

PIRATES!

A DUNGEON WORLD SOURCEBOOK



FOR USE WITH

DW
DUNGEON WORLD

PIRATES!

A DUNGEON WORLD SOURCEBOOK

*"Fifteen men on the dead man's chest
Yo-ho-ho, and a bottle of rum!
Drink and the devil had done for the rest
Yo-ho-ho, and a bottle of rum!"*

Treasure Island. R.L. Stevenson

"So ye want t' be a jack tar, Laddie? Let me tell ye about life aboard a sailin' ship. It be hell. Ships may be out t' sea for months. The food be bad - dry bread full o' weevils and rancid salted pork better fit for makin' soap. Sanitation be worse. And disease! Yer teeth fall out and yer ears rot off. Do somethin' wrong? It's the cat o'nine tails for ye or even the keelhaul! And don't even think about piracy or ye'll be swingin' from the yardarm!"



NAVAL TACTICS

There is a huge difference between fighting on a ship, which is a moving platform with confined space, and fighting on land.

Sailing ships cannot sail directly into the wind, most can only sail up to 70 degrees off the wind. Therefore being up wind of your opponent (holding the weather gage) is an important tactical consideration. Ships that are up wind of their opponents generally can force the action.

They can avoid combat by staying up wind or they can bear down on their enemies. Ships on the lee side of their enemies cannot force any action, but can only flee downwind.

Most of the cannons on a ship are mounted on the sides. In order to fire an effective salvo, a ship has to present its "broad side" the enemy. Few guns are mounted on the bow and stern. Because of these considerations, maneuvering is the most important part of any sea battle, and getting the weather gage to present an effective broadside makes all the difference.

Communication between ships is very difficult, and in the absence of magical means, rely on signal flags that may be obscured by black powder smoke during battles.

The best way to win a naval battle is by boarding the enemy vessel. It can be done by running the bow over the enemy's sides, or grappling the enemy ship from the side and invading the deck. Of course this maneuver may open the attacking ship to the enemy's broadside! It can also be done by launching boats with boarding parties.

Ships fight more effectively if they form lines, so that they present their broadsides in succession to the enemy. This is called "The Line of Battle". Ships that are in line formation have to fight whatever ships oppose them, for they cannot break the line and flee, so only bigger ships qualify for this tactic. Ships that are strong enough to take part in forming lines of battle are called "Ships of the Line".

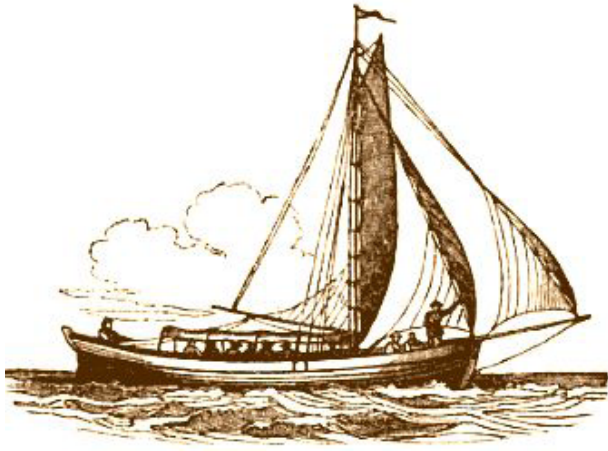
Some examples of ships

Brig: A smaller two-masted vessel, square-rigged on both masts.

Cutter: A fast-sailing fore-and-aft rigged single-masted vessel usually setting doubleheadsails, used for patrol and dispatch services. They could carry up to 12 guns.

Dinghy: A small rowing or sailing boat.

Fireship: A ship or boat that is deliberately set on fire



and steered to collide with a larger enemy ship in order to set it on fire and destroy it.

Galleon: A square-rigged, three- or four-masted sailing ship in use from the 16th to the 18th century, particularly by the Spanish and Portuguese but also by most other European nations.

Longboat: A boat carried aboard a larger ship, propelled by oars or sail.

Man O'War: A ship specifically built for the purpose of war.

Ship of the Line: A warship built to fight in the line of battle. The 'line of battle' meant that each ship would form in a line thus allowing each ship to fire full broadside salvos at the opponent.

Sloop-of-war: These are small three masted war ships, fast and highly maneuverable, with 8 to 22 cannon on only one deck. They were either fully rigged as ships (three-masted ship-sloop) or as snows (two-masted brig-sloop).

SHIP'S CANNONS

Ship's cannons are heavy - they may weigh up to two tons each. So it takes a whole crew to operate one.

The loading procedure starts when the barrel is wiped out with a wet swab to douse all remaining embers from the previous shot and to cool the barrel down. Then a black powder charge is loaded as a paper cartridge that was prepared by the powder monkey. A wad of old cloth is inserted and it is rammed down, after which the ball is inserted and rammed down with another wad. Then the gun is run forward by the crew to the gun port. The cartridge is perforated through the touch hole and a priming charge is poured into the touch hole. The cannon is fired by igniting the priming charge with a rod with a smouldering rag at the end.

A well trained gunner crew can fire a broadside every 2 minutes or so.

Remember that a salvo of ship's guns is extremely loud and produces a large cloud of smoke!

NAVAL BATTLES

In these rules, every ship has statistics, a bit like monsters. They have Hit Points, Toughness (it works exactly like armor by reducing damage taken) and Damage (dealt by cannon salvos). Ships cannot be damaged by hand held weapons. They can only be damaged by cannon salvos, storms, reefs or giant sea creatures. *These sources of damage do not damage player characters directly. Whenever their ship takes damage, each Player Character has to do the Defy Danger: Naval Battle move.*

Each ship has a Maneuverability (Man) statistic that is used during the Naval Maneuver move: Roll+Man. Each ship also has a crew size. The crew size works more like a tag than a statistic, because running totals of crew losses are not kept.

Player ships are controlled by their captains. If the

	BRIG	SLOOP	FRIGATE	GALLEON	MAN O'WAR	LONGBOAT
TOUGHNESS (ARMOR)	0	0	1	2	4	—
HIT POINTS	10	15	20	25	40	—
CREW	50	100	250	500	800	12
CANNON DAMAGE	2d4	2d4	2d6	2d8	2d12	—
MANEUVERABILITY (MAN)	1	2	0	-1	-2	4
CRIPPLED AT	3 HP	5 HP	7 HP	8 HP	13 HP	—
DISABLED AT	2 HP	3 HP	4 HP	5 HP	8 HP	—



captain of the ship is not a Player Character, he can be controlled by either the players or the GM. A good fictional reason for the GM to control the ship may be if the captain of the ship is antagonistic to the player characters. (They may be planning a mutiny!)

GM MOVES

- Hunt down a ship.
- Initiate a maneuver to fire cannons.
- Initiate a maneuver to grapple and board a ship.
- Disengage from combat and flee.
- Start a fire on a damaged ship.
- Start a mutiny.
- Start a disease outbreak on a ship.
- Change the weather.
- Describe reefs and dangerous shipwrecking landmarks.
- Spawn giant or mythical sea creatures.

PLAYER MOVES

NAVAL MANEUVER MOVE

When you maneuver a ship in naval combat, declare your objective and Roll+Man.

On 10+: According to your objective:

- You come into fighting range of an enemy ship that tried to avoid combat, with the weather gage advantage.
- You position your ship to deliver a full broadside cannon salvo at the enemy ship. Do your ship's cannon salvo damage to the enemy ship.
- You grapple and board the enemy ship. This triggers the Boarding move.
- You disengage your ship from battle and avoid further conflict.
- You navigate a dangerous reef or storm.

On 7-9: According to your objective:

- You come within fighting range of an enemy ship that tried to avoid combat but the GM chooses one:
 - You end up on the enemy's lee side. Take -1 on-going to Naval Maneuvers except to flee, until you can maneuver into an up wind position.
 - The captain is ready for you. Take half his cannon salvo damage to your ship. (1 die instead of 2)
- You position your ship to deliver a broadside cannon salvo at the enemy ship but the GM chooses one:
 - Do only half your ship's cannon salvo damage to the enemy ship. (1 die instead of two)
 - Do your ship's cannon salvo damage to the enemy ship, but the enemy is also in position. Take half its cannon salvo damage to your ship.(1 die instead of 2)
- You grapple and board the enemy ship, but things go wrong. Take -1 to the Boarding move.
- You disengage your ship from battle and avoid further conflict, but the GM chooses one
 - The pursuing ship fires its chaser guns. Your ship takes 1d4 damage.
 - The GM makes a move of his choice against your ship.
- You navigate a dangerous reef or storm but the ship takes 1d6 damage

6-: According to your objective.

- The ship you pursue disappears over the horizon

- The enemy ship fires a broadside at you (take its full cannon salvo damage) or the enemy ship grapples and boards you.
- You navigate a dangerous reef or storm but the ship takes 1d10 damage.

THE DEFY DANGER NAVAL BATTLE MOVE

When a ship is hit by a cannon salvo, the cannon balls shatter wooden planks and beams into deadly flying splinters that impale sailors and sever limbs.

When your ship takes damage during a naval battle, all Player Characters on the ship must Roll + Str, Con, Dex, Int or Wis.

On 10+: You are not affected by the damage

On 7-9: You are stunned

On 6- : You take half the damage that the ship took. (Rounded down)

CREW CASUALTIES

Crew casualties are always proportional to the hit points damage a ship has taken. Although it is not necessary to keep running totals, keep casualties already taken in mind when boarding happens.

CRIPPLED

When a ship loses about 2/3 of its hit points, it is crippled due to loss of crew and damage to the rigging. It takes -2 ongoing to Maneuver rolls and damage is reduced to 1 damage die instead of two. *Attacking ships take +1 to Roll+Man.*

DISABLED

When a ship loses about 4/5 of its hit points, it is disabled. It can be shot at or boarded without rolls by any ship that is not also engaged in battle with another ship.

SUNK

When a ship is reduced to 0 hit points it is sunk. The crew is lost. Player Characters and named NPC's may be saved if they defy danger and are rescued.

BOARDING

The boarding move uses a Mob Buff: This is an arbitrary modifier from -2 to +4 assigned by the GM that reflects the PC's ship's crew's chances against the crew of the enemy ship.

When assigning a Mob Buff, the GM takes into account:

- The size of the 2 crews, including casualties taken before boarding happens. Remember that casualties taken during a naval battle are proportional to the damage the ship has taken.
- Are the crews merchants or marines? Merchant sailors may be helpless against even small bands of trained fighters.
- Individual actions of PC's during boarding.
- Tactical advantages such as swivel guns.
- Specific moves PC's may have that modify the Mob Buff.

The following table is a guide to assigning a Mob Buff. *But forget the numbers* and just remember this: For a more or less 50-50 fight, assign a Mob Buff of 0. Seldom assign a +3. Try not to go over +3, unless the PC's have a definite chance of winning!

Buff	Chance of rolling 7+	
-2	27.77 %	Set them up for failure
-1	41.66 %	Heroic fight
0	58.33 %	Good fight
+1	72.22 %	Better odds
+2	83.33 %	Probable win
+3	91.66 %	More probable win
+4	97.22 %	Definite win



Boarding happens as follows:

First, describe the start of the boarding battle in the fiction. Then describe and resolve individual PCs' fights against enemies during the battle according to the normal Dungeon World procedure. Remember that PC actions can swing the battle, for instance if they take down the guy who mans the swivel gun, or if they set off a powder keg in the arsenal! Lastly, resolve the battle using the Boarding move.

THE BOARDING MOVE

When you are part of a group consisting of more than just the player characters fighting against a large group of opponents: Roll+ Buff

On 10+: The crew wins the battle with very few casualties. The enemy takes heavy casualties and will rout or

surrender.

On 7-9: The crew wins the battle with up to 40% (1d4 x 10 %) casualties. There are also other complications.

On 6-: The crew loses the battle with up to 60% (1d6 x 10 %) casualties. The GM makes a hard move against the crew.

Examples of hard moves: Make the NPC members of the PC's crew retreat, rout or surrender. Kill a named NPC. Take a NPC captive/hostage.

Notes:

PC's will never die because of a Boarding move. They can only die because of damage taken. It is not necessary to calculate the exact amount of casualties since it is not a simulation. But it is important to reflect the casualties taken in the fiction.

SHIPS OF THE LINE

When ships with unmodified Maneuverability of less than 1 aid each other

- For two ships: Take +1 on Maneuver rolls
- For more than two ships: Take +2 on Maneuver rolls

BUYING A SHIP

Who buys a ship when you can just commandeer one? OK, maybe you have one to sell.

Here is how much it is worth: The cost of a ship is equal to its current hit points x 1000 coin. For instance: A frigate (maximum 20 hit points) has 10 hit points of damage. It costs 10 000 coin.

If it were undamaged, it would cost 20 000 coin.

REPAIRING A SHIP

The cost of repairs equals the hit points of damage to be repaired x 500 coin. Of course if you have a good boatswain your ship is kept in good order, so deduct 10% off the cost. And if you have a good carpenter, you may deduct a further 20% or 40% off the cost.

SUPPLIES

Supplies for a month's sea voyage costs about 6 x crew size in coin. For example, it will cost a frigate with 250 crew 6 x 250 = 1 500 coin to buy supplies for a month's journey.



CREW

CREW LOYALTY

The whole crew of a ship has just one corporate loyalty score. It starts at a default of 0, but may be -2 to +4. (+4 is the max!) Skilled officers or specialists may bolster the crew's loyalty. Only apply those bonuses when the officers or specialists are first recruited. The GM will adjust a crew's loyalty as the fiction demands. Fair winds and good profit may boost the loyalty by 1. Poor decisions and lost battles may decrease loyalty.

When a crew find themselves in a dangerous, degrading, or just flatout crazy situation due to the captain's orders roll+loyalty.

On a 10+ they stand firm and carry out the order.

On a 7-9 they do it for now, but come back with serious demands later. Meet them or the crew quits on the worst terms, short of mutiny.

WAGES

The basic wage in the navy is a coin a day, or 30 coin per month. Some crews go by the article "no prey no pay" which means each crew member is entitled to a share of the profit. If you recruit crew based on wages, they will cost 30 x crew size per month. So 'n frigate with 250 crew members would cost 7 500 coin per month. If you cannot pay, loyalty will plummet.

RECRUITING

When you set out to recruit a crew

If you make it known...

- that your pay is generous or they will get a share of profits, take +1
- what you're setting out to do, take +1
- If you have a useful reputation around these parts take an additional +1.

Roll+bonuses for each officer or specialist you recruit. You may never add more than +4 to a roll. If you roll a miss the person you recruit brings you no advantage. If a Player Character already fills a post, you cannot recruit an NPC for the same post and stack the bonuses.

CAPTAIN

The Captain is in charge of the ship. He makes the ultimate decisions in the day to day running of the ship. His fee is about 80 coin per month, or two shares of profit.



Recruiting specialists on the high seas

On 10 + the captain gives your ship the following bonuses:

- Take +1 to the Boarding move.
- Increase crew loyalty by 1.
- Take +1 to recruiting.

On 7-9: Choose one of the above.

On 6-: The crew's loyalty is decreased by 1.

QUARTERMASTER

The quartermaster is second in charge and the chief executive power on the ship. He is in charge of discipline and finances. His fee is about 80 coin per month or two shares of profit.

On 10+: The quartermaster gives your ship the following bonuses:

- Decrease the cost of supplies by 20%.
- Iron discipline: Re-roll one die once during a loyalty check.
- Increase crew loyalty by 1.

On 7-9 choose one of the above.

NAVIGATOR

The navigator charts the ship's course. His fee is about 60 coin per month or a share and a half of profit.

On 10+: The navigator gives your ship the following bonuses:

- Your ship will need 20% less supplies to complete a journey.
- The ship will not be hit by a serious storm.

On 7-9: The ship will need 10% less supplies to complete a journey.

BOATSWAIN (BOSUN)

The boatswain is in charge of the physical sailing of the ship and maintenance of sails and rigging. His fee is about 60 coin per month or a share and a half of profit.

On 10+: The boatswain gives your ship the following bonuses:

- If your ship has no other bonuses to maneuverability, your ship takes +1 to maneuverability.
- Ship repairs cost 10% less (This may stack with bonuses from the carpenter.)

On 7-9 choose one of the above.

CARPENTER

The carpenter's fee is 40 coin per month or a share and a quarter of profit.

On 10+ : The carpenter gives your ship the following bonus: Ship repairs cost 40% less. He can repair some damage on the high seas.

On 7-9: Ship repairs cost 20% less. He can repair the most urgent damage on the high seas.

SURGEON

The surgeon's fee is 40 coin per month or a share and a quarter of profit.

On 10+ : The surgeon gives the following bonuses:

- Reduce casualties after a sea battle by 30%.
- Increase crew loyalty by 1.

On 7-9: Reduce casualties after a sea battle by 10%.

MASTER GUNNER

The master gunner's fee is 40 coin per month or a share and a quarter of profit.

On 10+: If your ship has no other bonuses to damage, your ship does +1d6 cannon damage.

On 7-9: If your ship has no other bonuses to damage, your ship does +1d4 cannon damage.

COOK

The cook's fee is 30 coin per month, or a share of profit.

On 10+ : The cook gives your ship the following bo-

nuses:

- Increase crew loyalty by 1.
- The GM will never start a disease outbreak on your ship as a hard move, unless supplies run out.

On 7-9: Choose one of the above.

SAILORS

You roll only once for all the sailors in your crew. You may never add more than +4 to a roll.

On 10+: You get a full crew. Add 1 to their loyalty.

On 7-9: You do not get a full crew. Their loyalty is 0, but can be increased by officers or specialists.

On 6-: The crew is too small and is incompetent: Your ship takes -1 to maneuverability. Their loyalty is 0, but can be increased by officers or specialists.

WEAPONS

These firearms are notoriously unreliable. On a 6- they probably do not even go off. They take time to load, so have as many on you as you can fit into your belts and pants. You will probably only get one shot with each when you are in battle!

Swivel guns are fixed to the bulwark, and can only be moved with great difficulty. They shoot grape shot, are the main defense against boarding parties, and can kill a few sailors with one shot. They do not damage ships.

A harpoon gun is exactly like a swivel gun but is loaded with a barbed harpoon with a rope attached. Use it to catch whales, or even bigger game...

Flintlock pistol: Near. Loud. Pierce 1. Reload. 1 weight

Double barrelled flint lock pistol: Near. Loud. Pierce 1. Reload. 2 shots. 1 weight.

Blunderbuss: + 3 damage. Two-handed. Near. Loud. Pierce 1. Messy. Forceful. Reload. 2 weight.

Musket: Two-handed. Far. Loud. Pierce 2. Reload. 2 weight.

Grenade: 1d10 damage. Dangerous. Thrown. Near. Loud. Blast range: Close. Pierce 2. 1 Weight.

Powder keg: 2d12 damage. Blow up structures. Blast range: Near. Loud. Messy. Forceful. Dangerous. 10 Weight. *A powder keg requires Defy Danger (Int) to use as an explosive device.*

Swivel gun: +1d6 damage. Two handed. Near. Loud. Ignores armour. Messy. Forceful. Cone shaped area of effect. Reload. Can be moved by one person with great difficulty.

Harpoon gun: +1d12 damage. Two handed. Far. Loud. Ignores armour. Messy. Forceful. Can be moved by one person with great difficulty. It may ensnare creatures that are immune to hand wielded weapons and do 1d4 damage against such creatures.

Cutlass: Close. Precise. 1 weight.

Dagger, Dirk: Hand. 1 weight.

Belay pin: Hand. 1 weight.

Hook: Hand 0 weight.

SEA MONSTERS

IMPORTANT TAGS:

Damage to ships: This deals damage to ships and not to characters. (Like cannon salvos.) When a ship is damaged each PC has to roll Defy Danger: Naval Battle. Crew losses are proportional to damage to the ship.

Cannot be harmed by hand wielded weapons:

This monster can only be damaged by artillery, bombs, harpoon guns and the like. Offensive spells that deal significant area of effect damage may work.

Grapples: The monster will grapple a ship in order to do some types of damage. A ship may do a Naval Maneuver move to avoid being grappled. When the ship is grappled it cannot do any maneuvers but it can do half its cannon salvo damage (1 die instead of 2) without a maneuver roll. A grappling monster will let go when it takes significant damage.

MORGAWR

Solitary. Gargantuan.

Damage to ships: 1d4 – 1d10, Forceful. Grapples.

HP 8-12 Cannot be harmed by hand wielded weapons.

Armor 0-4

Instinct:

- Bite boats in half.
- Crush ships in its coils.
- Pull ships to the deep.
- Feed.

A massive, horned, coiling sea serpent, churning the water and capsizing ships in its wake. It has a mouth big enough to swallow a boat and teeth the size of longboat oars.

ASPIDOCHELONE

Solitary. Gargantuan.

Instinct:

- Fall asleep on the surface of the sea, and dream

of whatever giant turtles dream of.

- Wake up.
- Swim.
- Dive.

“Ye see that bit o’ open sea over thar, Mate? A short while ago thar was an island, I swear! It had rocks and hills and trees and sandy beaches and everythin’! Me ship’s crew landed the longboat. Tried to find fresh water. Made campfires for the night. Then in the middle o’ night the island trembled and moved, it opened an eye, by Jove, a massive turtle’s eye. And then it started swimmin’, almost capsizin’ me ship in its wake. And when it dived down into the deep, I lost every single hand that was on that longboat!”

Look, there is Fastitocalon!

An island good to land upon,

Although ‘tis rather bare.

Come, leave the sea! And let us run,

Or dance, or lie down in the sun!

See, gulls are sitting there!

Beware!

The Adventures of Tom Bombadil, J. R. R. Tolkien

THE TERRIBLE DOGFISH

Solitary. Gargantuan.





Damage to ships: 1d6 - 1d10.

HP 16 Cannot be harmed by hand wielded weapons.

Armor 0-4

Instinct:

- Swallow ships whole, with the crew.
- Digest slowly.

"And my father?"

"By this time, he must have been swallowed by the Terrible Shark, which, for the last few days, has been bringing terror to these waters."

"Is this Shark very big?" asked Pinocchio, who was beginning to tremble with fright.

"Is he big?" replied the Dolphin. "Just to give you an idea of his size, let me tell you that he is larger than a five story building and that he has a mouth so big and so deep, that a whole train and engine could easily get into it."

Pinocchio, Carlo Collodi

TIAMAT

Goddess of primal chaos. Solitary. Gargantuan. Intelligent. Chaotic. Evil.

gent. Chaotic. Evil.

Damage to ships: 2d8. Forceful. Messy. Grapples.

HP 12-24 Cannot be harmed with hand wielded weapons.

Armor 2

Instinct:

- Appear as a beautiful female humanoid.
- Beguile, bewitch, subvert, corrupt and enslave.
- Transform into a gargantuan sea-dragon when threatened or insulted.
- Grab, crush, bite and destroy ships and their crews.

*And the lord Marduk stood upon Tiamat's hinder parts,
And with his merciless club he smashed her skull.
He cut through the channels of her blood,
And he made the North wind bear it away into secret places.*

The Enûma Elish

SIRENS. MERMAIDS

Group. Intelligent. Devious.

Damage 0

HP 6

Armor 2

Instinct:

- Lure and seduce.
- Wreck ships.
- Convince sailors jump over board, scuttle their own ships or kill their mates.
- Feed off the waning life force of drowning men.

*The rock was very small now; soon it would be submerged.
Pale rays of light tiptoed across the waters; and by and by there was to be heard a sound at once the most musical and the most melancholy in the world: the mermaids calling to the moon.*

Peter Pan and Wendy, JM Barrie

KRAKEN

Solitary. Gargantuan.

Damage to ships 1d4 - 1d10. Grapples.

HP 8 - 16 Cannot be harmed with hand wielded weapons.

Armor 2

The Kraken's tentacles fight as individual monsters when it grapples a ship:

Damage 1d6 (Suckers)

HP 6

Armor 1

When the Kraken itself is reduced to 0 HP, or when all of its 10 tentacles are destroyed, it is defeated.

Instinct:

- Latch on to ships and crush them.
- Grab sailors and bite them with its massive beak.
- Squirt black ink when it is harmed.

For an instant I thought the poor man entwined by the devilfish might be torn loose from its powerful suction. Seven arms out of eight had been chopped off. Brandishing its victim like a feather, one lone tentacle was writhing in the air. But just as Captain Nemo and his chief officer rushed at it, the animal shot off a spout of blackish liquid, secreted by a pouch located in its abdomen. It blinded us. When this cloud had dispersed, the squid was gone, and so was my poor fellow countryman!

10 000 Leagues under the sea. Jules Verne.



The End

Credits

Based on the game Dungeon World by Sage LaTorra and Adam Koebel

Text: Wynand Louw & his Dungeon World group (Mostly family!)

Layout: Wynand Louw

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DEAD PIRATES

Horde

Damage 1d6 (Cutlass) Close

HP 11

Armor 1

Instinct

- Guard the treasure
- Attack in overwhelming numbers
- Call on their slain victims to join the fight

They made a deal with the devil. Now it's payback time. Forever.

*"Fifteen men on the dead man's chest
Yo-ho-ho, and a bottle of rum!
Drink and the devil had done for the rest
Yo-ho-ho, and a bottle of rum!"*

Treasure Island. R.L. Stevenson



ADVANCED MOVES

Each time you gain a level from 2-10, choose one of these moves.

◊Animal Companion

You have an almost supernatural connection with a loyal parrot or monkey. You can't talk to it per se but it always acts as you wish it to.

When your parrot distracts your enemy during a brawl and you roll 12+ on Hack and Slash, do +1d6 damage.

When your monkey picks a pocket or steals a small object, Roll+Cha

On 10+: He gets away with it, but hides for a while. You can get the object a bit later.

On 7-9: He gets the item but the GM also chooses one.

-He draws attention to you and puts you in a spot.

-He gets the wrong item, although it is not totally useless.

-He gets chased and disappears for the rest of the day.

◊Sniper

When you use a musket at long range to volley, take +1

◊Powder Monkey

You are an expert at handling black powder.

You can make black powder out of the raw material (charcoal, saltpetre and sulphur) and can use it to blow stuff up. You do not have to Defy Danger in order to use black powder.

◊Gunner

Requires Powder Monkey.

You are an expert at handling cannons.

Your ship does +1d4 cannon damage.

Your firearm does +1d4 damage.

◊Master gunner

Requires and replaces Gunner.

Your ship does +1d6 cannon damage.

Your firearm does +1d6 damage.

◊Navigator (Wis)

When you go on a perilous sea journey, Roll+Wis.

On 10+ you make excellent time and avoid foul weather.

When you Discern Realities while at sea, take +1.

You can predict the weather accurately 24 hours in advance.

◊Kraken's ink tatoos

When you are inked with Kraken's ink, and do not wear other armor, take +1 armor.

◊Master Navigator (Wis)

Requires Navigator

As long as you are at sea or can see the stars, you do not get lost.

You can predict weather accurately 48 hours in advance.

You can communicate with the soul of the sea and the wind. **When you do it to follow a trail left behind by passing ships or large or mystical sea creatures**, roll+Wis.

On a 7+, you follow the ship or creature until there's a significant change in its direction or mode of travel.

On a 10+, you also choose 1:

-Gain a useful bit of information about your quarry, the GM will tell you what.

-Determine what caused the trail to end.

◊Helmsman

Your ship takes +1 to Maneuver rolls.

◊Captain (Cha)

Requires Master Navigator and Helmsman.

You are qualified to be a ship's captain.

Your crew takes +1 on Boarding rolls.

◊Treasure Hunter (Wis)

When you Discern Realities while reading a map, you may ask "Where is the treasure?"

On 10+: The answer is more or less straight.

On 7-9: The answer is a bit more vague and cryptic.

◊Treasure Finder (Wis)

Requires Treasure Hunter.

When you find the treasure Roll+Wis

On 10+: The treasure is 50% more than it would have been.

On 7-9: The treasure is 20% more than it would have been.

◊Duelist's Parry

When you hack and slash with a precise weapon, you take +1 armor forward.

◊Disarm

Requires Duelist's Parry

When you roll 10+ on hack and slash with a precise weapon, you disarm your opponent (If appropriate in the fiction)

◊Lady killer / Man eater

When you parley with someone who finds you attractive, take +1

◊Insult Fighting (Cha)

When you utter a grievous insult to an opponent intelligent enough to understand it, or his mother and the GM thinks your insult is funny, original or deserving of recognition, roll + Cha.

On 10+: Take +1 and +1d6 damage forward to Hack and Slash against that opponent.

On 7-9: Take +1 and +1d4 damage forward to Hack and Slash against that opponent.

On 6-: Your opponent makes the perfect comeback and takes +1d6 damage forward against you.

◊Fish breath

You can hold your breath for up to 5 minutes.

◊Its all legal, Sir! (Cha)

When you are asked to present identification, cargo manifests, shipping documents, import documents or any other official stuff, roll + Cha

On 10+ You have some sort of paper you can flash and talk your way out of it.

On 7-9, the GM chooses

-You have to promise to present it within a day or so to the proper authorities

-You have to pay a bribe.

◊Fear the Dread Pirate Roberts!

When you interact with NPC's your fearsome reputation works for you.

At 3rd to 5th level: Roll +3 instead of +Cha.

At 6th level or higher: Roll +4 instead of +Cha.

◊Yo ho ho! And a bottle of rum

When you fight while under the influence of rum,

Take +1 armor.

Take +1 to all Cha rolls.

Take -1 to all Wis rolls.

When you win a tavern brawl while inebriated, take +1 to the Carouse move.

◊Tongues of men and mermaids (Int)

When you encounter a new culture with a foreign tongue, roll + Int.

On 10+, you can more or less communicate

On 7-9, the GM will introduce interesting misunderstandings.

THE SEA DOG



CAPTAIN'S LOG

SHIP'S NAME

Hispaniola. Black Pearl. Trafalgar. Sovereign. Wind Star. Wind Song. Royal Clipper. Argo. Calypso. Titanic. Minotaur. Achilles. Midas. Leviathan. Dawn Treader. Queen Liz. White Shark. Poseidon. Hammerhead.

MANEUVER-



TOUGHNESS



DAMAGE 2D



HIT POINTS



MAX



CURRENT

DISABLED AT



CRIPPLED AT



TYPE

Brig, Sloop, Corvette, Frigate, Galleon. Man o' War

CREW



MAX



CURRENT

LOYALTY



OFFICERS AND SPECIALISTS

	NAME	WAGE	SKILLS / BONUSES
CAPTAIN			
QUARTERMASTER			
NAVIGATOR			
BOATSWAIN			
CARPENTER			
SURGEON			
MASTER GUNNER			
COOK			

NAVAL MOVES

Naval Maneuver Move

When you maneuver a ship in naval combat, declare your objective and Roll+Man.

On 10+: According to your objective:

-You come into fighting range of an enemy ship that tried to avoid combat, with the weather gage advantage.

-You position your ship to deliver a full broad side cannon salvo at the enemy ship. Do your ship's cannon salvo damage to the enemy ship.

-You grapple and board the enemy ship. This triggers the Boarding move.

-You disengage your ship from battle and avoid further conflict.

You navigate a dangerous reef or storm.

On 7-9: According to your objective:

-You come within fighting range of an enemy ship that tried to avoid combat but the GM chooses one:

-You end up on the enemy's lee side. Take -1 ongoing to Naval Maneuvers except to flee, until you can maneuver into an up wind position.

The captain is ready for you. Take half his cannon salvo damage to your ship. (1 die instead of 2)

-You position your ship to deliver a broad side cannon salvo at the enemy ship but the GM chooses one:

-Do only half your ship's cannon salvo damage to the enemy ship. (1 die instead of two)

-Do your ship's cannon salvo damage to the enemy ship, but the enemy is also in position. Take half its cannon salvo damage to your ship. (1 die instead of 2)

-You grapple and board the enemy ship, but things go wrong. Take -1 to the Boarding move.

-You disengage your ship from battle and avoid further conflict, but the GM chooses one

-The pursuing ship fires its chaser guns. Your ship takes 1d4 damage.

-The GM makes a move of his choice against your ship.

-You navigate a dangerous reef or storm but the ship takes 1d6 damage

On 6-: According to your objective.

-The ship you pursue disappears over the horizon

-The enemy ship fires a broadside at you (take its full cannon salvo damage) or the enemy ship grapples and boards you.

-You navigate a dangerous reef or storm but the ship takes 1d10 damage.

The Defy Danger: Naval Battle move

When your ship takes damage during a naval battle, all Player Characters on the ship must Roll + Str, Con, Dex, Int or Wis.

On 10+: You are not affected by the damage.

On 7-9: You are stunned.

On 6-: You take half the damage that the ship took. (Rounded down)

Crew casualties

Crew casualties are always proportional to the hit points damage a ship has taken. Although it is not necessary to keep running totals, keep casualties already taken in mind when boarding happens.

Crippled

When a ship loses about 2/3 of its hit points, it is crippled due to loss of crew and damage to the rigging. It takes -2 ongoing to Maneuver rolls and damage is reduced to 1 damage die instead of two. Attacking ships take +1 to Roll+Man.

Disabled

When a ship loses about 4/5 of its hit points, it is disabled. It can be shot at or boarded without rolls by any ship that is not also engaged in battle with another ship.

Sunk

When a ship is reduced to 0 hit points it is sunk. The crew is lost. Player Characters and named NPC's may be saved if they defy danger and are rescued.

Boarding

When you are part of a group consisting of more than just the player characters fighting against a large group of opponents: Roll+ Buff

On 10+: The crew wins the battle with very few casualties. The enemy takes heavy casualties and will rout or surrender.

On 7-9: The crew wins the battle with up to 40% (1d4 x 10 %) casualties. There are also other complications.

On 6-: The crew loses the battle with up to 60% (1d6 x 10 %) casualties. The GM makes a hard move against the crew.

Ships of the Line

When ships with unmodified Maneuverability of less than 1 aid each other

For two ships: Take +1 on Maneuver rolls

For more than two ships: Take +2 on Maneuver rolls

Ship repairs

When in a friendly port repair damage to your ship at a price. The cost of repairs equals the hit points of damage to be repaired x 500 coin. If you have a good boatswain your ship is kept in good order, so deduct 10% off the cost. And if you have a good carpenter, you may deduct a further 20% or 40% off the cost.

Loyalty check

When a crew find themselves in a dangerous, degrading, or just flatout crazy situation due to the captain's orders roll+loyalty.

On a 10+: they stand firm and carry out the order.

On a 7-9: they do it for now, but come back with serious demands later. Meet them or the crew quits on the worst terms, short of mutiny.

