

NAME

RACE




LOOK ADDITIONS

Jack Flint. Billy Bones. Long John Silver. Ben Gunn. Jack Marrow. Calypso. Red Handed Jill. Jan van Riebeeck. Vasco da Gama. Barbosa. Alexandre Villon. Anne Dieu-le-veut, Anne Bonny, Mary Reed, Blind Pew. Horatio Hornblower. Nelson. Lafras Kuyper.

Misty eyes. Dark eyes. Dangerous eyes. Stormy eyes. Wild hair. Bleached hair. Dreadlocks. Shaved head. Powdered wig. Weathered face. Tricorn hat. Sailors cap. Captain's uniform.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

DRIVE

- ☐ REVENGE
Crush anyone who stands in your way
- ☐ GREED
Amass great riches
- ☐ EXPLORE
Discover and map the ocean's secrets.

RACE

- ☐ DWARF
When you share a drink with someone, you may parley with them using CON instead of CHA.
- ☐ HALFLING
When you defy danger and use your small size to your advantage, take +1.
- ☐ HUMAN
Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

BONDS

_____ Is a scurvy mutineer. I have my eye on him!

_____ Is a useless landlubber, but he has potential.

_____ Showed me a map once, I wonder if he still has it.

If I had to be marooned on a desert island with someone, I'd choose _____

STARTING MOVES

CRAZY LEAP (DEX)

When you **hurl yourself through the air**, roll +DEX. On a 10+ hold two, on a 7-9 hold one. Spend hold one-for-one (before you smash into the ground) to:

- * slash at something
- * grab something and pull it with you
- * gain the attention of everything nearby

Pirates will always land on something improbably soft *-the sea, a crate of feathers, a nobleman-* when using Crazy Leap.

GUNPOWDER (DEX)

When you **fire a gunpowder weapon**, roll +DEX

On a 7+ you have a clear shot and deal your damage

On a 7-9 the gunpowder also starts a fire somewhere inconvenient; e.g. *your hat, an ally's ammo belt, the sails.*

INFURIATE

When you **goad someone into acting recklessly**, choose one of their monster moves and resolve it as you like. You also gain the attention of anyone nearby.

MADCAP SCHEME (INT)

When you **start acting on a spur-of-the-moment plan**, tell the GM what you intend to do and roll +INT. On a 10+ hold two, and the GM holds one. On a 7-9 hold one, and the GM holds two.

At any point that you're **actively working towards the scheme's conclusion**, you may spend hold one-for-one to obtain a Lucky Boon. The GM may spend their hold one-for-one to trigger a Catastrophe.

Lucky Boons:

- * A minor advantage: *the tide drops quickly, a guard looks the right way,*
- * "I knew that would come in handy". Describe something you planted earlier for a situation just like this. *a weapon stash, a bribed guard, a skeleton key*
- * Distract everyone who's attention you're currently holding.

Catastrophes:

- * Something explodes
- * Something catches fire
- * The Pirate's actions accelerate a Dire Portent
- * The scheme's results spiral out of control...



THE SEA DOG

LEVEL
XP

GEAR

Your Load is 10+Str. You start with Ship's Rations (5 uses, 1 weight) and a powder horn and balls. (3 ammo)

Weapons: Choose three

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

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

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

◇Cutlass: Close. Precise, 1 weight.

◇Dagger, Dirk: Hand. 1 weight.

◇Belay pin: Hand. 1 weight.

◇Hook: Hand 0 weight.

ADVANCED MOVES

When you gain a level from 2-10, choose from these moves.

◇LADY KILLER / MAN EATER

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

◇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.

◇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 manufacture flares, rockets and explosive devices.

You do not have to Defy Danger in order to blow something up.

◇SNIPER

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

◇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.

◇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



ADVANCED MOVES (CONTINUED)



◇HELMSMAN

Your ship takes +1 to Maneuver rolls.

◇MASTER HELMSMAN

Requires Helmsman.

If your ship's unmodified Maneuverability is below 1, your ship takes +2 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.

◇DUELIST'S BLOCK

Requires and replaces: Duelist's Parry

When you hack and slash with a precise weapon, you take +2 armor forward.

◇DISARM

Requires Duelist's Parry

When you roll 12+ on hack and slash with a precise weapon, you disarm your opponent (If appropriate in the fiction)

◇INSULT FIGHTING (CHA)

When you utter a grievous insult to an opponent intelligent enough to understand it, or his mother. If the GM thinks your insult is funny, original or deserving of recognition, take +1. 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 +1d4 damage forward against you.

You may insult an opponent or his mother only once. If you have a parrot as Animal Companion, you can insult an opponent or his mother twice.

◇TWO HANDED BRAWLER

When you enter melee with a pistol in one hand and a precise weapon in the other, and roll 10+ on Hack and Slash (Dex), add your pistol's damage to you melee damage.