine prayers, science, or spiritual ceremonies.

While some rituals may be found in the libraries of the old world transcribed into dusty tomes and ancient grimoires, many are banded down via word of mouth or serendipitously discovered by those whose minds are properly prepared to receive them.

ARCANERITUALS

Every dawn, roll D4+spirit to see how many times you can cast rituals that day.

You may use your action (or longer, see below) and test SPIRIT DR12 to attempt to cast aritual you know. If you succeed, subtract 1 from your daily total.

If you fail, roll on the MYSTICAL MISHAPS table (full book, pg. 66), and you can't use that ritual again until dawn. The GM decides the effect on a Crit or a Fumble, if any.

RITUALS always fail if the caster is carrying anything made of cold iron or touching metal.

Modifying Kituals

Optionally, rituals might be easier or harder depending on conditions.

Casting under duress: +2 DR or more

Take 1 minute to cast: -2 DR
Take 1 hour to cast: -4 DR

Several casters working together: roll twice, keep higher roll

Spend HP in blood: - I DR per HP

1. Call of the Sea

d6 creatures can breathe underwater and swim 40' a round for D4+spirit hours.

u. Curse of the Prowned

For d6 rounds, a creature gets +4 to all DRs and is DR-4 to defend against.

m. Park Pelusions

An illusion or vision of your design appears in the mind of any creatures you can see for D4+SPIRIT minutes.

w. Obfustate Time

d2 creatures recovers 2DIO+SPIRIT HP, but age 2dio months.

v. Eldritch Tentacles

They appear and attack up to d6 creatures of your choice, taking d6 damage each.

vr. Beart Ber

Increase the reaction of one creature by one level (pg. 9). If they are already friendly, they fall in love with a creature of your choice for D4+SPIRIT days.

vu. Thalassomancy

D2+SPIRIT creatures lungs fill with sea water. They suffocate for d4 rounds, losing d4. HP each round.

vm. Light of a Thousand Stars

30' of light radiates from an object for 2d12 hours. It cannot be extinguished. All attacks are -4 DR to hit/+4 to defend.

E. Return from the Cocker

A recently killed creature returns to life with 1HP, their lungs expel black ichor and bilge water.

X. Wind Wanacles

One creature you can see must obey your commands for D2+SPIRIT rounds.

n. Wists of Confusion

D4+SPIRIT creatures each roll for a new reaction (pg. 9).

M. Divination

HE G F

Ask the spirits or gods 3 yes or no questions.

Mu. Phantagnal Fauna

You summon a ghostly hound or shark. It obeys your commands. It dissipates at sunset.

HP 5 MORALE - CHOSTLY FORM -d2 BITE d6.

N. Kelease the Braken

The Kraken appears in nearby waters.

Xv. Reopen the Grave

You summon D2+SPIRIT zombies or skeletons. They are under your control.

Wir. Mermaid's Kiss

A creature gains +1 to strength, agility, and toughness for d4 days.

Mu. Spiritual Sward

One creature gains -d4 protection for d2 days. Works in addition to armor.

XVIII. Summon the Ferryman

A human of your choice loses 3d8 HP. If you fail, you or an ally loses instead (don't roll a Mishap).

M. The Black Spot

Name a human you have met. They must test DR12 or die within d8 days.

FF. Sideathercraft

For the next d4 hours, the weather obeys your commands. Change the direction & speed of the wind (all ships get ±1 speed) and start or stop rain, fog, or thunderstorms.



1 Fifteen Men on a Dead Man's Chest

 $_7$ Fish in the Sea

2 Dead Horse

8 Captain Kidd

3 Spanish Ladies

9 A Drop of Nelson's Blood

4 Leave Her Johnny

10 All For Me Grog

5 Blow the Man Down

11 Fire Down Below

6 Drunken Sailor

Down
Among the
Dead Meny



NAVAL COMBAT

Stats & Abilities

HP Represents the vessel's condition and crew's health & morale.

HULL Like armor (pg. 8), but for vessels.

AGILITY How nimble and maneuverable the vessel is.

SPEED Distance the vessel can move each turn.

SKILL The crew's skill and training.

BROADSIDES Damage the main cannons deal.

SMALL ARMS Damage the swivel guns and muskets deal.

RAM Damage dealt when involved in a Ram action.

CREW The min/max crew the ship can carry without penalty.

Number of slots of cargo the vessel can carry.

Crew

CARGO

Ships without enough crew can only take one crew action, regardless of how many PCs are on board.

Ships can carry double their max crew for short distances (less than a day).

Damage Scaling

Ship HP and damage is not the same as PC HP and damage. Use a ratio of 1:5 if you need to convert.

Ex: A ship with 20 HP would have 100 HP if a PC shot it with a musket, and a d8 cannon would deal d8 x 5 to a skeleton.

How long Is a Round?

Ship combat rounds are dynamic in length, but typically last around 30 seconds. PCs still only take 1 action each round.

Range & Arc of Fire

Standard range of fire: 12 hexes.

Ships can only fire their broadside cannons at a 45° angle from their side. They can always fire their small arms (muskets, swivel guns).



Movement

- Play on a hex grid. 1 inch ~ 50 feet.
- Ships can rotate twice during each movement (60° or 1 hex face), but only once per hex.
- \$\psi\$ Ships must move at least 1 hex each turn unless in close combat, ramming, anchored, or In Irons (pg. 50).



Ships can rotate at any point along their path.

Initiative

Roll **D6** + **SHIP AGILITY** for *each* ship. Highest goes first, PC ships win ties.

All ships reroll every round.

On Each Ship's Turn

- The Captain uses their action to move the ship its speed in hexes.
- 2. Non-captain PCs take I crew action each.
- 3. A ship that hasn't taken at least 2 crew actions can take up to 2 crew actions total.
- 4. Switch to close combat when appropriate. Ships involved in close combat are considered anchored and cannot take crew actions.

(rit (Nat 20)

Double damage, then the hull is reduced one tier.

Example: -d6 > -d4.

Ship hulls cannot be repaired at sea. See Shipwright (full book, pg. 77).

GM decides outcome for other crew actions, if any.

Fumble (Nat 1)

Cannons or small arms misfire.

A damaged weapon must be *repaired* before it can be fired again.

GM decides outcome for other crew actions, if any.

Sinking

Zero HP or Less

The ship is *derelict*. Its speed is reduced to zero and it cannot take any crew actions while in combat.

When a Derelict Takes More

Damage [d8]

- 1-2 No effect.
 - 3 Sinks in d2 rounds.
- 4. Sinks next round.
- Sinks now.
- 6 Minor Explosion. All aboard test Agility DR12 or take d6 damage.
- 7 Major Explosion. Ship sinks, all aboard take d8 damage.
- 8 Magazine Explosion. Instant death to all aboard.

Crew Actions

Each action can only be chosen <u>once</u>* per ship's turn. Each ship gets at least 2 actions (or more if there are PCs on board). PCs taking crew actions add the bonus in parentheses.

FIRE BROADSIDES	Test Ship CREW SKILL (+PC PRESENCE) DR12: Attack with each of the ship's broadside attacks*. Target must be in the ship's arc of fire.
FIRE SMALL ARMS	Test Ship CREW SKILL (+PC PRESENCE) DR12: Attack with each of the ship's small arms attacks*.
FULL SAIL	Test Ship AGILITY (+PC AGILITY) DR12: Move one extra hex.
COME ABOUT	Test Ship AGILITY (+PC STRENGTH) DR12: Rotate one extra hex face.
DROP ANCHOR	Reduce the ship's speed to zero.
WEIGH ANCHOR	The ship is no longer anchored.
REPAIR	Test Ship CREW SKILL (+PC PRESENCE) DR12: Ship recovers d6 HP or repairs misfired cannons. A ship can only recover up to 50% of its maximum HP using this action.
BOARDING PARTY	If touching another ship, the crew may board and attack. Switch to melee combat.
RAM	A ship that ends its movement touching another ship can ram. All ships involved roll ram damage. Add +1 for each hex that ship traveled on its last move. A ship that rams cannot take any other crew actions on its turn.
SOMETHING ELSE	Use Relic or Ritual, inspire the crew, hide, etc.

[&]quot;Larger ships have attack actions that may be taken multiple times. If the attack action is only taken by one PC, they may roll all of that ship's attacks, but they only add their Presence to the first roll. If multiple PCs take the attack action, each may add their Presence to one roll. Limit one PC per attack roll.

OPTIONAL WIND RULES

At the start of naval combat, roll a d6 to determine which hex edge the wind is coming from.

A ship's point of sail is determined at the start of its turn and does not change during its movement.



d down,
only
o°)

Example: If the wind is coming from 3, 4, or 5, the ship is With the Wind. From 2 or 6 it is Close to the Wind, and from 1 it is In Irons.

WIND

Flat Top Hexes

N	
NE	
SE	
S	+

5 SW 6 NW

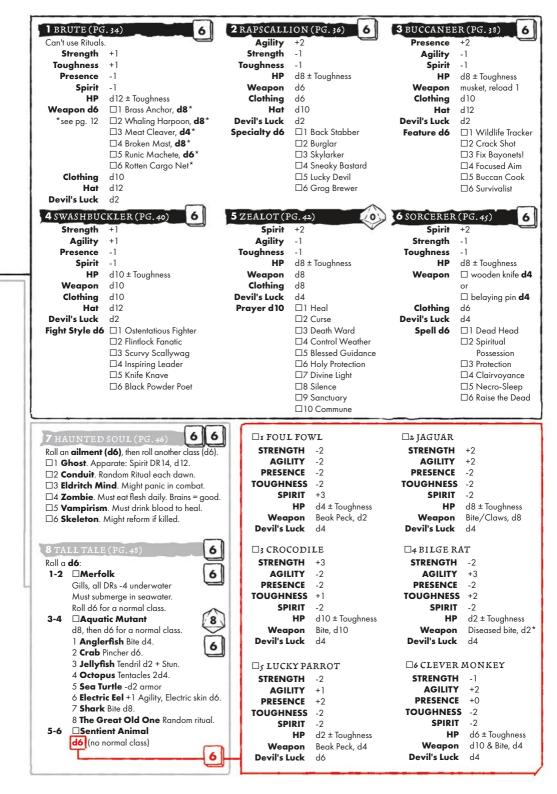
WIND

Pointed Top Hexes

	d6
I	NE
2	E
3	SE
4	sw
5	W
6	NW



THE PARTY OF THE P	F
新红旗 。	Name
1. GEAR (PG. 27):	
6 + (12) + (12)	2. ROLL ABILITY SCORES: 3D6 X 5(PG. 6) 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
	3dó Total 3-4 5-6 7-8 9-12 13-14 15-16 17-18 SCORE -3 -2 -1 +0 +1 +2 +3 +4 +5 +6
D6 CONTAINER 1 bucket (4 items)	
□2 bandolier (6 small items)	STRENGTH OOOOOOOOO
□3 satchel (8 items) □4 backpack (10 items)	AGILITY OOOOOOO
□5 large sea chest (20 items) □6 dinghy	PRESENCE OOOOOOOO
□0 diligily	TOUGHNESS O O O O O O O O
D12 CHEAP GEAR (12)	SPIRIT OOOOOOOO
☐1 lantern (d6 hours of oil) ☐2 d4 candles (1 hour each)	
☐3 30' of rope	3. ROLL OR CHOOSE A CLASS
□4 shovel □5 medical kit	LANDLUBBER, D6 (OR D8 IF USING OPTIONAL CLASSES)
□6 weighted dice □7 flint & steel	LANDLUBBER (NO CLASS) HIT POINTS DEVIL'S LUCK
□8 hammer & nails	Ability Scores Roll 4d6 instead,
□9 mess kit □10 pipe & tobacco pouch	drop the lowest result HP d 10 ± Toughness
□ 11 d6 torches (1 hour each)	Devil's Luck d2
□ 12 Pet (d 10) □ 1 snake	Current Max Current Die
□2 rat □3 lizard	D10 WEAPON (PG. 50) D10 CLOTHING (PG. 52) D1-2 Rags
□4 monkey	□2 Knife or Bayonet (d4) □3-4 Common clothes
□5 parrot □6 cat	□ 3 Smallsword or Machete (d4) □ 5 Old uniform □ 4 Cat O' Nine Tails (d4 , range 10') □ 6 Fancy clothes
□7 dog	□5 Boarding Axe (d6) □7 Leather armor (- d2)
□8 hawk □9 hermit crab	□6 Cutlass (d6) □8 Hide armor (- d2) □7 Flintlock Pistol (2d4 , reload 2 actions, □9 Chain shirt (- d4 , DR +2 on Agility
□10 fish in a jar	range 30', ammo: 10 + Presence shots) tests including defense) □8 Finely Crafted Rapier (d8) □10 Conquistador plate (- d6 , DR +4 on
D12 FANCY GEAR 12	□9 Boarding Pike (d10 , reach 10') Agility tests, defense is DR +2. You'll
□1 compass □2 spyglass	□10 Musket (2d6 , reload 2 actions, range most likely sink and drown in water.) 150', ammo: 10 + Presence shots)
□3 fishing rod	D12 HAT (PG. 52)
□4 1 random Relic (pg. 62)	□1-4 none □8 bicorne □12 morion □5 wia □9 plain tricorne (-1 dmg. Break helmet:
	□6 bandanna □10 fancy tricorne Ignore all damage from
□5 bottle of fine rum□6 old pocket watch	□7 cavalier □ 11 metal lined hat (-1 dmg.) one attack.)
□7 blanket & pillow □8 ink, quill, parchment	4. ROLL BACKGROUND INFO
□9 worn out book	SILVER
□ 10 tent □ 11 whetstone	d100 Background & Silver (pg. 55)
□ 12 Instrument (d10)	(20)
□1 concertina □2 drum	d20 Distinctive Flaw (pg. 56)
□3 flute □4 fiddle	d20 Physical Trademark (pg. 57)
□5 banjo	(20)
□6 horn □7 hurdy-gurdy	d20 Idiosyncrasies (pg. 58)
□8 guitar	d20 Unfortunate Incidents & Conditions (pg. 59)
□9 mandolin □10 voice of an angel	(00) e
	d100 Thing of Importance (pg. 60)



MELEE WEAPONS d10 2 handed 60s anchor bayonet d4 15s belaying pin d4 10s d6 20s boarding axe boarding pike d10 60s 2 handed, 10' reach broadsword 48 35s broken bottle d2 cat o' nine tails d4 15s 10' reach chain d6 25s cudgel d4 10s cutlass d6 25s fine rapier d8 50s grappling hook d6 35s d8 harpoon 35s hatchet 46 20s heavy club 20s d6 hook d4 8s knife/dagger d4 10s machete d6 25s d4 marlinspike 10s officer's cutlass **d8** 50s d6 30s rapier scimitar d6 25s smallsword d4 20s tomahawk d6 20s unarmed/insults d2 whale bone d4

RANGED WEAPONS

wood plank

blowpipe blunderbuss	_ d4(d10)	30s 65s	See darts Reload 2, d10 within 10'
buccaneer muske flintlock pistol harpoon gun	2d8 2d4 d8	100s 50s 60s	Reload 2 Reload 2 Strength DR12 or pulled
musket throwing axes throwing knives	2d6 d6 d4	80s 20s 8s	Reload 2

d4

AMMO

20 rounds of shot - 10s 10 berserk darts d4* 20s

Toughness DR 12 or attack closest creature for d4 rounds

10 poison darts d4* 20s Toughness DR12 or d6 damage 10 sleep darts d4* 20s

Toughness DR 12 or sleep d6 rounds

BOMBS

Test Agility DR12 to hit an area. Hit: Creatures within 5' of the area test Agility DR12 or take damage.

Fumble: hit self and/or d4 allies instead. Crit: x2 dmg.

smoke bomb	-		Blind for d4 rounds
improv. grenade	d10	20s	
clay grenade	2d8	30s	
iron grenade	3d6	40s	
fire pot	d6	15s	d6/turn: 1-2 spreads,
•			6 fire goes out.
stink ball	2d4	20s	Toughness DR 12 or
			poisoned

NAVAL COMBAT

MOVEMENT

- Move at least 1 hex, up to speed in hexes.
- Rotate 60° (1 hex face) x2 anywhere along move.
 Limit 1 rotation per hex.

INITIATIVE

All ships roll **d6+Ship Agility** every turn. PCs win ties.

EACH TURN

- O Check point of sail if using Wind Rules (pg. 50).
- 1 Captain **moves** ship.
- 2 Non-captain PCs choose 1 crew action each.
- 3 Ships that didn't take 2 crew actions take up to 2.

CREWACTIONS (DR12)

1 per PC or 2 per ship. (PC ability in Parentheses).

FIRE BROADSIDES* Skill (+ Presence)

*must be in arc of fire.

FIRE SMALL ARMS Crew Skill (+ Presence)

FULL SAIL Agility (+ Agility)

COME ABOUT Agility (+ Strength)

REPAIR Crew Skill (+Presence)

Recover d6 HP (50% max) or fix misfired cannons.

DROP ANCHOR Reduce ship speed to 0.

WEIGH ANCHOR Ship is no longer anchored.

BOARDING PARTY Switch to close combat.

G PARTY Switch to close combat. **RAM** All ships involved roll ram

damage + hexes traveled.

SOMETHING ELSE Ritual, Relic, abandon ship...

CRIT (NAT 20)

FUMBLE (NAT 1)

x2 dmg, then hull reduced one tier.

Broadsides or small arms misfire. Must repair.

SINKING

DERELICT (ZERO HP OR LESS)

Can't move or take crew actions while in combat.

DAMAGE A DERELICT: Roll a d8

- 1-2 No effect.
- 3 Sinks in d2 rounds.
- 4 Sinks next round.
- 5 Sinks now.
- 6 Minor explosion. All aboard test Agility DR12 or take d6 damage.
- 7 Major Explosion. Ship sinks, all aboard take d8 dmg.
- 8 Magazine Explosion. Instant death to all aboard.

ABILITIES & TESTS

STRENGTH **AGILITY PRESENCE TOUGHNESS SPIRIT**

Melee, lift, grapple, Come About Defend, balance, swim, flee, Full Sail Smarts, perceive, charm, shoot, Repair Resist poison & rum, hold breath, fall Willpower, Use Ancient Relics, Arcane Rituals

TESTS

Roll d20 ± ability ≥ than DR to succeed.

Creatures: always roll raw d20 against the DR.

DIFFICULTY RATING (DR)

6 easy, even for a landlubber 12 normal

nigh impossible

ENCUMBRANCE

You can carry 8 + Strength normal sized items. After that, Strength or Agility tests are DR + 2.

Max: $(8 + Strength) \times 2$

REST

Recover d4 HP Short Recover d8 HP Lona **Infection** No healing from rest, take d6 damage/day.

No Food/Drink Restore 0 HP. After 2 days: lose d4 HP.

ANCIENT RELICS & ARCANE RITUALS

USING ANCIENT RELICS:

After using, Test Spirit DR12.

Fail: Stunned 1 round, and can't use again it until dawn.

Fumble: Relic is destroyed or depleted!

USING ARCANE RITUALS:

Can use d4 + Spirit times a day.

Test Spirit DR12 before using.

Fail: Roll on the Mystical Mishap table (full book, pg. 66).

Fumble: Roll twice and take the lower result.

DEVIL'S LUCK

USE 1 POINT TO:

Deal max dmg. with 1 attack

Reroll any die roll

Lower one test's DR by 4

Lower dmg dealt to you bv d6

Neutralize a Crit or Fumble

IF DEPLETED:

After resting at least six hours, roll class's designated die (d2 for Landlubbers) and regain that much Luck.

BROKEN (o HP) D6:

- 1 Instant death.
- 2 Hemorrhage: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 3 Brain injury: You awake in 1 hour with a -3 to Presence for d8 days.
- 4 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 5 Unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- 6 Unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

VIOLENCE

INITIATIVE (D6)

1-3 Enemies go first

4-6 PCs go first

Individual: d6 + Agility

MELEE DR12 STRENGTH **RANGED** DR12 PRESENCE

DEFENSE DR 12 AGILITY

Players roll for Attack and Defense in combat: enemies don't roll. Standard difficulty is DR12.

CRIT (NATURAL 20)

Attack x2 damage, then

reduce armor one tier.

Defense PC aets free attack.

FUMBLE (NATURAL 1)

Attack

Weapon breaks, is lost, or misfires.

Defense PC takes x2 damage, then reduces armor

by 1 tier.

MISFIRE (D6)

Fumble a black powder attack:

1-2 **Backfire** Take d2 damage.

3-4 **Broken** Weapon is broken.

5-6 Both

ARMOR

Roll when taking damage to reduce your loss. Armor doesn't work against black powder weapons!

LIGHT. (tier 1) -d2

MEDIUM. (tier 2) -d4, +2 DR

Agility tests, Defense +2 DR

HEAVY. (tier 3) -d6, +4 DR Agility tests, Defense +2 DR

METAL LINED HAT. -1 damage

MORION. -1 damage or

you can choose to ignore all damage from one attack but the helmet is destroyed.

NEGATIVE HP: DEAD

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Generally suitable for ages 16 and up.