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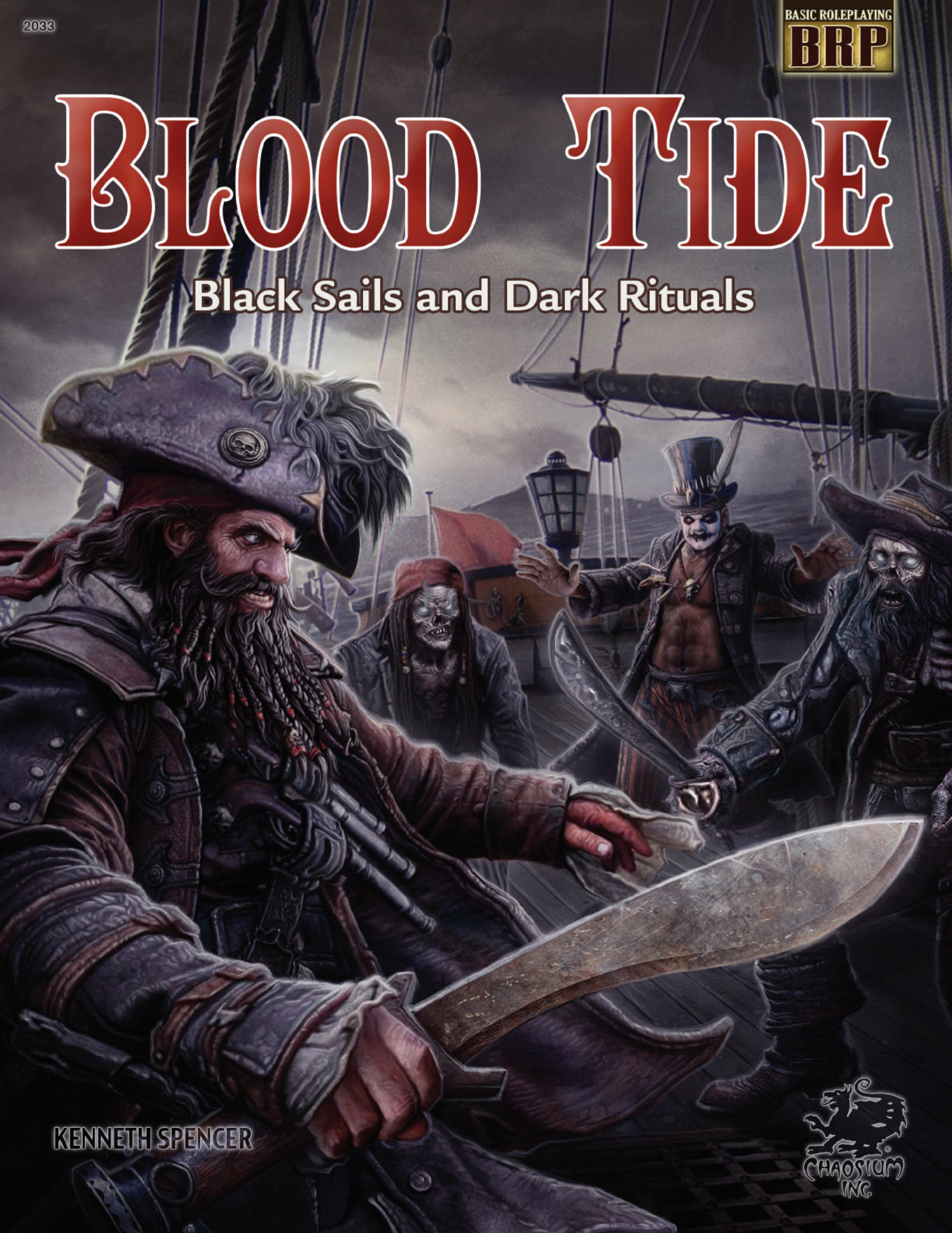
Black Sails and Dark Rituals



KENNETH SPENCER

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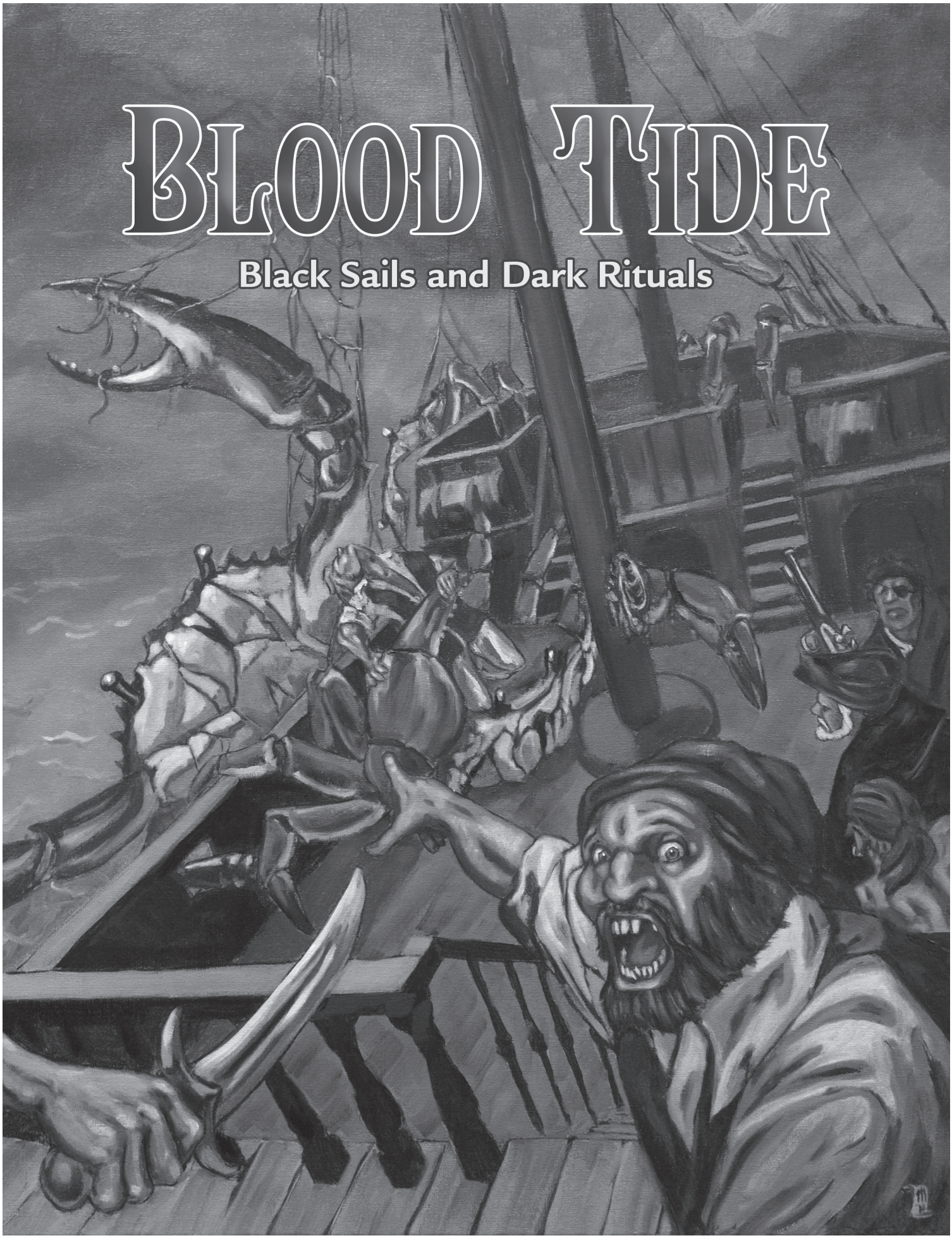

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Ye Scurvy Crew:

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Forward

I first saw the sea when I was less than two years old. My father was a career petty officer in the U.S. Navy, and I spent my formative years in port cities facing the Pacific and the Atlantic. I grew up knowing that he would cross those bodies of water and be gone for months, to return with toys and treasures from far off lands. To my young mind, that's what sailing meant, travel and adventure. To my middle aged mind, it still does.

One of the first games I played was Avalon Hill's *Wooden Ships and Iron Men*. Many an hour I spent pushing little cardboard pieces around a hex covered sea. I graduated from board games to roleplaying games starting, as many did, with the red *Dungeons & Dragons* basic game boxed set. It wasn't long before the adventures moved from the dungeons to the coast and then out to sea.

Of course there were pirates, but we were the good guys, *i.e.* privateers. We captured Orc ships and sacked evil towns along the coast. As we and the hobby matured new horizons opened, but the pirate theme kept returning. The first pirate-based game I wrote was an adaptation of Chaosium's *Pendragon* for my long-time gaming group. The scurviest pirate ship to ever sail the sea, *The Filthy Whore*, plundered and pillaged its way across the dining room table, only to meet an untimely end when betrayed by her consort and fellow pirate *The Drunken Sailor*.

Since that time I have continually returned to the theme of rampant piracy. In nearly every game system I was drawn into, from the Storyteller system on through the various iterations of *Dungeons & Dragons*, I have managed to work pirates into nearly every game, even if they have to be space pirates (or desert pirates on certain fantasy desert worlds). Horror and piracy often went hand in hand, and it does here in *Blood Tide*.

I was not alone in the writing of this book, and I would like to thank those who supported me through the long process of bringing *Blood Tide* to print. My family, my wife Krystal, son Michael (terror of the bathtub sea), parents, and sister all provided love and advice. To my closest friends, who helped play-test this game through its various stages, I owe a great debt of gratitude. Here's a tankard of rum raised to you: Ted Snider, Jeremy Hedge, Matt Carlson, Kyle Hopkins, Will Dickey, Sam Parish, Travis Price, and others.

You hold in your hands not just a sourcebook for Chaosium's *Basic Roleplaying* system, but a key to adventure on the briny seas. Sail with the likes of Henry Morgan, Bartholomew Roberts, l'Olonnais, and Blackbeard. In the world of your imagination, carve out the names of your own buccaneers and pirates.

A Brief History of the Golden Age of Piracy

Let us begin with the birth of what is known as the 'Golden Age of Piracy', a time when men turned their hands against each other and the seas and coasts were splattered with blood.

Tales, Stories and Lies:

An Introduction to the Golden Age of Piracy

The first person to hollow out a canoe, fill it with trade goods, and paddle to another village was probably followed by the second hollowed-out canoe. This second canoe was filled with bloodthirsty men bent on attacking the first canoe and taking the owner's stuff. Thus was piracy born. Throughout human history, piracy has been a recurrent problem. We know of many instances of mass pirate outbreaks. The ancient Mediterranean was rife with pirates, but not more so than during the 100-70's BCE. Piracy reached such epidemic proportions that Rome built a navy to drive them from the sea. During the Middle Ages and on into the Renaissance, Turkish corsairs and the Knights of St. John preyed on Christian and Muslim shipping, respectively. Even today, piracy makes the headlines as Third World attackers take ships off the African Coasts and in the Strait of Malacca.

All of this pales when compared to the Golden Age of Piracy. The wars that had ravaged Europe were over, and peace brought new problems. Thousands had been displaced or orphaned, their homes and lands ruined or claimed by another. Many thousands more had had their livelihood as soldiers and sailors taken away from them as Europe's armies and navies were reduced in size. At the same time, national resources were freed to invest in exploration, colonization and trade. Mercantilism was on the rise, and the great ports of Europe were being flooded with wealth drawn from the Far East and the West Indies. Spain held most of the New World in her grasp, extracting fabulous amounts of gold and silver. Plantations on Cuba, Hispaniola, Barbados and other islands were turning a tidy profit.

From approximately 1655 until the early 1730's the world saw the largest surge in acts of piracy in recorded history. It is this era that has given us Henry Morgan, Blackbeard, Kidd, the Isle of Tortuga, Port Royal, Anne Bonny and Mary Reade. As inspiration this era has proven fruitful; yielding novels, movies, television shows, video games, wargames, music, comics, and, of course, role-playing games.

The Early Years:

The Buccaneers and the Brethren of the Coast

Before the 1620's, the Spanish dominated the New World, to the exclusion of other nations. The coast of the mainland surrounding the Caribbean, from northern Florida to the northern coast of Venezuela, was known as the Spanish Main, while the islands were the West Indies.

Few colonies were founded by other countries, and the Spanish attacked those that were as intruders into their private sphere. Foreign merchants were outlawed, and all trade to the colonies had to go through Spain. European politics drove action in the Caribbean, and soon other nations besides Spain where planting colonies.

During the first half of the Seventeenth Century Europe was embroiled in the Thirty Years War. Political and religious unrest ravaged the continent. Many colonists tried to settle in the New World, but meet with uncertain success. These fledgling colonies faced a variety of challenges, including shortages of food, hostile environments, disease, angry indigenous residents, and Spanish attacks.

Refugees, new colonists, and assorted flotsam washed up all over the Caribbean. Most made their way to Hispaniola, a large and generally unexplored island. These groups gravitated towards the western end of the island to avoid problems with the Spanish authorities. The island, like many of the greater and lesser Antilles, was overrun with wild cattle and pigs let loose or left behind by earlier settlers. By hunting feral livestock, small scale farming, fishing, and trading with passing ships (often smugglers and pirates), these new settlements managed to make a meager living. One of their primary industries was smoking meat over an open fire to sell to passing ships. This style of smoke curing was called boucan, the men who made and sold it were boucaniers, a name that evolved into buccaneer.

Living under constant fear of attack, separated from the Spanish by religion (most of the early buccaneers were Protestant), and roving through the jungle chasing cattle was not for everyone. Eventually, they turned from trading with ships to attacking those ships. Buccaneers would lure a ship in and take it by surprise. Attacks were carried out in small canoes or boats.

The location of the early buccaneers was perfect for this sort of piracy. They had settled the island of Tortuga, off the northwest coast of Hispaniola. This provided a permanent and defensible base. From here, they could attack ships traveling the Windward Passage between Hispaniola and Cuba. In the 1630's, Pierre le Grande and twenty-eight men attacked a small Spanish treasure galleon and took her. The war was on.

As the decades wore on, the buccaneers largely became pirates, almost exclusively attacking Spanish shipping. Their numbers swelled as refugees, sailors, criminals, runaway slaves, disgruntled indentured servants, and adventurers joined the bands. Taking the name Brethren of the Coast, they formed a loose brotherhood united at first by common hardship and need. As the

Pirates depicted in a political cartoon by Thomas Nast, 1872

Brethren acquired larger ships and more permanent bases, so began The Golden Age of Piracy.

By the 1650's other European powers had managed to establish permanent colonies in the Caribbean. The English, French, and Dutch vied with Spain for control of the region. The complex shifts in alliances, back-room political dealings, and warfare opened the door for legitimate piracy, known as privateering. New ports became available to the buccaneers, along with new markets to fence their stolen goods. In 1655, British forces tried to invade Hispaniola, and failed utterly. Instead, the survivors of that doomed expedition took Jamaica and Port Royal. This proved a great boon for the buccaneers, providing them with a friendly port to operate from and legitimization from the British government. Port Royal became the center for buccaneers throughout the 1660's, 1670's, and most of the 1680's. It is during this time that the city received its reputation for being a reincarnation of Sodom. In other words, it was a roaring party town like no other.

The Buccaneering period was most noted for several daring (and profitable) raids of Spanish settlements. Although shipping was attacked on the high seas, most of the action took place on land. This led to the rather unusual sight of pirates setting sail in a barely-seaworthy boat, planning to exchange it for a Spanish ship once they took a port. This was the era of large pirate armies, the largest numbering over 1500 men. Many of the traditions of the Brethren would come to define the Golden Age of Piracy. One of the most notables was the sense of egalitarianism. Buccaneers thought of themselves as equals, and their leaders as first among equals. The division of spoils, responsibilities of officers and crew, and other details such as gambling, drinking, religious observances, and the presence of women, were covered in agreed-upon articles or contracts. A buccaneer expected to have his rights upheld and to be treated in a respectful manner.

Henry Morgan

The most famous buccaneer, and probably the most successful, was Henry Morgan. Morgan was a Welshmen of genteel but poor birth. He came to the Caribbean as a soldier and adventurer with the doomed Hispaniola expedition of 1655. He fought in the taking of Jamaica, and in the later guerilla war against both Spanish holdouts and rebel slaves.

Serving an apprenticeship of sorts under older buccaneers Myngs and Mansvelt, Morgan gained notoriety after his sacking of Porto Bello, taking over 200,000 Pieces of Eight in loot. Following this, he took the nearly impregnable town of Maracaibo, destroying a Spanish naval fleet in the process. Morgan capped his buccaneering career with a brilliant and audacious expedition that crossed the Isthmus of Panama, captured and burned Panama City, and returned with an unheard of amount of plunder. Sadly, the plunder had to be divided among far too many men, leading to accusations that Morgan was holding out on his comrades. In a humiliating display, Morgan was strip-searched before setting sail for Port Royal.

The attack on Panama City turned out to be the highlight of the buccaneering period. Shifts in European politics led to the English Crown instituting a crackdown on piracy. Morgan barely managed to escape trial for piracy; however the wily old buccaneer managed to turn the situation around and earned a knighthood and appointment as Lieutenant Governor of Jamaica in 1684. Morgan then helped hunt down his former associates, before retiring and dying fat, old, and rich on his Jamaican estates in 1688.

In a fitting end to the buccaneering period, Port Royal was destroyed in a massive earthquake in 1692. The situation in Europe changed as the various dynasties warred and spared. For the next fifteen years piracy was on the decline in the Caribbean, though privateering became big business as a nearly- continuous series of wars ravaged Europe and reverberated throughout the New World.

The Height of the Piracy Pandemic

After piracy became less profitable in the Caribbean, the center of pirate activity shifted to the Indian Ocean. Here, fat East India merchantmen siphoned off the wealth of India and the Far East. The ships of India's Great Mogul plied the warm waters carrying not just goods, but also wealthy pilgrims on their way from India to Mecca for the annual Muslim Hajj. These ships, though usually heavily armed, attracted scores of pirates, many of whom based themselves on the Island of Madagascar.

Madagascar was a pirate paradise. The tropical climate, many harbors, abundant plants and animals, and friendly natives even drew some pirates to retire to the island. Trade posts sprung up and pirates set themselves up as petty kings, ruling over the natives (and taking upwards of four native wives). Loot taken from ships in the Indian Ocean was laundered here as well. Merchants from New England and New York sailed to Madagascar loaded with European manufactured goods. These they traded for the spices, silks, jewels, and other booty taken by the pirates. These 'honest' merchants then sailed back to the colonies and sold the loot to other 'honest' merchants who didn't ask too many questions.

It was into this region that Captain William Kidd sailed on his ill-fated privateering mission. He was licensed to hunt pirates in the Indian Ocean, but his rather poor judgment of what constituted a legal prize lead to his eventual arrest, trial, and execution for piracy.

The depredations of the pirates of Madagascar angered the Grand Mogul and the British East India Company both, and both placed enormous pressure on the British Government to do something about it. Increased British naval patrols and armed ships of the Grand Mogul and the East India Company eventually drove many of the pirates from the area. Luckily for the pirates, there was new employment to be found; Europe was once more embroiled in wars of dynastic struggle, and the privateering business was booming, especially in the Caribbean.

From 1702 until 1713 Europe fought the War of Spanish Succession (known in North America as Queen Anne's War). The cause of the war was a dispute over which dynastic family, the French Bourbons or Austrian Hapsburgs, would control the Spanish throne (left vacant after the death of Charles II). Other European powers had interests in the outcome of the conflict, and soon the whole continent had chosen sides. The English, Dutch, Portuguese, and Prussians sided with Austria. France fought alongside Spain, Bavaria and Hungary. During these years, the navies of Europe sucked up many of the available sailors, as did the large number of privateers working for both sides. When the war ended, crews were paid off, privateers were told to find honest work, and little had been settled.

The mass of unemployed fighting men lead directly to a new and greater upsurge of piracy. Whereas in earlier periods the Spanish were the main target, now every man's hand was turned against his brother's. One reason for this was that Spain had lost most of its power; even the great treasure fleets were only a shadow of their former selves (they still carried a fortune, just not as large of one). Trade was booming, as the colonies of the Caribbean and American seaboard were well established. The old Brethren of the Coast were long gone. Charismatic and powerful captains were replacing the old election and contract system. The experience of a decade of privateering helped to reinforce the authority of the captain, as privateering ships were generally owned by the captain or a company of backers. Contracts were still drawn up, but they gave fewer rights to the crew – and less loot as well.

This was the age of Blackbeard, Anne Bonny, Mary Reade, Calico Jack, Charles Vane, and Black Bart Roberts (the most renowned openly-homosexual pirate). Attacks were more frequent on the high seas, though some buccaneer-style settlement raiding occurred as well. In many ways, this is the period that can best be described as the 'classic' period, most often depicted in film and novel. The buccaneer havens of the past were far to civilized for the new breed of pirate. Instead, the pirates congregated at New Providence in the Bahamas and at ports along the Carolina Coast. The Carolinas provided ample sheltered harbors and hidden coves from which to operate. Their proximity to shipping routes proved a strong attractant.

The Decline of the Pirates

All of this piratical activity attracted a lot of attention. The governments of Europe and their

colonial counterparts wanted to see an end to piracy. It was very bad for business, and a real pain to colonial governors who were trying to build stable colonies and clean up the freewheeling lifestyle that had evolved in the New World. The problem was that people were making money off of piracy. The pirates were selling their loot to whichever middlemen would buy it. These middle men then passed the goods off to 'honest' merchants, who in turn made a nice profit selling it to 'honest' citizens. Some of the governors were involved in these transactions, taking a nice cut for themselves. However, someone was being left out of the gravy train. Someone very powerful, who had powerful connections: the pirates forgot to pay their taxes.

Illegally acquired and traded goods aren't taxed. That was one of the prime motivators for 'honest' merchants to deal with pirates in the first place. Plus, if you bought stolen goods, you paid cut-rate prices and sold them for just under the price of "legitimate" goods. On the surface, everyone wins; unless you are a European businessman or the King. Europe was losing money every time the pirates took a ship. First, they lost the ship and its cargo. Then, the insurers had to pay out for the losses. Finally, the merchants lost the revenue they would have gained due to trade monopolies with the colonies – cheap stolen goods are bought instead of expensive legitimate goods. Plus, all this smuggling and piracy meant the crown did not collect taxes on the import-export trade.

The British were the first to start the pirate crackdown. They controlled a large portion of trade, their economy ran largely on overseas trade, and most pirates were British citizens or sheltered in British colonies. In 1718, the British Crown sent former privateer Woodes Rogers to Nassau as the new Governor of the Bahamas. He had special instructions to put an end to piracy. Towards this end he was allowed to offer amnesty to any pirate who would surrender and pledge to give up his outlaw ways. Rogers was given carte blanche to arm private ships to chase down pirates. Many pirates took the King's Amnesty (some even kept to it), but others fled the region or turned belligerent. The latter were hunted down by the Royal Navy or by Rogers' pirate hunters (most of whom were former pirates themselves). London imposed stiff penalties for piracy. This, and similar actions by the other colonial powers, helped to place incredible pressure on the remaining pirates.

One by one they were captured, tried and executed. Most died as broken men, their bodies left to rot in steel cages in the land between the high and low tide marks. From 1718 to 1730 over two hundred pirates were tried and sentenced to death. Others, like Blackbeard, fought to the end and died in battle. It is unknown how many just left the life, changed their names, and quietly melted back into law-abiding society.

Piracy did not end, however, and continues to this day. The two major wars of the Eighteenth century: the Seven Years War and the American War of Independence, each spawned a rash of piracy and privateering. The wars of the French Revolution and Napoleonic eras saw an increase in high seas robbery. Privateering was outlawed as a means of war by most nations during the last half of the Nineteenth Century.

Piracy continued to flourish, most notably the Barbary Pirates, who operated in the Mediterranean in the late eighteenth and early nineteenth centuries, and in the Far East. These pirates were state- sponsored to some degree, and limited their depredations to specific coasts or channels. The navies of Europe and the Americas fought several 'wars' to put these pirates out of business. For the most part they were successful, and it was not until the early twenty-first century that piracy has once again grown to become a serious problem, though still not to the same level as it was in the far off days of the Golden Age of Piracy.

Life as a Pirate in the Golden Age

Throughout the years covered by the Golden Age of Piracy, life was very different than what we are used to today. Concepts such as individual freedom, human rights, and universal justice were unknown. Social class, gender, religion and race were defining characteristics that determined a person's access to employment, education, health care, and even where they could shop. Forcing thousands of people into slavery was done without much moralizing. In European cultures legal and social authority was largely in the hands of the elite. Harsh punishment and casual cruelty were the norm. Even minor offenses could result in public beatings at best, and hanging or deportation at worst. There was no welfare and only the barest of aid for the poor masses.

There was no protection for workers. You could be fired without cause. If you were injured your employer probably didn't provide any financial support. The employee was often responsible for providing or renting his tools. An employer could beat lower class employees for the most minor of offenses. Refusing to employ or do business with a person of a different nationality, gender, race, or religion was accepted (even respectable) behavior.

For a sailor, life at sea was one of high risk and constant drudgery. Every voyage carried a very real risk of injury or death. Many ships left port and were simply never seen again. Merchant ships were often under-crewed to cut costs. This forced the crew to work long watches back to back. At the end of the voyage, you might find your pay reduced for food, clothing, and hammock rental. This is assuming you got paid, as unscrupulous merchants would cheat sailors. If the voyage wasn't profitable, you might end up in debt to your boss. Life on navy ships was little better. The chance for prize money made the low pay a little better. More crew meant less work, though this was balanced by the bloody toll battles took of the crew. When a war was over, ships were decommissioned to wait for the next war. The crews were paid off and left on the shore.

So why not turn pirate? You worked under an agreed-upon contract that included such novel ideas as worker's right, just compensation, retirement pay, injury compensation, and a voice in the affairs of the ship. In a sense, most pirates were communal owners of the vessels they sailed in. Naturally this is the ideal; tyrannical captains were not unknown, or those who limited or ignored the contract. However, you could make a great fortune, live as a free man, and see the world. Assuming of course you weren't drowned, burned alive, shot, stabbed, or caught and hung.

Who's Who on a Pirate Ship

Pirate ships, like most ships of the time, had a complex structure of authority. The overriding positions were those of captain and quartermaster. These were traditionally chosen through election. In most cases the crew could depose a captain or quartermaster by voting them out of office, though violent coups were not unheard of.

The captain was in charge of the general welfare of the ship, and absolutely in charge during times of action, such as chases and combat. The rest of the time the quartermaster was the reigning authority who set courses, determined watches, counted supplies and loot, saw to the disbursement of supplies, and handed out the pay off. Other positions had authority over parts of the ship or sections of the crew. The sailing master was responsible for the ship's navigation. He had to be knowledgeable about steering and handling of the ship. The boatswain commanded the deck crew and was responsible for the ship's rigging; the coxswain was in charge of the ship's boats and boat crews. The master gunner oversaw the ship's armament, including small arms, and the gun crews. The master carpenter lived and worked separate from the rest of the crew, spending most of his time patching small leaks or preparing patches for the hull. He made the barrels, casks, and hogsheads the ship needed for storage. Most ships did not have a surgeon on board, but those that did usually benefited more from an improvement in morale than the rather sketchy medical practices of the day. A good cook was essential, especially one who could turn moldy salt pork and weevily bread into something edible.

All the senior positions listed above would have one or more mates assigned to them. A mate is a subordinate who assists in the work and learns the trade at the same time. For example, the carpenter's mates help him patch the hull, and learn carpentry themselves. Of course they might never advance beyond being mates, but the opportunity was there. Those who performed a specialized labor, such as carpenters, cooks, surgeons, master gunners, and sailing masters didn't stand watches like other sailors.

Performing the major work of the ship were the seamen. At the bottom were the landsmen (sometimes called boys), those who had yet to 'learn the ropes'. Next up were the ordinary seamen. These sailors had a competent knowledge of "reefing, steering, and furling." Those who were more skilled and could work in the rigging were able-bodied seamen. These men, the elite of the crew, worked in the rigging and handled the most technically demanding tasks. Then there were the lowest rungs on the ladder. Some ships regularly carried slaves to do the less appetizing work. Others employed small boys as young as ten years old. These boys would generally be assigned as powder monkeys, their task to fetch powder from the magazine during battle; others were cabin boys, seeing

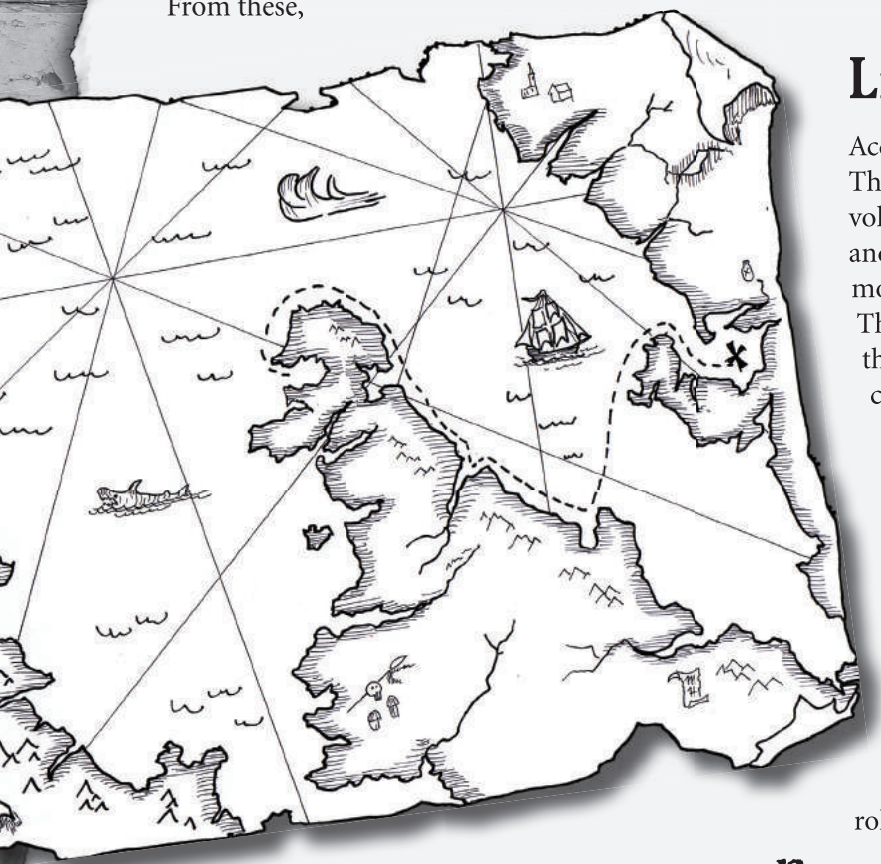
to the needs of the higher-ranking crew, running messages, and performing small chores.

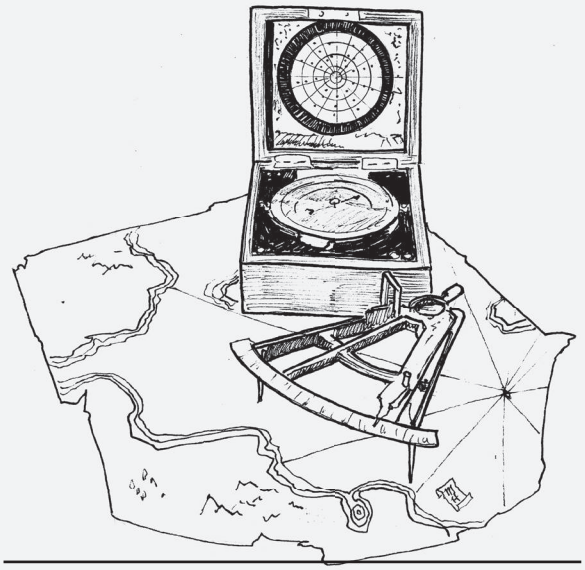
Getting Around:

The Art and Science of Navigation

In the days before GPS, radio beacons, or a good way to determine longitude, navigation was a difficult affair. Getting lost was common, and sailing into unknown waters was hazardous. It wasn't until 1772 that an accurate way to determine longitude was invented, and decades more before it was widely adopted. However, with the right tools, latitude could be determined. This was checked day and night, usually by two or more people. The ship's speed was determined by casting a wooden block on a line off the bow and measuring how long it took to get to the stern; the weather, currents, and winds at the time were noted. Comparing speed to distance from a known point, one could guess at the ships longitude. Calculations were compared, then recorded in the logbook.

Logbooks were priceless, and even the most scurvy pirates kept them. In the logbook were at least a record of the ship's daily course, location and condition.
From these,





Navigation tools are an important part of life at sea

charts could be made. Capturing a logbook would mean having inside information on foreign coasts, their currents, outlines, winds and depths. Charts (maps) were very valuable. A chart gives a detailed illustration of an area's landmasses, currents, rocks, shoals, navigational points, settlements, winds, and hazards. These were very expensive items, but a good collection of charts could mean the difference between a successful voyage and wrecked ship.

Living the Life

Accommodations on sailing ships were tight. The ships were not that big, and most of their volume was used for stores, supplies, cargo, and cannon. Common sailors slung their hammocks or made their bunks where they could. This was usually in the forecastle, though if the ship had a gun deck that was another choice. Natural light and ventilation was rare below decks, though on the gun deck the ports could be opened in fair weather to let in light and air. Captains and senior officers normally had separate cabins, though on the smallest of ships this privilege was given only to the captain. Naturally, members of the same watch would bunk together, as would specialists.

Most sailors were allotted only fourteen inches of space to sleep. Their hammock and possessions were rolled up and put away when on watch or in

When ye be a pirate, ye sleeps where ye can!

preparation for battle. No furniture was provided, though sea chests, cannon carriages, or benches made by the ship's carpenter were used (and the sailor paid the carpenter for the bench). The captain's cabin was in the stern of the ship. On larger ships it included a day cabin and a sleeping cabin. Although private and supplied with windows, it was still cramped. Like most areas of a ship, the captain's cabin served multiple functions; it was his office, chart room, and the location of stern chasers (cannon pointing directly astern).

Food was always an issue. Three pounds of food per day was the normal allotment. This would take the form of hardtack (a simple hard-baked biscuit), peas, beans, grain, cheese, and salt pork. With no means of preserving food other than salting or smoking, sea rations spoiled quickly. Hardtack and grain grew weevils. Beans and peas rotted if they got wet. Cheese grew mold, as would salt pork. An old saying was: "hard tack and salt pork stew, would turn your belly and run you through."

The ship's rations were supplemented by fresh food purchased in port. This took the form of fruit and cooked meats bought from bum boats, or livestock brought on board. The life expectancy of chickens, hogs, or sheep on a ship was short. They consumed a good deal of water and needed their own food. For this reason, they were a short-lived option, eaten in the first days or weeks of a voyage. The captain could eat the same food as the sailors, as could the officers. The normal practice was for the captain to purchase food for his own use to supplement the ship's rations. The lower officers would do the same, pooling their money to provide a common mess.

Water was essential on a ship. Literally, there was water everywhere around, but none of it fit to drink. Each sailor required a gallon of water per day for drinking, cooking, and washing. Fresh water was kept in wooden casks, and quickly became doubtful. Scum growing along the top of the water or the interior of the cask was not only unhealthy, but foul tasting. The water supply was supplemented by catching rainwater and watering at any convenient port or landfall.

Naturally, pirates are associated with alcohol. In the ear of the Golden Age of Piracy, water was generally considered (and often was) dangerous to drink. This, combined with the rampant alcoholism of the day, led to a great deal of drinking on board ship. Beer and wine were commonly served, and harder liquors like rum were watered down. There was a ration of spirits each day, often taken as part of a sailor's water ration.

Pirates and privateers worked on a 'no prey, no pay' system. If no ships are taken or settlements

Keeping food and drink from spoiling is a difficult task

raided, there is no loot to divide. Some captains would offer a bounty to bring sailors aboard, but this was rare. The exact terms of the division of spoils was spelled out in a contract signed by all parties aboard. Privateers included the monarch who issued the letter of marque in the division of loot (up to twenty percent) and the owner of the privateer received a large cut. The standard division was one share for each person, with extra shares for the captain, officers, specialists, and those injured in the line of duty.

Disease was a constant concern. Scurvy, a disease caused by the deficiency of vitamin C, was widespread. It caused weakness, swelling of the limbs, rotting of the gums, bleeding, tooth decay, and eventually death. Scurvy could weaken a crew to the point that it could no longer work the ship. The famous lime juice cure was not discovered until the late 18th century, well after the Golden Age of Piracy. Before then, captains and doctors experimented widely, including such things as herbal concoctions, acidic foods, and even sauerkraut.

Other diseases included those endemic to the tropics, and more common ailments such as the common cold and flu. Tropical disease could be picked up ashore or in port. They included malaria, dengue fever, snail fever, river blindness, assorted worms and parasites, and scabies. More common diseases that could decimate a crew were tuberculosis, leprosy, cholera, dysentery, and venereal diseases. Although the ship's surgeon might claim to be able to cure these ailments, medicine at the time was simply not up to the task.

Weather was another source of danger. A sailing ship is at the mercy of the weather; storms toss a ship about, waves crash over the railings and sweep crew off the deck, rigging tears, bilges fill with water, and life becomes unpleasant. Bad weather means nothing is dry, the cook fire is unlit (too dangerous in rough weather), and salt coats everything. In cold climates ice forms on any exposed surface (including the crew). In the tropics, heat and dehydration battle with the constant itch of clothes that never dry in the humid air.

Unsurprisingly, cruel and unusual punishment was the norm during the Age of Sail. Onboard merchant ships, the captain had nearly free reign to all but kill a crewman for a variety of offenses; and in the case of mutiny the perpetrators could be summarily executed. Naval vessels operated under guidelines that were evolving even during the relatively short period of the Golden Age of Piracy. Within those guidelines, great latitude was given to captains to decide a fitting punishment. On pirate ships, the contract a crew sailed under would stipulate the acts that were considered crimes and their punishments. Sometimes these were offenses as seemingly minor as drunkenness, gambling, or allowing women on board.

The most common form of punishment was the boatswain's 'hurry along'; a tightly braided length of rope, coated in tar and dried. In effect this was a short, flexible club used to motivate crewmen who were underperforming. Floggings were common. Most floggings were kept short so as not to put an able-bodied crewman out of service for too long. It was not uncommon for an offender to be charged with a large number of lashes, then have the sentence reduced in the middle of the flogging. It didn't matter how tough a person was, flogging was exceedingly painful and debilitating. Death was not an uncommon result; if not from the actual lash, then from the resulting infection. The psychological damage could be quite staggering. Other punishments included reduction in pay or privileges marooning, setting adrift, keelhauling (a death sentence), and assorted types of beatings.

The crew was divided into two watches, the starboard and the larboard watch. Each watch worked, slept, and ate together. Confusingly enough, the day was divided into watches as well.

Salty Language

The language of the Golden Age of Piracy is one that thrills the blood and calls to mind romantic images of mighty ships and bloodthirsty corsairs. It's a highly technical language that evolved to describe and operate the most complex mechanical device then known to man, namely the sailing ship.

Aft: Towards the back of a ship.

Becalm: To experience a period of absent or slack winds.

Boat: Any small vessel, rowed or sailed, that can be carried on another, larger vessel.

Boatswain: A warrant or petty officer who acts as the foreman for the deck crew. The boatswain is in charge of managing the ship's stores and executing punishments assigned by the captain.

Boom: A long spar at the foot of a sail.

Bow: The front of a ship.

Brig: A two masted, square rigged ship.

Capstan: A wheel and axle mechanism, human powered, used to draw in rope. Usually used to raise the anchor.

Coxswain: A warrant or petty officer in charge of the ship's boats. The coxswain organizes the boat crews and sees to their training and work.

Fore: Towards the front of a ship.

Forecastle: The short raised deck at the front of the ship.

Foremast: The most forward of the masts.

Frigate: A fast, two masted ship mounting more than twenty and less than forty eight guns.

Furling: To gather the sails up and tie them off in a bundle along the yard arms.

Grog: Any alcoholic drink watered down, sometimes mixed with sugar or citrus juice; also known as rum punch.

Gun Decks: Lower decks where the guns are.

Halyards: Ropes used to raise and lower the sails, yards, or flags.

Lateen or Triangular Rigged: A type of rigging feature triangularly shaped sails. Lateen sails allow a ship to sail closer to the wind.

Lee: The side of a ship sheltered from the wind.

Leeward: In the direction of the lee.

Line of Battle Ships: Three masted, square rigged naval ships mounting upwards of fifty guns.

Main Deck: An open deck in the middle of a ship.

Mainmast: The tallest mast on a ship.

Man O' War: Naval ship mounting more than twenty guns. Marlinspike: A pointed tool used to part and braid rope. Mizenmast: The aft most mast.

Pieces of Eight: A Spanish silver coin that could be broken into eight pieces, called bits. Four pieces of eight are worth one British pound during the golden Age of Piracy. In modern terms, it would have the approximate buying power of US$50.

Pirate: A seagoing brigand and thief. Pirates take ships of any nation and act outside the law.

Poop Deck: A portion of the open deck that extends from the mizzenmast aft.

Privateer: Similar to a pirate, but legitimatized. Privateers are authorized by a nation to attack the shipping of its enemies. Privateers carried licenses called letters of marque.

Quarter Deck: An open deck extending from the main mast aft.

Quartermaster: On most ships this warrant or petty officer is in charge of seeing to the ship's stores and cargo. On pirate ships, this is an elected position that includes the above duties, plus representing the crew's rights and counting the loot.

Salty Language, continued

Reefing: Gathering the sails up to reduce the amount of sail in use.

Rum: Distilled liquor made from molasses and sugar cane.

Sails: The sheets of canvas that the wind pushes against, propelling the ship.

Shrouds: Ropes that provide lateral support for the mast. Spar: Any of the long wooden poles used in the rigging. Stern: The back of a ship.

Stays: Large ropes that support the mast.

Square Rigged: Ships that have square shaped sails. Not as good at sailing close to the wind as triangular rigged.

Tops: The topmost portion of a mast, and the small platform there.

Watch: A period of time dividing the day at sea. Each watch is four hours long, except the dog watch, which is two hours.

Weather Side: The side of a ship exposed to the wind.

Windward: Towards the weather side. Yards: Spars that support the sails. Yardarm: The ends of the yards.

A watch is four hours, except for the dog watches which were two hours. The purpose of the dog watches were to stagger the watch standings so that each watch (shift) was not standing the exact same time each day.

Beginning at 8pm, the first watch runs to midnight. Then you have the middle watch from 12-4am, morning watch from 4-8am, forenoon watch 8am to noon, afternoon watch until 4pm, two dog watches from 4pm until 8pm, then the cycle starts over. Each watch was further divided into bells. The ship's bell was rung every half hour as a means to mark time and regulate the ship's schedule. At noon eight bells were struck, two bells at 1pm, three at 1:30pm, and so forth until 4pm when eight bells were struck again and the cycle repeated.

Sailors found many ways to wile away the long hours at sea. Drinking was a favorite pastime; on pirate ships even more so. Most pirate crews had few limits on their access to liquor, and would spend whole days drunk. Second to drinking was gambling. The favorite games were card games, dice, dominoes, backgammon and checkers. Often a small crowd would watch a game and make comments. Gambling was usually forbidden by pirate contracts, because it led to fights among the crew.

Sailors would spend many of their off hours working at handicrafts. Tying spare pieces of rope into intricate designs may be the oldest of maritime hobbies. Decorative rope work was used to accent the everyday parts of the ship. The knot used to keep a line from running through an eye block might be fashioned into an intricate pattern. A large variety of things could be made out of rope, such as ladders, chains, lanyards, bracelets, table mats, sashes, shoes, buttons, and even needle cases.

Scrimshaw was another popular handicraft. Traditionally carved on whale bone, though other materials could be used. The bone was selected for its color (usually off white) and hardness. Using little more than his handy knife, the artist would incise a design into the bone, then use ink, paint, tobacco juice, or tar to color it in. These designs could range from simple geometrical shapes to records of the ship's adventure in painstaking detail. Carving and whittling wood was common.

Music was another important feature of life at sea. Songs were used to synchronize work gangs, boost morale, and provide entertainment. One person would lead the song, the rest joining in on the chorus. The song leader was called the chantyman or shantyman, from this we get the name sea shanties. These songs dealt with those things near and dear to a sailor's life: women, storms, drink, famous ships, ports, and more women. Some sailors could play an instrument, with fiddles, fifes, and pipes being the most popular. The boatswain needed to be skilled with a type of whistle called a boatswain's pipe. This was used to relay orders, each note or series of notes carried a specific meaning. By far the cheapest and most accessible pastime was the telling of stories. Sailors are natural yarn spinners, and could spend hours swapping tales and lies. Some useful information can be found in this mishmash of truth and fiction.

Scallywags, Scurvy Dogs and Old Salts: Pirate Characters

The life of a pirate is brief and violent. Death can come from bullets, blades, accidents, shipwreck or disease. As only the strongest survive and prosper when living on the account, the default character power level is Heroic. For a grittier game, the Normal power level can be used; for over-the-top swashbuckling, ramp the meter up to Epic or Superhuman.

Character Creation

Step One: Characteristics

Blood Tide uses the standard *BRP* characteristics of Strength, Constitution, Size, Intelligence, Power, Dexterity and Appearance. Use the Higher Starting Characteristics option, or spend 36 points on characteristics using the Point-Based Character option. Although formal education was limited to the wealthier classes, most people receive some of the basics; the Education characteristic should be used. See *BRP* page 16 for more information.

Step Two: Powers

Two new powers are introduced in *Blood Tide*: Stunts and Voudou. Stunts are daring swashbuckling feats of derring-do that characters can learn to perform, or are just born with. Voudou is the art of dealing with the Loa, powerful entitles from the Unseen that have taken an interest in the mortal world. Sorcery is possible in *Blood Tide*, though with some restrictions listed in the box.

Characters created for *Blood Tide* should have access to only one type of Power, in addition to Stunts. Most use Stunts only; but some might want to use Voudou, while others may be interested in Sorcery. Stunts match the swashbuckling feel of the setting, while Voudou is integral to *Blood Tide*. Sorcery is the least satisfactory of all the powers. It is best used for the mystical traditions of Europe, Africa and the Americas, and those who

Sorcery in Blood Tide

The mixture of magical energies in the New World is difficult for a sorcerer to use. This is because a sorcerer, as opposed to a voudouist, is drawing from a tradition associated with only a portion of those energies. All Knowledge (Occult) rolls to cast spells are Difficult in the New World. They increase by one difficulty level when outside of a region that is dominated by the user's tradition. For example, a Carib Shaman has a difficult roll when operating in areas that his people occupy or frequent. The roll becomes Impossible in the middle of Port Royal, as the magical energies there are more closely associated with European traditions.

To cast a sorcery spell, a Knowledge (Occult) roll is needed. Spells take five minutes per power point spent in casting.

A few options exist for sorcerers to boost their spellcasting. The sorcerer may spend one or moreextra power points to give a 5% bonus to his Knowledge (Occult) roll. Longer preparation periods reduce the difficulty of spells: each doubling of the length of the ritual of casting yields a +5% to the Knowledge (Occult) roll. Use of an invested item, such as a holy relic, not only adds PP to a spell, it can increase the casting roll by +5-15%. Finally, making good use of a sacred spot, such as a church altar or graveyard, adds +5-20% to the casting roll.

practice a religion with strictly Old or New World roots (i.e. Catholicism, First Nation religions, or Protestantism).

Step Three: Age

The default age for *Blood Tide* is 15+1D6 years. Many people first put to sea at an early age, and the lifestyle in the merchant marine was brutal. By aging the character ten years you gain more professional skill points. To play, for example, a cabin boy or powder monkey, make the character younger at a cost of professional skill points. See the *BRP* Core Rules page 19 for more information.

Step Four: Characteristic Rolls

These follow the standard *BRP Core Rule* format as found on page 20 of that book.

Step Five: Derived Characteristics

Derived Characteristics follow the same formulas given on page 20 of the *BRP Core Rules*. Skill bonuses for Characteristics are used, as is Sanity. The use of fatigue points or other optional rules is at the GM's discretion, but *Blood Tide* is not written with these in mind.

Step Six: Personality

This step is required due to the swashbuckling nature of the campaign. See the *BRP Core Rulebook*, page 21. See also the section on Flaws, page 26.

Step Seven: Skills

Most of the skills from the *BRP Core* pages 47-84 can be used with *Blood Tide*. However, Science, Energy Weapons, Fly, Heavy Machine, Heavy Weapon, Projection, Psychotherapy, Research, and Technical Skill are inappropriate for most campaigns set in the Golden Age of Piracy. Some skills, such as Missile Weapons, Martial Arts, and Shield are rare, though characters from non-European backgrounds may have them. Some skills have specialties, and those are listed below with their most common specialties.

Art: (Architecture, Calligraphy, Painting, Scrimshaw, Sculpture, Sketch).

Artillery: (Cannon, Swivel Gun).

Craft: (Blacksmithing, Carpentry, Ceramics, Cooking, Leatherworking, Locksmithing, Shipwright, Stonemasonry).

Drive: (Wagon).

Etiquette: (Cultured, Pirate Code).

Firearm: (Blunderbuss, Grenadoe Launcher, Musket, Pistol, Rifle).

Knowledge: (Accounting, Business, Folklore, Group (specific), History, Law, Natural History, Occult (specific), Philosophy, Region (specific), Religion (specific), Streetwise).

Language: (English, French, Dutch, Latin, Native American languages, and Spanish).

Literacy: (English, French, Dutch, Latin, Native American languages, and Spanish) Melee Weapons (Boarding Axe, Boarding Pike, Club, Cutlass, Knife, and Small Sword) Missile Weapon (Blowgun, Bow).

Perform: (Bag Pipes, Boatswain's Pipes, Drum, Fiddle, Fife, and Sea Shanties).

Pilot: (Boat, Ship).

Repair: (Artillery, Firearms, Naval, Structural).

Ride: (Horse).

Strategy.

Seamanship is a physical skill that covers the many and varied tasks that a sailor performs regularly. It starts at 15%. See New Skills, below.

Step Eight: Distinctive Features

A good description can set a dashing pirate apart from his less impressive brethren. Look at the styles and fashion section of Chapter: XX All For Me Grog to get ideas about how your character looks based on his origins and social class.

PEG LEGS, HOOKS, AND EYE PATCHES

The missing body part is a staple of pirate fiction. There are two ways to include this in your *Blood Tide* game. The first is to make these distinctive features. If taking this route, don't penalize the character too much for having a good role-playing hook. The other option is to allow characters to take missing appendages in exchange for extra skill, money, or ability points. When trading body parts for points, pick only one bonus: personal skill points, ability score points, or money. The GM should limit each character to only one lost body part. If this option is chosen, use the following table:

Body Part Loss Table

BODY PART	PENALTY FOR LOSS	SKILL POINT BONUS	ABILITY SCORE BONUS	POE BONUS
EYE	APP reduced by 1, all spot checks requiring depth perception become difficult	30	1	100
HAND	No use of that hand	40	2	400
LEG	MOV reduced by 5, by 3 when equipped with a peg	60	3	600
HORRIBLE SCARRING	APP reduced by 3	10	1	0
EAR	APP reduced by 1, all listen checks -10%	20	2	50
TONGUE	Cannot speak	70	4	300
ARM	No use of that arm	60	3	500

Step Nine: Profession

There are eleven new professions available to *Blood Tide* characters. These replace the Doctor, Noble, and Sailor of the *BRP* Core book. Other professions from the *BRP* Core that are appropriate are: Beggar, Criminal, Entertainer, Explorer, Hunter, Journalist, Priest, Servant, Slave, Soldier, and Tribesman.

ABLE BODIED SEAMAN

The average sailor of the age, used to life at sea and ready for adventure.

A missing limb or eye is a common sight among pirates

Wealth: Destitute-Average

Skills: Climb, Etiquette (Pirate Code), Perform (Sea Shanties), Seamanship, Spot, Swim, and three of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Navigate, Pilot (Boat), Pilot (Ship), Repair (Naval), Repair (Artillery), Swim.

BEGGAR

Dock scum down on their luck. A beggar may be a professional mendicant, or just a sailor between ships who has blown his pay.

Wealth: Destitute-Poor

Skills: Bargain, Fast Talk, Hide, Insight, Knowledge (Region: One Port), Listen, Persuade, Sleight of Hand, Spot.

BOATSWAIN

The boatswain (pronounced 'bosun') is the foreman of the deck crew. It is the boatswain's job to see that the deck and rigging are inspected every morning and to manage the deck crew in their tasks. Usually there are one or two boatswain's mates to assist.

Wealth: Poor-Average

Skills: Climb, Command, Etiquette (Pirate Code), Perform (Boatswains Pipes), Perform (Sea Shanties), Repair (Naval), Seamanship, Spot, and two of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Navigate, Swim.

BOKOR

A voudou priest for hire who can work both dark and benevolent magic.

Wealth: Poor to Average

Skills: Knowledge (Occult), Knowledge (Natural History), Language (Creole), Language (Own), Listen, Perform (Loa), Persuade, Sleight of Hand, and two of the following: Craft (any), Etiquette (Pirate Code), Language (Other), Seamanship.

COOK

This is the person who fixes the hard tack and salt pork, mixes the grog, and in general feeds the crew. Cooks are sometimes sailors who have lost a limb, placed in an out of the way duty. The rumor that cooks are sly and scheming is utterly baseless.

Wealth: Poor-Average

Skills: Craft (Cooking), Fast Talk, Etiquette (Pirate Code), Insight, Perform (Sea Shanties), Seamanship, Sense, Spot, Swim, and one of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Navigate, Pilot (Boat), Pilot (Ship), Repair (Naval), Repair (Artillery), Swim.

COXSWAIN

This is the person in charge of the ship's boats. The coxswain (pronounced 'cocsun') is in charge of training the boat's crews and seeing that they perform their jobs well.

Wealth: Poor-Average

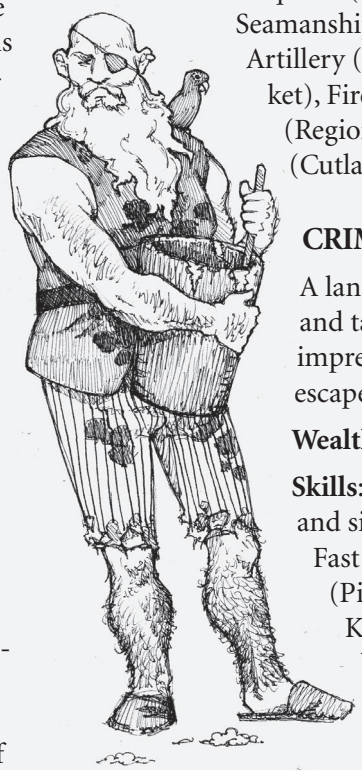
Skills: Artillery (Swivel Gun), Brawl, Climb, Etiquette (Pirate Code), Navigate, Pilot (Boat), Seamanship, Spot, Swim and two of the following: Artillery (Cannon), Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Repair (Naval), Swim.

CRIMINAL

A landsman specializing in breaking the law and taking other people's stuff. Many are impressed into service or run away to sea to escape prosecution.

Wealth: Poor-Average

Skills: Bargain, Hide, Stealth, Ride (Horse), and six of the following: Appraise, Bargain, Fast Talk, Fine Manipulation, Firearm (Pistol), Gaming, Grapple, Insight, Jump, Knowledge (Streetwise), Listen, Melee Weapon (Knife or Club), Persuade, Spot, Throw.



The cook whips up some dinner

Brethren of the Coast PCs

Any PC who beings play as a member of the Brethren gains the following benefits:

+5 SAN

+15% Knowledge (Occult)

+20% Language (Creole)

ENTERTAINER

A singer of rowdy songs, a juggler or even a skilled prostitute. Entertainers are always welcome in port, and singers and musicians are welcome aboard ship.

Wealth: Poor-Average

Skills: Art (any), Fast Talk, Fine Manipulation, Insight, Knowledge (Streetwise), Language (Other), Language (Own), Listen, Perform (any), Persuade.

EXPLORER

You seek to fill in the many blank pages on the map, and make a few coins while you are at it. Explorers go to sea to further their wanderings, and maybe find a long-lost El Dorado.

Wealth: Poor-Affluent

Skills: Climb, Language (Other), Language (Own), Navigate, Persuade, Spot, and four of the following: Craft (Cartography), Knowledge (Business, Folklore, Group (specific), History, Natural History, Occult (specific), Philosophy, Region (specific), Religion (specific), Streetwise), Fast Talk, Firearms (Blunderbuss, Musket or Rifle), Pilot (Boat), Ride (Horse), Swim, Track.

GENTLEMAN ADVENTURER

Rather than being drawn to the sea in search of riches or forced by circumstances, gentleman adventurers volunteer to join a ship's crew. Often out of their elements, these crewmen are best used for boarding actions or society contacts.

Wealth: Average-Affluent

Skills: Etiquette (Cultured), Firearms (Pistol), Knowledge (Any), Literacy (Own), Melee Weapon (Small Sword), Ride, Status, and three of the following: Artillery (Any), Art (Any), Bargain (Any), Dodge, Fast Talk, Insight, Knowledge (Any), Language (Other), Literacy (Other), Persuade, Science (Any), Swim.

HERMETIC SORCERER

A sorcerer in the European tradition of ritual sorcery.

Wealth: Average-Affluent

Skills: Craft (any), Etiquette (Cultured), Insight, Knowledge (Occult), two other Knowledge Skills, Listen, Literacy (Latin), Persuade, Research.

HUNTER

Many of the pirates of the Buccaneering period began as hunters on the island of Hispaniola. They traded smoke meats to passing ships and Spanish settlements, eventually moving to sea to hunt men instead of cattle.

Wealth: Destitute to Poor

Skills: Climb, Hide, Listen, Navigate, Spot, Stealth, Track, and three of the following: Firearm (Blunderbuss, Musket, or Rifle), Knowledge (Natural History), Knowledge (Region), Melee Weapon (Cutlass or Hanger), Missile Weapon, Language (Other), Ride (Horse).

JOURNALIST

As literacy grows and the readership of papers and books expands, the world has acquired a craving for stories of faraway places. You document the adventures of notorious pirates and privateers, dispatching your reports back to your home country and hoping for a bestseller.

Wealth: Poor-Affluent

Skills: Fast Talk, Insight, Language (Own), Listen, Persuade, Spot, and four of the following: Art (Sketch), Disguise, Hide, Knowledge (any), Language (Other), Status, Stealth.

MARINE

A soldier specifically trained to fight at sea. Marines excel at boarding other ships, storming forts and, in general, causing havoc.

Wealth: Destitute-Average

Skills: Climb, Brawl, Etiquette (Pirate Code), Firearms (Musket), Firearms (Pistol), Grapple, Melee Weapons (Cutlass), Melee Weapons (Boarding Pike), Throw, and two of the following: Artillery (Cannon), Artillery (Swivel Gun), Knowledge

(Region), Language (Other), Pilot (Boat), Repair (Firearms), Swim.

MASTER CARPENTER

Ships are made of wood, and no ship should sail without a skilled carpenter aboard. The master carpenter is tasked with maintaining and repairing the ship. He is assisted by several carpenter's mates.

Wealth: Poor-Average

Skills: Craft (Any), Craft (Carpentry), Etiquette (Pirate Code), Repair (Naval), Seamanship, Swim, and four of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Navigate, Pilot (Boat), Pilot (Ship), Repair (Naval), Repair (Artillery), Swim.

MASTER GUNNER

This person is in charge of the ship's arms and armament. The master gunner trains the gun crews, services the guns and maintains the weapons in the ship's arms locker. He is assisted by gunner's mates and gun crew captains.

Wealth: Poor-Average

Skills: Artillery (Cannon), Artillery (Swivel Guns), Craft (Blacksmith), Etiquette (Pirate Code), Firearms (Any), Repair (Artillery), Seamanship, Spot, Swim and one of the following: Brawl, Command, Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Swim.

MERCHANT

The merchant makes his money by buying and selling merchandise. He may even own his own ship.

Wealth: Average-Wealthy

Skills: Appraise, Bargain, Fast Talk, Knowledge (Accounting), Knowledge (Business), Persuade, Status, and three of the following: Etiquette (Cultured), Etiquette (Pirate Code), Knowledge (Region), Knowledge (Streetwise), Melee Weapons (Small Sword), Sleight of Hand.

PRIEST

You are a priest, pastor, rabbi or some other religious figure. Serving your faith is your primary concern, and where better than in the heart of evil itself?

Wealth: Poor -Affluent

Skills: Fast Talk, Insight, Knowledge (History), Knowledge (Religion), Language (Own), Literacy (Own), Perform (ritual), Persuade, and two of the following: Knowledge (Occult), Language (Latin or Greek), Listen, Literacy (Latin or Greek), Perform (Oratory), Status, Teach.

SAILING MASTER

The sailing master has one of the most important jobs on the ship. He is tasked with sailing and navigating the vessel. It falls to the sailing master to chart a course, make sure the ship stays on course, and avoid any hazards at sea.

Wealth: Poor-Average

Skills: Climb, Etiquette (Pirate Code), Navigate, Perform (Sea Shanties), Pilot (Boat), Pilot (Ship), Seamanship, Spot and two of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Repair (Naval), Repair (Artillery), Swim.

SERVANT

Your master has decided to set out on adventure, and has taken you with him. Or perhaps you ran away from an abusive master to seek your own fortune.

Wealth: Poor-Average

Skills: Craft (Any), Etiquette (Cultured), Hide, Language (Own), Listen, Stealth, and four of the following: Bargain, Drive (Wagon), First Aid, Insight, Knowledge (Accounting), Language (Other), Persuade.

SHAMAN

A sorcerer who follows the indigenous traditions of North America.

Wealth: Poor to Average

Here be a powerful shaman!

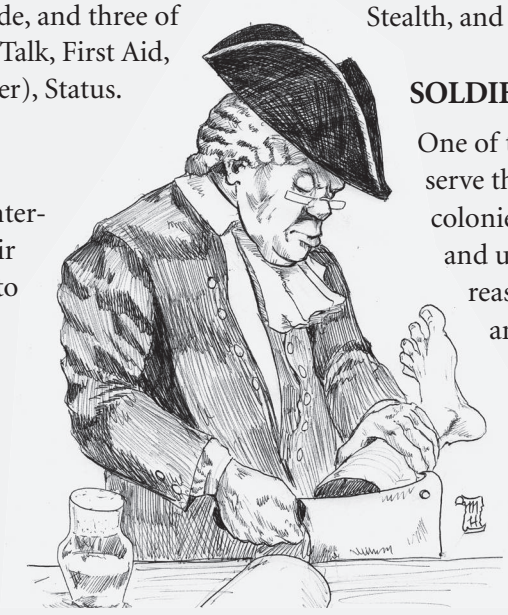
Skills: Art (Any), Knowledge (Occult), Knowledge (Natural History), Language (Own), Listen, Perform (Ritual Dance), Persuade, and three of the following: Craft (Any), Fast Talk, First Aid, Hide, Medicine, Language (Other), Status.

SHIP'S MUSICIAN

Most ships had a musician to entertain the crew, inspire fear in their enemies, and sound the drums to beat to quarters.

Wealth: Poor-Average

Skills: Etiquette (Pirate Code), Listen, Perform (Any), Seamanship, Spot and five of the following: Artillery (Cannon), Artillery (Swivel Gun), Brawl, Command, Firearms (Musket), Firearms (Pistol), Grapple, Knowledge (Region), Language (Other), Melee Weapons (Cutlass), Navigate, Pilot (Boat), Pilot (Ship), Repair (Naval), Repair (Artillery), Swim.



I be goin' to have to remove ye leg, th' wound be turnin' green 'n has plenty 'o maggots

SHIP'S SURGEON

Piracy is dangerous work, and the tropical waters that pirates sail are infested with disease (as are the ports of call). A ship's surgeon is important to maintain the health and well-being of the crew. Most ship's surgeons were barber-surgeons, though actual college educated surgeons sometimes found themselves at sea.

Wealth: Average - Affluent

Skills: First Aid, Literacy (Own), Knowledge (Natural History), Medicine, Research, Status, Technical Skill (Barbering), and three of the following: Command, Etiquette (Cultured), Firearms (Musket), Firearms (Pistol), Knowledge (Region), Language (Other), Melee Weapon (Small Sword) Melee Weapon (Cutlass), Swim.

SLAVE

Your life has been one of bondage. You may still serve your owner, or you might have ran away to find freedom and fortune. This profession applies equally well to indentured servants.

Wealth: Destitute-Poor

Skills: Craft (Any), Dodge, Etiquette, Fast Talk, Hide, Insight, Language (Other), Listen, Stealth, and any one other skill.

SOLDIER

One of the many military men who serve their king. Most soldiers in the colonies were underpaid, underfed and under-respected. What other reasons do you need to run away and join the pirates?

Wealth: Destitute-Poor

Skills: Brawl, Climb, First Aid, and six of the following: Artillery (Land), Command, Drive (Wagon), Firearm (Musket, Pistol, or Rifle), Grapple, Hide, Language (Other), Listen, Jump, Melee Weapon (Small Sword or Boarding Pike), Navigate, Ride (Horse), Spot, Stealth, Throw.

TRIBESMAN

You are one of the indigenous peoples of Africa, the Americas or Asia. Strangers have come and driven your people off their lands, introduced new diseases, and taken many into bondage.

Wealth: Destitute-Poor

Skills: Craft (Any), Dodge, Grapple, hide, Knowledge (Natural History), Spot, Throw, Track, and two of the following: Brawl, Climb, First Aid, Jump, Knowledge Language (Other), Listen (Occult), Melee Weapon (Spear or Club), Missile Weapon (Blowgun or Bow), Navigate, Pilot (Boat) Ride, Stealth, Swim.

Step Ten: Name and Finish

Give your character a name and a background. Where is he from? Why did he decide to go on the contract? What are his hopes, goals, dreams? How does he feel about other nationalities or religions? Answering these questions helps turn a collection of dry numbers into a living, vibrant part of your role- playing experience. You may wish to visit the section on Flaws (page 26), to see if these final decisions suggest a Flaw in your pirate's personality.

Starting Equipment

There are two ways to purchase starting equipment. The GM should choose one of the two for his campaign. First, the abstracted wealth rules from page 238 of the *BRP* Core could be used. In the Chapter All for Me Grog you will find extensive equipment lists. A second option is to use a monetary system. In *Blood Tide* we use Pieces of Eight (PoE) as the base means of exchange. If using this option, characters should start with a clothing outfit relevant to their profession and wealth level, plus a number of PoE as determined by the following:

WEALTH TABLE

Destitute	1D6 bits
Poor	10+1D60 PoE
Average	40+2D10 PoE
Affluent	60+3D10 PoE
Wealthy	100+5D10 PoE

Step Twelve:
Generating a Crew and a Ship

Pirates need a ship and a crew, otherwise they'd be stuck sailing a stool at the local tavern and dreaming of the prizes they are missing. Each player gets 1,000 PoE

Names for Pirates

Nick Names	Male English	Female English	Male French	Female French	Male Spanish	Female Spanish	Male Dutch	Female Dutch
Red	Michael	Caroline	Jacques	Jeanne	Diego	Maria	Jan	Aleid
One Eyed	Thomas	Sophie	Aleixandre	Marie	Iago	Isabella	Ambrosius	Carolien
Ol'	Charles	Mary	Jean	Marguerite	Jesus	Juana	Smid	Femke
Black	Richard	Jenny	Pierre	Catherine	Marco	Eva	Vromme	Griet
Nasty	Roderick	Anne	Rolle	Anne	Alberto	Carmen	Harold	Jacoba
Fancy	Robert	Bonny	Willes	Françoise	Arturo	Olevia	Adlar	Alva
Swashy	Fredrick	Elizabeth	Hierre	Louise	Bautista	Sara	Cees	Mina
Salty	Nathan	Susan	Abrosme	Madeline	Carlos	Sabina	Cornelis	Skye
Filthy	Isaac	Petronella	Argent	Charlotte	Bolivar	Catalina	Faas	Sofie
Gentleman	Henry	Joan	Phillipe	Jacqueline	Rolando	Ana	Gillis	Maaike
Gunpowder	John	Hanna	Gaston	Suzanne	Renato	Benita	Hild	Roos
Hook	George	Penny	Edouard	Renee	Santos	Celia	Joos	Xandra
Peg Leg	Edward	Bertha	Guilamme	Helene	Roman	Lola	Narve	Neve
Bonny	James	Margaret	Paul	Agnes	Francisco	Imelda	Clementius	Lien
The Knife	Nicholas	Sarah	Gregoire	Gabrielle	Felipe	Marta	Koenrad	Truus
Eagle Eyed	William	Bridget	Louis	Antoinette	Ximen	Mercedes	Luuk	Miep
Bloody	Ralph	Agnes	Michel	Aimee	Gilberto	Trinidad	Pepijn	Loes
Bully	Christopher	Clare	Adrian	Mathe	Javier	Ynes	Stieor	Grushilda
Wild	Lawrence	Catherine	Claude	Yolande	Ernesto	Alisa	Nuave	Brandy
Mad	Timothy	Alice	Bernard	Alix	Jorge	Francesca	Espen	Muaeve

to purchase a ship and recruit a crew. We suggest that the entire party pool their money for this.

New Skills and Changes to Skills

The following skills are changed or modified for use in *Blood Tide*.

LANGUAGE - CREOLE

Creole is the common tongue of the Brethren, and can be found spoken in many ports, though usually by only the lower class people. A mixture of English, French, and Spanish, and a smattering of other languages, Creole is easy to learn. A character that has at least a 60% in Creole automatically has a +30% to English, Spanish, and French. Likewise, a person with 60% in any of the three 'parent tongues' gains a +15% bonus to Language (Creole). There is no written form of Creole.

SEAMANSHIP

Seamanship covers the many and varied tasks that a sailor performs regularly. The base score is 15% and Seamanship is a physical skill.

Effects:

Following are the results for different degrees of success:

FUMBLE: Not knowing the ropes can be costly. You've managed to make a serious mistake and upset the balance of the ship. All further Seamanship rolls are difficult until someone can come out and make a Repair (Naval) roll.

FAILURE: Your attempts to perform basic acts of seamanship have failed. Whatever action was attempted does not occur. Other sailors laugh at you.

Surnames for Pirates

English	French	Spanish	Dutch
Abbott	Faller	Garcia	Blood
Allen	La Sage	Mendez	Ampte
Banker	La Fleur	Gonzales	Coons
Batchford	Moreau	Romero	Groot
Bigg	Leferve	Reyes	De Graff
Bond	Brun	Vargas	Halse
Bosley	Lambert	Munoz	Manser
Bowyer	Gillet	Castro	Quackenboss
Drone	Dupont	Salazar	Schulyer
Evans	Dupuis	Sanchez	Ring
Felton	Blanc	Garza	Spoor
Fynche	Leroy	Silva	Van Dyck
Greenham	Robert	Cruz	Vanderbilt
Hackett	Fournier	Torres	Vrooman
Chapman	Gravois	Alvarez	Haswell
Idle	Dumas	Diaz	Keese
Cleese	Ferre	Morales	Ostrander
Palin	Blanchard	Pena	Brill
Jones	Morel	Soto	Groesbeck
Gilliam	Prideux	Castillo	Hogarth

Reputation Table

Action	*Effect*
Elected Captain	+20%
Take a prize	+5%
Sack a settlement	+10%
Elected Quartermaster	+25%
Sack a major settlement	+15%
Defeat a rival pirate	+1/10th rival's Reputation
Defeat a Naval ship	+20%
Defeated by rival pirate	-1/10th rival's Reputation
Per 100 PoE taken	+1%
Inactive for one month	-5%
Lose your ship***	-30%
Crew suffers 25% or greater casualties***	-15%
Crew suffers greater than 75% casualties*	-45%
Don't take a prize for three months***	-50%
Hold a warrant officer position	+10%
Loot missing after voyage**	-35%
Possess Artillery (Naval) Artillery (Swivel Guns), Command, Etiquette (Pirate Code), Fast Talk, Firearms (Highest Skill), Melee Weapon (Highest Skill), Navigate, Persuade, Pilot (Boat), Pilot (Ship), Seamanship, Strategy	+1/10th of the skill
Spend money on drinks	+1/10th money spent
Failing a Reputation roll	-5%
Fumbling a Reputation roll	-10%

*Applies only to the Captain

** Applies only to the Quartermaster

***Applies to the Captain and Quartermaster

SUCCESS: The action is performed with the usual results.

SPECIAL: You have performed well, with dash and élan. The next Seamanship roll for the same or a similar task gains a +10% bonus.

CRITICAL: With a heave and a rousing shanty the task is completed in half the time, with a +10% bonus to the next Seamanship roll to perform the same or a similar task.

Reputation

Pirates do not usually have Status, replacing that skill with Reputation. Reputation is measured on a 0-100% range and represents how favorably other pirates react to the PC. Losing reputation can lead to a lowering of your crew's morale or worse. A character may convert all his points in Status to Reputation during character creation, but must choose one or the other (unless maintaining a secret identity) and live with this choice. Except listed below, Reputation functions exactly like status in all ways. Reputation cannot be increased through the simple expenditure of skill points, nor does it benefit from skill checks. The only way to raise or lower reputation is through action.

Effects of Reputation

A Reputation roll can be made to temporarily boost the crew's morale. 1/10th of Reputation can be applied to social skill rolls with other pirates, but is subtracted from social skills involving non-pirates unless attempting to intimidate them.

Flaws

Flaws are significant limitations to a character's behavior that do not generally affect characteristics, skills, powers, or other numerical factors of a character. The purpose of flaws is to enliven the character's background and personality, while at the same time restricting or complicating his game play. At no point should flaws be a means through which the GM punishes a character, nor should they be taken lightly. Each flaw conforms to a general category and has a specific subject. For example, Love is not a flaw on its own, but Love (Aveline) is, as are Love (Don Hongo) or Love (God).

Although there are only five general categories listed below, there is no limit to the number of subjects that can be developed, although it should be noted that each subject is a separate flaw (though in the case of groups as subjects one flaw can cover the entire group).

Each flaw has a rating from 1-21, much like a characteristic, that represents the amount of influence it has over a character's will. Flaws begin with a rating of the character's POW-2, and can increase through play. When a situation develops where the character wants to act in opposition to a flaw, roll the character's POW vs. the flaw's rating. If the character wins, he may act as desired. However, if the flaw wins, the flaw dominates the character's actions accordingly, and the flaw increases by one point. On a Critical success by the character the flaw decreases by one point, and on a fumble it increases by three points. In the rare instances where two or more flaws come into conflict with each other, the flaws are pitted against each other from lowest to highest, and the last flaw left is matched against the character's POW.

The flaws listed below are examples; new flaws can be invented to cover differing circumstances. It is recommended that most flaws in play be the ones listed below; new flaws need to be very carefully described to keep them consistent with existing flaws. Although game balance is not a major issue in *BRP*, flaws insert the possibility of 'min-maxing' into the system and should be carefully watched by the GM.

At no point should a character have more than three flaws, unless the *game master* rules otherwise.

Desire

The character wants something, and wants it bad. A character with this flaw will go to great lengths to achieve his desire; betraying friends, making alliances with foes, and risking his life. This thing is the subject of the flaw, and should be chosen carefully. This may be a specific object or place, for example The Queen's Revenge, the tome of Montesano, El Dorado, or the crown of the Mermaid Queen. The desire maybe related to a specific person as well, someone who must be located, rescued, or seduced. The flaw can represent an addiction to a substance, most likely alcohol (nicotine addiction is not debilitating enough to warrant a flaw). It may be a concept such as revenge for the death of a loved one, lust for wealth, fame, or peace, or bloodlust. Finally, the desired subject can be an experience, such as combat, carousing, or exploring.

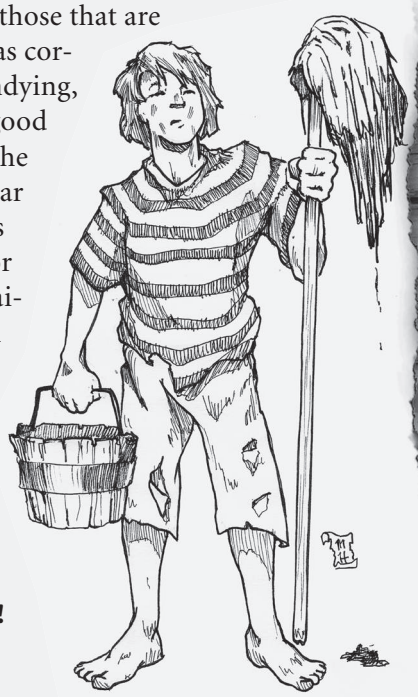
Should the character achieve their desire, a replacement flaw must be taken (usually Love for the object) or a different flaw tied to the acquisition of the desire. A replacement flaw must also be taken if the specific desire can never be attained due to the object's loss or destruction.

A check on Desire should be made when the character is tempted with his desire, or is blocked from getting it. A failed check means the character either gives in and indulges in his desire, or fights against whatever is preventing him from achieving it. A character may always choose to willingly fail a Desire roll and suffer the consequences.

Fear

This flaw acts much like acquiring a phobia through SAN loss, though it is a somewhat more powerful. When a character is exposed to the thing that he fears, he must make a POW vs. the flaw rating as normal or suffer the consequences as if he had failed a SAN check. The amount of SAN lost depends on the rating of the flaw: 1D6 for flaws less than 10, 1D6 for flaws between 11-15, 1D8 for flaws over 16. This may send a character into temporary insanity, and that's just fine.

The feared object can be nearly anything; the phobia list from the *BRP* Core Rulebook is a good place to start. Fearing certain Unseen creatures – especially those that are more common, such as corrupted pirates, the Undying, and mermaids – is a good choice, as it presents the character with a regular chance to exercise this flaw. Fearing the sea or any other common daily element of piratical life is a bad idea, and should be vetoed by the GM.



Swashy John Batchford, he be a scrappy cabin boy!

Hate

Hate is a waste of energy, but for a character with this flaw, hate is a driving passion. The subject of the hate can be a specific person or a general group. Whichever it is, the character will stop at nothing to see it destroyed, discredited, or opposed. This hate need not manifest as a violent response; hating a rival may simply mean the character wants to see that rival in jail, penniless, excommunicated, or greatly injured in some other way, just not physically. Hating a group implies a certain degree of bigotry, though this can be understandable if you hate all mermaids because one killed your father, for example, or all merchants because one swindled you and made you penniless. Care should be taken that the Hate flaw is not used as an excuse for role-playing racists or other truly reprehensible sorts, as this will no doubt make others uncomfortable at the table and diminish the fun for all involved.

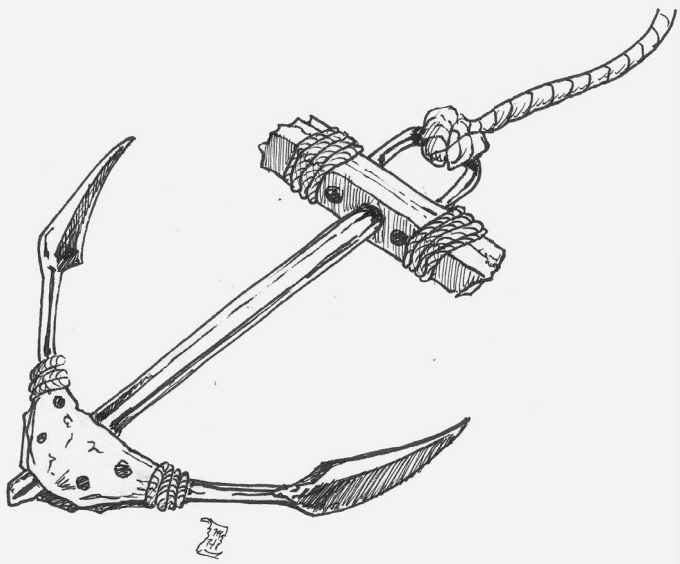
A check on Hate should be made when confronted with the hated subject. This roll needs to be made immediately, and if the character fails he is moved to work against the target of his hate, even at the risk of his or his companion's welfare. This action need not be immediate; a long and thoughtful plan, or simply biding time until it is more fortunate to vent his wrath, may be in order. A character may always choose to willingly fail a Hate roll and suffer the consequences.

Love and Loyalty

Although not inherently a flaw, love drives people to passionate heights and depths. Some people will do anything for love: lie, cheat, steal, and kill. Love is usually reserved for an individual, but can be applied to a group or organization. In these case the flaw can be renamed Loyalty, but the situation is similar. A character can be loyal to a nation, religion, their shipmates or the ship itself. A character may love an inanimate object whose size and emotional pull is large enough, such as a ship, town, or whole island, or an immaterial idea such as Liberty or Knowledge.

A character with this flaw is one of those people so overcome with love for another that all else pales in significance. When a check is called for, the character will strive to overcome whatever obstacle presents itself. The subject of the love asks and it is given; is in danger and the threat is met; is kidnapped and heaven and earth are moved to rescue her.

A check on Love should be made whenever the character is confronted with an obstacle that obstructs them from their loved one, endangers their loved one, or forces a conflict between their love and other wants or needs. This can be the classic choice between love and duty, or it might be a more prosaic battle between making the loved one or yourself happy. A character may always choose to willingly fail a Love roll and suffer the consequences.



Stunts

Stunts are a new power for use in *Blood Tide* games. It represents swashbuckling deeds of derring-do, tenacious heroics, and suave social navigation. Stunts are not nearly as powerful or as flexible as other powers, but they are cheaper to acquire and use, and far more reliable. Unlike Voudou or Sorcery, stunts are not magical in nature, and are unaffected by powers or abilities that restrict the use of magic or the supernatural. In fact, if you want to use these in a straight historical game, go right ahead; though they are a 'power', stunts work well for any high-flying sword-swinging games.

Who Can Use Stunts?

Anyone can make use of stunts, but those who have stunts as their sole power generally have more stunts, and as their power points are not being spent on other powers, make more frequent use of the stunts they have. In general, stunts should be limited to PCs and named NPCs. Rabble never have stunts, nor do the lesser orders of animals, sprits, and mystical creatures. By keeping stunts limited to those who have a major part to play in the story, stunts remain a rare and extraordinary thing, not something that any man with a sword can pick up.

Starting Stunts

Only characters that have Stunts as their only power can begin play with stunts (though see acquiring stunts below for some exceptions). The default power level for *Blood Tide* is Heroic, and stunts should be the province of heroic characters. Normal power level games should not make use of stunts, as these special abilities fall outside the bounds of what a normal person can accomplish. Games at the Epic power level can make use of stunts, though many of the stunts that reduce the difficulty of a characteristic or skill roll are not worth the expenditure of PP. Likewise, Super Heroic level games already have a fine power source, namely super powers, and system to purchase them, and don't really need stunts to create high-action games.

A character that has only the stunts power begins play with one-half his POW in stunts, rounded up. If you are going to play *Blood Tide* at the Epic level, those characters begin with their POW in stunts. Super heroic power level characters begin with one and a half times their POW in stunts.

Power Points and Stunts

Although not a supernatural ability, all stunts rely on a certain amount of luck (as well as dash, panache, and élan) to function. Because of this, stunts use Power Points (PP). Each stunt has a cost in PP to activate, which must be paid by the character when the stunt is used. PP from other sources, such as mystical items or ritual sacrifices, cannot power stunts. The ability to perform stunts is based entirely on the character's own innate heroic greatness, natural good fortune, and steadfast will.

Using Stunts

To activate a stunt, the character needs to spend the required power point cost for the stunt. Some stunts have options that expand their effect or increase the duration. These additional PP are spent when a stunt is activated. For example, Countenance Like the Devil costs 1PP to activate and affects all the targets for one round, plus an additional PP per extra round of the effect. If a

Stunts

Stunt	Range	Duration	Cost	Effect
Bang Heads	Melee	Instant	3 or 4	Knock out or stun one or two opponents.
Brilliant Plan	Self	1 Round	2	Reduce the difficulty of one Idea roll by one level.
Charmed, I'm Sure	Self	1 Round	2	Reduce the difficulty of one Charisma roll by one level.
Corps á Corps	Melee	Instant	3	Gain a free brawl attack on an opponent who parries your blade.
Countenance Like the Devil	30 meters	1+ Rounds	3+1	Cause fear and terror in your enemies.
Deadly Aim	Self	1 Round	2	Make one ranged attack without suffering penalties because of called movement, called shots, concealment, or obscured targets.
Deadly Duelist	Self	1 Round	2	Reduce the difficulty of one Combat roll by one level.
Dirty Tricks	Melee	Instant	2	Stun an opponent for 1 round.
Double Shotted	Self	24 hrs., or until discharged	3	Increase damage with a firearm at the risk of greater chance of Fumbles.
Eyes Like a Hawk	Self	1 Round	2	Reduce the difficulty of one Perception roll by one level.
Fists Like Hams	Self	1 Round	3	Increase your DB for unarmed combat.
Flashing Blades	Self	1 Round	2+1	Make additional melee attacks without penalty.
Flashing Parry	Self	1 Round	1+1	Make additional parries without penalty.
Flèche	3 Meters	Instant	3	Make a short movement and increase the severity of your melee attack.
Florentine	Self	Combat	3	Wield two melee weapons without penalty.
Flying Parry	Melee	Instant	3	Parry to disengage from combat and escape.
Follow Me Lads!	Voice	Instant	3	Boost allied minion's wounds.
For the Ship!	Voice	1 Scene	1+1	Bring allies to your side.
Friends in High Places and Low	Voice	Instant	5	Discover a contact amongst a social group.
Handsomely Now!	Voice	1+ Rounds	3+1	Boost minion's non-combat skills.
Hardy	Self	1 Round	2	Reduce the difficulty of one Stamina roll by one level.
I Had that Right Here	Self	Permanent	1	Discover a SIZ 2 or smaller object on your person.
I Know that Style	Melee	1 Round	5	Your attacks and parries are lowered one level of difficulty against a single opponent.
I left Part O' Me in Porto Bello	Self	1 Round	1	Allows the character to ignore the penalties for one missing limb or sensory organ.
I'm Not Here	Sight	1+ Round	2+2	As long as you remain stationary and under a minimum of cover, others ignore your presence.
I've Seen the Terrors of the Deep	Self	Instant	1+1	Reduce SAN loss by one or more points, to a minimum of 1.
Initial Carving	Melee	Instant	1	Carve your initials into a target, causing his attacks to become less effective.
It's Just a Flesh Wound	Self	Instant	1+1	Reduce HP loss by one or more points to a minimum of 1.

Stunts, *continued*

Stunt	*Range*	*Duration*		*Effect*
Keep Going	Self	1+ Rounds	1+1	Remain active after being rendered unconscious or dead.
Knife in the Teeth	Self	Until used	1	Fast draw a SIZ 0.5 or smaller object from your mouth.
Knockout Blow	Melee	1+ Rounds	5+1	Knockout an opponent and keep him unconscious.
Learned Man	Self	1 Round	2	Reduce the difficulty of one Mental roll by one level.
Living Hercules	Self	1 Round	2	Reduce the difficulty of one Effort roll by one level.
Lucky Jack	Self	1 Round	2	Reduce the difficulty of one Luck roll by one level.
Mighty Blow	Melee	1 Round	3	Increase your DB using melee weapons.
Natural Athlete	Self	1 Round	2	Reduce the difficulty of one Physical roll by one level.
Nimble Fingers	Self	1 Round	2	Reduce the difficulty of one Manipulation roll by one level.
Penetrating Intellect	Melee or Ranged	1 Round	3	Use INT+EDU to calculate your DB.
Pistol Proof	Self	1 Round	10	All ranged attacks miss you.
Rapid Feint	Melee	1 Round	3	Make a feint and set up your foe for a quick attack, lowering his parry.
Ratline Runner	Self	1+ Rounds	1+1	Move across slippery, narrow, or otherwise difficult terrain at full MOV with no risk.
Riposte	Melee	Instant	1	Return an attack on a foe who you have parried.
Rooftop Leaping	Self	1 Round	2	Reduce the difficulty of one Agility roll by one level.
Sail Riding	Self	Instant	1	Use a bladed weapon to arrest your fall and damage an expanse of cloth.
Scholar of All Things	Self	1 Round	2	Reduce the difficulty of one Know roll by one level.
Shoulder to Shoulder, Back to Back	Melee	1 Round	3+1	Grant yourself and allies extra parries.
Slip and Fall	Melee	Instant	3+1	Knock down a number of foes by pulling the rug out from under them.
Smooth Talker	Self	1 Round	2	Reduce the difficulty of one Communication roll by one level.
Stop Hit	Melee	Instant	2	Instead of defending against an attack, you attempt to attack first.
Swinging	Self	1+ Rounds	1+1	Move your MOV using ropes, chandeliers, or other hanging objects.
Taunt	Melee	1 Round	3	By calling a foe names you disrupt his ability to fight.
That Wasn't So Bad	Self	Instant	3	Downgrade a Fumble to a mere Failure.
Unquenchable Thirst	Self	1 Scene or Instant	1	Ignore the effects of alcohol.
With a Pistol in Each Hand	Self	1 Round	3	The character can make attacks with two one-handed firearms without penalty.

character wants the stunt to last for three rounds, he needs to pay the 3PP at the time the stunt is activated.

Stunts can be used by a character at any time, even when a different character is taking their action. Stunts that modify the difficulty level of a roll must be activated before the roll is made. Only one stunt can be activated by a character per combat round, and since some stunts have durations that last more than one combat round, a character may have more than one stunt active at a time.

Acquiring Additional Stunts

A character will likely want to pick up more stunts over time, or a character that has a different power may wish to acquire a stunt or two. There are two ways to gain more stunts. If the character already has the Stunts power, he may gain more stunts when his POW rises, so that his total stunts equal one-half his new POW. A character may take a flaw, usually during character creation, to gain a new stunt, or if the character does not have the Stunts power, to gain one stunt. For every stunt beyond the amount allowed by his POW, a character must take a flaw to compensate. A character already in play that takes a flaw to gain an additional stunt should role-play both the acquisition of the flaw and the learning of the stunt. The flaw should be worked into the character's storyline in some manner. Learning new stunts might require the character to spend time seeking out a fencing master, practicing on their own, or establishing broad social connections.

A character may take one flaw during character creation to obtain an additional stunt, but not more than one. Allowing a character to take several flaws leads to characters who are too complex to play, dominate the game through the need to constantly work their flaw into the plot, or have their flaws ignored by the GM, gaining increased power without increasing the story.

Stunts are described below. Several stunts have amusing names, though these names should not limit their use. For example, Bang Heads suggests that the targets need to have some heads to bang, but any weak spot in their anatomy is a valid target, as long as a firm blow to that spot could stun the target. The GM is the final arbitrator of a stunt's validity in a given situation. A character using For the Ship! on a deserted island is likely merely wasting PP. However, reality may be altered slightly to allow a PC to take advantage of a stunt, such as a character falling from a roof top might ask if there is a canopy below he can use Sail Riding on to arrest his fall, and the GM is encouraged to allow this. In other words, when a stunt is used in a questionable way, the GM should ask herself two questions: is it at all possible for the effects to occur, and would this look good in an Errol Flynn movie?

Stunts

Bang Heads

With a mighty roar, Jack Sawyer grabbed two of the British soldiers and slammed their heads together, stunning them long enough for the rest of his friends to slip out the stern windows.

Bang heads lets a character make one or two grapple attacks in a combat round against one or two targets. The targets make a resisted STR vs. CON roll, and if one or both loses, the losers are stunned for one round and can take no actions, not even defense. If the attacking character achieves a Special or Critical success, the target(s) are knock out for one round. At the GM's discretion, a stunned character may stumble 1D6 meters in a random direction.

Range: Melee

Duration: Instant

Cost: 3 for one target, 4 for two.

Brilliant Plan

Daniel Whittaker suddenly knew what would open the mysterious box found in the Aztec ruins, but was he brave enough to do so?

This stunt must be used ahead of time, up to twelve hours before it is needed. The stunt lowers the difficulty of one Idea roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for only one roll only.

Range: Self

Duration: 1 round

Cost: 2

Charmed, I'm Sure

The Governor-General's daughter knew the schedule of her father's fleet. Captain Robertson flashed

his best smile. "Of course I love you and want to marry you, but first I must ask your father for your hand – when is he due back?"

The stunt lowers the difficulty of one Charisma roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Corps á Corps

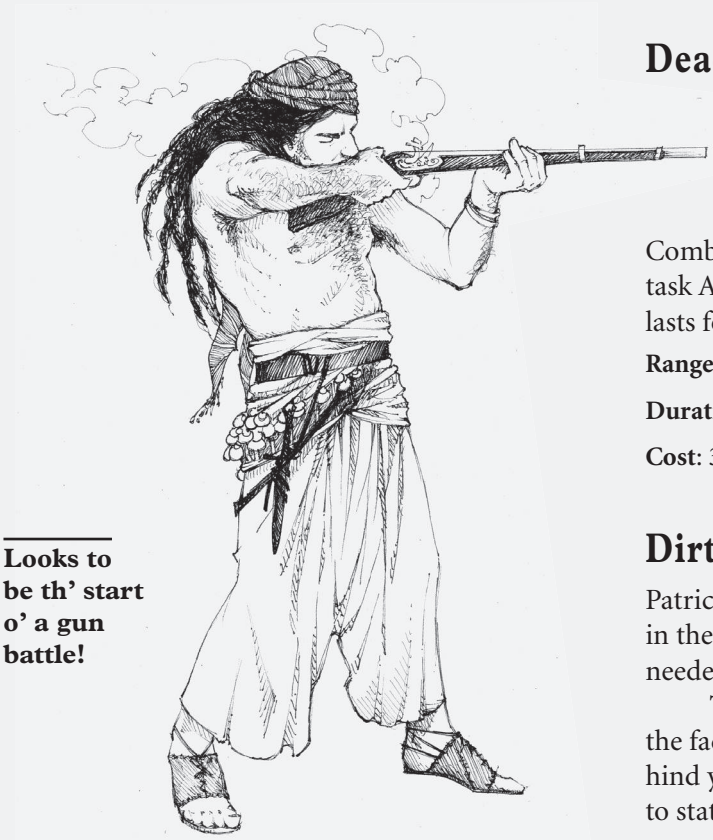
Alex slid his blade along the pirate's cutlass, locking their blades together, then followed up with a staggering punch with his free hand.

After the character's attack with a bladed weapon is successfully parried, he may make a free brawl attack against the target that parried. The target can only dodge this attack.

Range: Melee

Duration: Instant

Cost: 3



Looks to be th' start o' a gun battle!

Countenance Like the Devil

Don Hongo roared at the oncoming pirates, sending three running away and causing the remaining two to hesitate in their charge.

This stunt allows the character to sow terror and discord among his foes. The character makes a resisted APP vs. POW roll against a number of targets equal to half his APP. Those who fail are terrified, and will flee, or make their attacks and parries at one higher level of difficulty. The effects last for one round, plus an additional round per extra PP spent.

Range: 30 meters

Duration: 1+rounds

Cost: 3+1/additional round

Deadly Aim

Lining up his shot, despite the swaying of the ships, Jan fired, his ball flying true and striking the other ship's helmsman.

This stunt negates any penalties the attacker suffers for movement, called shots, concealment or obscured target for one shot.

Range: Self

Duration: 1 round

Cost: 2

Deadly Duelist

Captain Silva lunged forward, the tip of his small sword penetrating the beast's eye, partially blinding it.

The stunt lowers the difficulty of one Combat skill roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 3

Dirty Tricks

Patrick threw the sand he had in his off hand in the cultist's face, giving him just the time he needed to make his getaway.

The character uses a dirty trick: sand in the face, a low blow, or the classic 'look out behind you'. Whatever he does (and the player needs to state the nature of the dirty trick), there is a

chance that it will stun his opponent. Instead of an attack, the character makes a resisted INT vs. INT roll, and if the target fails, he is stunned and can take no actions for one round.

Range: Melee

Duration: Instant

Cost: 2

Double Shotted

Double the powder, double the shot, double the damage, double the risk.

The character uses twice as much powder and twice as much shot when loading a firearm. This reduces the range by 50%, but doubles the dice rolled for damage. However, fumbles with this weapon occur at 1/5th the skill, as opposed to 1/20th. After twenty-four hours the careful packing of powder and shot has loosened, and the weapon is no longer safe to fire (doing so is an automatic fumble).

Range: Self

Duration: 24 hours, or until discharged

Cost: 3

'Tis pirate be returnin' fire!

Eyes like a Hawk

Van Cleef strained through the distance and fog, yes, there was the other ship, only three hundred yards off the port bow.

The character lowers the difficulty of one Perception roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 3

Fists Like Hams

Jack Sawyer smashed one meaty fist into the monster's snout, then and another and another, each punch booming like a cannon shot.

When it really counts, the character can inflict massive amounts of unarmed combat damage. After this stunt is activated, the character's unarmed DB is increased on die step on the Damage Bonus table; for example from +1D6 to +1D6, or from +2D6 to +3D6. This lasts for one round, and applies to any and all unarmed attacks made by that character.

Range: Self

Duration: 1 round

Cost: 3

Flashing Blades

Emile le Sage was surrounded, but that didn't worry him, he was an expert fencer. As the thugs approached, Emile drew his sword and cut all about him, slashing his way clear.

At times the character can become a blur of steel, his sword cutting and stabbing all around him like a living thing, a cold metal serpent. When activating this stunt, the character must decide how many PP he is spending. While this stunt is active, the character may make one additional melee attack, plus another attack for every extra PP spent, without penalties for multiple attacks.

Range: Self

Duration: 1 round

Cost: 2+1/additional attack

Flashing Parry

More thugs were coming down the street towards Emile le Sage, but he heard the sounds of Tonga and his crewmates coming behind him. If he could only hold off his attackers, he might last until they got there.

At times the character can defend himself with the utmost ability, blocking or parrying nearly every attack aimed at him. When activating this stunt, the character must decide how many PP to spend. While this stunt is active the character may make one additional parry defense, plus another parry for every extra PP spent, all without penalties for multiple defenses.

Range: Self

Duration: 1 round

Cost: 1+1/additional parry

Flèche

As the captain of the cultist's ship approached, Aveline lunged forward, taking a half step as she went, and plunged her sword into his chest.

When this stunt is activated, the character moves forward in a straight line, advancing rapidly towards her foe and delivering a staggering thrust. The weapon being used must be capable of impaling a target, and the character must have at least two meters to move towards the target. The attack is defended against by -20%, and if it hits automatically causes Special damage for an impaling weapon. If the attack would result in a Special, it becomes a Critical, and if a Critical, the attack does double maximum damage instead of the normal Critical effects.

Range: 3 meters

Duration: Instant

Cost: 3

Florentine

Aveline was not just the ship's bosun, she was also a master of the two sword, or Florentine style.

The character is skilled at wielding two melee weapons at the same time. When this stunt is active, the character may make either an additional attack or parry with her second weapon at no penalty.

Range: Self

Duration: combat

Cost: 3

Flying Parry

Emile le Sage whipped his sword up, deflecting the Automaton's swinging axe, at the same time leaping backward out of range. Now, if he could only outrun that ponderous machine.

The character parries and disengages from combat, clearing small obstacles along the way. This stunt is activated after a successful Parry and allows the character to disengage from combat and move up to his full MOV score, ignoring any difficult terrain that is less than three feet tall.

Range: Melee

Duration: Instant

Cost: 3

Follow Me Lads!

Don Hongo yelled encouragement to his men, rallying them once more to repel the boarders.

The character must be able to speak for this stunt to take effect. With a brief exhortation, the character rallies the morale of his followers, urging them to stay in the fight longer. Every rabble in a section the character is leading gains one wound for the duration of the combat.

Range: Voice

Duration: Instant

Cost: 3

For the Ship!

Trapped in the tavern by the advancing crewmembers of the Persephone, Jack knew his only hope was if some of his crewmates were nearby, so he called out to them, "Fair Chase! Fair Chase!"

By calling out for his allies (and the battle cry can vary depending on the nature of the allies, "for the King" works as well), the character brings them running to his side. One ally responds, plus an additional ally per extra PP spent, and remains in the area until the end of the scene. These allies are inclined to help the character, and gladly join in a fight. If no allies are in the range of the character's voice, then the PP spent are lost and the stunt is wasted.

Range: Voice

Duration: 1 scene

Cost: 1+1/additional ally

A brawl breaks out in th' Tavern!

Friends in High Places and Low

Daniel Whittaker scanned the faces of the cannibals, recognizing one. "Chief Tank'ilat, do you not remember when you brought your daughter to the mission on Trinidad, and I cured her fever?"

The character knows people and has established a broad network of favors and friends that he can call upon. Once this stunt is activated, the character can pick out a friendly face in any crowd, provided the player can come up with a reasonable explanation as to how they know each other. The new friend is inclined to help, but won't risk his or her life to do so. Further social skills and good role-playing can fully cement the relationship.

Range: Voice

Duration: Instant

Cost: 5

Handsomely Now!

Alfred Steves surveyed the shattered mast, cut down by the last broadside. "Handsomely now!", he cried to the crew, "cut the lines and heave that mess over the side! Clear the deck, boys!"

Even a good crew needs proper direction and the right mix of encouragement and command. The character using this stunt must communicate with a crew section for the stunt to have any effect. The minions in the section receive a +30% bonus to one skill for one round plus an additional round for every extra PP spent.

Range: Voice

Duration: 1+ rounds

Cost: 3+1/additional round

Hardy

Of all the crew, only David did not get sick from eating the tainted provisions, and our survival is owed to his fortitude and surprisingly gentle care.

The stunt lowers the difficulty of one Stamina roll by one level, making a Difficult task Average, or an Average task Easy.

Range: Self

Duration: 1 round

Cost: 2

I Had that Right Here

Thomas Layton needed to get his pocket watch back from the spider monkey that had stolen it. Reaching into the pocket of his coat, the good doctor pulled out a bit of candied fruit that, although lint covered, proved too enticing for the arcane focus-stealing primate.

The character reaches into his pocket, pouch, or other container and pulls out something useful. After activating this stunt, the character can 'discover' a SIZ 2 or smaller object upon his person. Note: this object is one of some utility, but cannot be money, jewels, or other valuables.

Range: Self

Duration: Permanent

Cost: 1

I Know that Style

The Spaniard facing Emile le Sage had obviously been trained in the Madrid School; the tell-tale half feints gave it away. Seeing his opening, Emile thrust under the fake attack, skewering his foe in one smooth flourish of steel.

The character recognizes the fighting style of his foe, or just sees an opening in the enemies' attacks and defenses. For the duration of the stunt, all attacks and parries against a single foe are lowered one level of Difficulty.

Range: Melee

Duration: 1 round

Cost: 5

I Left Part O' Me in Porto Bello

Despite his poor depth perception from having only one eye, Jack Sawyer managed to place pistol ball after pistol ball into the beast's body.

The character ignores any penalties due to lost or damaged limbs or sense organs for the duration of the stunt.

Range: Self

Duration: 1 round

Cost: 1

I'm Not Here

The fight in the tavern broke out without warning, and quickly turned from fists and chairs to knives and cutlasses. Taking his drink, Thomas simply slid behind the bar, ignored by the combatants and free to enjoy his grog in peace.

This character can simply fade into the background, as long as he remains part of the background. Upon activating this stunt the character is ignored by any and all in his vicinity for the duration of the stunt. However, the character can't move, make an attack, or otherwise draw attention to himself. This stunt costs 2 PP for one round of duration, plus an additional 2 PP per each following round.

Range: Self

Duration: 1+ rounds

Cost: 2+2/additional round

I've Seen the Terrors of the Deep

Antón did not shirk back from the undying conquistadores, for he had seen stranger things and lived to tell about it.

Some characters have seen things – horrible things – and have gained some steadfastness based on past horrors. This stunt negates SAN loss from one source; one point of SAN loss upon activation, and an additional point for every extra PP spent, to a minimum loss of 1 SAN point.

Range: Self

Duration: Instant

Cost: 1+1/additional point of SAN loss negated

Initial Carving

Aveline faced off against the corrupted pirate, circling and jabbing with her swords. Finding an opening, she whipped out one blade and neatly cut a capital 'A' into his chest. The enraged pirate started swinging wildly, his rage clouding his judgment.

To be tagged with another's initials is to suffer a supreme act of embarrassment. Invariably this drives a person into a short-lived fit of rage, making their attacks wild and easily avoided. A character activates this stunt, then makes an attack roll. If successful, the attack does no damage, but instead cuts one to three letters into the foe. On the following round, the target's attacks are all one level of Difficulty higher.

Range: Melee

Duration: Instant

Cost: 1

It's Just a Flesh Wound

At first glance, the half pike that impaled David was a mortal thrust, but it didn't pierce his gut; instead it struck a rib and merely creased his flanks, allowing him to keep fighting.

Some wounds are not as bad as they seem at first; instead they prove to be just minor injuries, nothing more than flesh wounds. The character activates this stuns and reduces the HP damage from an attack by 1, plus an additional 1 per PP spent, to a minimum loss of 1 HP.

Range: Self

Duration: Instant

Cost: 1+1/HP reduced

Keep Going

The next blow staggered Alfred Steves to the ground, the huge Calusa warrior driving his warclub down with such force you could hear bones cracking from across the deck. Alfred was unfazed. Any other man would have passed out and died; he just stood up and grinned. The fight was still on.

Sometimes a hero must keep fighting, running, or standing, no matter what the cost. This stunt can be activated after a character has suffered enough damage to render him unconscious or kill him outright. Instead of falling, he remains

active for one round, plus one additional round per PP spent.

Range: Self

Duration: 1+ rounds

Cost: 1+1/additional round

Knife in the Teeth

Antón Alvares only had one hand and his hook to climb the rigging, but he kept a knife between his teeth –ready to draw in case one of those flying things attacked the ship.

It may not seem terribly safe; indeed, those who have not practiced the maneuver are more likely to cut their mouth than anything else. However, if your hands are full, it helps to have someplace to keep a weapon in easy reach. A character using this stunt can hold a SIZ 0.5 or smaller object in their mouth and move around normally. If the object is needed, the character can draw it as a free action at the start of any round.

Range: Self

Duration: Until used

Cost: 1

Knockout Blow

"A knowledge of anatomy is a grand thing", thought Antón Alvares as he stepped across the body of the unconscious guard, "they really should wear some armor over the base of their neck and shoulder."

This stunt allows a character to take a foe down in one blow. The character makes an attack roll with a weapon or bare hands. If successful, the target is rendered unconscious immediately for one round, plus one additional round per extra PP spent.

Range: Melee

Duration: 1+ rounds

Cost: 5+1/additional round

I'll brin' ye 'tis cannon ball right away!

Learned Man

Thomas Layton studied the ancient text scrawled in blood across the cave wall. After much thought, he concluded it was a strange and lost dialect of Phoenician.

The stunt lowers the difficulty of one Mental skill by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Living Hercules

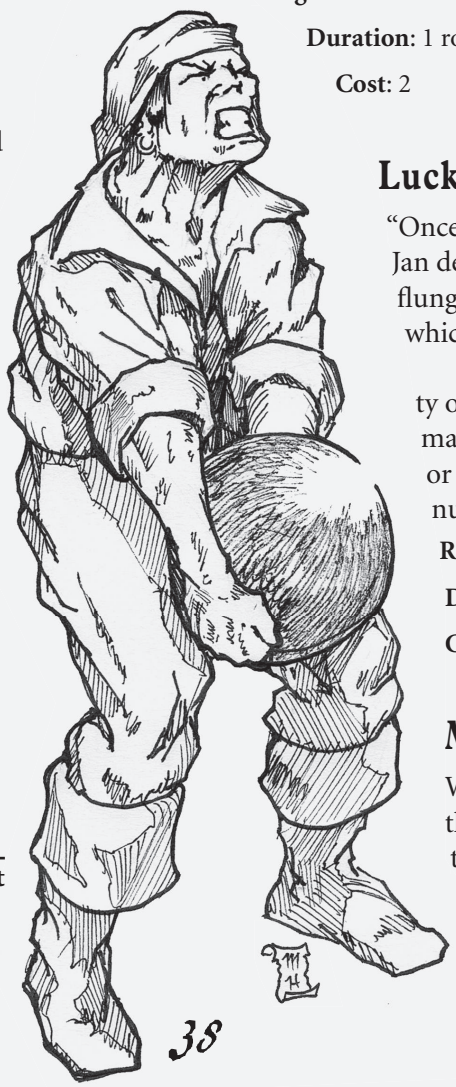
The bars to the jail were of soft iron, corroded by the salt air and ignored by the lax guards. Not a problem for Patrick England and his mighty thews.

The stunt lowers the difficulty of one Effort roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2



Lucky Jack

"Once again it's all up to luck", said Jan de Graf as he closed his eyes and flung the knife at the rope from which the chandelier hung.

The stunt lowers the difficulty of one Luck roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Mighty Blow

With a hard lunge Tonga drove the point of the half-pike through the monster's chest, the spearhead emerging from the beast's back in a shower of gore.

The character puts extra effort behind their attacks, dealing more damage with each blow. The character activating this stunt increases the damage bonus with melee weapons on his next attack by one die.

Range: Melee

Duration: 1 round

Cost: 3

Natural Athlete

David flipped up into the rigging, running along the fore chains before dropping down to the rolling deck below.

The stunt lowers the difficulty of one Physical skill by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Nimble Fingers

The governor paid little attention to the dock rat that bumbled into him that morning – that is until he found not just his purse, but the blank warrants, missing.

The stunt lowers the difficulty of one Manipulation skill by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Penetrating Intellect

"It is a well-known fact that many sea monsters are particularly vulnerable on their ventral surfaces" remarked Donald Southland.

Every creature has a weakness, even those native to the Unseen. A character with this stunt can quickly recall where those weaknesses are and exploit them in combat. For the duration of this stunt, the character uses his INT+EDU instead of SIZ+STR to calculate his damage bonus. This bonus can be applied to any attack: ranged, melee, or unarmed.

Range: Melee or Ranged

Duration: 1 round

Cost: 3

Pistol Proof

During the attack on Porto Bello, it is said that Don Hongo defied bullets by standing in the open and daring them to strike him.

The character who activates this stunt is temporarily immune to bullets and other ranged attacks. This may be due to inherent toughness, incredible dodges, or simply a demeanor so fearsome and determined that foes are afraid to fire at him. All ranged attacks for the duration of the stunt automatically miss the character.

Range: Self

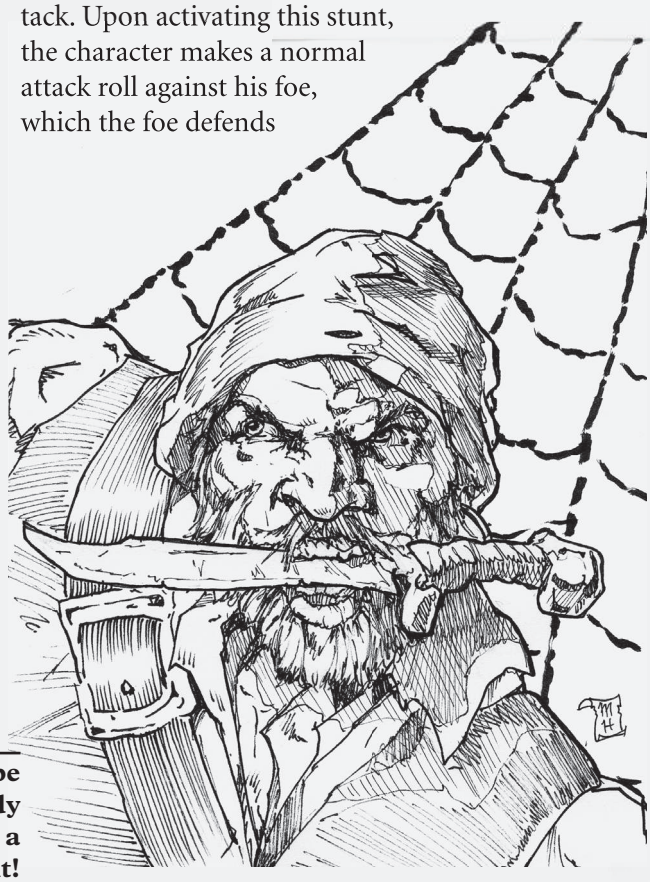
Duration: 1 round

Cost: 10

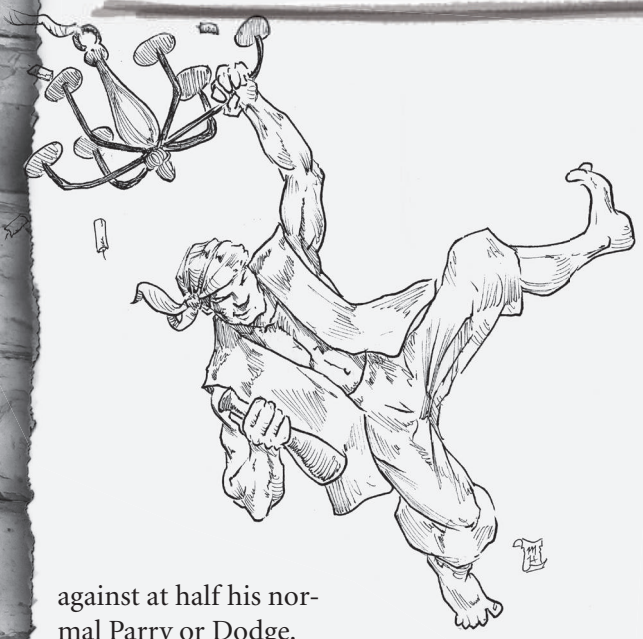
Rapid Feint

The Dutch captain was fooled by Emile le Sage's feint, and shocked when le Sage followed it up with a thrust through the captain's gut.

In a whirring flash of blades, the character makes a feint to draw out his foe, and follows this up with a lightning-quick attack. Upon activating this stunt, the character makes a normal attack roll against his foe, which the foe defends



I be ready for a fight!



against at half his normal Parry or Dodge.

Range: Melee

Duration: 1 round

Cost: 3

Ratline Runner

Donald Southland ran along the yardarms, heedless of the narrowness of the slippery wood and the constant roll of the ship.

A character with this stunt is capable of amazing feats of balance and agility, running up ropes and across yardarms like they were solid ground. After activating this stunt, the character ignores slippery, narrow, or otherwise difficult terrain; he can move at his full MOV and does not need to make skill checks to maintain balance. The only limitations are that the terrain must be solid enough to support the character's weight, and can't be inclined at more than sixty degrees from vertical. This effect lasts for one round, plus one additional round per additional PP spent.

Range: Self

Duration: 1+rounds

Cost: 1+1/additional round

Riposte

Alex Shipman parried the governor's small sword, then swept his own cutlass up through a savage cut that split the gentlemen open from stem to stern.

Quite simply, a character with this feat can turn a parry into an attack, allowing him to strike his foe on his foe's action. To activate this stunt, the character must have successfully parried an attack. He can then make an immediate attack at his full skill.

Range: Melee

Duration: Instant

Cost: 1

Rooftop Leaping

Antón Alvares jumped the gap between the tavern and the warehouse, landing on the slanted roof but able keep from sliding by grabbing the weathervane at the peak.

The stunt lowers the difficulty of one Agility roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Sail Riding

Aveline swung out on the yard arm and dropped down onto the sail, using her dagger to slow and control her descent.

A classic swashbuckling maneuver, sail riding not only slows a person's fall, it also splits the sail in half. The character activating this stun takes no damage from a fall, no matter how high, as long as he has a long expanse of cloth to ride down (at least half the length of the fall). This completely destroys the sail, banner, or awning that was ridden.

Range: Self

Ye think 'tis brave scurvy pirate gunna clear th' gap?

Duration: Instant

Cost: 1

Scholar of All Things

"Ah, this is a rare form of poison, used only by the Lunga tribe of Southern Africa, and even then only in low doses to induce hallucinations. Odd that it should be here in an un-broached water cask."

The stunt lowers the difficulty of one Know roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Shoulder to Shoulder, Back to Back

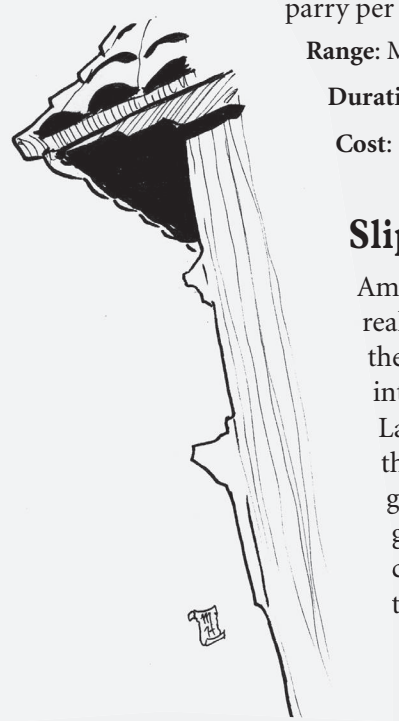
Surrounded by the screaming Calusa warriors, le Sage and Tonga were forced together in the fight. Thankfully their skill with blades allowed them to defend against not just their own foes, but each other's as well.

As long as good friends stand together, few forces can move them. The character who activates this stunt grants himself and all allies within close proximity (a few feet at most) one free parry for one round, plus an additional parry per extra PP spent.

Range: Melee

Duration: 1 round

Cost: 3 +1/additional parry



Slip and Fall

Ambrosius Van Cleef realized too late that the window he snuck into did not belong to Lady Donovan, but to the governor's palace garrison. Quickly, he grabbed hold of the carper and pulled, taking all four guards down and giving him a chance to exit back out the window.

Although this stunt assumes the classic swashbuckling move of grabbing ahold of a carpet and pulling, it can easily be sued anytime there are foes standing on something the character can easily and suddenly move. Planks, scaffolds, rope, and tablecloths would work just as well. The character activates this stunt and knocks one foe prone, plus one per additional PP spent.

Range: Melee

Duration: Instant

Cost: 3 +1/additional enemy

Smooth Talker

A quick smile, a knowing glance, and Captain Robertson had convinced the chambermaid to talk to him in private at least. Now, to get her to open the scullery door at midnight…

The stunt lowers the difficulty of one Communication roll by one level, making a Difficult task Average, or an Average task Easy. The bonus lasts for the next roll only.

Range: Self

Duration: 1 round

Cost: 2

Stop Hit

The thug lunged forward at Donald Southland, but he was faster and brought his sword tip up, neatly skewering the ruffian before his blow could land.

With a quick movement the character shifts from attempting to parry to trying to kill his foe before the attack lands, a risky maneuver. This stunt may be used when an opponent is attacking the character in melee combat. When the character activates this stun, he must make a Difficult Agility roll. If successful, he can make an un-parriable attack against the target before the target can make his attack. A character using this stunt can't parry or dodge during the combat round he uses this stunt, and if he has already parried or dodged, he can't use this stunt this round.

Range: Melee

Duration: Instant

Cost: 2

Swinging

Aveline took hold of the broken stay and swung out over the fight on the deck below, landing easily on the quarterdeck.

Another classic swashbuckling move, swinging allows a character to grab a rope, chandelier, or other hanging object and use it to swing about. While swinging, the charter moves at his full MOV, does not need to make Agility or skill rolls to hang on, and can make attacks and defenses, assuming they only require one hand. This stunt lasts for one round, plus one round per additional PP spent.

Range: Self

Duration: 1+ rounds

Cost: 1+1/additional round

Taunt

"What, you can't even hit a fop like me?" Emile LeSage shout drove the thug into a roaring rage, turning his attack into wild swings.

The character insults his foe so terribly that he loses his temper, rage blinding his attacks and making him flail wildly about. The target's attacks are all one level of Difficulty higher for one round.

Range: Melee

Duration: 1 round

Cost: 3

That Wasn't So Bad

For a second there Captain Silva feared that her ship was going to be flung upon the rocks, but she managed to bring it around in time to avoid the worse of the reef.

Sometimes things just don't work out, and for those times we have this stunt. This stunt can be activated after a character has managed to roll a Fumble. The Fumble is turned into a regular failure. Not good, but not disastrous, either.

Range: Self

Duration: Instant

Cost: 3

Unquenchable Thirst

Jan de Graf continued to drink, knocking back tankards of rum long after the man who had challenged him to a drinking match was passed out under the table.

The character has a hollow leg and can consume an incredible amount of alcoholic beverages. Once activated, the character does not suffer from the negative effects of alcohol consumption, no matter how much he drinks, for the rest of the scene or encounter. This stunt can be used to sober up immediately, taking mere moments to go from dead drunk to stone cold sober, without even a hangover.

Range: Self

Duration: One scene or Instant

Cost: 1

With a Pistol in Each Hand

Captain Robertson drew two pistols, leveled them at the oncoming rogues, and shot two dead in an instant.

A character with this stunt is skilled at firing two pistols, one in each hand, with deadly aim. When activated, the character does not suffer any penalties for the duration of the stunt for using two pistols or other one-handed ranged weapons.

Range: Self

Duration: 1 round

Cost: 3

Voudou

Voudou is the syncretic magical style that developed from a fusion of African, European, and Native Caribbean beliefs and mystical practices. Slaves from West Africa brought their religion and magic with them, keeping their faith alive under the noses of their European masters. The various European cultures brought their magics and faiths with them, imposing them on both the indigenous peoples and the enslaved Africans. Although many of the cultures that inhabited the New World, and especially the Caribbean, were destroyed by the arrival of the Europeans, some survived where members of these cultures were forced into slavery, their own esoteric lore and religious traditions merging with those of the African slaves and the European colonists.

The result was a new religion, and a new magical system. Taking West African traditions as its basis, Voudou absorbed parts of Catholicism, Protestantism, Hermetic Theory, Carib and Arawak spirit lore, and other bits and pieces from a diverse array of cultures. The resultant mélange proved very successful, and the religion took hold among the slaves and lower classes. The mystical system of Voudou could do what no other arcane magics could do; it could work with the hybrid energies of the Unseen created by the Sacrifice of Roanoke.

Voudou can accomplish this herculean magical feat because it draws on multiple 'colors' or 'flavors' of mana. Magical energy, usually termed Mana (represented by Power Points in *Blood Tide*) is not one type of energy, but several different distinct types. A sorcerer learns to draw on one type of magic (sometimes referred to as different colors or flavors).

Mana is not evenly distributed across the Earth. Even before the Ritual of Becoming that the School of Night performed at Roanoke, there were areas of differing types of energy, in greater and lesser amounts usually corresponded to thick and thin areas in the boundaries between the Seen and Unseen. Since the Ritual of Becoming, over sixty percent of the Unseen's energy is in the northern half of the Western Hemisphere, and a little over thirty percent into the southern half.

The 'colors' swirl around; sometimes forming eddies of a single 'color', sometimes mixing together in combinations. These energies pool in areas associated with peoples and beliefs native to the area the 'color' is used to be found. A voudouist's training focuses on detecting the local 'colors' and tapping them in ways specific to the unique nature of the local mana. This is used to open a conduit to the Unseen and allow communication with, and channeling of, powerful beings of the local Unseen.

Through contacts and bargains with these powerful Unseen entities, the voudouist is capable of causing great changes in the world, greater than a sorcerer. The transmutation of base metals, animation of dead tissue, or alteration of forms are things that only the greatest of sorcerers can attempt; but they are simple for the entities the voudouists deal with. This has driven the spread of Voudou teachings beyond religion, and the practice of Voudou as a mystical school has found a home outside the slave quarters.

Most of these non-religious voudouists live on the outsides of colonial society as renegades, wanderers, or pirates. To have a person on board who can call up a breeze, heal men shredded by flying splinters, or determine the direction to set a course is a great boon to any pirate crew. That their resident voudouist—often a bokor—is a little 'odd' or sometimes requests a strange item for his rituals is considered a reasonable price to pay for

magical benefits. Most crews take pride in the ability of their bokors, and it is common for them to become quite protective of their voudouists.

Who Can Use Voudou?

To become a voudouist a character must learn the core Voudou skills of Perform (Voudou ritual) and Language (Loa). A character that does not have at least three Perform (Voudou ritual) skills and Language (Loa) at 50% or more does not fully have Voudou power and can only conduct simple workings or assist in greater workings. They can't use life mana other than their own power points.

Learning Voudou

Most characters learn Voudou from other voudouists of superior skill and wisdom. The process is a long one, and usually begins in early adolescence or late childhood (roughly 9-13 years of age). Apprentices are brought together and taught the most basic of rituals, nearly always the rituals needed to contact the weakest Loa: local and nature Loa. After several years of training the apprentice is initiated into Voudou and allowed to work openly as a houngan, mambo, or bokor.

Levels of Initiation

A person does not just simply tart working Voudou without any training. The process of becoming a voudouist is called initiation and follows a loose but widely-used process. The apprentice is taken in and lives with another voudouist during their apprenticeship, typically a married pair of voudouists. During this time the apprentice must not only prove his or her ability to learn and perform rituals, but must show that they can commit to the rigors of life in the priesthood. It takes a special person to dedicate their life to a community and its needs, and a major part of apprenticeship is learning if one is capable of such a commitment.

Following training, the apprentice is initiated into the deeper mysteries of Voudou. At this point the person is known as an initiate. More training follows, often years, after which the initiate graduates to become a houngan (if male) or a mambo (if female). The new voudouist is inducted into the priesthood and sent to oversee a community. If the newly-inducted voudouist decides not to serve a community he becomes a bokor, a

freelance voudouist who serves his own needs or that of a movement or organization rather than a town or village.

Most houngan and mambos dislike bokors and see them as self-centered opportunists and mystical mercenaries. This has long been the case, but the Brethren of the Coast have been actively recruiting and training their own bokors to do battle with the Unseen forces that threaten the Caribbean. These new bokors are just as honest and dedicated as any community-based houngan or mambo, they just prefer to focus their efforts on serving humanity in a different, less settled, and more dangerous manner.

Starting Voudou Rituals

A character that starts with the Voudou power knows three Perform (Voudou rituals) skills at INT x2 (one of which must be ancestral, nature, or local Loa), Language (Loa) at INT x5, and Sense (Unseen) at POW x1. These can be increased through the expenditure of Professional skill points or Personal skill points up to the character creation maximum of 90%. A character can purchase additional rituals during character creation, but these start at INT + the Communication skill category bonus.

Power Points and Voudou

Voudouists have access to a greater amount of Power than do sorcerers, for the training of a voudouist concentrates on finding and using various sources of mystical energy. There are three main sources of mana for the voudouist: life mana, ambient mana, and ritual mana. Life Mana is the magical energy that resides in all living things, but most especially in the higher life forms. This is represented by the character's PP total. Voudouists can draw upon Ambient Mana, the local 'colors' of mana that swirl, eddy, and pool throughout the New World. Because their magic involves contacting spirits, the exact 'color' of mana doesn't matter, just that it is there. Finally, by using certain tools, sacrifices, and paraphernalia, the voudouist can draw upon Ritual Mana, the inherent mana of the belief placed in those items and practices, including the belief of those witnessing or participating in the ritual.

Life, Ambient and Ritual mana are added to the Voudouist's PP total. The total PP a voudouist has can never exceed his POW x2 (from any source). These 'extra' PP are spent first, and once spent are gone.

Life mana comes from the animating spirits of living creatures. The easiest way to tap into this power source is to use your own life mana, represented by a character's PP. When all a character's PP are spent, he has reached a point where he can no longer reach excess mana, and must dig deep into his soul, withering his body to fuel his magic. A voudouist may spend HP in place of PP, but this is a risky proposition. Once PP reaches 0, a person normally falls unconscious, but a voudouist may make a Difficult Stamina roll to remain awake. If this is successful, he can burn HP as PP. However, should a voodooist's HP and PP both become 0, he dies and his soul disintegrates with no chance of recovery.

Another source of life mana is the sacrifice of living creatures, a practice that is fraught with danger. Animals raised for food (chickens, pigs, cows, etc.) can be sacrificed with impunity, lending temporary PP equal to their POW +HP. Wild animals are riskier when used to fuel Voudou rituals, for they are of greater importance to the Loa as they are not already destined to be killed and used by man. A character that sacrifices a wild animal for PP has all of his Perform (Voudou ritual) rolls increased by one level of difficulty for the next lunar month. Humans and other intelligent creatures can be sacrificed, but this action is abhorrent to the Loa, and they are less likely to respond to voudouists who commit such crimes. If a character sacrifices an intelligent creature to harvest its PP, all his Perform (Voudou ritual) rolls only succeed on a roll of 01, can never Special or Critical, and Fumble on a roll of 51-00.

Ambient mana is found everywhere and, no matter the 'color' or 'flavor', is useable by voudouists. However, ambient mana is not reliably spread, nor is it normally found in any great quantity. The amount of ambient mana a voudouist can draw on depends on the nature of the area they are in, how much mana pooled there, and the time a voudouist is willing to spend accumulating it. PP drawn from ambient mana is added to the voodooist's PP total.

Places that have a high level of ambient mana are those that focus the mind and soul (churches and other religious structures), natural pools of mana (such as the many magical springs found throughout the New World), or places where great joy or sorrow has occurred (such as cemeteries, battlefields, fairgrounds, or taverns). The amount of time a voudouist spends drawing in ambient mana effects how much can be gained. The table below lists a selection of possible locales, the amount gained per unit of time, and the maximum amount that can be gained before that area is exhausted and must be left to recharge (usually

Cemeteries be great places to practice ye voudou!

a lunar month, though this varies a bit from place to place). It is safe to assume that the PCs are not the only ones interested in harvesting ambient mana from a location, and the available mana will probably fall far short of the maximum (and if the PCs suck the place dry, whoever normally uses it will want to know why she can't get any more mana today!).

Ambient Mana

Location	Mana Rate per hour	Maximum Mana per 24 hours
Average location	1	50
Church or religious site	3	100
Cathedral or major religious site	5	200
Cemetery	4	150
Recent Battlefield (less than fifty years ago)	3	100
Old Battlefield (more than fifty years ago)	2	50
Fairgrounds or other site of revelry	3 when fair is active, 2 all other times	150
Major Port near the docks	3	150
Minor port near the docks	2	100
Lesser Magical Spring	4	300
Greater Magical Spring	6	450
School, library, or other place of learning	3	150
Place of torture, slave auction blocks	3	100
Place of joy, brothel or tavern	3	100

Voudou Limitations

Voudou is limited by what the Loa are willing to do. They can't create life or alter time, nor can they act contrary to their natures or purviews or directly injure another Loa. Loa do not respond positively to anyone asking them to do any of these things, and any such requests will probably result in the Loa acting against the character. Voudouists must always keep in mind that they are asking the Loa for a favor, not demanding a service.

When Can Voudou be Used?

Voudou can be performed anytime; however, it is a lengthy process that requires a ritual space, special performances, and the use of ritual tools or sacrifices. It takes ten minutes to set up a ritual space, after which it can be used for workings until the next sunrise or sunset. Each working takes five minutes per PP spent. This can be modified by working faster, which reduces the time by 1/4 at the cost of raising the difficulty by one level. Or a voudouist can work slower, doubling the time to lower the difficulty by one level.

Voudou in Play

To perform a Voudou working, a character must have enough PP to pay the working's cost and the appropriate Perform (Voudou ritual) skill. Perform (Voudou ritual) works slightly differently than other Perform skills and has a direct impact of the effectiveness and cost of the working. There are three basic workings: Summon, Commune, and Negotiate. Summon calls a Loa across the barrier into the Seen, allowing it to manifest in the material world and directly affect it. Commune allows contact across the barrier between the Seen and Unseen and is usually used to gather

Degrees of Success for Performances

(Voudou ritual)

FUMBLE: The PP are lost and the Loa rides the character as under the Ride Mortal working below.

FAILURE: The PP are lost and nothing happens. The character may not perform a ritual involving this specific Loa for one solar cycle.

SUCCESS: The desired effect occurs, the PP are spent, and the working is successful.

SPECIAL: The desired effect occurs and the PP cost is reduced by half.

CRITICAL: The desired effect occurs, the PP cost is reduced by half, and one free additional effect can be added.

information. Finally, Negotiate, the core of the more powerful Voudou effects, strikes a bargain between the voudouist and the Loa in order to create a desired effect.

Most workings are Negotiations and are assumed to include that in their casting and cost. These workings can have nearly any effect within the normal limits of Voudou, but in practice most voudouists restrict themselves to a set of commonly used effects. This is partly because the Loa in question are used to the bargains that lead to these effects and are willing to perform them on a regular basis. Another reason is that the Loa are not rational beings, and asking for the wrong thing or failing to offer the proper sacrifice can incite the wrath of the Loa; a dangerous thing! A good way to envision common workings is to see them as boiler plate contracts: established negotiated procedures that everyone agrees to from the outset and only need to be modified to suit the situation. New workings are contracts drawn up on the spot, whose ramifications the parties involved might not fully understand until too late, making both the mortals and Loa hesitant to invoke them.

Each Loa has established symbols and other ritually important items, events, or locales. Performing rituals with these aids greatly increases the chance of success. Each greater Loa, and class of lesser Loa, has a list of what can be added to a ritual to gain these bonuses. A character can only take advantage of one type of bonus; for example, a character using Perform (Legba) while standing at a crossroads gains a +10% bonus, but doesn't gain more if standing at a crossroads and in a doorway.

The Loa

The Loa are a class of Unseen entities that are found worldwide. It is not known if these entities were always present or if they were created by the failed Sacrifice of Roanoke, but what is known is that they are fueled by more than simple belief and they can draw on multiple types of energy. The Loa are everywhere; they are in every forest glade, in every home, at crossroads, in cemeteries, and on the waves. The only places that Loa cannot be found is in those areas created specifically to ban them, in places where the boundaries between the Seen and Unseen are thick, or in areas controlled by other Unseen forces.

Loa are limited by their Purview: the aspects of mortal life that they can manipulate. Purview is an intrinsic part of the Loa's nature, and they can't act outside of it.

There are three broad categories of Loa, ranked from strongest to weakest.

Ancestral Loa

The Ancestral Loa are the spirits of the dead; humans who have passed beyond the mortal world but not onto whatever fate awaits them. These Loa are concerned with their descendants only, and have little power over anything not directly connected with a blood relative. Even with their descendants the ancestral Loa are fairly weak and can only accomplish small things. Mostly they are venerated in the hopes that worship, belief, ritual, and offerings will give them the power to aid their descendants, and to let the honored dead know that they are remembered.

MODIFIERS TO PERFORM (ANCESTRAL LOA)

EVENT	MODIFIER
Ritualist is a descendant	+10%
Ritual performed at the Loa's grave	+5%
Ritual performed at an important place in the Loa's life (home, workplace, site of death, etc...)	+5%
Ritualist wields something that once belonged to the Loa	+5%
Sacrifice of food and drink	+5%
Ritualist pledges to aid the Loa's descendants in some manner	+5%

Natural Loa

More powerful than the ancestral Loa, and far more common, are the Natural Loa. These Loa are connected to the natural world, dealing with plants, animals, natural features, and natural forces such as wind and sunlight. It should be noted that the understanding of natural forces that powers these Loa is not the same as a modern understanding of the laws of physics; there are no Loa for the greater and lesser nucleic forces, gravity, kinetic energy, and such; instead there are Loa dedicated to the wind, stars, moon, sun, waves, and rain. The most powerful natural Loa are tied to a single species or group of species, such as the Banana Loa who is the over-arching spirit of all banana trees, or the Shark Loa who oversees

all sharks. Slightly below these Loa in power, but far more numerous, are the glade Loa, so named because they are the spirits of a place, such as a specific forest glade, a special rock in the jungle, or a stream. The larger the place the more powerful the Loa, though particularly large places seem not to have Loas, for no one has managed to contact the Loa of an island, ocean, or continent. Like ancestral Loa, nature Loa are concerned only with their purview; a Fox Loa cares little about humans, save those who hunt her children.

MODIFIERS TO PERFORM (NATURE LOA)

EVENT	MODIFIER
Ritual performed in the presence of the Loa's purview	+10%
Sacrifice of something the Loa's purview would consume (meat, plants, water)	+5%
Ritualist pledges to help the Loa's purview in some manner	+5%

Greater Loa

At the top of the heap are the Greater Loa; named entities that have broad purviews that deal with concepts, multiple natural forces, many animal species and, most importantly, humans. These Loa are small in number (there are only ten known greater Loa) but they are mighty. The strength of these Unseen entities is such that they are rarely, if ever, summoned, instead they are communed or negotiated with. Although they are few in number, they are powerful entities and can contact and act on behalf of hundreds or thousands of voudouists at the same time. Most voudouists know the rituals for at least one greater Loa, more often two or more. The greater Loa are a diverse group, and unlike the other Loa discussed here, have names and personalities, making them almost like divinities (and exactly like the more powerful entities of the Unseen).

Agwe

Agwe is the master of the sea, fish, and all sailors. He is the Loa of bravery and endurance, especially the stoic approach to misfortune. As master of the oceans he commands all life that swims below the waves, as well as the plants of the sea. The wind and weather that blow across or from the sea are at his command. Agwe is relaxed and friendly, most often approached by those who work the sea through peaceful pursuits, especially fishermen. His symbols include fish, oars, the conch shell, blue-dyed sheep, wine, and small toy boats. Offerings are best set adrift on a raft or in a small boat, preferably a fairly complex toy boat. He is married to Ezili Dantor, at least as much as that Loa can remain faithful to any one entity.

A manifestation of Agwe is usually accompanied by rising tides and blowing winds, but these are not so much damaging events as the natural world bowing to meet its master. He appears as a gentleman captain or a common fisherman, dripping wet and reeking of salt and seaweed.

Those he rides are in for a treat, for Agwe prefers to move about by paddling, and his hosts take up an oar and 'row' themselves about. These hosts speak in nautical terms and slang, even if they previously had no knowledge of such, and try to reach the nearest large body of salt water at the earliest opportunity.

MODIFIERS TO PERFORM (AGWE)

EVENT	MODIFIER
Sacrifice of wine, oars, blue dyed sheep, or toy boat	+5%
Sacrifice set upon the waves in a raft	+5%
Ritualist is a sailor	+5%
Ritual performed on the coast	+5%
Ritual performed at sea	+10%
Conch shell used in ritual	+5%

Ayizan

Just as her husband Loko is the first houngan and patron of the priesthood, Ayizan is the patron of mambos and the priesthood as well. She is the patron of the marketplace and merchants, most especially the common trades men and women. As mistress of the market place she is called on most by women, for in many areas where Voudou is practiced it is the women who run the markets. This purview over the marketplace makes Ayizan the patron of coins as well. Ayizan is the patron of wives, due to her marriage to Loko.

Ayizan rarely manifests, but when she does she appears as a matronly woman clad in simple, bright clothes, carrying a basket of goods. She is open and friendly, and offers to help the community in some way.

When being ridden, the host behaves in much the same way, and tries to engage in a frenzy of deals, all of which benefit the local community. Her hosts lead the way to hidden fortunes and caches of coins. As the patron of merchants, Ayizan is a clever negotiator, and any working involving her needs to do more than offer a ritual and some mana; there is always an additional fee of some sort, usually a small task that aids someone in her purview.

MODIFIERS TO PERFORM (AYIZAN)

EVENT	MODIFIER
Ritualist is part of the priesthood	+10%
Sacrifice of coins or other objects of wealth	+5%
Working directly benefits the local community	+5%
Ritualist is a wife	+5%
Ritual is performed in a market place	+5%
Ritualist wields a sacred rattle	+5%

smoke, gamble, and pursue sexual conquests with wild abandon.

Those he rides awake to find themselves hung over, penniless, and naked; their lungs filled with tobacco smoke. To be ridden by Baron Samedi is to have an insane party animal living in your head, that can kill or resurrect at will.

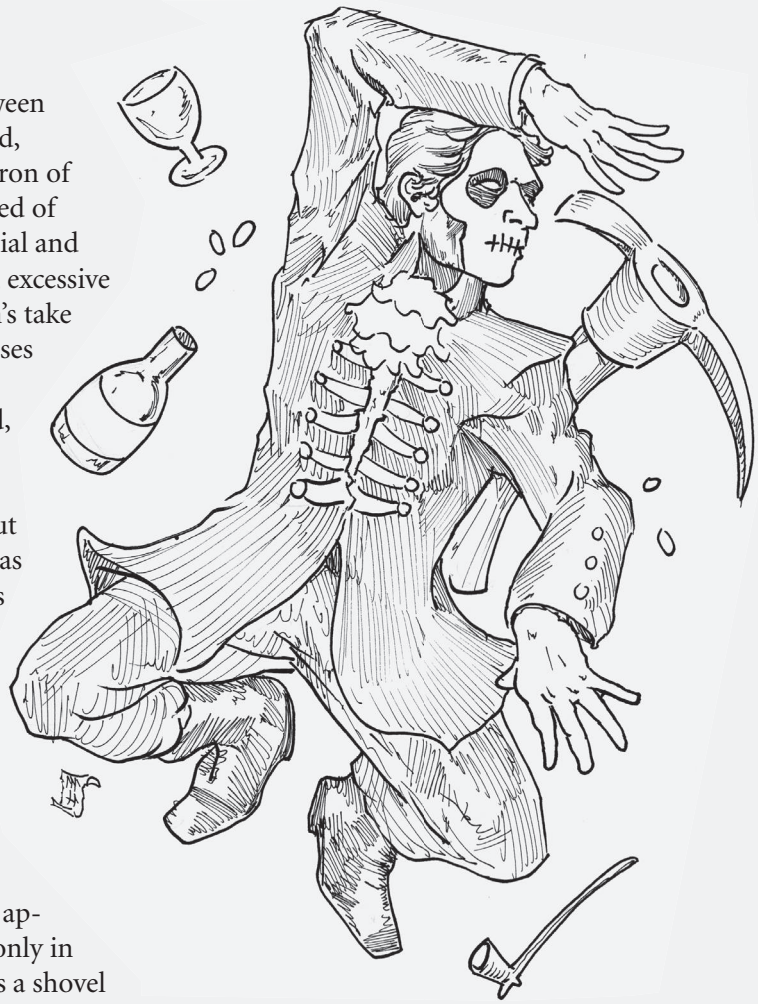
MODIFIERS TO PERFORM (BARON SAMEDI)

EVENT	MODIFIER
Ritual performed in a cemetery	+5%
Ritualist's face painted with a skull	+5%
Sacrifice of tobacco or rum	+5%
Sexual act performed as part of ritual	+5%
Ritualist wields a sacred shovel	+5%
Ritualist drunk	+10%

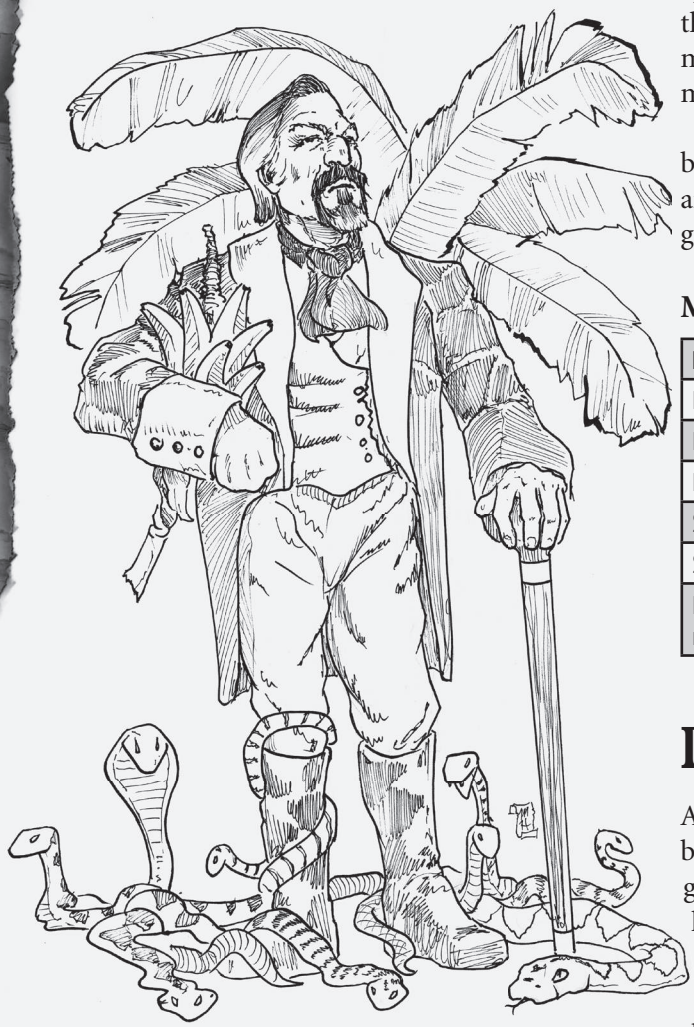
Baron Samedi

Baron Samedi stands at the border between life and death; the Loa of death, the dead, sex, and resurrection. Known as the patron of zombies, Baron Samedi is the most feared of all the Loa, and one of the most mercurial and unpredictable. He is the Loa of comedy, excessive carousing, and drunkenness. The Baron's take on life, like his take on death, is of excesses and extremes. To Baron Samedi you are alive in the fullest terms or you are dead, and only rarely something in between. He sometimes chooses to send a body back to the living in a half-alive state, but the zombie is really only a corpse that has been animated, not a true 'undead'. This may seem like a contradiction, but keep in mind that Baron Samedi is a trickster; contradictions are just another source of amusement to him. A consummate liar, Baron Samedi is the only Loa who has the power to break the Contract of Commune and answer a question falsely.

When manifesting, Baron Samedi appears as a well-dressed gentleman clad only in black, with the face of a skull. He carries a shovel or pick, and is known to dance, sing, drink,



The Patron of Zombies, Baron Samedi



Dhamballah Wedo, he be one o' th' most powerful Loa!

Carrefour

Feared almost as much as Baron Samedi, Carrefour is the Loa of luck, fate, prophecy, and pirates. As such he is very popular with those who take to the piratical life, especially the Brethren of the Coast, for whom he is a special patron. As the Loa of luck and fate, Carrefour sends misfortune more often than not, and his ritualists tend to specialize in curses, though workings to avert his attention are common. Carrefour can be bargained with to affect anything tied to the maritime life, from winds and waves to dry powder and clean biscuit. The ship's wheel, oar, and sea gull are sacred to him and seen as his symbols.

Of all the Loa, Carrefour is the one who manifests least frequently, and even then tends to appear more as a cloudy hazed figure than a distinct presence. When he does choose to become apparent, he takes the image of an average sailor, though one of exceeding strength and grim demeanor. Rarely does he laugh, and then only at the misfortunes of others.

Those ridden by Carrefour speak in jumbled sentences that might be true prophecies—if anyone could understand them—and take on his grim and haughty demeanor.

MODIFIERS TO PERFORM (CARREFOUR)

EVENT	MODIFIER
Ritual performed on a ship	+5%
Ritualist is a sailor	+5%
Ritualist is a pirate	+10%
Sacrifice of rum mixed with gunpowder	+5%
Sacrifice of a sea gull	+5%
Ritualist wields a sacred ship's wheel or other maritime item	+5%

Dhamballah Wedo

As the creator and father of the other Loa, Dhamballah Wedo is one of the most powerful of the greater Loa. He is the Loa of knowledge, fatherhood, masculine potency, snakes, good fortune and wealth, as well as rivers, lakes, and other bodies of fresh water. As father of the Loa his portfolio is vast and his purview includes leadership, rulership, and wisdom. He is not the Loa of tyrants, despots, or those who abuse their followers, but instead the kindly but stern father who guides his charges to happiness and success.

Dhamballah Wedo's symbols include the rattle-drum and snakes, and phallic symbols such as staves, bananas, and knives. He has dominion of the egg—the central mystery of life and creation—and the flour that feeds and sustains life. When manifesting he appears as a strong man of middle-years, genially smiling at or sternly disapproving of what he sees. He carries a staff in one hand and a banana stalk in the other, and is accompanied by hordes of snakes.

Those he rides find themselves unable to speak in anything but hisses, and slither across the floor or 'coil' themselves on a high perch. Hosts to Dhamballah Wedo become very flexible, able to contort their bodies into all manner of shapes and squeeze through any opening into which they can fit their head.

MODIFIERS TO PERFORM (DHAMBALLAH WEDO)

EVENT	MODIFIER
Performed in a house where children live	+10%
Ritual sacrifice of rum, eggs, flour, or bananas	+5%
Caster wielding a sacred knife	+5%
Caster is accompanied by a snake	+5%
Ritualist is Male	+5%
Ritualist has children	+5%

Ezili Dantor

As the Loa of lust, love, beauty, and motherhood, Ezili Dantor is usually seen as a woman's Loa, though voudouists of any gender can learn her rituals. She is the patron of women throughout their lives: children as the patron of mothers; young women looking for love and romance as the patron of love and beauty; and in their mature and later years as, again, the patron of mothers.

She is the Loa of lust, and is the patron of prostitutes, their clients, and those of loose morals everywhere.

Ezili Dantor has two manifestations representing her mixed purview. As the Loa of beauty and love, she appears as a stunningly beautiful woman, scantily clad, with a lustful or loving demeanor. As the patron of mothers, she appears as a matronly figure or a young mother. No matter what her appearance in this role, she is kind, caring, generous, and protective, especially of children.

Those ridden by Ezili Dantor will be overcome by one of these two aspects, either behaving as a wanton woman or a doting mother, depending on the whim of Ezili Dantor. Fried pork, rum, and flowers, and perfume are sacred to her. The waxing moon is one of her symbols, representing youth, vitality, and pregnancy.

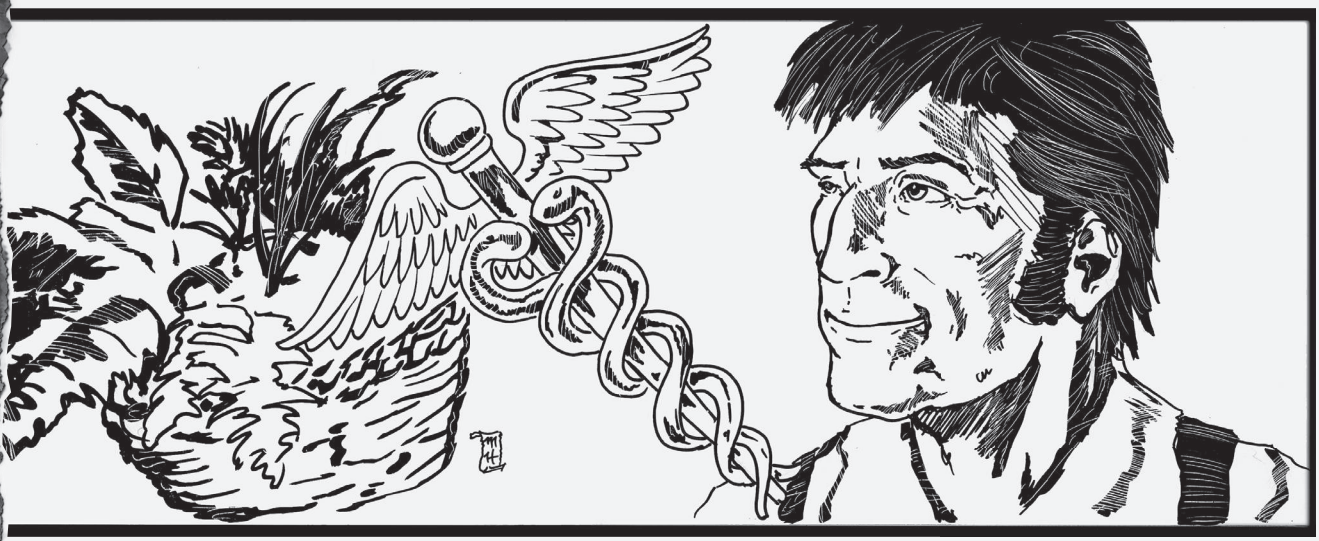
MODIFIERS TO PERFORM (EZILI DANTOR)

EVENT	MODIFIER
Ritualist is female	+10%
Ritualist is a mother	+15%
Sacrifice of fried pork, rum, perfume or flowers	+5%
Sexual act performed as part of the ritual	+10%
Ritual performed under a waxing moon	+5%

Legba

Legba is the consummate traveler, trickster and master linguist. He is the master of the crossroads between mortals and the Loa, the defender of the home, and the master of magic. It may seem odd that the Loa associated with travel is also the defender of the home, but this misses his true nature as the man at the crossroads, whatever that crossroads happens to be. He defends the home by standing at the threshold; indeed he his purview includes all liminal areas: doorways, crossroads, beaches, walls, and the boundaries between the Seen and Unseen. Additionally, Legba is the Loa of liminal states: adolescence, apprentices, the periods between sleep and wakefulness or life and death. As a guardian he is a Loa of warriors, but only of the defensive battle or the warrior protecting his hearth and home. As the patron of travelers Legba's purview includes all means of travel (ships, wagons, horses) and languages.

Legba be th' travelin' Loa



If ye be ill, ye needs the help of Loko, th' healin' Loa

As the man of the crossroads, Legba has domain over magic, the drawing of forces across the barrier between the Seen and Unseen. He is the patron of initiates and all voudouists, and the intermediary between the mortal world and the Loa. Every ritual calls on his name, and the most powerful include him as a vital part. A character with Perform (Legba) of at least 75% can increase the casting time of a ritual by ten minutes to gain a +10% on the roll to perform any Perform (Voudou ritual) roll that does not involve Legba directly by including him in the ritual.

When manifesting, Legba appears as an old man with a straw hat, walking stick, and dog. The tadpole and the dog are sacred to him and form much of his symbology, as does the cross.

Those ridden by Legba walk with a limp and speak with the voice of an old man, they wander about randomly, investigating any liminal spaces they find. Alternatively, they become rigid and have convulsions.

MODIFIERS TO PERFORM (LEGBA)

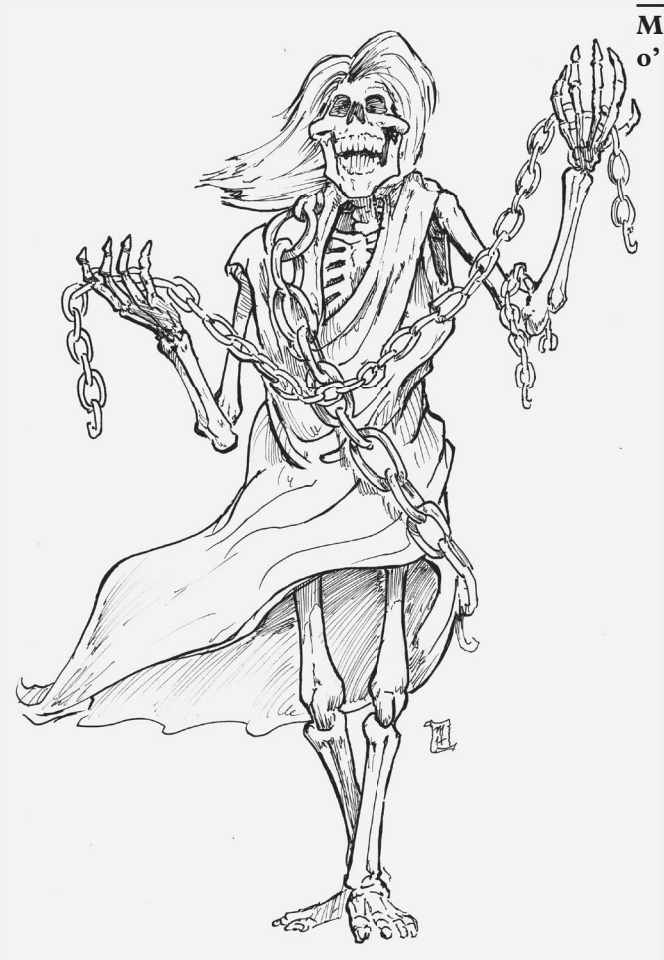
EVENT	MODIFIER
Performed at a Crossroads, threshold, or other liminal locale	+10%
Ritual sacrifice of rum	+5%
Playing of sacred drums	+5%
Caster is accompanied by a dog or tadpole	+5%
Ritualist is Male	+5%
Ritualist is over thirty miles from his birthplace	+5%
Ritual performed at sunrise or sunset	+5%

Loko

Loko is known as the first Houngan, the greatest healer, and the master of plants. He is one of the two Loa of initiation, and is considered the father of voudouists, especially those that are dedicated into the priesthood. As the patron of plants, he is a prominent figure in agriculture. As the Loa of wild plants he has a vast retinue of nature Loa at his command. This coincides with his role as a healer, for plants provide most of the medicines in the world. Finally, this wisdom of plant and healing lore are brought to bear as the patron of male initiates and the patron Loa of the priesthood, for those two groups dedicate their lives to serving their communities as both physical and spiritual healers. Loko is married to Ayizan, and is the patron of husbands.

Loko manifests as a mature man with hair just starting to grey, dressed in common working man's or farmer's clothing, carrying a caduceus in one hand and a basket of plants in the other. His demeanor is open and friendly, but stern and reproachful when needed.

Those ridden by him find themselves behaving in the same ways, and often discover valuable plants hidden in their homes after the experience. At times, the hosts of Loko take over any Voudou ceremony they come across, leading them in the most perfect manner. They wander the community, tending to the ills of the people.



Marinette, she be th' patron saint o' slavery an' freedom

MODIFIERS TO PERFORM (LOKO)

EVENT	MODIFIER
Ritualist is part of the priesthood	+10%
Sacrifice of plants or plant derived products	+5%
Working directly benefits the local community	+5%
Ritualist is a husband	+5%
Ritual is performed in an agricultural filed	+5%
Ritual is performed in a wild vegetated area	+5%
Ritualist wields a sacred rattle	+5%

Marinette

Slavery and freedom are important matters to the founders of Voudou, and Marinette is the patron of both, and all forms of bondage and liberation. She is both the oppressor and the oppressed, the master and the slave. In her role as a ruler she is not just or benevolent as Legba tends to be, but is a harsh and unforgiving mistress prone to rampages, violence, and unpredictable behavior. It is in her other role, as the breaker of chains, that she is most often called upon, though there are always times when even the most enlightened and freedom-loving voudouist may need to have someone, or something, restrained.

When she manifests it is always as a female skeleton draped in chains. Some of these chains are those that keep slaves restrained, others are held in her hands for use on others, and still others are made of broken links and ruined manacles.

Her hosts invariably alternate between rash and imperious behavior, willingly chaining or tying themselves up, and attempting to restrain others. The black rooster and hog are sacred to Marinette, as is the spider.

MODIFIERS TO PERFORM (MARINETTE)

EVENT	MODIFIER
Ritualist is restrained in some way	+5%
Ritualist escapes from bonds during ritual	+10%
Ritual performed in a jail, prison, or slave pen	+5%
Sacrifice of a black rooster or hog	+5%

Ogun

Ogun Is a fierce warrior Loa, given to violent rages and mood swings; the patron of soldiers, smiths, and hunters. His is not the defensive war of Legba, but primal violence that seeks to overcome and destroy its foes. Ogun is best known for his massive strength and skill, both needed in his roles as the patron of metal workers and of warriors. It is this dual role, that of creator and destroyer, that draws many to the mysteries of Ogun, but causes others to fear him. Ogun can be called upon to give strength in battle, to conquer one's foes, and to drive oneself or others into a mad frenzy of violence. He can be bargained with to aid in the smelting and mining of metals and the crafting of metal objects, most especially weapons. As both a destroyer and master of metal, Ogun is most powerful when called to damage metal items. It should be noted that his domain over metal is that of useful metals: steel, iron, bronze, and brass; not those that are purely decorative such as gold or silver.

A warrior, Ogun is also a hunter and patron of the hunt. In this way there is creation through

destruction, for the death of the prey brings life to the predator. But he is also the patron of the bloodlust-filled maddened hunt and pursuit to taste the blood and fear of the prey.

Ogun manifests as a mighty young man, clad either in leather apron and smoke-stained from the forge, or dressed in a tattered uniform and carrying a bloodstained sword.

To be ridden by Ogun is to be transformed into a frenzied warrior or a tireless worker. The problem is, no one knows a means to invoke a specific form; it is a fifty-fifty shot at creator or destroyer anytime Ogun is called to ride a mortal. No matter what the manifestation or nature of the riding, Ogun is single minded, tireless, and supernaturally skilled.

MODIFIERS TO PERFORM (OGUN)

EVENT	MODIFIER
Sacrifice of the blood of a foe or prey animal	+10%
Ritualist is a warrior or blacksmith	+5%
Ritualist is male	+5%
Sacrifice of iron or other metal	+5%
Sacrifice of worked metal goods	+5%
Sacrifice of worked metal goods made by the ritualist's own hands	+10%
Has performed a ritual scarification dedicated to Ogun*	+15%
Ritualist wields a weapon consecrated to Ogun	+5%

* This requires three hours to perform the ritual, the permanent loss of 1 APP, and a successful Perform (Ogun) roll. Failure results in the loss of the point of APP for no benefit, while Fumbles negate any possible attempt to perform the scarification ritual again.

Common Rituals

Each ritual below may be attempted by anyone with the appropriate Perform (Voudou ritual) and Language (Loa) skills. Each listing gives a brief description of the working, the appropriate Loa to deal with, a cost, duration, range, and additional effects that can be added. The desired effects must be chosen and paid for when the ritual is performed. Commune and Summon are listed first as these can be used with any Loa. The remaining workings are ones that are based on negotiation, and must be used with the appropriate Loa or they fail and attract undue attention.

This be a summoning ritual!

Commune

One of the three primary workings that every voudouist uses on a regular basis, Commune creates a line of communication between the character in the Seen and the Loa in the Unseen. This conduit comes into being as soon as the ritual is successfully completed. The commune lasts for one minute, plus one additional minute per extra PP spent. Only the caster can see or hear the Loa, though this can be modified by expenditure of additional PP. This is a very useful working, even though it only allows for communication between the Loa and a mortal or mortals. Loa know many things, and spend a good part of their day spying on the Seen, especially the less powerful Loa. The Loa will answer one question, plus additional questions per extra PP spent, to the best of its abilities but limited by its purview. The GM is encouraged to role-play the Loa and its conversations, keeping in mind the psychology of the Loa, as it were.

Loa: any

Cost: 1

Duration: 1 minute/1 question

Range: Touch

Effect	Cost
Increase duration by 1 minute/question.	1
Increase range to Sight	1
Add one more mortal who can witness the Loa.	1
Ritual sacrifice of something related to the Loa's purview.	-1 (only one per casting)

Summon

This working brings a Loa across the barrier between worlds and into the reality of the Seen. The Loa comes through in a bubble of Unseen energy, allowing it to interact with the Seen while ignoring the laws of physics. A summoned Loa remains in the Seen for one minute, but this can be extended through the expenditure of extra PP. While in the Seen, the Loa will follow one command of its summoner (additional commands can be added for additional PP), at least as far as it suits itself to do so. Keep in mind that in the Seen Loa can die like any other creature, so are unwilling to fight to the death – or to engage in direct combat at all, for that matter. The Loa is not bound by an oath to perform any action, but only does so because the sacrifice of PP and other things pleases it. While in the material world, the Loa is limited to acting like a mortal and can only use the powers listed for it in Chapter XX: Friends and Foes.

Loa: Any

Cost: POW/2 of the Loa summoned, minimum 1

Duration: 1 minute

Range: Touch

Effect	Cost
Increase duration by 1 minute.	POW/5 of the Loa, minimum 1
Increase range to Sight.	2
Add one more command.	2
Ritual sacrifice of something related to the Loa's purview.	-1 (can only be used once per casting)

Break Bonds

Any chain, rope, spell, or other form of bondage that restrains the target unbinds at the end of the ritual. If the bondage is the result of supernatural means, the ritualist must match his POW vs. the POW of the caster.

Loa: Marinette, ancestral Loa who were once slaves

Cost: 5

Duration: Instant

Range: Touch

Effect	Cost
Bonds disappear instead of simply unbind.	1
Bonds unbind, but appear still binding to onlookers.	1
Add an additional target.	1 per additional target
Extend range to sight.	2

Call Fish to the Nets

This working must be performed on a boat or along the shore of a body of water. Enough fish to feed ten men for ten days appear and leap into the boat or waiting nets. If no container is ready for the fish, they simply flop about and might roll back into the water. The fish take about an hour to gather.

Loa: Agwe, Dhamballah Wedo if performed on or near fresh water, fish natural Loa

Cost: 3

Duration: 1 hour

Range: Sight

Effect	Cost
Call a specific species of fish.	2
Increase the yield by enough to feed one man for one day.	1
Magically preserve the fish to last for a lunar cycle.	3

Cast of the Dice

Dice are enchanted to increase the user's Gambling successes by one level. A Success becomes a Special, a Special a Critical. Failures become Successes, and Fumbles become Failures. This working can be varied for other types of gambling tools such as cards, mancala boards, or lottery wheels.

Loa: Carrefour, Legba

Cost: 4

Duration: 10 minutes

Range: Touch

Effect	Cost
Extend duration by ten minutes.	1
Extend range to sight.	2

Chains of Marinette

The target is bound by invisible bonds that resist escape attempts with a STR of 20. The target can resist the ritual by contesting his POW vs. the caster's POW. If physical means of bondage are available and included in the ritual, the target can be bound by these instead, though the STR of the bondage remains 20.

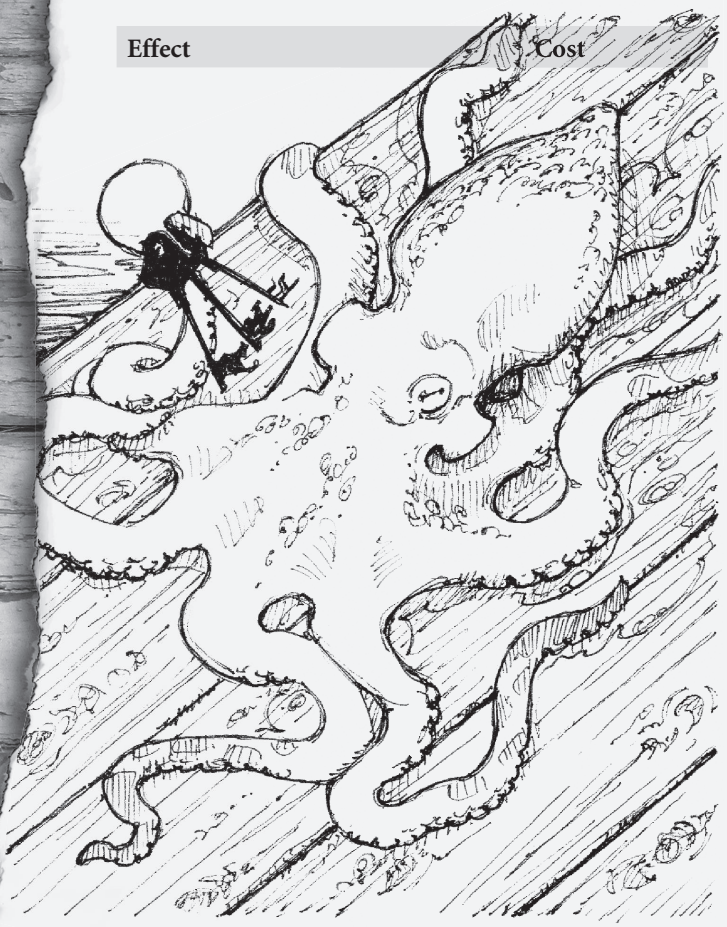
Loa: Marinette, an ancestral Loa who was a slaver or jail keeper

Cost: 4

Duration: 12 hours

Range: Touch

Effect	Cost
Extend duration another twelve hours.	2
Extend range to sight.	2
Use physical chains or other forms of bondage in the ritual.	-1
Bound target cannot speak for the duration.	1
Increase the STR of the bondage by +5.	2



Command Plants

The ritualist may issue one command to a number of plants up to SIZ 20 within fifty feet for five minutes. The plants can uproot themselves and move, tangle targets (STR varies by the type of plant, assume a Grapple of 50%), or follow simple commands such as drop fruit, block an area, or screen an area from sight. At the end of the duration the plants return to their normal places.

Loa: Loko, plant based nature Loa

Cost: 4

Duration: 5 minutes

Range: 50 feet

Effect	Cost
Increase duration by five minutes.	1
Increase range to sight.	2
Increase radius of area by 5 feet.	2
Ritualist communed with the plants first to describe the commands.	-1

Command Sea Life

The ritualist can issue one command to a number of sea creatures up to SIZ 20 within fifty feet for five minutes. The creatures follow simple commands such as stand watch, fetch an item, carry a load, or aid a character. At the end of the duration the animals return to their normal places.

Loa: Loko, sea life based nature Loa

Cost: 4

Duration: 5 minutes

Range: 50 feet

Usin' Command Sea Life, a pirate can command th' creatures of the deep

Effect	Cost
Increase duration by five minutes.	1
Increase range to sight.	2
Increase radius of area by 5 feet.	2
Ritualist commands the animals to attack.	1
Ritualist communed with the animals first to describe the commands.	-1

Command Animals of the Land

The ritualist can issue one command to a number of animals up to SIZ 20 within fifty feet for five minutes. The creatures follow simple commands such as stand watch, fetch an item, carry a load, or aid a character. At the end of the duration the animals return to their normal places.

Loa: Dhamballah Wedo for snakes, Marinette for roosters or pigs, animal based nature Loa

Cost: 4

Duration: 5 minutes

Range: 50 feet

Effect	Cost
Increase duration by five minutes.	1
Increase range to sight.	2
Increase radius of area by 5 feet.	2
Ritualist commands the animals to attack.	1
Ritualist communed with the animals first to describe the commands.	-1

Create Gris-Gris Bag

This working creates a gris-gris bag, an enchanted item that the voudouist uses to store PP for later use. A gris-gris bag can also be permanently enchanted to produce an effect upon command by any user, not just a practicing voudouist. The basic form of the ritual creates an item bonded to the ritualist that can store up to 5 PP. The ritualist can spend these PP as normal, but must replace them with ambient or life mana.

If made for another, the PP cost increases. A gris-gris bag can be made for another person as a PP storage vessel. The recipient must be present during the ceremony and willingly receive the gift.

When placing a working in a bag, enough PP must be placed into the bag during creation to power the working placed therein. Using the bag's working takes one action, and the working draws on the PP in the bag, if the bag has insufficient PP to power the working, there is no effect. A non-voudouist can recharge a gris-gris bag from their own PP with a five-minute ritual.

Creating or receiving a gris-gris bag has a major drawback: it creates a mystical bond between the bag and the owner. Someone holding the bag can target the owner with a working or spell from any distance, and if the working or spell can be resisted, the owner does so with a Difficult roll. The connection between the bag and the owner can only be severed with the destruction of the bag.

Loa: Loko, Ayizan

Cost: 20

Duration: Permanent

Range: Touch

Effect	Cost
Increase the PP capacity of the bag by 1.	2
Create a gris-gris bag for another.	5
Enchant a gris-gris bag with a working.	The working's cost +10

Create Sacred Item

Many Voudou workings can benefit from the inclusion of a sacred item, such as a shovel for Baron Samedi. These items require a ritual to consecrate them; not just any old shovel will do. An item can only be consecrated to one Loa (the Loa are a somewhat jealous bunch and do not appreciate the use of items dedicated to others). This working consecrates an item for use in other workings, creating an enchanted item that has further uses. An item so enchanted can store 1 PP, though this PP can only be used in workings that call upon the Loa the item is consecrated to. The item can be enchanted to give a +5% bonus to any one mundane skill associated with the item, but not with any Perform (Voudou) skill. This bonus is usable once per day and only by the creator of the item. Voudouists can't consecrate items for someone else.

Creating a sacred item has a major drawback, it creates a mystical bond between the item and the owner. Someone holding the item can target the owner with a working or spell from any distance, and if the working or spell can be resisted, the owner does so with a Difficult roll. The connection between the item and the owner can only be severed with the destruction of the item.

Loa: Any named Loa

Cost: 5

Duration: Permanent

Range: Touch

Effect	Cost
Increase the PP storage capacity by +1.	5
Add a +5% bonus to a skill.	10
Increase the skill bonus by +5%.	10

Create Greater Zombie

This working turns a living person into a greater zombie: a soulless, mindless automaton that obeys its master without question and needs minimal food and drink to survive. A greater zombie is still a living creature, though it believes itself to be dead, and it is difficult to tell the living dead from the truly undead.

The victim resists this ritual by rolling his POW vs. the caster's POW. More than one greater zombie can be created with this working, at an additional cost in PP. If more than one zombie is created, each gets its own resistance roll. A Fumbled resistance roll kills the target, but does not animate it. This working requires an extremely expensive and rare potion that must be imbibed by the target. This potion requires twelve days, 400 PoE worth of materials and a Difficult Perform (Baron Samedi) roll to make. Each zombie must have its own potion. This potion is consumed after the resistance roll is made, and is the first command obeyed by the zombie.

Greater zombies only serve one master, who cannot be changed after the ritual is performed. A voudouist may create a zombie to serve a different master for additional PP. The intended master must be present during the ritual. More on greater zombies can be found in Chapter XX: Friends and Foes.

Loa: Baron Samedi

Cost: 40

Duration: Permanent

Range: Touch

Effect	Cost
Each additional zombie.	20
Created to serve a different master.	2 per zombie
Fortify against salt.	15 per zombie
Target is an animal.	-5 per zombie

Create Lesser Zombie

This working turns a corpse into a lesser zombie, a shambling soulless automaton of reanimated flesh that has no need to drink, eat, sleep, or breathe. An animal can be animated instead of a human at a reduced PP cost. The zombie obeys its master without question, following orders to the letter, having no free will or thought of its own.

'Tis poor scurvy dog's flesh be rottin' off his body!

The corpse used in this working must be complete: it can't be missing a major limb, most of its internal organs, or suffered significant damage. The corpse should be fairly fresh, as the base form of this working does not provide any protection against putrefaction. Every day the zombie loses one point from a single characteristic, and as it only has SIZ, STR, CON, and DEX, this is significantly less than the normal amount of attribute points. When any characteristic is reduced to 0 the zombie falls apart and is no longer animated. This decay can be halted for some time through the expenditure of additional PP at the start of the ritual, and again every lunar month that the zombie is kept from decaying.

Lesser zombies only serve one master who cannot be changed after the ritual is performed. A voudouist may create a lesser zombie to serve a different master, for more PP. The intended master must be present during the ritual. More on lesser zombies can be found in Chapter XX: Friends and Foes.

Loa: Baron Samedi

Cost: 25

Duration: Permanent

Range: Touch

Effect	Cost
Each additional zombie.	10
Created to serve a different master.	2 per zombie
Fortify zombie against decay for one lunar cycle.	15 per zombie
Fortify zombie against salt.	15 per zombie
Zombie is an animal.	-5 per zombie

Curse of Misfortune

This curse brings misfortune on the target, rendering their luck bad at whatever they do. The target is cursed until the next sunrise or sunset. The curse is obvious to those who know what to look for (a successful Knowledge (Occult) role spots the telltale signs of gloomy shadows, curdled milk, and skunked beer).

While cursed, the target re-rolls the first success on a skill, resistance table or characteristic roll, taking the worse of the two results. Additional PP can be spent to bring further misfortune, cursing additional rolls. If the target attempts fewer rolls than the number of rolls cursed rolls by the working, the excess curses are lost, and the ritualist does not get any PP back.

Loa: Carrefour

Cost: 7

Duration: Sunrise or sunset

Range: Touch

Effect	Cost
Each additional roll cursed.	3 per roll
Extend range to sight.	2
Make each cursed roll an automatic failure.	5 per roll
Make each cursed roll an automatic Fumble.	10 per roll

Enchant Weapon

This working prepares and enchants a weapon, dedicating it to Ogun in the process. The weapon must be made by the ritualist's own hands and be of the finest quality. The enchanted weapon contains 1 PP that can be used as with a Sacred Item (see above). Additional PP can be spent to add one or more of the following powers to the weapon:

Accuracy: The weapon guides the wielder's hands to the target, unerringly striking one's foes. All attacks with this weapon gain +15% to the skill. This costs 1 PP from either the wielder or the weapon and lasts for one attack.

Heat of the Forge: The weapon can be ordered to glow with the heat of a fire, causing it to inflict +1D6 burn damage with each successful hit. This costs 1PP per use, either from the weapon or from the user. This power cannot be applied to any firearm or weapon with wooden components. This costs 1 PP from either the wielder or the weapon and lasts for one attack.

PP Storage: The weapon has a greater reservoir of PP.

Sever the Unseen: The weapon can be made to strike those things that are native to the Unseen and have no material form in the Seen, injuring creatures that are incorporeal in nature. This costs 2 PP per use, from either the weapon or the user, and lasts for one attack.

Sharpness: The weapon is sharper than most, supernaturally so, and inflicts additional damage, raising the DB of the wielder by one die type. This costs 1 PP from either the wielder or the weapon and lasts for one attack.

Working: Any working dedicated to Ogun can be cast at the same time the weapon is enchanted and used by anyone who wields the weapon; any PP needed to power the working may come from either the weapon or the wielder.

A weapon can be enchanted for another person's use at an additional PP cost. Creating an enchanted weapon has a major drawback: it creates a mystical bond between the weapon and the owner.

Someone holding the weapon can target the owner with a working or spell from any distance, and if the working or spell can be resisted, the owner does so with a Difficult roll. The connection between the weapon and the owner can only be severed with the destruction of the item.

Loa: Ogun

Cost: 15

Duration: Permanent

Range: Touch

Effect	Cost
Enchant for a different person.	5
Add Accuracy to the weapon.	15
Add Heat of the Forge to the weapon.	15
Increase PP reservoir.	2/+1 PP
Add Sever the Unseen to the weapon.	10
Add Sharpness to the weapon.	15
Add a working to the weapon.	10 + the cost of the working added

Fair or Foul Winds

This useful working allows the ritualist to change the direction and strength of the wind as it effects one ship. The wind's direction can be changed by 45° or the strength of the wind can be shifted up or down one level (see the weather table on page XX). Additional PP can increase the change of direction, the change of strength, or the number of targets.

Loa: Agwe, Carrefour, wind, waves, or ocean nature Loa

Cost: 5

Duration: 4 hours

Range: Sight

Effect	Cost
Add an additional ship to the number of targets.	3
Increase change of wind direction to 90°.	2
Increase change of wind direction to 180°.	4
Increase wind strength change by an additional level.	3 per level

Frog Lungs

This working grants the target the ability to breathe water as easily as air, allowing him to become amphibious, at least temporarily. The target grows gill slits along its neck and upper shoulders. These must be kept clear for the working to have any effect. Additional PP can be spent to make the working subtler in appearance, increase the number of targets or increase the duration of the working. Furthermore, added effects such as webbed fingers, extra eyelids, and other adaptations to an aquatic environment can be added.

Loa: Agwe, Loko, frog or other amphibian nature Loa

Cost: 4

Duration: Six hours

Range: Touch

Effect	Cost
Each additional target.	2 per target
Extend duration by six hours.	1 per target

Wit' frog lungs, 'tis pirate can breath within th' salty sea

Subtle appearance.	1 per target
Webbed hands and feet, granting MOV 10 in water.	3 per target
Water-adapted senses, granting no penalty for perception rolls underwater.	2 per target
Fins, granting a +50% bonus to Swim rolls.	3 per target

Gift of Fire

This powerful working calls into being fire created from the raw essence of both the Seen and Unseen.

At its base cost a single flame no larger than candle is created. This flame extends out from the ritualist's hand, usually from a finger, and does not burn the ritualist. However, this flame only lasts as long as a natural flame would; it needs something to ignite. If no source of flammable material is provided before the duration expires, the flame dies away. It should be noted that the ritualist is only immune to the flame initially created; any fires started by that flame behave as normal fires and can burn the ritualist.

Loa: Ogun, nature Loa tied to fire

Cost: 3

Duration: Instant

Range: Touch

Effect	Cost
Increase flame to that of a torch	3
Increase flame to that of a small campfire	9
Increase flame to that of a bonfire.	12
Increase duration by ten seconds	1

Gift of the Earth

This working brings forth energies from the Unseen and mixes it with the natural elements of the Seen to create substances tied to the earth. At its basic cost, this working creates a SIZ 5 sample of loose sand in the ritualist's hand. Larger quantities can be created at increased cost in PP. Other types of mineral or soil may be created, ranging from fertile soil to chunks of gold or iron, though at increasingly higher cost. The substance created by this working is permanent and behaves in all ways like that of any other substance of its type.

Loa: Loko, Ogun, Dhamballah Wedo, nature Loa tied to stone, rock, or soil

Cost: 5

Duration: Permanent

Range: Touch

Effect	Cost
Increase SIZ by +1.	3
Create fertile soil.	2
Create packed dirt.	1
Create hard stone.	2
Create iron or other common ore.	4
Create gold, silver, or other precious metal.	10
Create semi-precious stones.	20
Create diamonds, rubies, or other precious stones.	30

Gift of the Forest

By calling on the Loa, plant material forms from a mixture of Unseen forces and Seen matter. This working brings forth SIZ 5 worth of leaves in the ritualist's hand. By putting more energy into the working, larger amounts, wood, or other items can be created. The substance created by this working is permanent and behaves in all ways like that of any other substance of its type.

Loa: Loko, Agwe (for sea plants)

Cost: 2

Duration: Permanent

Range: touch

Effect	Cost
Increase SIZ amount by +1.	1
Create wood.	2
Create Fruit.	3
Create Seeds.	4
Create Flowers.	1

Gift of Tongues

The ritualist calls upon Legba to grant him skill in one language. This results in a +20% bonus to one language skill the character already knows. This

bonus can be increased, or a new language learned, with the expenditure of additional PP. Literacy may be gained through additional expenditure. If the bonus increases the language skill above 50%, the ritualist speaks as if a native speaker with no discernible accent, unless he so desires. The working can be expanded to include others in addition to the ritualist, but all receive the same bonus to the same language.

Loa: Legba

Cost: 2

Duration: Next sunset or sunrise

Range: Personal

Effect	Cost
Add an additional recipient of the working.	1 per recipient
Increase the bonus to +40%.	1 per recipient
Grant bonus to a previously unknown language.	1 per recipient.
Grant literacy ion the language.	1 per recipient.

Gift of the Waters

This working creates water or other liquids through the combination of Unseen energies and Seen matter. Two gallons of liquid are created and appear in the ritualist's hands or a container he is touching. At the base cost this liquid is fresh or salt water depending on the Loa, and is free of impurities. Wine, rum, or other liquids can be produced, but bodily fluids can't be created through the use of this working. The substance created by this working is permanent and behaves in all ways like that of any other substance of its type.

Loa: Dhamballah Wedo for fresh water, Agwe for salt water, natural Loa for the type in their purview, ancestor Loa who were brewers or vintners in life for other liquids.

Cost: 3

Duration: Permanent

Range: Touch

Effect	Cost
Increase volume by one gallon.	1
Create Wine.	1
Create Rum or other distilled liquor.	2
Create other liquid.	Varies
Create beer or other brewed liquid.	2

Heal Wounds

This working heals wounds of all kinds, restoring the target to health over the course of several hours. The target heals 1 HP of damage per 2 PP spent, with one HP healing every hour until the total has been recovered. When first applied to a target, all the target's wounds close and stop bleeding, no matter how severe. The target heals without scar or infection, even if only a portion of the lost HP are recovered. At its base, this working cannot regrow lost body parts, but mends those that are not entirely severed. If the target has suffered a major wound, it is healed as well unless it violates the above restrictions.

Loa: Loko

Cost: 2

Duration: Instant

Range: Touch

Effect	Cost
Heal an additional 1 HP.	2
Heal a severed body part if within six hours of the injury.	10
Speed up rate of healing to 1HP per thirty minutes.	3
Speed up rate of healing to 1HP per fifteen minutes.	8

Legba's Cape

This working must be performed on a cape, cloak, blanket, or other large piece of cloth. For the duration of the working the cloth is enchanted so that it blends easily into the background, especially shadows. The wearer receives a bonus of +20% to any Hide rolls, which increases to +30% in poor lighting or other concealment. The cloth can be made to muffle noise at an additional cost, though this muffles any sound the wearer makes, including speaking. As a side effect, the wearer of this cloth is protected from the wind, rain, and natural heat or cold.

Loa: Legba

Cost: 3

Duration: 4 hours

Range: touch

Effect	Cost
Create more than one cloth.	2 per cloth
Increase duration by four hours.	1 per cloth
Increase bonuses by +10%.	1 per cloth
Add bonus to Stealth as well.	3 per cloth

Long Night's (or Day's) Travel

This noisy ritual requires the ritualist to beat a drum, preferably a military drum, though they don't need to play it well. While the drum is beating and until the working ends, the ritualist and those targets he chooses can move overland at four times their normal speed without feeling fatigue. This working does not make the targets physically move faster, it simply smoothes the way ahead of them and eliminates fatigue, hunger, and thirst for the duration. This working is only useful for overland travel; movement during combat is still at normal speed. If the drumming stops for any reason, the effect ends until it begins again, or the duration is reached.

Loa: Legba

Cost: 4

Duration: 6 hours

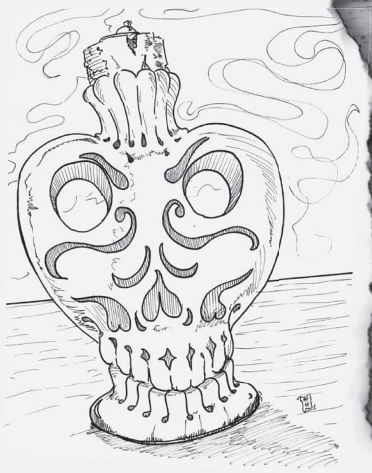
Range: Touch

Effect	Cost
Each additional target.	+2 per target
Increase speed to five times normal.	+1 per target
Targets are mystically fed and watered during the march, and end it with full bellies.	+3 per target

Love Potion

This working creates a potent item, a potion that makes the imbiber fall in love with one single person.

The potion can take one of several forms: drink, powder or fruit. When the working is complete, the ritualist names one individual who is the recipient of the love. Whoever consumes the potion is the target, and makes an opposed POW vs. the ritualist's POW at the time the potion was made. If the target fails, he or she falls madly in love with the person whose name is spoken during the ritual.



Loa: Ezili Dantor

Cost: 8

Duration: Permanent

Range: Touch (see above)

Effect	Cost
Create an extra dose.	6
Increase effective POW for resisting by +1.	4

Mad Warriors of Ogun

This working causes the ritualist and all targets to become blood-mad berserkers until the ritualist dies or the duration ends. During this time, those affected by this ritual are immune to pain, have their DB increased by one die type, cannot be affected by mind-controlling powers, and won't fall unconscious from wounds until their HP have been reduced to a negative value equal to their CON. Those under the effects of this working must make an attack action or move closer to an enemy every turn, may not cast spells or use

any mental skill, may use ranged weapons that are thrown or already loaded before the ritual takes effect (but can't load a weapon), and in all manner act as blood-crazed maniacs bent on destruction. Any berserker who is at or below 0 HP at the end of the duration immediately suffers a Major Wound, and will die if their HP are low enough. Unwilling targets are granted a POW vs. the ritualist's POW roll.

Loa: Ogun

Cost: 4

Duration: 1 hour

Range: Touch

Effect	Cost
Exclude the ritualist from the effect.	8
Add a target.	2
Extend duration by one hour.	1

Marketplace Boon or Curse

This ritual helps to bring success in the marketplace, or curse a rival. The positive form of this ritual gives the target a +20% bonus to Bargain and Appraise skills for the duration of the working. Used as a curse, the target suffers a penalty on Bargain or Appraise of -20%. In either case, someone is walking away pleased with the deals made.

Loa: Ayizan, any ancestral Loa who was a merchant or tradesman

Cost: 3

Duration: 6 hours

Range: Touch

Effect	Cost
Extend duration by 6 hours.	1 per target
Additional target.	1 per target
Increase bonus or penalty by +/- 10%.	2 per target

Owed Favor

This working modifies a target working's contract with the Loa to have the Loa wait, not completing the working until a later time or a specific event. At its base cost, the time and place that the target working will be affected is set at the time this working is completed, though this can be changed with the expenditure of extra PP. This working must be performed immediately after the target working, likely greatly extending the total time for the rituals.

Loa: Loko, Ayizan

Cost: 2

Duration: Until discharged

Range: Self (or as target working)

Effect	Cost
The target working can be activated with only a brief thought or word from the ritualist.	2
The target working is set as a contingency in response to a specific event.	2

The Dark Baron's Reprieve

As workings go, this might be the most powerful; it is certainly one of the most expensive. The ritualist calls upon Baron Samedi as the patron of death, and Legba as the guardian of the crossroads between life and death, to recover a soul that has not yet journeyed to its final resting place. This ritual must be performed within one sunset or sunrise of the target's death in the presence of the target's corpse. The corpse must be fairly whole; missing parts are not replaced when the soul is brought back to the body, though injuries are healed. The target regains consciousness at the end of the ritual, but suffers three rolls on the aging table as a result of his time spent dead. The base cost of this working is the target's POW x4. There are no bonus effects available for this working.

Loa: Baron Samedi and Legba (roll individually for each Loa).

Cost: Target's POWx4

Duration: Permanent

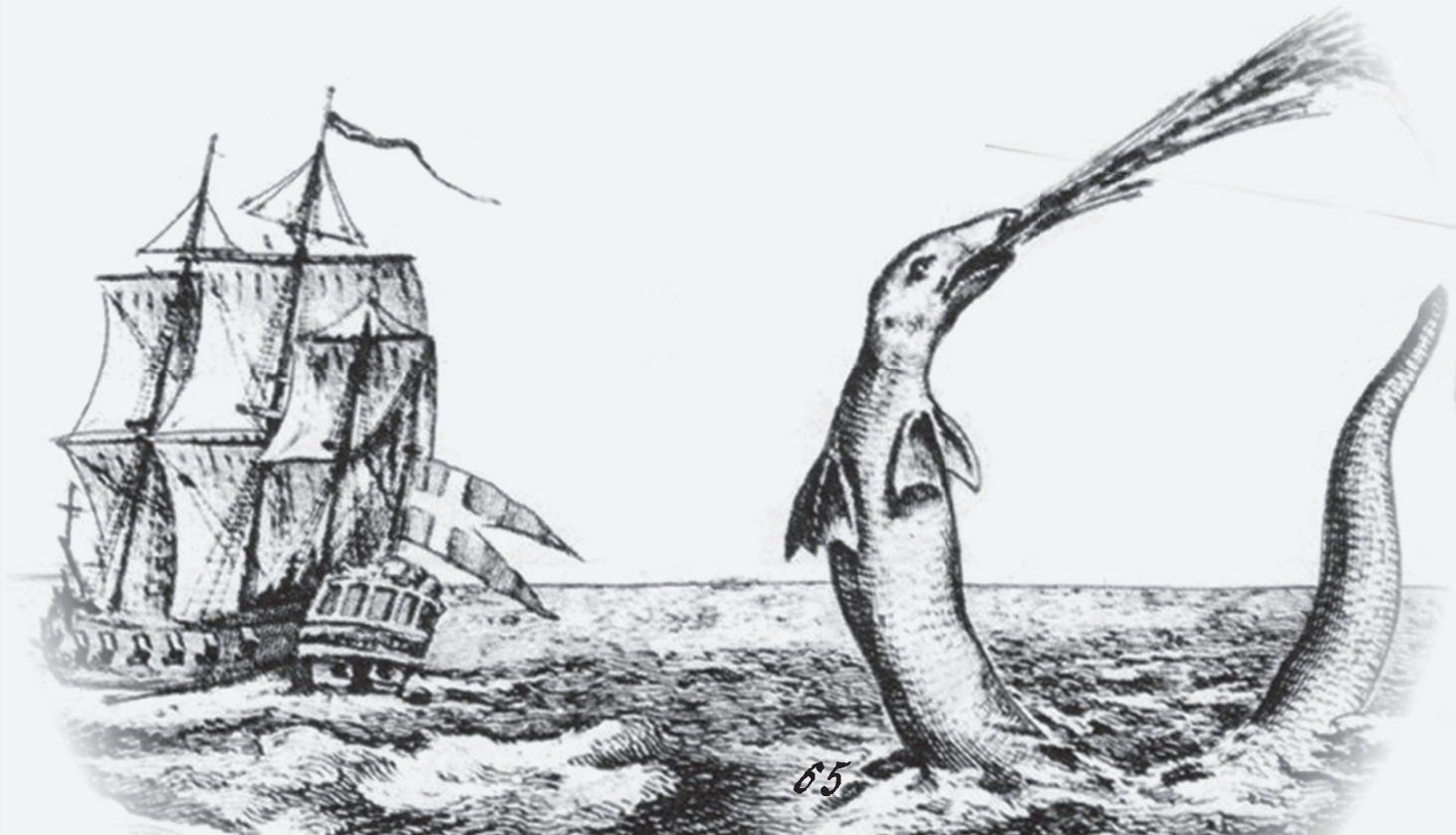
Range: Touch

Creating New Rituals

To create a new ritual the character needs to have a clear idea of three things: what he wants, what he is willing to give to get it, and which Loa can grant it.

First, you must negotiate with the proper Loa to generate the effect. Next, the scope of the effect must be spelled out (how many targets, what

is done to them, the duration, and the area of effect) before the process can continue. After this, the character states what sacrifices of PP and material are being made to the Loa in question. The GM, as the Loa, should already have a clear idea of the cost. If the offering is less than this, the GM should levy a penalty to the Perform (Voudou ritual) roll. If the offering is insulting, the Loa shows the offender the error of their ways… violently. The GM should use the sample workings above as guidelines to the cost of any new workings created on the fly.



All For Me Grog:
Equipment for Pirates, Buccaneers, and other Sea Robbers

To be a pirate, you need to have more than a grin and a good arrrgh!; you'll need a ship, some guns, a few sharp pointy things, and some money. When back in port, you'll need to blow off steam and spend all that loot somehow.

This chapter deals with those things a pirate needs to do his job, plus some shiny things to spend his loot on. As *BRP* is a system of options, stats and rules have been included for those using the optional rules for encumbrance, monetary wealth, random AP, strike ranks, and hit locations. This chapter is more than just a list of tables, however, and a good pirate will pay attention to sections on money, changes in fashion and technology, smuggling, and (gasp) actual trading. After all, most of your loot is in the form of goods, and pirates want cold, hard cash.

Monetary Systems in the Golden Age of Piracy

In the Caribbean of the late seventeenth and early eighteenth centuries, hard currency was at times difficult to come by. The Spanish mints in Mexico City were the only ones in the area. These produced both silver and gold coinage. Because of this, Spanish coins became the de-facto currency of most of the Caribbean.

Currencies tied to the other colonial powers were in use; British guineas, Dutch guilders, and French Ecu were all present. The plethora of coins at the time, and their varying worth, is complex enough for its own book. For *Blood Tide* we use a Pieces of Eight standard (PoE). A piece of eight was a silver coin that could be broken into eight smaller wedges (bits). Prices are listed as a whole number or a fraction of a PoE.

Purchasing power of historic currencies is a complicated thing to compute. This is especially hard when one has to factor in the differences between home country and colonial economies. For the most part, assume the prices given in the equipment section are the average. Increase these prices by at least double in a boom town such as Port Royal during the heyday of the Buccaneers. Prices should increase the farther one gets from colonial centers, or from legal trade. The prices given below reflect those when the item was commonly available. Double the prices if in an earlier era, but halve them in a later one.

The coins themselves took a dizzying array of forms. To further complicate matters, some coins came in different denominations. Older coins remained in circulation for decades or longer. Below is a simplified table listing conversion rates of the coins commonly found in the Caribbean during the Golden Age of Piracy, and a breakdown of the currencies of the major colonial powers.

Currency Conversion

Spanish	British	Dutch	French
1 PoE=	1 Guinea=	5 Ecu=	1 Guilder

Currencies

SPANISH

1 Doubloon (gold)=
4 Pieces of Eight (silver)=

BRITISH

32 Reals (silver)=
1,088 Maravedi (copper)

FRENCH

1 Guinea (gold)=
1 Pound, 1 Shilling=
21 Shillings (silver)=
252 Pennies (copper)
1 Ecu (silver)=
3 Livres (silver)=

DUTCH

4 Pistoles (silver)=
60 Sou (copper)=
1 Guilder (gold)=
5 Florin (silver)=
100 Stuivers (copper)

The Ever Changing March of Progress

During the Golden Age of Piracy, changes in fashion and technology occurred. These changes were not revolutionary, but evolutionary. The Golden Age can be divided into two periods: the earlier Buccaneering Period and the later, post-Queen Anne's War, period after 1713. The equipment in this chapter is largely intended for use in the later era during which the *Blood Tide* setting takes place. However, it would not be unusual for a ship that has been out of circulation for a while (such as resting on the sea bed or sailing the Unseen) to have older fashions, weapons, and technology.

The largest change in weapons technology was the wide spread adoption of flintlock firearms. These replaced the older and less reliable wheellock and matchlock ignition systems. In the same time frame the hanger sword evolved into the classic cutlass. Rifling became somewhat more available, but was only slowly adopted. Armor largely dropped out of use, being reserved for ceremonial pageantry. Finally, the bayonet was introduced, replacing the need to arm some soldiers with pikes. At first the plug style bayonet was used, however this made the musket unable to fire. The improved socket style bayonet phased in around the turn of the 18th century.

Clothing changed as the Golden Age wore on. Styles became slimmer and more ostentatious, with layering a definite must. The full-length curled periwig was replaced by a tighter powdered wig. Hats evolved from wide brimmed affairs to the ancestor of the classic tricorn. All this had little effect on the average seaman, however, as marine wear remained little changed.

Nautical technology evolved. Ships became better built and able to withstand greater stresses. The whipstaff gave way to the steering wheel. Improved rigging allowed smaller ships to sail closer to the wind.

Smuggling and Trading

Piracy thrives on the movement of goods from one place to another. Without fat merchant ships to plunder, there is no booty. Most loot from ship sand raided settlements is trade goods. These goods need to be turned into money, so smuggling comes in.

The prices listed below for goods are the average price at point of origin. The most common points of origin are listed, though some goods can be found elsewhere. Opposed Bargain rolls can adjust this price as per *BRP* page 52. The price at the destination is 50-100% higher based on the current market conditions.

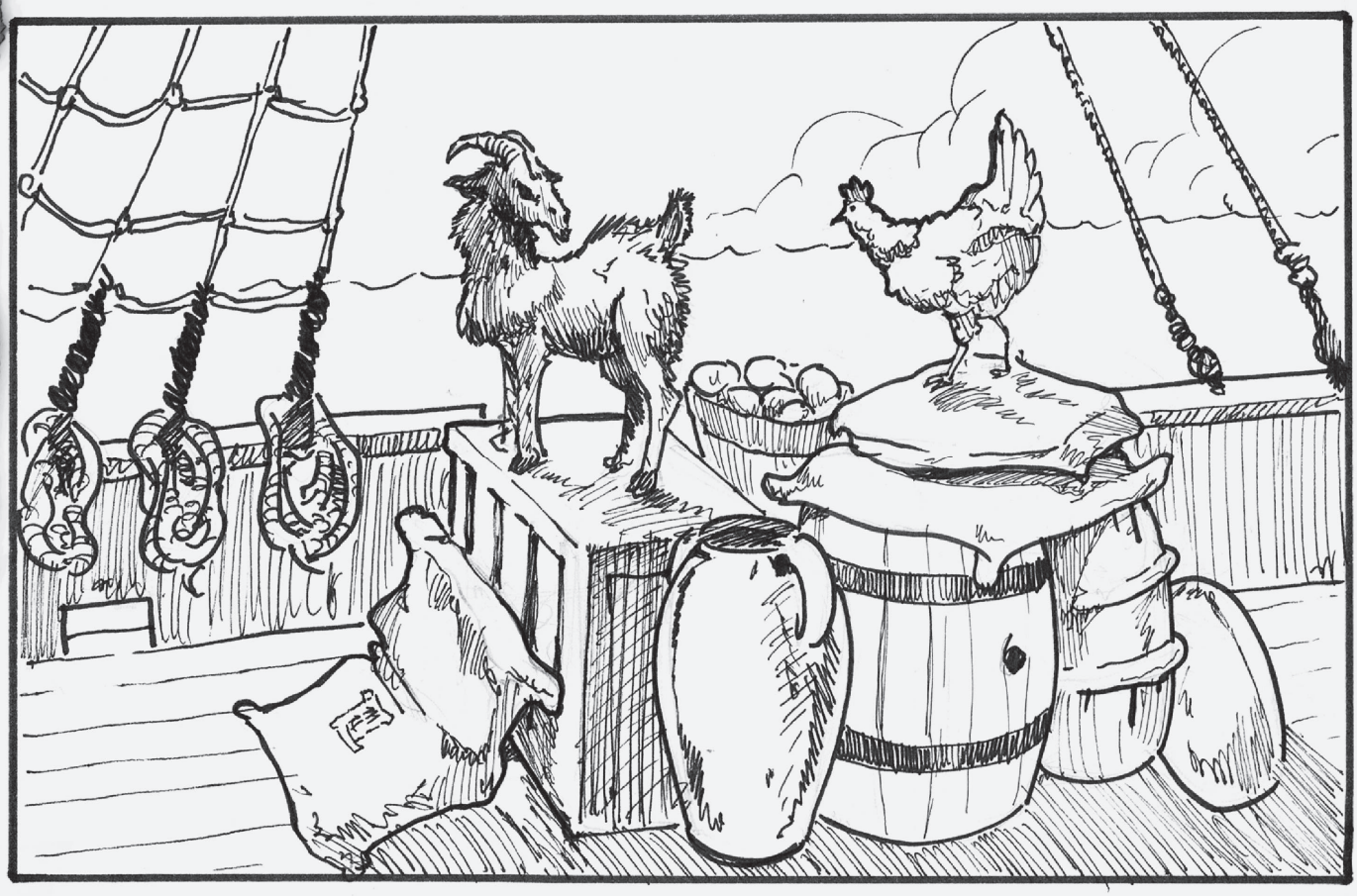
Smuggled goods can expect only a 20-80% markup. This is because, during the Golden Age of Piracy, smuggling was conducted to avoid paying customs and to sidestep trading bans. Many nations at the time forbade trading with other nations, such as the Spanish ban on her colonies trading with any non- Spaniard. These legal monopolies resulted in the price of imports being driven up. The pirate colonies on Madagascar existed as a means of laundering stolen goods. These goods were sold to New England merchants, who in turn smuggled them into British ports. Since the goods were originally stolen (not purchased) they could be sold cheaply. They were doubly cheap because they circumvented customs duties and trading bans.

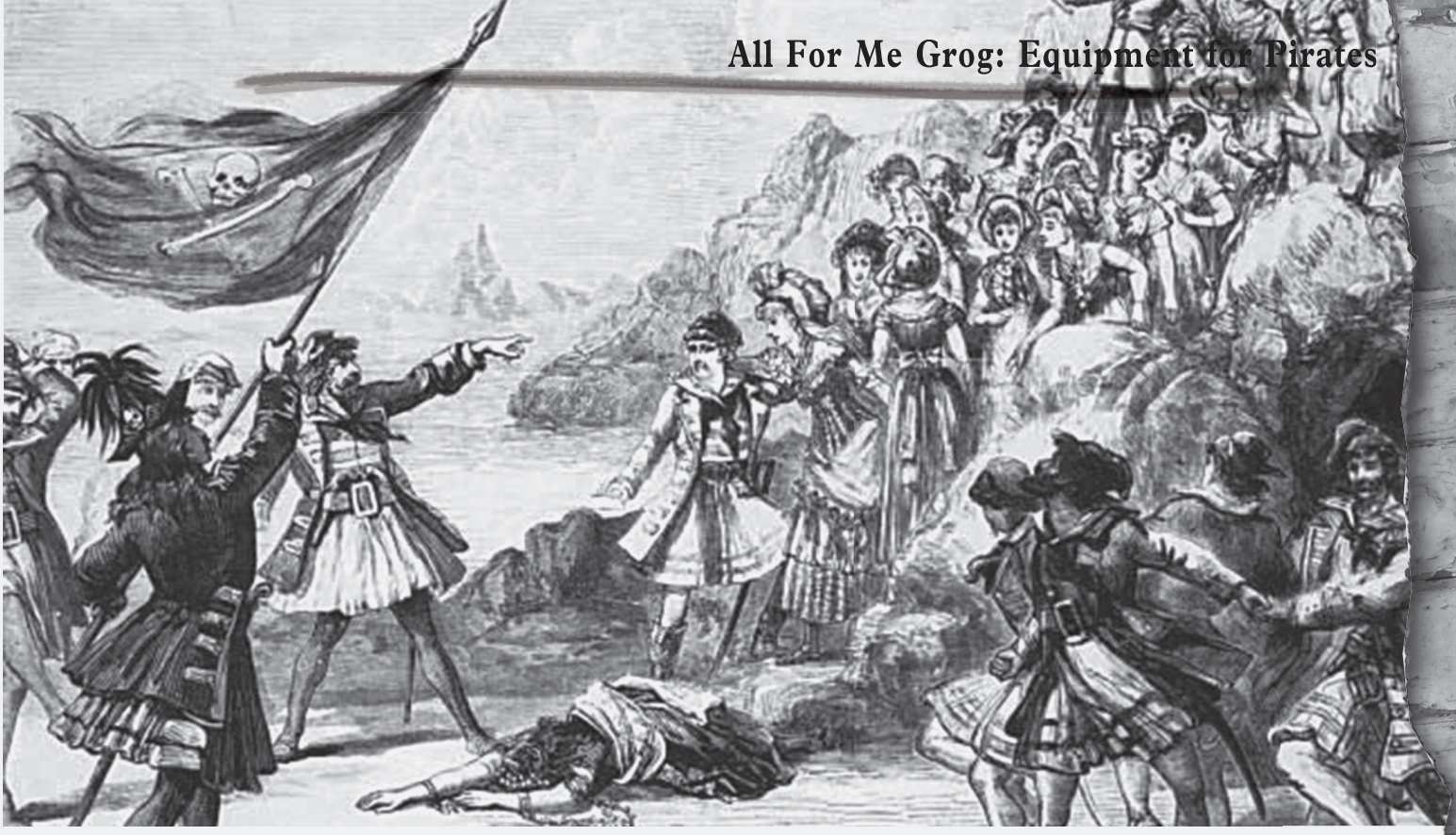
Goods

ITEM	PRICE (PER TON)	POINT OF ORIGIN
Livestock		
Chickens	80	Any
Cattle	400	Hispaniola
Goats	180	Any
Ox	250	Hispaniola
Produce		
Figs	50	Mediterranean
Olives	55	Mediterranean
Grain	45	Europe, American Colonies, Spanish Main, Mexico
Sugar	30	Caribbean Islands
Tobacco	125	American Colonies, Caribbean Colonies
Spices	200	India, East Indies, West Indies
Cloth		
Cotton	40	Egypt, American Colonies
Wool	80	British Isles
Silk	125	China, India

ITEM	PRICE (PER TON)	POINT OF ORIGIN
Industrial Goods		
Iron	100	Europe, India
Copper	90	Europe, India
Lead	80	Europe, India
Tin	75	Europe, India
Gold	4000	Mexico, Spanish Main
Silver	3500	Mexico, Spanish Main
Lumber	65	American Colonies, Spanish Main
Dye	45	Jamaica, Mediterranean
Hides and Furs	20	American Colonies
Other		
Rum	50	American Colonies, Caribbean Islands
Wine	250	Europe
Slaves	35	West Africa

Smuggled goods





A drawing of the finale of Act I of The Pirates of Penzance; a comic opera by Arthur Sullivan and libretto by W. S. Gilbert, which premiered in 1879

Armor

NAME	AP	RANDOM AP	BURDEN	ENC	SKILL MODIFIER	FITS SIZ	TIME	LOCATION	VALUE	POE	ERA
Buff Coat	2	1D6	Moderate	3.5	-10% to Physical Skills	+/- 2	2	Chest, Abdomen, Arms	Expensive	60	All
Cuirass	6	2d4-1	Moderate	15	-15% to Physical Skills	+/- 1	3	Chest, Abdomen	Expensive	140	Early
Lobster Suit	8	1D60	Cumbersome	25	-25% to Physical Skills	+/- 1	5	All	Priceless	200	Early
Metal Helmet	6	+2 (2d4-1 if using hit locations)	Light	2.5	-10% to Perception Skills	+/- 1	1	Head	Expensive	40	Early
Tassets	6	2d4-1	Light	3.0	-10% to Physical Skills	+/-1	2	Legs	Expensive	55	Early

Armor Descriptions

Buff Coat: a full leather overcoat providing limited protection.

Cuirass: a back and breast set of metal armor.

Lobster Suit: a full suit of metal armor that covers the whole body.

Metal Helmet: this could be a combed helmet similar to a Spanish Morion, a barred pot helmet of the type popular with cavalryman, or simply a steel cap.

Tassets: these are metal plates that hang from the waist and cover the upper thighs. They are attached to a cuirass and cover only the front.

Melee Weapons

WEAPON	SKILL	BASE	DMG	SPECIAL	RNG	HANDS	HP	PARRY	STR/ DEX	VALUE	POE	SIZ/ ENC	SR
Belaying Pin	Club	25	1D6+db	Crushing	Medium	1H	15	Yes	7/7	Cheap	1/8	1.0	2
Boarding Axe	Axe	15	1D8+2+db	Bleeding	Medium	1H	15	Yes	9/9	Average	1/2	1.0	2
Boarding Pike	Polearm	15	1D60+1+db	Impaling	Long	2H	15	Yes	11/7	Inexpensive	1/4	2.5	1
Bone Spear	Spear	15	1D6+1+db	Impaling	Medium	1H or 2H	15	Yes	7/8	Cheap	1/16	2.0	2
Warclub	Club	25	1D60+db	Bleeding and Crushing	Medium	2H	12	Yes	10/8	Cheap	1/8	2.0	2
Cutlass/ Hanger	Sword	15	1D8+1+db	Bleeding	Medium	1H	18	Yes	8/8	Average	1	1.5	2
Gaff Hook	Polearm	15	1D6+db	Entangling	Long	1H	15	Yes	8/9	Cheap	1/4	2.0	1
Knife	Dagger	25	1D6+1+db	Impaling	Short	1H	15	Yes	4/4	Cheap	1/4	0.2	3
Musket Butt	Club	20	1D8+1+db	Crushing	Medium	2H	As musket	Yes	As musket	Na	Na	As musket	3
Pistol Butt	Club	25	1D6+db	Crushing	Medium	1H	As pistol	Yes	As pistol	na	na	As pistol	2
Bayonet (Fixed)	Spear	15	1D6+db	Impaling	Long	2H	15	Yes	7/8	Expensive	2	1.0	2
Poniard	Dagger	25	1D6+db	Impaling	Short	1H	15	Yes	4/4	Cheap	1/4	0.5	3
Rammer	Club	25	1D8+db	Crushing	Long	2H	25	No	9/9	Cheap	1/2	3.0	3
Small Sword	Sword	15	1D6+1+db	Impaling	Medium	1H	20	Yes	7/9	Expensive	2	1.0	3

Melee Weapon Descriptions

Belaying Pin: a heavy wooden pin used to belay (tie off) lines on a ship. They are found everywhere on shipboard and make a useful club.

Boarding Axe: a one handed axe with a curved, bearded blade.

Boarding Pike: a shortened pike, usually 6-8' in length.

Bone Spear: a wooden spear with a sharpened bone tip.

Carib Warclub: a heavy wooden club with attached shark's teeth or obsidian.

Cutlass/Hanger: a short curved sword meant for slashing. The hanger is an early sword that evolved into the classic cutlass.

Gaff Hook: one of several types of hooked poles used on board ship. Another handy weapon just lying around. The sharp hook on the gaff allows Entangling at medium range or longer.

Knife: every sailor carried at least one knife for utility work.

Musket Butt: in a pinch the butt end of a musket could be used as a large club. It takes one action to reverse a musket.

Pistol Butt: most pistols had a brass cap or ball at the butt end, useful for clubbing an opponent. It takes a free action reverse a pistol.

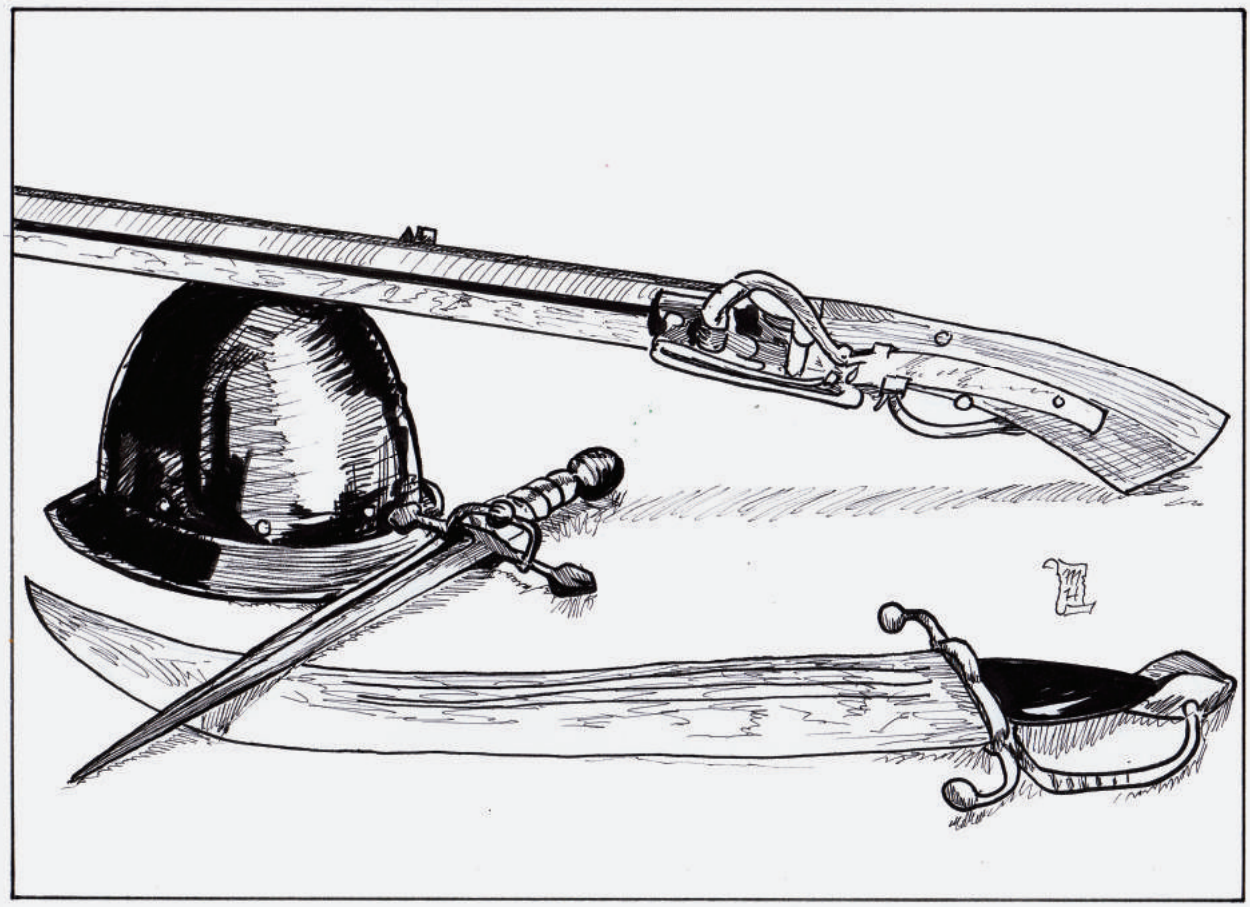
Bayonet (Fixed): in the later Pirate era, bayonets were being introduced into the armies of Europe. The first were the plug style that fit into the barrel of a musket. This rendered the musket unable to fire. These gave way around the turn of the century to socket style bayonets that fit around the barrel. Either type turns a musket into a spear. They can only be used on flintlock muskets. Unfixed bayonets are the equivalent of a dagger.

Poniard: a short dagger meant for thrusting.

Rammer: an example of one of the long tools used to load a cannon. Can be used as a large club.

Small Sword: by the Golden Age of Piracy, the long rapier had been replaced by the shorter small sword. This weapon was worn as a sign of status and was used primarily as a thrusting weapon.

Cutlass, rifle, bayonet



Ranged Weapon

WEAPON	SKILL	BASE	DMG	ATK	SPECIAL	RNG	HANDS	HP	PARRY	STR/ DEX	MAL	VALUE	POE	SIZ/ ENC	RF	ERA
Blowgun	Blowgun	10	1D6	1	Impaling	30	2H	4	No	10/11	-	Cheap	1/8	0.5	1/CR	All
Blunderbuss	Shotgun	30	4D6/2D6/1D6	1/4	Impaling	10/20/50	2H	14	No	10/5	95-00	Average	20	3.5	1/2CR	Late
Grappling Launcher	Shotgun	30	special	1/4	special	20	2H	14	No	10/5	95-00	Average	20	3.5	1/2CR	Late
Grenadoe	Grenadoe	Throw	2D6/4 yds.	1	Knockback	Thrown	1H	6	No	5/5	95-00	Average	5	1.5	1/SR	All
Grenadoe Launcher	Shotgun	30	As grenadoe	1/4	As grenadoe	20	2H	14	No	10/5	95-00	Average	20	3.5	1/2CR	Late
Knife, Thrown	Throw Knife	15	1D6+ 1/2 db	1	Impaling	Thrown	1H	15	Yes	7/11	-	Cheap	1/8	0.2	1/SR	All
Musket, Flintlock	Rifle	25	1D60+4	1/4	Impaling	60	2H	12	No	9/5	95-00	Average	15	3.5	1/2CR	Late
Musket, Matchlock	Rifle	25	1D60+4	1/6	Impaling	60	2H	12	No	11/5	93-00	Expensive	30	4.5	1/2CR	Early
Native Bow	Bow	10	1D6+1+ 1/2 db	1	Impaling	80	2H	6	No	9/9	-	Cheap	1/8	1.0	1/SR	All
Pistol, Boarding	Pistol	20	1D8+1	1/4	Impaling	10	1H	10	No	8/5	95-00	Average	25	1.5	1/2CR	Late
Pistol, Duckfoot	Pistol	20	1D6+1	1/6	Impaling	10	1H	9	No	7/5	94-00	Expensive	40	1.4	1/2CR	Late
Pistol, Flintlock	Pistol	20	1D6+1	1/4	Impaling	10	1H	8	No	7/5	95-00	Average	10	1.0	1/2CR	Late
Pistol, pocket	Pistol	20	1D6+2	1/4	Impaling	10	1H	8	No	6/5	95-00	Expensive	35	0.8	1/2CR	Late
Pistol, Wheelock	Pistol	20	1D6+1	1/5	Impaling	10	1H	8	No	7/5	92-00	Expensive	20	1.0	1/2CR	Early
Volley Gun	Shotgun	30	1D8+1	1/8	Impaling	10	2H	12	No	14/8	9-00	Expensive	40	4.0	1/2CR	Late

Ranged Weapon Descriptions

Blowgun: a primitive weapon favored by several tribes of the Spanish Main. Basically, a hollow tube that allows one to shoot a dart accurately. Blowgun darts are usually supplemented with poison; see Poison on *BRP* page 229.

Blunderbuss: an early shotgun, muzzle-loaded and fired using a flintlock system. The barrel flares out slightly at the end. The weapon is generally loaded with small balls, but any scrap metal or gravel can work in a pinch.

Grappling Launcher: a blunderbuss modified to fire a grappling iron and up to fifty feet of line. The idea is to increase the range of a grappling hook. Not very effective. If used as a weapon, it does 1D6+2 damage (crushing).

Grenadoe: a very primitive grenade made from an iron or glass flask filled with gunpowder. The fuse is lit from a slow match, then the grenade is thrown. When making a grenadoe attack, decide the fuse length of 1-3 rounds. Yes, you are carrying an explosive and a burning slow match. You have been warned.

Grenadoe Launcher: a blunderbuss modified to launch grenades. In answer to your question, now you are carrying a lit slow match, explosives, and a gun to fire them. A fumble results in the grenadoe going off inside the launcher. A gentle recommendation: become friendly with the ship's surgeon.

Musket, Flintlock: the most common type of musket in the later era, this weapon was new and hot tech in the earlier buccaneering era.

Musket, Matchlock: the main musket of the early buccaneering era. The weapon was fired by use of a slow match held in a lock activated by the trigger. Early muskets were heavy and required the use of a musket rest.

Native Bow: a simple self-bow made from wood.

Pistol, Boarding: a heavy version of the standard pistol.

Pistol, Duckfoot: a multi-barreled pistol capable of shooting a spray of shot. The name comes from the arrangement of barrels shaped like a duck's splayed foot. The duckfoot pistol fires four shots simultaneously. Roll to hit for each shot separately. The shots can be aimed at multiple targets within 2 yards of each other.

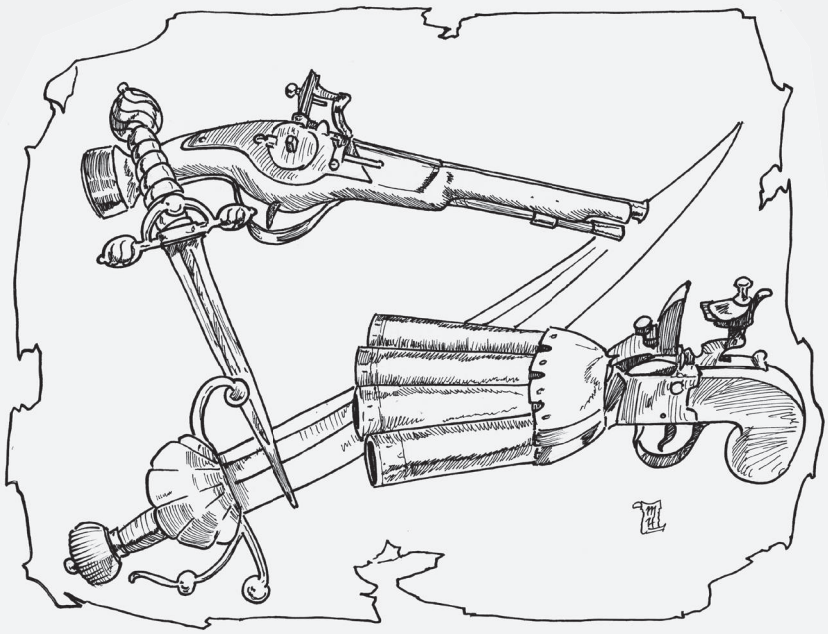
Pistol, Flintlock: a pistol fired with a flintlock mechanism, the standard pistol throughout all eras.

Pistol, Pocket: a smaller version of the standard pistol designed to be easily hidden in a pocket.

Pistol, Wheelock: an antiquated pistol that fires using a spinning wheel of pyrite striking a steel surface. More common in the buccaneering era, it was quickly replaced by the cheaper and more reliable flintlock.

Volley Gun: although not invented until 1779, this gun is just too weird not to include here. The volley gun consisted of seven low caliber musket tubes fired with one trigger pull. The spray of bullets could be devastating. The volley gun fires seven shots simultaneously. Roll to hit for each shot separately. The shots can be aimed at multiple targets within 2 yards of each other.

Rifling: a pistol or musket can be rifled. This increases the range by fifty percent, triples the price, and increases reload time by one round.



An array of pirate weapons

Black Powder Fumble Tables

D100	MATCHLOCK	WHEELOCK	FLINTLOCK	GRENADOE AND GRENADOE LAUNCHER
01-15	Spark didn't catch, lose next action relighting the match.	Spark didn't catch, lose next action re-cocking the wheel.	Spark didn't catch, lose next action reseating the flint.	Fuse didn't catch, lose next action relighting the match.
16-25	Bad priming, spend 1D6 rounds replacing.	Bad priming, spend 1D6 rounds replacing.	Bad priming, spend 1D6 rounds replacing.	Bad fuse, spend 1D6 rounds replacing.
26-40	Drop weapon.	Drop weapon.	Drop weapon.	Drop weapon.
41-55	Flash in the pan, smoke and flash obscures vision for 1D6 round, -30% to all Spot and Firearms rolls.	Flash in the pan, smoke and flash obscures vision for 1D6 round, -30% to all Spot and Firearms rolls.	Flash in the pan, smoke and flash obscures vision for 1D6 round, -30% to all Spot and Firearms rolls.	Fuse flashes but doesn't catch, smoke and flash obscures vision for 1D6 round, -30% to all Spot and Firearms rolls.
56-65	Trip and fall down.	Trip and fall down.	Trip and fall down.	Fuse miscut, goes off at in 1D6-1 rounds.
66-80	Damp powder, the charge and shot must be drawn, an action taking 1D6 minutes and requiring an armorer's kit.	Damp powder, the charge and shot must be drawn, an action taking 1D6 minutes and requiring an armorer's kit.	Damp powder, the charge and shot must be drawn, an action taking 1D6 minutes and requiring an armorer's kit.	Dud, no boom.
81-85	Drop match, must spend one round picking it up.	Wheel mechanism breaks, gun useless.	Flint breaks, spend 1D6 rounds replacing it.	Grenadoe flies in a random direction.
86-90	Match goes out, spend two rounds trying to relight it.	Pyrite worn off, can be replaced by a gunsmith.	Accidently leave ram rod in barrel, lose ram rod, shot misses, good luck reloading.	Grenadoe lodges in nearby object.
91-95	Nothing happens, don't know why, try again later.	Nothing happens, don't know why, try again later.	Nothing happens, don't know why, try again later.	Grenadoe hits nearest ally, use 81-85if no ally nearby.
96-98	Light self on fire, spend one round putting it out.	Ball expands in the barrel, needs 1D60 minutes and a repair roll to fix.	Ball expands in the barrel, needs 1D60 minutes and a repair roll to fix.	Grenadoe bounces off an object and lands at thrower's feet.
99	Lights powder flask, apostles, etc… on fire. Spend on round removing and tossing far away.	Shoot nearest ally, if no ally 81-85 instead.	Shoot nearest ally, if no ally 81-85 instead.	Light self on fire, spend one round putting it out.
00	Gun explodes, take the weapons damage plus blind and deaf for 1D6 hours.	Gun explodes, take the weapons damage plus blind and deaf for 1D6 hours.	Gun explodes, take the weapons damage plus blind and deaf for 1D6 hours.	Grenadoe goes off centered on user. Lights any other grenadoe carried on a 1-3 on a D6. We warned you..

Equipment

Clothing

Item	SIZ/ENC	Value	PoE
Beggar's Clothes	.08	Free!	Free!
Poor Sailor's Clothes	1.0	Cheap	.5
Average Sailor's Clothes	1.3	Inexpensive	2
Fancy Sailor's Clothes	1.5	Average	9
Gentleman's Clothes	2.0	Expensive	35
Hat	-	Cheap	1
Fancy Hat	-	Inexpensive	2 1/2
Wig	-	Inexpensive	3
Fancy Wig	-	Average	8
Dashing Bandana	-	Cheap	.5
Eye Patch	-	Cheap	.25
Hook	.2	Inexpensive	3
Peg Leg	.5	Expensive	12
Parrot	-	Average	4
Monkey	-	Average	6
Flashy Jewelry	-	Average	8

Clothing Descriptions

Beggar's Clothes: filthy rags that barely cover the character's privates. Beggar's rags give no protection against the weather and lack shoes. There is no change of clothing.

Poor Sailor's Outfit: a significant step up from beggar's clothes. Poor sailors have lost some of their outfit, or pawned it as they wait between ships. The clothing consists of a loose cotton shirt, ankle-length bell bottomed breeches, a straw hat, one handkerchief, small clothes, and an oilskin poncho. All the clothes come from slop merchants and are stained and patched. Included are a small knife, marlin spike, and a canvas bag to carry it all.

Average Sailor's Outfit: an average sailor's outfit is similar to a poor sailor's with the following changes. All the clothes are, if not new, then in good condition. He possesses a change of clothes, a full oilskin suit for bad weather, and a sea chest to carry it all in. For going ashore, he has a felt hat, shoes, sash, and whatever small bits of jewelry or frippery he prefers.

Fancy Sailor's Clothes: a fancy sailor possesses all the things an average sailor does, but they are of better quality. His clothes are embroidered or otherwise decorated, his handkerchief has a lovely pattern, and his jewelry is larger and more abundant. His hat is a knock-off of the popular styles.

Gentleman's Outfit: a gentleman does not dress as a common sailor. From the top of his hat to the bottom of his shoes, a gentleman's choice of dress reflects his status. He wears a hat, wig, cravat, shirt, waistcoat, baldric or sash, breeches, hose, small clothes, coat, and shoes. A gentleman is not completely dressed without a cane or sword. All these

Old Frank Scrabby, a high-rankin' pirate, and his trusty parrot, Petey

Strong Johnny Agard, a mid-level pirate

clothes are of the fashionable style, brocaded and decorated with lace and ribbons.

Hat: a normal hat, usually of felt, with few decorations.

Fancy Hat: like a normal hat, but with a cockade and maybe a feather or two. Ribbon and lace are optional.

Wig: in the early period this was a periwig, made of human hair and formed into long curls. In the later period this was replaced by the powdered wig similar to the one worn by British magistrates today.

Fancy Wig: similar to a normal wig but of higher quality and better fashion.

Dashing Bandana: a nice touch to any pirate's wardrobe.

Eye Patch: a piece of felt or leather used to cover up that unsightly hole where your eye used to be.

Hook: a metal hook with a cup and straps to keep it on. If used in combat, it does damage as a knife.

Peg Leg: a wooden leg with cup and straps to replace a lost limb, reduces MOV by 4.

Parrot: a parrot or other tropical bird, trained to talk and obey simple commands.

Monkey: usually a spider monkey, but can be any small primate trained to obey simple commands.

Flashy Jewelry: necklaces, earrings and other ornaments.

Young Hermon Palmer, a low-rankin' pirate indeed

Tools

ITEM	SIZ/ENC	VALUE	POE
Navigational Tools	2.3	Expensive	25
Carpenter's Tools	3.5	Expensive	30
Charts	2.3	Average	15
Armorer's Tools	3.5	Expensive	30
Telescope	1.0	Average	12
Surgeon's Kit	1.8	Expensive	35
Naturalist's Kit	2.4	Expensive	40

Tool Descriptions

Navigational Tools: compass, astrolabe, quadrant, dividers, lead and line, lunar and solar tables. All kept in a neat wooden box.

Carpenter's Tools: saw, adzes, hammers, pry bars, and other tools needed to work wood and mend the ship.

Charts: maps showing the coasts and sailing dangers of a region. Give a +10% bonus to Navigation checks in that area.

Armorer's Tools: punches, rasps, and drills used to service and maintain weaponry.

Telescope: a brass and wooden expanding tube used to view things at a distance. It gives a +10% bonus to Spot checks at long range.

A naturalist's tools

Surgeon's Kit: scalpels, medicine, probes, bone saws, and all the other things a surgeon needs stored in a fancy wooden box.

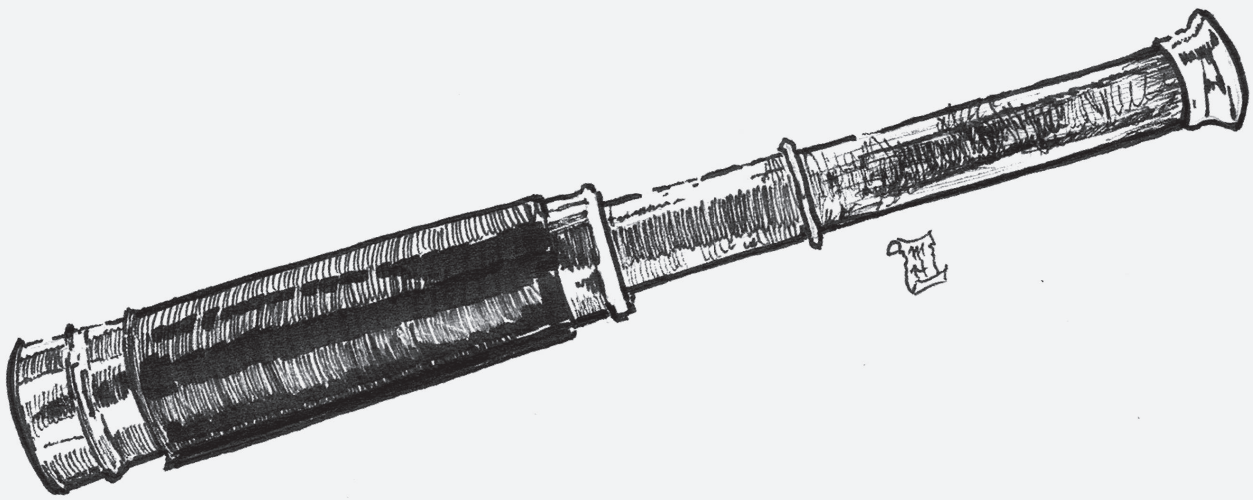
Naturalist's Kit: a collection of bottles, pins, magnifying glasses, trays and writing materials to allow a naturalist to collect and analyze samples. The entire kit is stored in a fancy wooden case.

Ship's Stores

Item	Tonnage	Value	PoE
3lbs of preserved food	0.0015	Cheap	1
1 gallon of Rum	0.004	Inexpensive	4
1 gallon of water	0.004	Cheap	1
Rope, tar, etc... for a month at sea	.5	Average	200
Empty casks	0.0125	Inexpensive	3
5lbs of Powder	0.0025	Inexpensive	2
Grape Shot. Swivel Gun	0.0005	Inexpensive	1
Grape Shot, 4 pdr	0.002	Inexpensive	1 ½
Grape Shot, 6 pdr	0.003	Inexpensive	2
Grape Shot, 9 pdr	0.0045	Inexpensive	2 ½
Grape Shot, 12 pdr	0.006	Inexpensive	3
Grape Shot, 24 pdr	0.012	Inexpensive	3 ½
Grape Shot 32 pdr	0.016	Inexpensive	4
Round Shot. Swivel Gun	0.0005	Inexpensive	2
Round Shot, 4 pdr	0.0005	Inexpensive	2 ½
Round Shot, 6 pdr	0.002	Inexpensive	3
Round Shot, 9 pdr	0.003	Inexpensive	3 ½
Round Shot, 12 pdr	0.006	Inexpensive	4
Round Shot, 24 pdr	0.012	Average	8
Round Shot 32 pdr	0.016	Average	10
Chain Shot. Swivel Gun	0.0005	Inexpensive	2
Chain Shot, 4 pdr	0.0005	Inexpensive	2 ½
Chain Shot, 6 pdr	0.002	Inexpensive	3
Chain Shot, 9 pdr	0.003	Inexpensive	3 ½
Chain Shot, 12 pdr	0.006	Inexpensive	4
Chain Shot, 24 pdr	0.012	Average	8
Chain Shot 32 pdr	0.016	Average	10

Drunken Pirates on Shore Leave

ITEM	SAN RECOVERY	VALUE	POE
A day's food	-	Cheap	1
A day's good food	-	Inexpensive	2
A night of drinking at a swanky place	1D6	Average	10
A night of drinking	1D6	Inexpensive	5
A round for the bar	1D6	Inexpensive	4
A dry place to sleep	-	Cheap	1
A nice place to sleep	1D6	Inexpensive	3
A place to sleep with company	1D6	Average	7
Just company, no sleeping	1D6	Cheap	1



Th' telescope be a valuable tool

Run Out the Guns: Rules for Combat at Sea

Naval combat in the Age of Sail was up close and personal. Shipboard artillery threw a variety of shot, from iron balls to chain, only a short distance compared to modern weapons. Shot punched holes in hulls sending lethal splinters into men and equipment. Chain and grapeshot cleared decks and was often used to repel boarders at close range or to clear enemy decks before commencing a boarding. With shoulder arms and side arms being single shot muzzleloaders, edged weapons and pole arms played major roles in melee and boarding actions. Boarding actions were bloody affairs. Large numbers of battle-maddened men in a confined space, armed with slashing weapons, led to ghastly wounds amid mass confusion.

-First Class Petty Officer James R. Spencer, USN (ret)

Naval Combat

Naval combat differs greatly from regular combat as described in *BRP* on page 189. First, ship-to-ship combat is a slow process in the Age of Sail; naval combat rounds represent five minutes. Second, the ranges are great; we're talking hundreds of yards. Ships are huge, complicated machines packed with soft, easily wounded men. Expect a lot of casualties, but not a lot of ships going down. PC's face death at every moment, so they should be rewarded due to the amount of risk they take. Give bonuses of 5-15% to any good role playing or planning that the party undertakes during a naval engagement.

Naval Combat uses rules similar to, but not the same as, those for the rest of the *BRP*. Some skills, notably Artillery (cannon), Artillery (swivel gun), Command, Combat skills, Pilot (ship), Pilot (boat), Seamanship, Repair (Naval), and Tactics (Naval) are applied in a different manner. The scale and detail of the combat means that different systems for tracking damage must be used, especially as regards a ship. Finally, the time it takes to sail any distance or make any maneuver with a sailing ship means that the combat turn is of a different length, and operates far differently than a normal *BRP* combat round.

Time and Distance

A nautical round is roughly equivalent to five minutes of action. This may seem like a lot of time, but the distances are great and the speeds are not; speeds are given in nautical miles (knots) and yards, ranges are given in yards. This means that ships move very quickly in relation to the range of their guns, especially the small sloops and brigs favored by pirates. It is helpful to use a clear bit of table and markers or a hex map to fight your naval battles, though neither is absolutely necessary. A ruler and protractor can come in handy. If using a clear surface (perhaps with a blue colored cloth thrown down) a distance of 1cm to one hundred yards is good. When using a hex map, treat each hex as roughly one hundred yards, and allow each ship

This pirate be ready for combat!

to occupy one hex. No matter what technique you use to model your naval engagements, you can fudge the scale a little to make it playable and fun with the tools you have.

The Naval Turn

Action during the naval turn occurs according to initiative order. At the beginning of each turn, the captains of the various vessels, and any actors on land or sea monsters involved, roll 1D60 and add 1/10th of the Captain's Command skill to the total (sea monsters are assumed to have a Command of 100%, so add 10 to the roll). Actions occur in order from the highest initiative to the lowest. Each combatant performs all its movement, maneuvers, and actions in whatever order they prefer, then the turn moves on to the next combatant in initiative order.

On each turn, each combatant can do any or all the following: change sails, move, maneuver, fire guns, and take special actions. Special actions can include nearly anything, but most commonly are making repairs to the ship and conducting boarding actions.

Movement and Maneuver

The force of the wind on their sails powers sailing ships. The angle and force of this wind on the ship, the type of its rigging, and the amount of sails it carries all affect the speed of the ship.

To calculate the speed of a ship, compare the wind speed from the wind and weather table with the angle of the wind upon the ship (Bow, Bow Quarter, Amidships, Aft Quarter, Aft). Each ship has a listed speed factor based on its angle to the wind when under differing spreads of canvas: light, moderate, full, and reckless. Light spreads are merely a few sails well reefed, and meant for reduced speed of heavy winds. Moderate spreads are the normal sailing profile of the ship. Full sail represents the ship carrying nearly all it canvas spread, and is used for maximum speed. When a quartermaster flies a Reckless amount of canvas, she is attempting to push the ship, masts, and rigging to her maximum, at some risk of damage to the ship.

Moderate sail is assumed unless stated otherwise. To shift up or down the amount of sail requires an Average Seamanship check by the rigging section. Sail may only be shifted up or down one step each naval combat turn. Failure indicates the new spread is not set yet, and can be attempted next turn. A Fumble inflicts 3D6 points of damage to the rigging, and makes all Artillery (cannon), Pilot (ship), and Seamanship checks made by the crew one level more difficult until a successful Repair (Naval) check by the rigging section clears up the mess (this does not increase the spread of canvass, just repairs the fouled lines). Special and Critical success are as per the Seamanship skill.

Ships travel in the direction of the wind unless acted upon by another force. Usually this force is the ship's rudder, but sometimes it is other ships, sea monsters, reefs,

Weather Gage

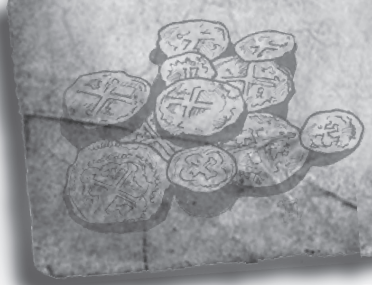
Before a naval combat begins, the GM should determine the direction and speed of the wind. The GM can set these as part of designing the scenario, or roll randomly on the tables below.

WIND DIRECTION TABLE

D8	Direction
1	North
2	Northwest
3	West
4	Southwest
5	South
6	East
7	Southeast
8	Northeast

WIND SPEED TABLE

D100	Wind Speed
01-05	Calm
06-15	Light Breeze
16-50	Moderate Breeze
51-70	Strong Breeze
71-80	High Wind
81-89	Fresh Gale
90-94	Strong Gale
95-97	Storm
98-99	Fierce Strom
00	Hurricane



Wind Speed Table

WIND	SPEED BONUS/ PENALTY	DESCRIPTION	EFFECTS	FLOTATION DAMAGE PER DAY	RIGGING DAMAGE PER DAY
Calm	NA	Dead flat seas.	No movement possible by sail.	0	0
Light Breeze	-1	Wavelets.	None.	0	0
Moderate Breeze	0	Small waves.	None.	0	0
Strong Breeze	+1	Long, rolling waves.	-5% to Artillery rolls.	0	0
High Wind	+2	Moderate waves.	-15% to Artillery rolls, -10% to Pilot (Ship) or Pilot (Boat) rolls.	0	0
Fresh Gale	+3	Moderate to high waves.	Artillery rolls become Difficult, -15% to Pilot(Ship) and -30% to Pilot(Boat) rolls.	1D6	1D6
Strong Gale	-2	High waves	All Pilot (Boat) rolls become Difficult, swimming Impossible but a character can still float with a Difficult Swim roll.	1D8	1D8
Storm	-3	Large waves, visibility reduced to Long range only.	Pilot (Ship) rolls become Difficult, Artillery rolls become Impossible, Pilot (Boat) rolls become Impossible.	10+2D12	10+2D8
Fierce Storm	-4	Very large waves, visibility reduced to Close Range only.	As above, plus all crew sections require seamanship rolls or suffer 1D6 crew hits every 12 hours.	20+1D62	20+2D10
Hurricane	-5	Huge waves, visibility reduced to Boarding Range only.	Pilot (Ship) rolls become Impossible, all crew section need Luck roll, or suffer 1D8 crew hits, characters need luck roll or suffer 1D6 hits every 12 hours.	50+4D20	50+1D60

or land. Unless damaged, adrift, or anchored a ship must move at least its Light Canvas rating plus any modifier given by wind speed. This movement must be forward, though a ship can turn according the maneuver rules below. If a ship is anchored it does not move, nor if it is run up on a reef or beached. A ship that has lost all of its rigging points drifts with the current at a rate of one hundred yards a turn (unless the GM rules otherwise or local conditions present a faster or slower current).

Sailing ships do not turn very quickly, and the skill of its captain and crew effect how much it can maneuver. Use the average Seamanship of the crew plus 1/10th the commander's Command skill on the Turning Table below to see how many 30° turns the ship may make in a round of sailing. A ship must move at least a third of its total speed forward before making any maneuver that turn.

TURNING TABLE

Score	30° turns per round
0-25%	1/2
26-50%	1
51-60%	2
61%+	3

Collisions

If a ship should happen to come within one hundred yards of striking another object, be that another ship, a stationary object, or a sea monster there is a chance of a collision. Ships roll their quarterdeck's Pilot (ship); sea monsters roll their Dodge, if they wish to avoid a collision. Stationary objects cannot roll and are assumed to automatically fail this roll. A ship that is involved in a collision inflicts a number of D6's in damage equal to the ship's combined speed factor times 1/20th of each ship's total hull points.

Conversion

Knots per hour to yards per naval round conversion made simple.

1 knot per hour = 169 yards per turn. The following table should come in handy:

KNOTS PER HOUR	YARDS PER NAVAL ROUND
1	169
2	338
3	507
4	676
5	845
6	1014
7	1183
8	1352
9	1521
10	1690
11	1859
12	2028
13	2197
14	2366
15	2535
16	2704
17	2873
18	3042
19	3211
20	3380

Use the same formula for sea monsters striking ships, but replace hull points with hit points. Armor, if any, can reduce the damage.

Ships that collide are fouled and are locked together, taking 1D6 turns and a successful Seamanship roll by any section to untangle the rigging.

A fumbled Pilot (Ship) roll to avoid collision results in a ship being In Irons. A ship In Irons is out of control and has a base speed of 0. It requires 1D6 turns and a successful Pilot(Ship) by the quarterdeck and Seamanship roll by at least one rigging section to get a ship out of Irons.

Firing the Guns

Firing from a ship is a Difficult Artillery (Cannon) roll. However, ships are large targets and not moving at any great speed, so this lowers the difficulty to Average. The difficulty can be increased by one level to target a specific location on the opposing ship. Each shot must be aimed at either rigging or hull; shots meant for the crew are considered aimed at the hull. Roll separately for each gun based on its section's Artillery (Cannon) score.

Broadside guns have a 15° fire arc, bow and stern chasers have a 45° fire arc, and swivel guns have a 180° firing arc. A ship's guns cannot fire outside of their arcs. Each size of cannon has a base distance for effective fire; firing at targets beyond this range increases the difficulty one step. Other factors, such as a heaving sea, can affect this roll.

I'll blast 'tis cannon ball through th' side 'o ye ship!

A gun can fire a number of shots per turn based on the skill of its section. Consult the table below to determine how many times per turn the gun can fire. A well-trained crew can lay down a healthy amount of fire, whereas a bunch of cowardly lubbers are lucky to get of a shot every ten minutes.

Artillery Rate of Fire table

Artillery (Cannon) Skill	Rate of Fire
0-25%	1 per two turns
25-75%	1 per turn
75%+	2 per turn

A gun does an amount of damage based on its size and the type of shot (Round, Grape or Chains) being fired. The amount of damage inflicted depends on the location of the target struck: hull, rigging, or crew. Chain shot does more damage to the rigging than the hull of the ship, and grape shot can decimate a crew in one blast.

Critical Hits

Roll on the Ship Critical table when an Artillery (Cannon) or (Swivel Gun) roll results in a critical success.

A particular tactic is to fire at an enemy ship from dead ahead or astern, this is called a rake. A rake allows the projectile to pass the entire length of the enemy ship, causing a horrendous amount of damage. A bow rake causes an automatic critical hit, a stern rake causes a critical hit with a +1 on the roll.

All rolls on the Critical Hit Table are made with a D8.

Naval Weapons Tables

WEAPON	SKILL	BASE CHANCE	MIN./MAX. CREW	EFFECTIVE RANGE (YARDS)	NAVAL DAMAGE (IN D6'S) RIGGING/HULL/ CREW	CHARACTER DAMAGE
Swivel Gun, Round	Artillery (Swivel Guns)	01	1/2	50	1/1/1	2D6
Swivel Gun, Grape	Artillery (Swivel Guns)	01	1/2	50	2/1/2	3D6
4 pdr, Round	Artillery (Cannon)	01	3/4	200	2/2/2	3D6
4 pdr, Grape	Artillery (Cannon)	01	3/4	50	3/1/3	2D8
4 pdr, Chain	Artillery (Cannon)	01	3/4	200	3/1/1	3D8
6 pdr, Round	Artillery (Cannon)	01	3/4	400	3/3/3	3D8
6 pdr. Grape	Artillery (Cannon)	01	3/4	100	4/1/4	2D10
6 pdr, Chain	Artillery (Cannon)	01	3/4	300	4/1/2	3D10
9 pdr, Round	Artillery (Cannon)	01	4/5	600	5/5/5	2D12
9 pdr, Grape	Artillery (Cannon)	01	4/5	100	6/1/6	3D12
9 pdr, Chain	Artillery (Cannon)	01	4/5	500	6/1/3	3D12
Long 9 pdr, Round	Artillery (Cannon)	01	4/5	1000	5/5/5	2D12
Long 9 pdr, Grape	Artillery (Cannon)	01	4/5	100	6/1/6	3D12
Long 9 pdr, Chain	Artillery (Cannon)	01	4/5	800	6/1/3	3D12
12 pdr, Round	Artillery (Cannon)	01	5/7	1200	6/6/6	2D20
12 pdr, Grape	Artillery (Cannon)	01	5/7	100	7/1/7	3D20
12 pdr, Chain	Artillery (Cannon)	01	5/7	800	7/1/4	3D20
24 pdr, Round	Artillery (Cannon)	01	8/10	2000	7/7/7	5+2D20
24 pdr, Grape	Artillery (Cannon)	01	8/10	100	8/1/8	5+3D20
24 pdr, Chain	Artillery (Cannon)	01	8/10	800	8/1/5	5+3D20
32 pdr, Round	Artillery (Cannon)	01	10/14	4000	9/9/9	10+2D20
32 pdr, Grape	Artillery (Cannon)	01	10/14	100	10/1/10	10+3D20
32 pdr, Chain	Artillery (Cannon)	01	10/14	800	10/1/6	10+3D20

Ship Critical table

	1D8:							
LOCATION	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Rigging	Mainmast shot off, drags in sea, -15% Shiphandling penalty. -2 to base speed.	Mizzen Yards sprung, plunge to deck, 1D60 rigging crew lost.	Forestays snapped, -5% Shiphandling penalty and reduce speed by one.	Bowsprit carried off, -10% Shiphandling penalty, reduce speed by one	Shot lodged in foremast, lose additional 1D62 rigging, if this critical is rolled again, treat as critical 1.	Mainmast Fighting top carried away! Lose1D6 boarding crew .	Fallen Rigging blocks one side's guns (1-3 Port, 4-6 Starboard), takes one round to clear.	Fire in the Tops! +2D10 Rigging damage, Rigging suffers 2D10 damage per turn until fire is put out with successful Difficult Repair (Naval) roll.
Hull	Struck below the water line! Lose 2D10 flotation points.	Shot slams through the gun deck, lose 1D60 crew and 1D6 cannons.	Clang! Lose the ship's anchors and capstan. Ship cannot anchor or tow until repaired.	Rudder shot off! No steering possible, ship at the mercy of the sea and winds!.	Shot plunges into the hold, lose 1D60 tons of random cargo.	Fire! The target suffers 2D10 additional hull points and is on fire, suffering 2D8 hull points per turn until put out with a successful Difficult Repair (Naval) roll..	Shot flies through the Captain's Cabin, everything is wrecked! Lose stern chasers mounted there and any crew serving those guns.	Magazine hit! Ship explodes causing 10D20 hull points of damage, reducing remaining flotation points to 0, lose 10D10 crew. Ships within 100 yds. take 1D8 crew hits from flying debris and have a 30% chance of catching fire!.
Crew	Crew shaken. Section must make an immediate morale check..	Deadly shot! Double the amount of damage done to the section..	Flying Splinters! Lose 1D60 crew.	Shot bounces across deck, lose 2D10 crew.	Slaughter on the deck, two randomly selected sections take damage from the shot.	Quarterdeck smashed. The quarterdeck section takes damage in addition to the originally- rolled section. The captain cannot give any orders for 1D6 turns, and the ship may not make any maneuvers until repaired..	Over turned slow match. Hull suffers 2D10 damage per turn until fire is put out with successful Difficult Repair (Naval) roll.	The scuppers run red with blood! The section hit is entirely killed, and one other randomly rolled section takes regular damage..

Hit Locations

The table below shows the possible hit locations for a ship. All hits strike the aft, amidships, or fore areas, and can be aimed at the rigging or hull. Each area has its own chances of hitting certain crew sections or inflicting damage to the hull or rigging. When a ship is hit, roll 1D60 on the table below unless a particular area is targeted, in which case simply roll under that area's section.

Ship Damage

For every 25% of damage to the rigging, reduce the ship's speed by one, to a minimum of zero. When all rigging points are lost, the ship is dismasted and adrift.

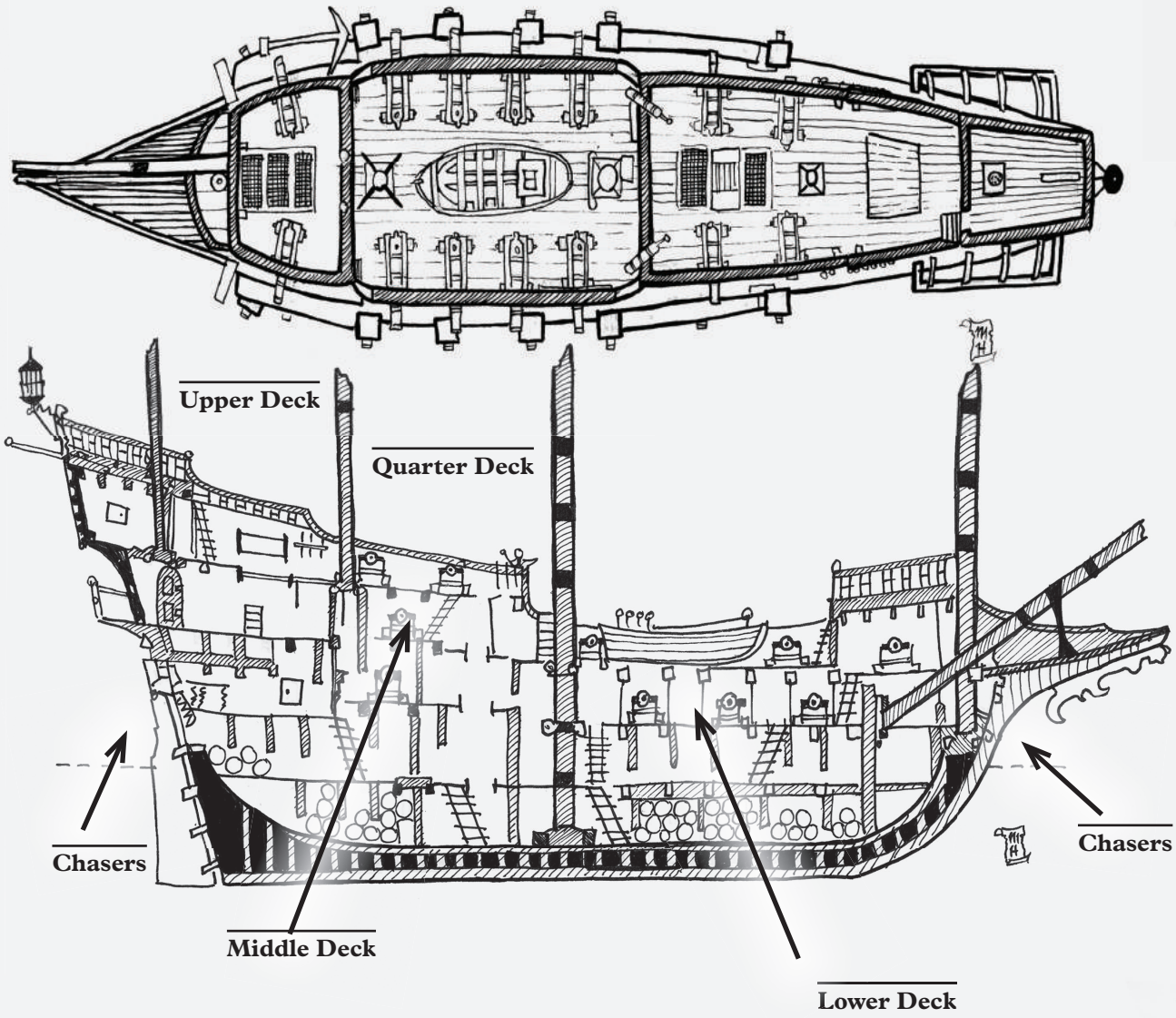
When all hull points are lost, the ship is sinking, going under in 1D8 naval rounds.

If a crew hit occurs, roll randomly to determine which crew section is hit. For every full three points of damage inflicted, the section loses a member. If one section takes enough damage to render it crewless, the remaining damage is transferred to the hull.

Unless otherwise noted, hits to the hull can still affect crew sections assigned to the rigging and vice versa. Block and tackle fall, splinters fly, shot passes through the rigging on the way to the deck, etc…

A ship can take on water yet still have a relatively sound hull and rigging. To simulate this we use flotation points. A ship's starting flotation points are equal to its starting hull points. Every point of hull damage results in a loss of an equal amount of flotation points. However, overburdening a ship can also cause a loss of flotation points. Lose one flotation point for every ton of cargo or

This be an overview of a strong pirate ship!



Hit Location Table

	AFT (1-2)	AMIDSHIPS (3-8)	FORE (9-10)
Rigging	1-5 Rigging 6-8 Rigging Crew Section 9-10 Damage Control Section	1-5 Rigging 6-8 Rigging Crew Section 9-10 Damage Control Section	1-5 Rigging 6-8 Rigging Crew Section 9-10 Damage Control Section
Hull	1-3 Hull 4-5 Gun Deck 6 Stern Chasers 7 Boarding Crew Section 8 Damage Control Section 9 Quarter Deck 10 Hold	1-3 Hull 4-6 Gun Deck 7-8 Boarding Crew Section 9 Damage Control Section 10 Hold	1-3 Hull 4-5 Gun Deck 6 Bow Chasers 7-8 Boarding Crew Section 9 Damage Control Section 10 Hold

five people above the ship's maximum allowance. Points lost in this way cannot be repaired by damage control. Flotation points can be gained temporarily by lightening the ship. Reducing stores, cargo or crew by 1/5th of the maximum gains you 1D62 flotation points. This could keep a badly damaged ship afloat long enough to get to port.

Shots that hit a gun deck or chasers damage both the guns and the gun crews serving them. If there is more than one gun deck, randomly roll to decide which is hit. All damage is applied to the crew, and one gun is damaged for each full ten points of damage inflicted. Damaged guns might be unset (knocked off their carriages), have an important piece blown off, or be shattered beyond repair. The exact reason a gun is lost does not matter, just that it is no longer firing. Damage repair crew sections can attempt to repair damaged guns as part of their normal duties, resetting them or replacing damaged parts as needed.

Repairing Damage

Damage control sections repair 1D6 points of damage per section member per round. To repair a critical hit, the section must make a Difficult Repair (Naval) roll. In either case the repair uses up 1/5 ton of ship's stores.

Grappling

Ships within ten yards of each other may grapple. To grapple, oppose each boarding section's Seamanship skill. The winner decides if the ships have grappled or not. Grappled ships can send boarders across. Resolve boarding actions as large combats using the normal combat rules.

Sea Monsters

Some sea monsters are on the same scale as a ship. For these, their entries have two additional notations: speed factors and maneuverability. Sea monsters can move at 0 if they so choose, or even in reverse at half speed factor. Like a ship, a sea monster can only change its speed factor one step per turn, accelerating or slowing down to the minimum speed of the next factor. When suffering damage, the sea monster uses its hit points and the attacking weapon's Character Damage value. When inflicting damage, the sea monsters attacks have two listed damage values; one for character damage and one for ship damage.

Crew

A ship's crew fights and works in Sections, each section comprising at least one individual. Before the battle, divide the crew into sections based on their positions in the ship. These are both actual physical placements, and what tasks they perform. Each section is assigned a leader, usually a PC, whose skills and decisions greatly affect the section's behavior in combat. If a PC is head of a section, than that player makes all necessary rolls and is responsible for keeping track of that section during the combat. Otherwise, the captain makes the rolls of sections commanded by NPCs. It is a good idea to assign as many PC's as ship's officers and section leaders as possible, as their skills are usually higher than those of the average sailor. A section leader adds a skill bonus equal to 1/10th of his Command skill plus 1/10th that section's primary skill, as shown on table below.

Officer Skills

Officer	Skill	Section	Section's Skill
Boatswain	Seamanship	All rigging sections	Seamanship
Captain	Command	All sections	All skills
Cook	Craft (cooking)	All sections	Morale
Master Carpenter	Repair (Naval)	All damage control sections	Repair (Naval)
Master Gunner	Artillery (cannon)	All gun section	Artillery (cannon)
Quarter-master	Highest combat skill	All boarding sections	One Combat Skill
Sailing Master	Pilot (ship)	Quarterdeck section	Pilot (ship)
Surgeon	First Aid	All damage control sections	First Aid

Crew Section Skills

SECTION	PRIMARY SKILL
Boarding	One combat skill
Damage Control	First Aid or Repair (Naval)
Gun	Artillery (cannon)
Quarterdeck	Pilot (ship)
Rigging	Seamanship

Reassigning Crew

Crewmen can be re-assigned as needed. However, this may lower the average skill of a section. Moving crew between sections or creating new sections in the heat of battle requires Command rolls by the section's leader or a senior officer. The captain can issue orders from the quarterdeck to reassign crew, using his Command skill in place of a section leader's or senior officer's. A command roll to reassign crew has the following results:

FUMBLE: The crew sections giving and receiving crew are confused and can't act until the ship's next turn. This causes a rigging section to fall below the minimum crew, reducing the ship's speed.

FAILURE: The crew are not moved to a new section, but they can still function where they are.

SUCCESS: Up to 25 crew can move from one section to another. SPECIAL: Up to 45 crew can move from one section to another. CRITICAL: Up to 75 crew can move from one section to another.

Loss of Crew

When crew hits are suffered in combat, mark the hits on the ship sheet. These crew are not necessarily killed, but might be injured or shocked and unable to function. Damage Control sections can be assigned to recovering crew using First Aid. When crew are recovered, they come back into play in the same section they were in when hit.

All sections suffer loss of efficiency when they take casualties.

Each gun section has a minimum number of crew per gun, based on the weight of the gun. When a gun section is hit, the surviving crewmen divide themselves evenly among the remaining guns. Excess gunners lend a hand where they may, but a gun cannot fire with a partial crew. Loss of gun crews reduce the number of guns that can fire, causing them to fall silent as the crews dwindle.

Each vessel has a minimum number of crew needed to work the rigging in each section, listed as the ship's 'minimum crew per rigging section' on the ship record. If the number of rigging crew falls below the minimum, the ship loses 1 knot of speed until enough crew is added to bring the number in that section back above the minimum. Likewise, the quarterdeck crew has a minimum number. If the section falls below that number than two things happen: the captain is unable to affect sections he is not assigned to; and the ship is out of control (see Movement and Maneuvers, above).

PCs in the Fight

If the PC is in a crew section that takes a hit, they must roll Luck. A failed roll results in one hit equal to the Character Damage for that weapon.

Crew Recovery

Of the total crew lost, 2

0+5 percent are fatalities.

The remaining Crew losses recover at a rate of 1D6 crew per week. This can be increased by a successful Medicine roll by the ship's surgeon. A Special or Critical success adds an additional 1 or 2 crew per week, respectively.

Morale

Crew morale is expressed as a percentage. A failed morale check results in the crew section taking no action for that round. A fumble on a morale check causes the crew to panic and flee the fight or, if

that is not possible, cower until their morale becomes positive. A morale roll must be made under the following conditions:

- The Crew Section is reduced to 25%, 50%, or 75% of its value at the start of the battle
- The ship suffers a critical hit
- The ship suffers 25%, 50%, or 75% hull, rigging, or flotation damage
- Ship dismasted, on fire, or sinking
- Enemies display use of supernatural abilities

Morale Bonus/Penalty

EVENT	MORALE BONUS/PENALTY
Fumbled Morale Check	Morale reduced to zero
Each failed Morale Check	-10%
Crew Section suffers 25% or greater losses	-10%
Reputation of foe	-1/10th foes Reputation
Reputation of section leader	+1/10th leader's Reputation
Reputation of Captain	+1/10th Captain's Reputation
Successful Command or reputation check by section leader	+5%
For every 25% of casualties, hull, rigging, or flotation damage a foe suffers	+10%
Special Success Command or reputation check by section leader	+10%
Critical Success Command or reputation check by section leader	+15%

Ships

Like a character, a ship has a set of characteristics. The ship sheet contains a host of information about a ship and its crew, including hull points, rigging points, crew sections, cargo, and armament. More information for parts of the ship sheet are provided below. When filling out the ship sheet, make sure to fill in everything, the GM is in his right to ignore a poorly written ship sheet, possibly leaving the PCs in a grim situation. The captain, if a PC, is responsible for seeing that the ship sheet is properly filled out.

At the top of the ship sheet is a place to put the ship's name. Below that are locations to list the officers and other important crew of the ship. Next are tables to show the ship's armament and the crews assigned to them, and the crew assigned to other locations. Each ship sheet should be filled out in full, much like a character sheet.

Ship Modification Descriptions

Add Stern or Bow Chasers: mounting guns in the bow or stern of the ship adds firepower and the

ability to direct fire at pursuers or prey. However, this requires a great deal of additional supports, and reworking of the bow and stern castles, making the ship somewhat bow/stern heavy.

More Canvas: with this modification, extra booms and yards are added, allowing the ship to fly more sail than normal. This makes the ship faster, but harder to handle.

Strip for Speed: by hacking away extraneous decorations, fancy railing, and unneeded bulkheads, the ship is lightened. However, removing all that woodwork detracts from the hull's integrity.

Reinforced Hull: adding bulkheads and supports increases the hull's ability to take damage.

Copper Bottoms: sheathing the bottom of the hull with copper adds weight, but the trade-off of having fewer worms, barnacles, and weed attaching to the hull. This equates to a net increase in speed.

Smuggler's Space: every good smuggler should have one of these. A part of the hold is partitioned off and made to look like a normally-occurring feature of the ship. In this compartment a smuggler can hide his goods.

Sample Ship Stats

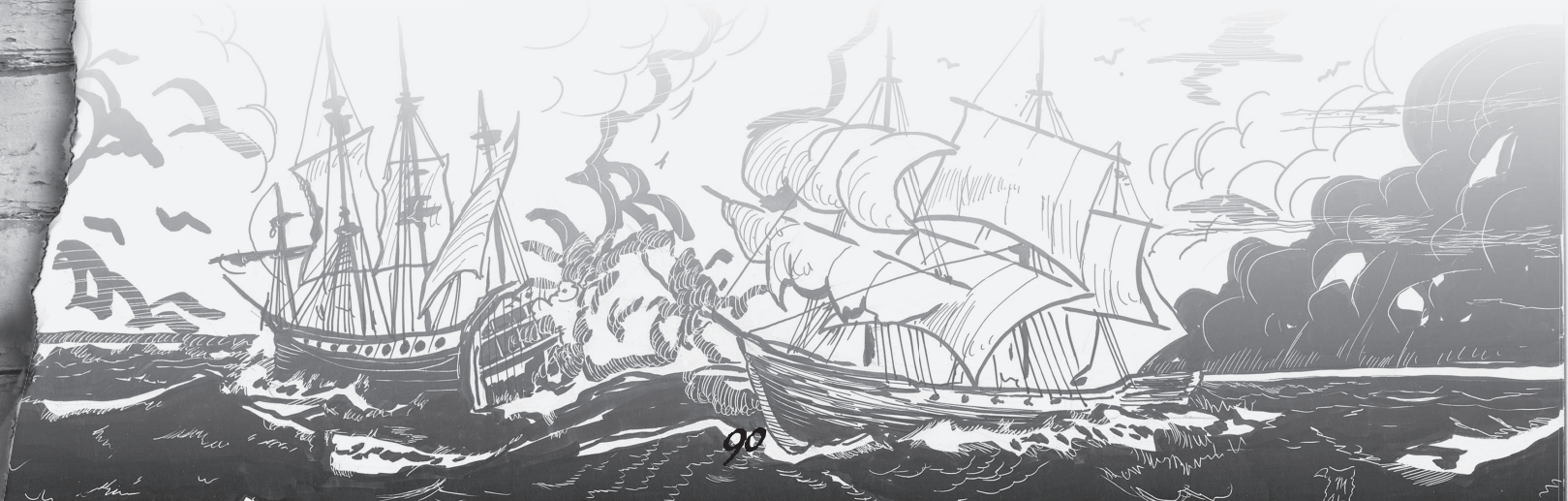
Below are sample ships the PCs may own or encounter.

Armed Brig

Draft	14'
Beam	20'
Length	22 yds.
Tonnage	140 tons
Cargo Capacity	35 tons
Max. Crew	90
Min. Crew	10 rigging, 2 quarterdeck
Hull Points	50
Rigging Points	50
Flotation Points	50
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	5
Aft Quarter	6
Aft	5
Typical Armament	12x 4 pdrs in two broadsides

ARMED BRIG HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	4-7 Mid Hull	8-10 Fore Hull
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold



Sample Ship Sheet

Armament

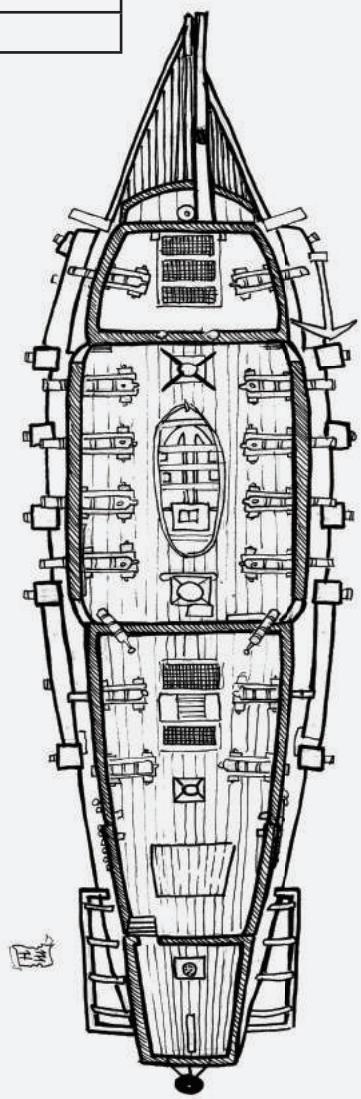
	Fore			Mid			Aft		
	Damage C/H/R	Crew per Broadside	Crew per Gun	C/H/R	Crew per Broadside	Crew per Gun	Damage C/H/R	Crew per Broadside	Crew per Gun
Quarterdeck									
Upper Deck									
Middle Deck									
Lower Deck									
Chasers									

Speed

	Wind Direction				
	Bow	Bow Quarter	Amidships	Aft Quarter	Aft
	Knots/yds.	Knots/yds.	Knots/yds.	Knots/yds.	Knots/yds.
Light					
Normal					
Full					
Reckless					

Hit Locations

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4 Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold



Ship Modifications

Mod.	Value	PoE	Effect
Add Stern or Bow Chasers	Expensive	500 + the cost of the guns	Add one or two guns at the stern or bow, -5% handling penalty.
More Canvas	Expensive	600	Increase sped by one knot, -5% handling.
Strip for Speed	Expensive	35	Reduce hull points by 5, increase speed by 1 knot.
Reinforced Hull	Expensive	1000	Increase hull points by 10, reduce speed by 1 knot.
Copper Bottoms	Expensive	2000	Increase hull speed by 1 knot, reduce careening.
Smuggler's space	Expensive	300	Gain a hidden section of the hold.

Crew Section

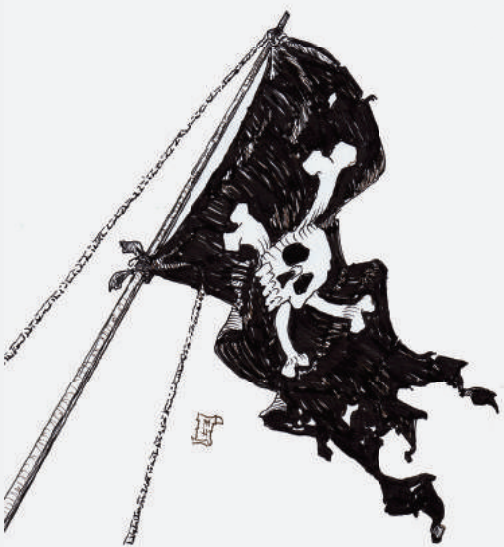
Section	Number Total/25%/50%/75%	Skills	Morale	Officer	Skills

Barque

Draft	12’
Beam	15
Length	18 yds.
Tonnage	100tons
Cargo Capacity	15 tons
Max. Crew	60
Min. Crew	6
Hull Points	25
Rigging Points	30
Flotation Points	25
Base Speed	10 knots
Bow	7
Bow Quarter	9
Amidships	9
Aft Quarter	10
Aft	9
Typical Armament	none.

BARQUE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold



Brig, Merchant

Draft	14’
Beam	20’
Length	22yds
Tonnage	140 tons
Cargo Capacity	50 tons
Max. Crew	90
Min. Crew	12
Hull Points	50 R
igging Points	50
Flotation Points	50
Base Speed	9knots
Bow	6
Bow Quarter	7
Amidships	8
Aft Quarter	9
Aft	8
Typical rmament	4x 4 pdrs in two broadsides.

Texan Brig, Called Archer

BRIG, MERCHANT HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

Brigantine

Draft	8’
Beam	12’
Length	12 yds.
Tonnage	45 tons
Cargo Capacity	12 tons
Max. Crew	45
Min. Crew	8+ rowers
Hull Points	20
Rigging Points	30
Flotation Points	20
Base Speed	9 knots
Bow	6
Bow Quarter	7
Amidships	8
Aft Quarter	9
Aft	8
Sweeps	The brigantine can be rowed with sweeps, granting an increase in speed of 2 knots
Typical Armament	4x 4 pdrs in two broadsides.

Brigantine, Copper Etching

BRIGANTINE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

East Indiaman

Draft	20’
Beam	43’
Length	59 yds.
Tonnage	1400 tons
Cargo Capacity	1000 tons
Max. Crew	340
Min. Crew	35
Hull Points	115
Rigging Points	100
Flotation Points	115
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	4
Aft Quarter	6
Aft	5
Typical Armament	52x 12pdrs in two broadsides.

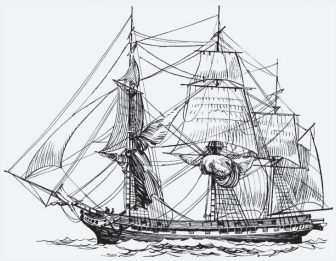
EAST INDIAMAN HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

Indiaman in a gale

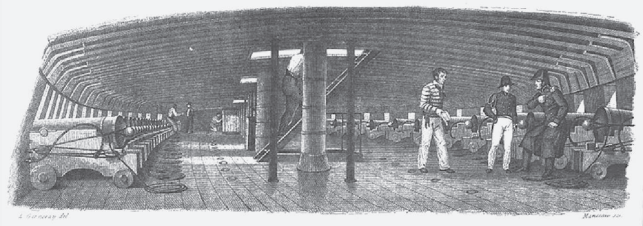
Frigate

Draft	27’
Beam	34’
Length	40 yds.
Tonnage	550 tons
Cargo Capacity	115 tons
Max. Crew	260
Min. Crew	55
Hull Points	85
Rigging Points	60
Flotation Points	85
Base Speed	10 knots
Bow	5
Bow Quarter	6
Amidships	7
Aft Quarter	10
Aft	8
Typical Armament	24x 9 pdrs in two broadsides, 4x 6 pdrs bow and stern chasers.



Frigate

Main batteries of La Méduse, a French Frigate



Frigate, Heavy

Draft	30’
Beam	36’
Length	42 yds.
Tonnage	600 tons
Cargo Capacity	130 tons
Max. Crew	350
Min. Crew	55
Hull Points	90
Rigging Points	60
Flotation Points	90
Base Speed	8 knots
Bow	3
Bow Quarter	4
Amidships	5
Aft Quarter	8
Aft	6
Typical Armament	40x 12 pdrs in two broadsides, 4x 9 pdrs bow and stern chasers.

FRIGATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-7 Bow Chaser 8-10 Hold

HEAVY FRIGATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-7 Quarterdeck Section 8 Stern Chasers 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun Deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-7 Bow Chaser 8-10 Hold

Gunboat

Draft	6’
Beam	8’
Length	8 yds.
Tonnage	35 tons
Cargo Capacity	1 ton
Max. Crew	40
Min. Crew	8
Hull Points	35
Rigging Points	25
Flotation Points	35
Base Speed	3 knots
Bow	1
Bow Quarter	2
Amidships	1
Aft Quarter	2
Aft	2
Typical Armament	2x 24 pdrs bow chaser.

GUNBOAT HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-7 Quarterdeck Section 8 Gun Deck 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun Deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-7 Bow Chaser 8-10 Hold

A typical gunboat

Schooner

Draft	13’
Beam	25’6”
Length	37 yds.
Tonnage	98 tons
Cargo Capacity	35 tons
Max. Crew	90
Min. Crew	12
Passengers	24
Hull Points	50
Rigging Points	50
Flotation Points	50
Base Speed	9knots
Bow	6
Bow Quarter	7
Amidships	8
Aft Quarter	9
Aft	8
Typical Armament	4x 4 pdrs in two broadsides.

This schooner, Estelle, was built in 1874

SCHOONER HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun Deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

Ship of the Line, 1st Rate

Draft	22’
Beam	54’
Length	65 yds.
Tonnage	2456 tons
Cargo Capacity	355 tons
Max. Crew	890
Min. Crew	65
Hull Points	250
Rigging Points	150
Flotation Points	250
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	4
Aft Quarter	6
Aft	5
Typical Armament	32x 32 pdrs in two broadsides (lower gundeck), 32x 24 pdrs in two broadsides (middle gundeck), 32x 12 pdrs in two broadsides (upper gundeck), 12x 6 pdrs in two broadsides (quarterdeck guns), 6x 9 pdrs bow chasers.

SHIP OF THE LINE, 1ST RATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4 Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold

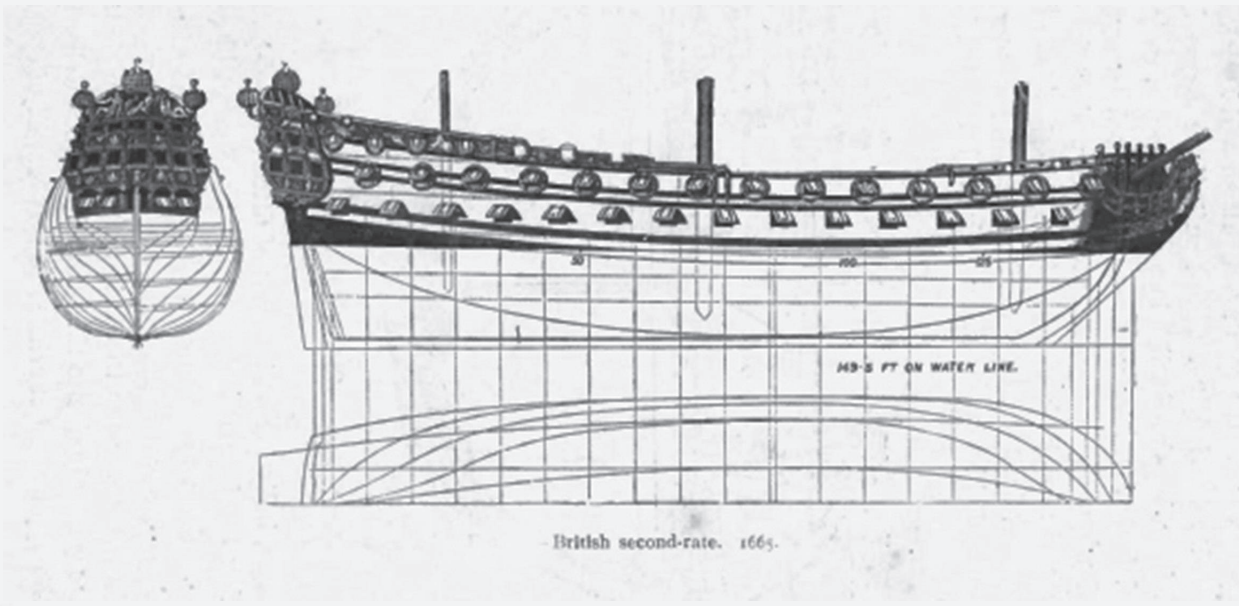
Nuestra Señora de la Santísima Trinidad, a Spanish first-rate ship of the line of 112 guns, 1768. When rebuilt, She was the heaviest-armed ship in the world.

Ship of the Line, 2nd Rate

Draft	20
Beam	50
Length	59 yds
Tonnage	1930 tons
Cargo Capacity	315 tons
Max. Crew	750
Min. Crew	55
Hull Points	240
Rigging Points	130
Flotation Points	240
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	4
Aft Quarter	6
Aft	5
Typical Armament	28x 32 pdrs in two broadsides (lower gundeck), 30x 24 pdrs in two broadsides (middle gundeck), 30x 12 pdrs in two broadsides (upper gundeck), 2x 6 pdrs. bow chasers.

SHIP OF THE LINE, 2ND RATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold



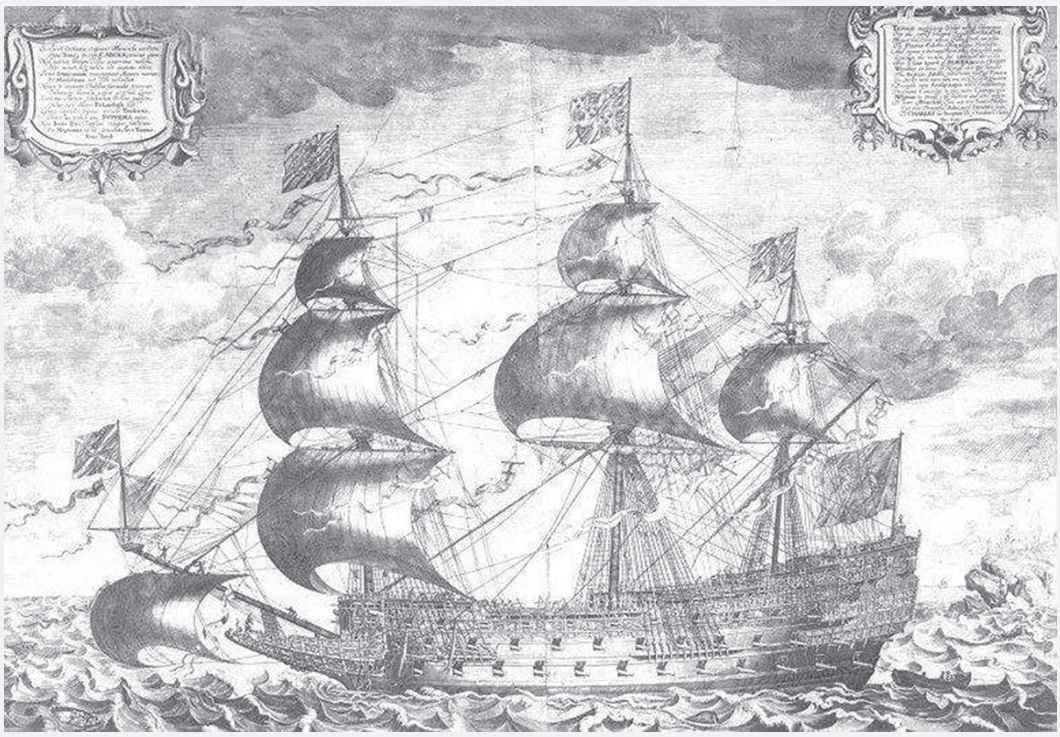
British Second-Rate ship, 1665

Ship of the Line, 3rd Rate

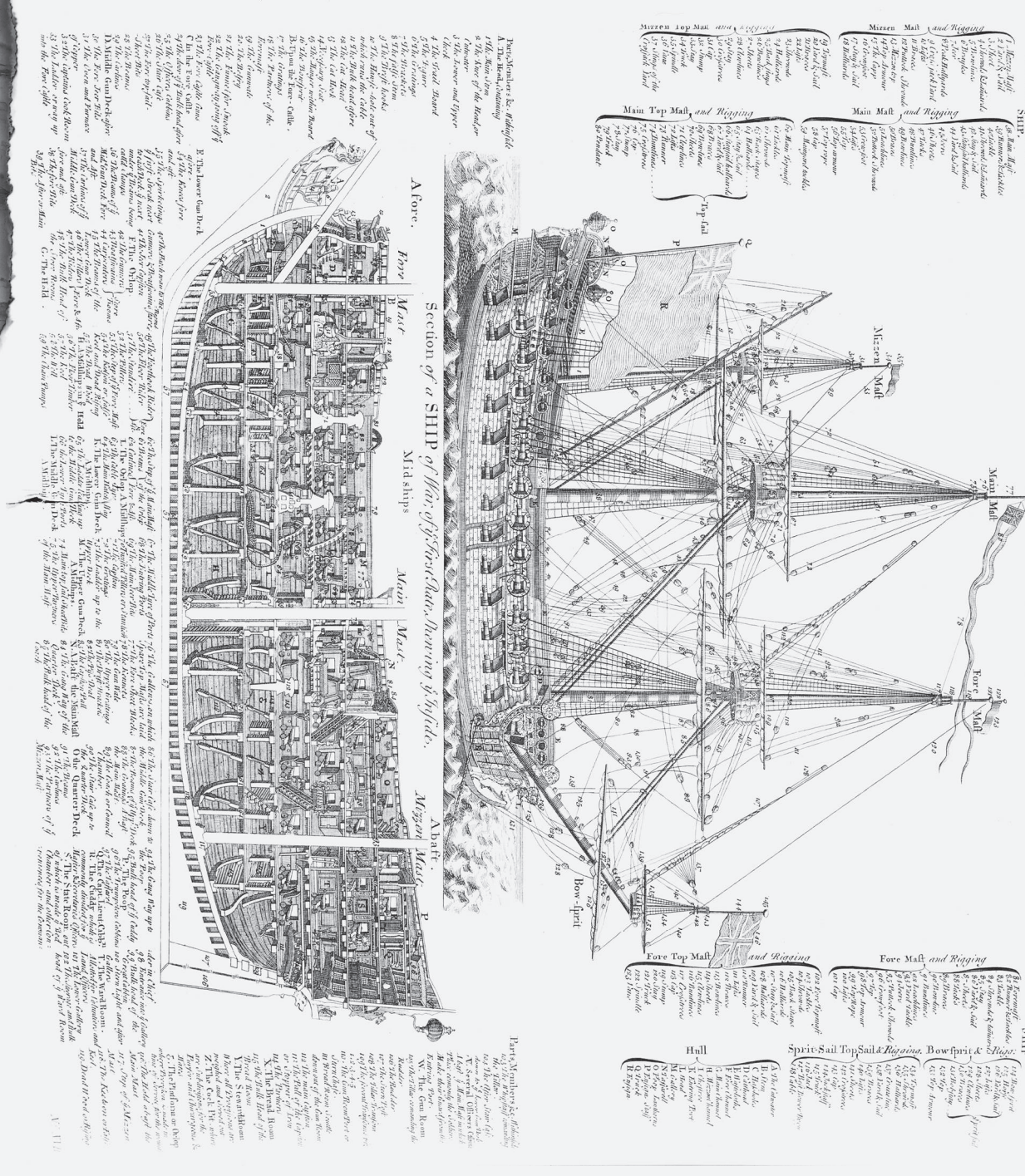
Draft	18’
Beam	47’
Length	57 yds.
Tonnage	1632 tons
Cargo Capacity	285 tons
Max. Crew	600
Min. Crew	45
Hull Points	200
Rigging Points	130
Flotation Points	200
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	4
Aft Quarter	6
Aft	5
Typical Armament	28x 32 pdrs in two broadsides (lower gundeck), 28x 24 pdrs in two broadsides(upper gundeck), 14x 9 pdrs in two broadsides (quarterdeck guns), 4x 9 pdrs bow chasers.

SHIP OF THE LINE, 3RD RATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold



Ship of the Line: Sovereign of the Seas, 1637



1728 Diagram of a Thirs Rate Ship of the Line (top), and a First Rate Ship of the line (bottom)

Ship of the Line, 4th Rate

Draft	16’
Beam	40’
Length	49 yds.
Tonnage	1040 tons
Cargo Capacity	185 tons
Max. Crew	400
Min. Crew	35
Hull Points	115
Rigging Points	100
Flotation Points	115
Base Speed	7 knots
Bow	4
Bow Quarter	5
Amidships	5
Aft Quarter	7
Aft	6
Typical Armament	22x 24 pdrs in two broadsides (lower gundeck), 22x 12 pdrs in two broadsides (upper gundeck), 4x 6 pdrs in two broadsides (quarterdeck guns), 2x 6 pdrs bow chasers.

SHIP OF THE LINE, 4TH RATE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold

Fight of the Poursuivante against the British ship Hercules, 28 June 1803, as depicted by Louis-Philippe Crépin.

Sloop of War

Draft	13’
Beam	30’
Length	37 yds.
Tonnage	462 tons
Cargo Capacity	200 tons
Max. Crew	110
Min. Crew	30
Passengers	25
Hull Points	100
Rigging Points	100
Flotation Points	100
Base Speed	10 knots
Bow	5
Bow Quarter	6
Amidships	8
Aft Quarter	10
Aft	8
Typical Armament	12x 6 pdrs in two broadsides (Main deck), 12x ½ pdr Swivels.

SLOOP OF WAR HIT LOCATIONS

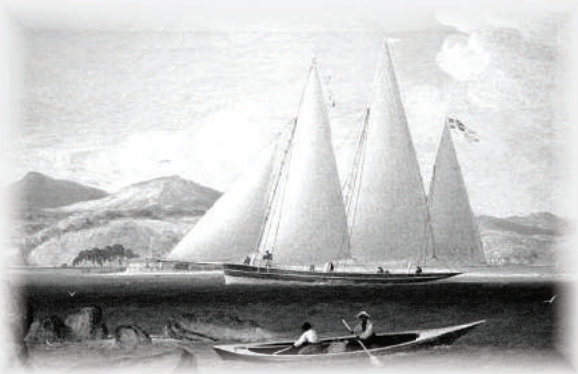
1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

Sloop, merchant

Draft	13’
Beam	30’
Length	37 yds.
Tonnage	462 tons
Cargo Capacity	200 tons
Max. Crew	110
Min. Crew	30
Passengers	25
Hull Points	100
Rigging Points	100
Flotation Points	100
Base Speed	10 knots
Bow	5
Bow Quarter	6
Amidships	8
Aft Quarter	10
Aft	8
Typical Armament	4x 4 pdrs in two broadsides.

SLOOP, MERCHANT HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold



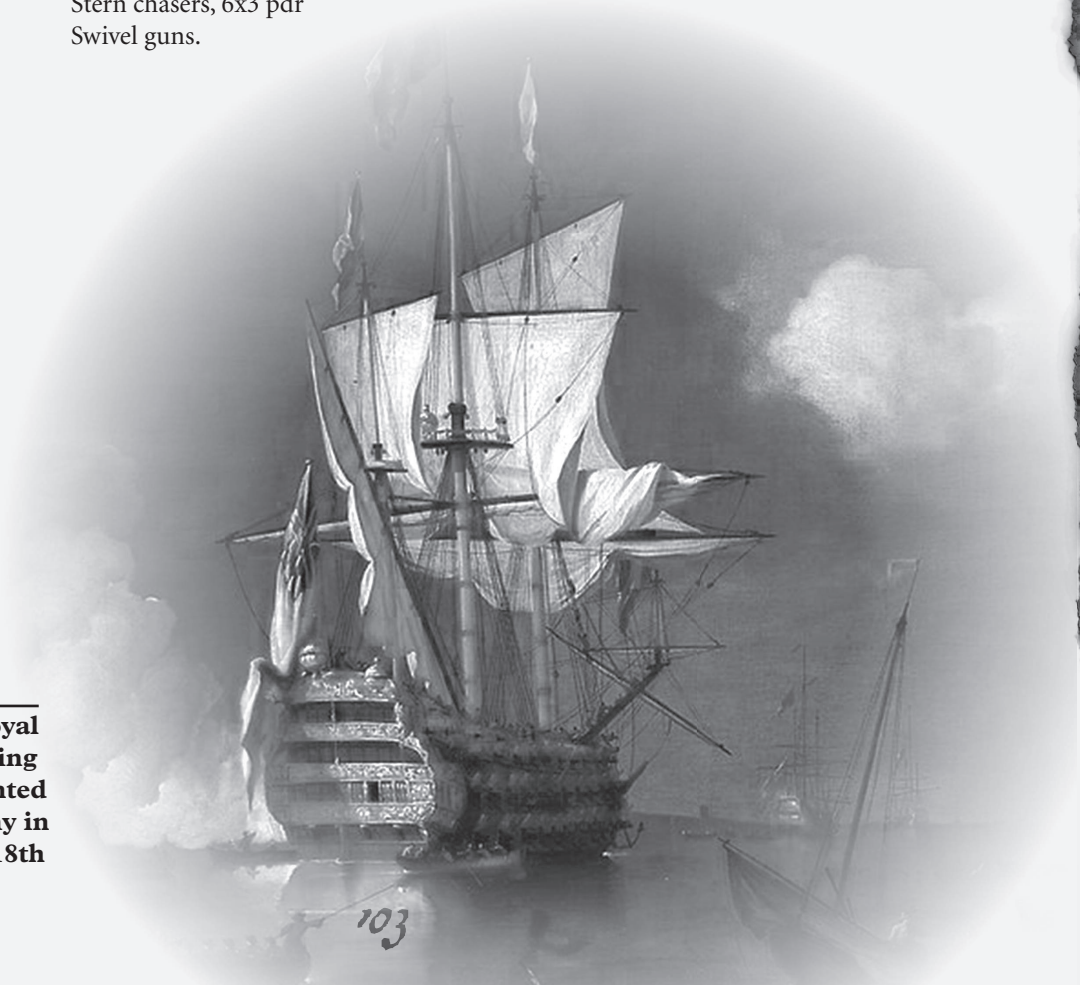
A painting of a three-masted Bermuda sloop, 1831.

Treasure Galleon

Draft	16’
Beam	20’
Length	40yds
Tonnage	1,000 tons
Cargo Capacity	750 tons
Max. Crew	460
Min. Crew	12
Passengers	3
Hull Points	50
Rigging Points	50
Flotation Points	50
Base Speed	7 knots
Bow	2
Bow Quarter	3
Amidships	5
Aft Quarter	7
Aft	7
Typical Armament	22x18 pdrs in two broadsides (Gun deck), 22 10 pdrs in two broadsides (Main deck), 6 x 6pdrs in two broadsides (Quarterdeck), 2 x 14 pdr Stern chasers, 6x3 pdr Swivel guns.

TREASURE GALLEON HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-6 Gun deck 7-8 Main Deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold



The flagship Royal Sovereign saluting at the Nore, painted by Peter Monamy in the first half of 18th century.

Troop Transport

Draft	16’
Beam	40’
Length	49 yds.
Tonnage	1040 tons
Cargo Capacity	185 tons
Max. Crew	400
Min. Crew	35
Hull Points	115
Rigging Points	100
Flotation Points	115
Base Speed	7 knots
Bow	4
Bow Quarter	5
Amidships	5
Aft Quarter	7
Aft	6
Typical Armament	12x 12 pdrs in two broadsides (upper gundeck), 4x 6 pdrs in two broadsides (quarterdeck guns), (note: hold hits on troop transports are evenly divided between cargo and passengers).

TROOP TRANSPORT HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section	1-5 Rigging Points 6-9 Rigging Section 10 Damage Control Section
1-3 Aft Hull	**4-7 Mid Hull**	**8-10 Fore Hull**
1-3 Hull Points 4-8 Quarterdeck Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4-8 Gun deck 9 Damage Control Section 10 Hold	1-5 Hull Points 6-10 Hold

Native War Canoe

Draft	2’
Beam	3’
Length	20 yds.
Tonnage	1 ton
Cargo Capacity	1 tons
Max. Crew	30
Min. Crew	12
Passengers	3
Hull Points	10
Rigging Points	0
Flotation Points	10
Base Speed	1 knot
Bow	0
Bow Quarter	0
Amidships	0
Aft Quarter	.5
Aft	1
Oars	the cutter employs up to 30 rowers, each pair granting +.25 knots to the speed
Typical Armament	none.

NATIVE WAR CANOE HIT LOCATIONS

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-3 Hull Points 4-10 Rowing Section	1-3 Hull Points 4-10 Rowing Section	1-3 Hull Points 4-10 Rowing Section

A ship pitches and rolls in the waves of a huge storm.

'Ard to Port: Spot Rules for Pirating

Careening and Maintenance

It is assumed that ships undergo routine maintenance as a matter of course. For this to occur, there must be adequate stores and crew. A ship needs at least 50% more crew than the minimum to be maintained in a reasonable manner. Maintenance uses up one month's of ship's stores every year. Failure to carry out routine maintenance results in the slow decay of the ship as the harsh sea eats her away. Every month that the ship is not properly looked after, it loses 1D60 hull, rigging, and flotation points.

One major task that must be attended to is that of careening. Ships sailing in tropical waters are subject to a variety of life forms that attack the hull. Teredo worms bore into the hull, barnacles attach themselves along the planking, and seaweed sprouts all over. The ship loses one knot of base speed for every three months that passes without careening. The accumulated sea-life must be cleaned off and, since SCUBA gear is still centuries in the future, the ship needs to be safely beached to work on it. To careen a ship, a Difficult Pilot (Ship) roll is required to safely beach the ship. The work takes roughly three weeks, longer for larger or more infested ships. Another Difficult Pilot (Ship) roll is needed to re- launch the now clean ship.

Choosing Captains and Other Officers

Other than making the choice during character creation, choosing a captain and other officers can occur during game play. This most often happens when the person holding a position dies or leaves the ship, as the result of a mutiny, or if the characters take a new ship and gathers a new crew. With pirates this process is general election, with a short period for campaigning before voting. The ideas of democracy and freedom inherent in the code of the Brethren of the Coast are so strong, elections are a necessity even if everyone already knows the outcome.

To play out an election, compare the Reputations of the parties vying for a specific position. Give any character with a skill appropriate to their position (as seen on the table below) a bonus equal to 1/10 their skill level for the purposes of the election only. If any party has a following greater than one quarter of the crew, they receive a bonus of +10% to their effective Reputation.

Have each character give a speech about why they should be elected, and have them make a Persuade roll. On a Success, the Character sways some of the crowd, giving them a +5% to their effective Reputation. A Special success increases this to +10%, and a Critical Success +15%. A Failure yields no penalty – the crew is unconvinced. A Fumble puts the character out of the election entirely. PCs, being the protagonists of the story, have a flat +10% bonus to their effective Reputation.

Divide the effective Reputations by 5 and, starting with the lowest effective Reputation of all the candidates, have the lowest match the next highest on the Resistance Table. Go through all the candidates, working from the lowest to the highest, with losers being out of the election and winners moving on to face the next highest, until there is only one winner. That person is the one elected to the position.

POSITIONS ON A PIRATE CREW AND GOVERNING SKILL

POSITION	GOVERNING SKILL
Boatswain	Seamanship
Captain	Command
Coxswain	Pilot (Small Boat)
Master Carpenter	Craft (Carpentry)
Master Gunner	Artillery (Cannon)
Navigator	Navigate
Quartermaster	Command
Sailing Master	Pilot (Ship)
Surgeon	Medicine

Combat Aboard Ship

Combat aboard ship, with tight confines, slick planks, and rolling decks, can be very tricky. Sailors are used to the environment, but any character with a Seamanship skill below 45% makes all physical skill rolls at one higher level of difficulty. Shooting at or from a moving deck is increased by one level of difficulty. Close attention should be paid to any person suffering knockback near the railing or an open hatch.

A poor bloke suffers from snail fever

Disease

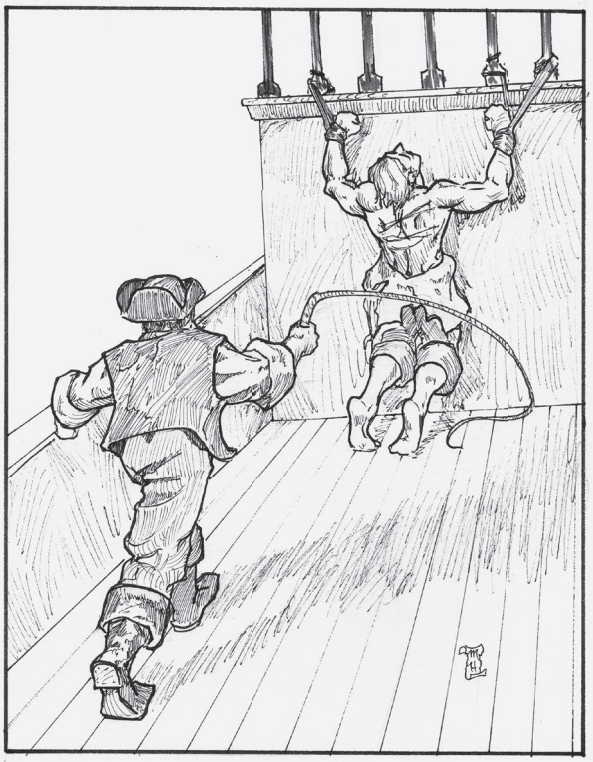
Disease was an ever-present risk aboard ship. The tropical locale, combined with poor sanitation and close confines, meant that an illness could rip through a crew, decimating it. The following lists diseases, their causes, and rule governing them:

- **Scurvy**. A lack of vitamin C in the diet causes the body to stop making collagen. The result is weakness, spotting on the skin, loss of the teeth, bleeding gums, and bleeding mucus membranes. Unless treated by vitamin C, it is fatal. When a characteristic point is lost, roll 1D6 to see which one is affected: 1-2 APP, 3-4 CON, 5-6 STR. Scurvy is not contagious.
- **Malaria**. This disease is caused by a mosquito-borne pathogen that is transmitted through the insect's bite. Those infected suffer from fever, pain, vomiting, and convulsions. Medical treatment is strongly recommended. Many types of malaria are chronic; the pathogen never leaves the body. The victim will experience the disease months or years later, and for the remainder of their lives. Affects CON.
- **Dengue Fever**. Another gift from our friend the mosquito, dengue fever is a tropical disease that causes fever, a rash, influenza, vomiting, diarrhea, and joint pain. Affects CON.
- **Snail Fever**. This disease is caused by a parasite that spends part of its lifecycle in freshwater snails. It is confined to the tropics, and is a chronic disease. The victim experiences pains, chills, fever, fatigue, diarrhea, skin lesions, and a nasty cough. Those infected have a friend for life. When a characteristic point is lost roll 1D6 to determine which one is affected: 1-4 CON, 5-6 APP.
- **River Blindness**. Caused by a biting fly native to the tropics. It transmits a nematode that can live in the host for decades. Symptoms are itching, loss of skin pigmentation and elasticity, and fever. If bitten near the eye, the infection can cause blindness (a Luck roll avoids an eye bite). When a characteristic point is lost, roll 1D6 to see which one is affected: 1-2 APP, 3-4 CON, 5-6 STR.
- **Intestinal Worms**. This is a catch-all category that includes a wide range of parasites that lurk in infected water. The

parasite grows inside the human body, reproduce, enter the water and do it again. Those infected suffer abdominal pain, diarrhea, vomiting, and fatigue. The parasite remains in the body and symptoms recur again and again. Affects CON.

- **Tuberculosis**. Known as 'consumption', this disease can take years to kill a person. Symptoms include bloody coughing, fever, fatigue, and weight loss. Like many disease listed here, it can reoccur repeatedly. Each instance of the disease causes a permanent loss of one point of CON. When a characteristic point is lost, roll 1D6 to see which one is affected: 1-4 CON, 5-6 SIZ.
- **Cholera**. A common illness found the world over until twentieth century. Cholera causes exhaustive diarrhea; diarrhea so bad it can kill you. Cholera is transmitted through infected food and water. When a characteristic point is lost, roll 1D6 to see which one is affected: 1-3 CON, 4-STR.
- **Venereal Disease**. This is another catch-all that can be applied to any disease picked up by well- paid sailors on shore leave. When a characteristic point is lost, roll 1D6 to see which one is affected: 1-2 APP, 3-4 CON, 5-6 STR.

A flogging be happenin'



Unfaithful pirates are forced to walk th' plank

Flogging

PCs being what they are, eventually someone will get flogged. The victim receives an amount of damage equal to 1+ the cat o'-nine-tails wielder's damage bonus per lash. This can quickly kill or incapacitate a character. One tenth of the total damage taken from a flogging is inflicted as SAN loss. Yes, you can flog a person into insanity over a period of several weeks.

Keelhauling and Walking the Plank

Keelhauling is a horrible, often lethal, experience. The victim is bound hand and foot, tied to two long ropes, then tossed over either the bow or stern of the ship. Crewmen along the rails drag the victim the length of the keel while holding the ropes tight. Characters being keelhauled suffer from both drowning and being scraped along the hull of the ship. Assume keelhauling takes one combat round per twenty- five feet of keel length or partial amount thereof (the rope teams aren't terribly swift about the whole affair). This amount

The Boarding of the British ship Triton by the French corsair Hasard

of time is cut in half if the keelhauling is from bow to stern and the ship is under way, doubled if from stern to bow and the ship is under way. This means that a character is likely to suffer damage from drowning. In addition to this, impacts with the hull inflict 1D6 points of damage per combat round. Increase this by one die if being hauled along a moving ship, and another if the ship has not been careened in the past month.

There are no historical records indicating Walking the Plank was ever done, but it is a venerable pirate trope. The rules for walking the plank are fairly straightforward. A character jumps when they decide, unless they are being pushed, prodded, or otherwise 'encouraged'. In these cases, the character pits his STR or DEX against his tormenters', with a penalty of -10% per combat round of 'encouragement'. Using the plank as a springboard is a Difficult Agility roll, as is falling off and grabbing the plank on the way down. Any character that impacts with the water better be prepared to swim, and takes 1 point of damage from the fall.

Mutiny

Mutinies are rare, but they occur with a higher frequency among pirates and other criminals on the high seas. A mutiny is unlikely to occur unless the captain's Reputation falls below 25%. If this happens the captain must roll his Reputation every week, with munity brewing on a Failure. A Fumble on this roll incites a mutiny immediately, with no warning at all. Most of the time there are warning signs that that the crew is unsatisfied; surly (or surlier than usual) behavior, inattention to detail, muttering amongst the crew, and small infractions of discipline, culminating in the rolling of cannon balls between decks in the middle of the night. If nothing is done after a week of trouble, the mutiny begins.

Divide the crew into three groups. Each group represents a percentage of the crew based on their reaction to the mutiny. The Captain's Reputation is the percentage of the crew that remain loyal to him during the mutiny. If any officers are PCs, a percentage of their crew sections equal to their Reputations remain loyal to them (whichever side they are on). Of the remaining crew, two thirds join the mutineers and the other third remains neutral.

The actual act of mutiny likely begins at night when the ship is not in any other danger, such as storms or combat (or the potential of combat). The mutineers will attempt to secure arms and ammunition, then proceed to capture or seal off any crew they suspect are loyal. Next,

they attack the captain and any loyal officers. During the fight, things can easily swing in either direction, and neutrals may be swayed to fight on one side or the other.

Navigation

Navigation can be a tricky thing. When first charting a course, have the character make a Navigation roll. The level of success should determine how well he or she has plotted a course. Set a number of days journey for an average success. Increase or decrease this number based on the result of the Navigation roll. Several things can affect the Navigation roll. A successful Knowledge (Region) that relates to the sea crossed by the ship can add 1/5th of the Knowledge skill to a Navigation roll. Having good charts should give a bonus based on the quality of the charts (5-15%); poor charts should give a penalty. Lack of basic navigational tools makes the Navigation roll Difficult.

Each week of sailing requires a Navigation roll to stay on course. Failure results in the ship taking a few days longer to complete its voyage. A fumble results in the ship becoming lost, and the navigator confused as to the actual location of the ship. A success on the next week's roll is required to get back on track, but by then a whole week's worth of sailing is lost. The GM, as always, is the final arbitrator of these rules.

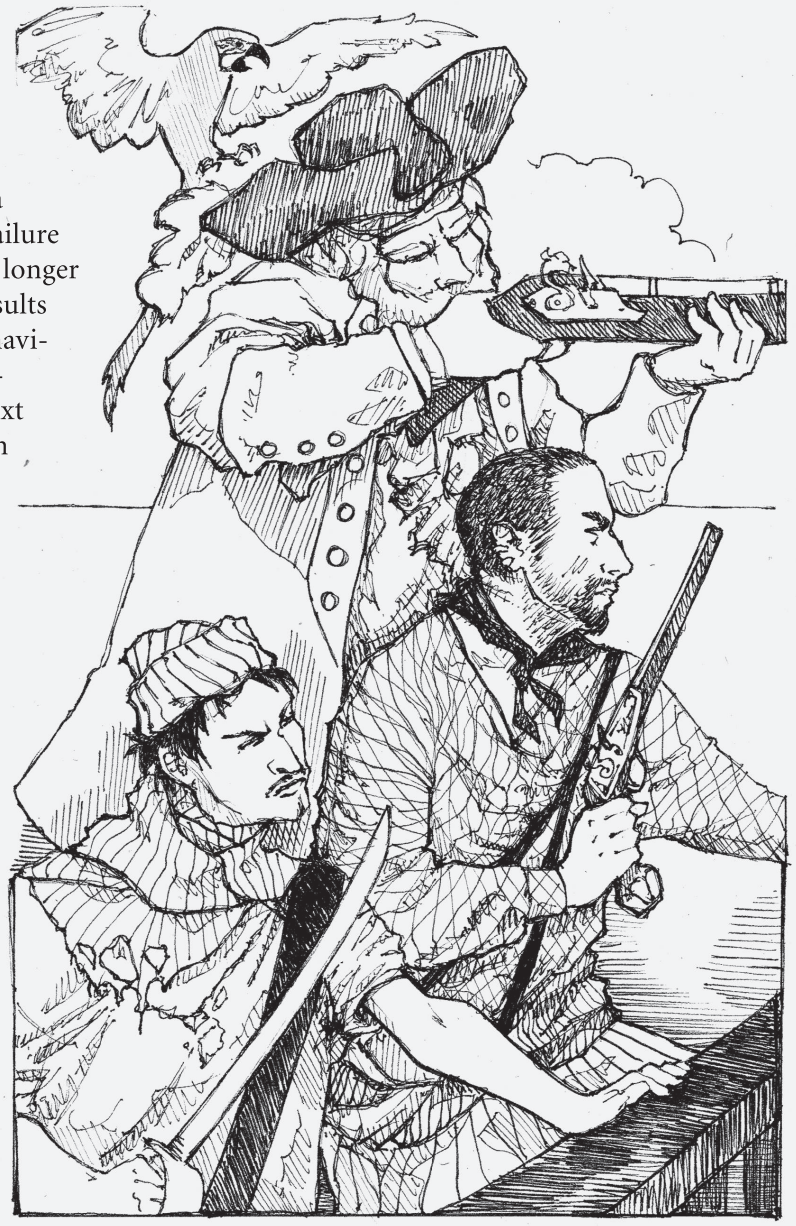
OBSTACLES AND HAZARDS

Ships can run into many obstructions and hazards at sea. Reefs, sand bars and shoals can all damage a ship. When encountering these hazards, a Spot roll is needed to detect them, followed by a Pilot (Ship) or Pilot (Small Boat) roll to avoid them. Running into an obstacle at sea will cause severe damage to a ship; consult the following table:

OBJECT	DAMAGE TO HULL POINTS
Reef	2D10
Shoal	1D6
Sand Bar	1D6
Rocky Shore	2D20

Rabble

With large crews of pirates duking it out on the seas, it becomes necessary to streamline things a bit. Using the full NPC stats and rules for thirty or forty crewmen on each side will quickly bog down the game, making every large combat more of a slog than an action-packed scene. This streamlining is accomplished through the use of Rabble rules. Rabble are the unwashed masses (or at least more unwashed than most pirates) of *Blood*



Polly spots an enemy!

WIND SPEED TABLE

WIND	SPEED BONUS/ PENALTY	DESCRIPTION	EFFECTS	HULL POINT DAMAGE PER DAY	RIGGING DAMAGE PER DAY
CALM	NA	Dead flat seas.	No movement possible by sail.	0	0
LIGHT BREEZE	-1	Wavelets.	None.	0	0
MODERATE BREEZE	0	Small waves.	None.	0	0
STRONG BREEZE	+1	Long, rolling waves.	-5% to Artillery rolls.	0	0
HIGH WIND	+2	Moderate waves.	-15% to Artillery rolls, -10% to Pilot (Ship) or Pilot (Boat) rolls.	0	0
FRESH GALE	+3	Moderate to high waves.	Artillery rolls become difficult, 15% to Pilot(Ship) and -30% to Pilot(Boat) rolls.	1D6	1D6
STRONG GALE	-2	High waves.	All Pilot (Boat) rolls become difficult, swimming impossible but character can still float with a difficult Swim roll.	1D8	1D8
STORM	-3	Large waves, visibility reduced to Long range only.	Pilot (Ship) rolls become difficult, Artillery rolls become impossible, Pilot (Boat) rolls become impossible.	10+2D12	10+2D8
FIERCE STORM	-4	Very large waves, visibility reduced to Close Range only.	As above, plus all crew sections require seamanship rolls or suffer 1D6 crew hits every 12 hours.	20+1D62	20+2D10
HURRICANE	-5	Huge waves, visibility reduced to Boarding Range only.	Pilot (Ship) rolls become impossible, all crew section need Luck roll, or suffer 1D8 crew hits, characters need luck roll or suffer 1D6 hits every 12 hours.	50+4D20	50+1D60

Tide; the nameless foes who seem to exist to fall under the PCs' slashing blades and blazing pistols. The rabble rules apply to the PCs' allied crew or soldiers. Any arms, armor, or other items, can be wielded by rabble; there are no limits to the types of weapon they can have, though their equipment is probably not of high quality.

Members of the rabble have a limited set of characteristics and skills. They only have a Physical and a Mental characteristic. When a member of the rabble is required to make a roll that involves Strength, Constitution, Dexterity, or their derived statistics, they use their Physical characteristic or Physical x5, as appropriate. Likewise, Mental (or Mental x5) is used where Power, Appearance, Intelligence, or Education (or their derived statistics) are called for.

Rabble have one other characteristic: Wounds. Wounds replace hit points, and help to speed up combat immensely. When a rabble member is hit in combat or otherwise takes one point of damage, they lose a wound. Most rabble have only one wound, making it rather easy to take out legions of them in combat (especially if you are using a volley gun or swivel gun filled with grape). Some rabble might have more than one wound, but never any more than three. Any SAN loss inflicted on rabble puts them into temporary insanity, and it is best to just assume they go catatonic.

Rabble have only have two, or at most three, skills. Combat skill represents their ability to fight, and covers unarmed, melee, and ranged combat. General skills cover every other action they may be called on to make. Some rabble, most notably ship crews, have specialized skills taken from the general skill list available to all non-rabble characters.

Rabble can only take one action per combat round. They can't parry or dodge; the chaos of combat is just too much for them. This makes large numbers of rabble easy to manage by both the GM and the players. In large combats, group the rabble into sections like on a ship and make one roll for each section as needed. For each successful hit in combat that a section manages to generate, it inflicts normal damage to its target.

After a battle, make a Physical x5 roll for each member of the rabble taken out. If successful, they are alive, though wounded, and may be treated as normal. Any amount of healing brings them up to full health. Likewise, make a Mental x5

DISTANCES BETWEEN COMMON PORTS OF CALL OF THE WORLD (IN NAUTICAL MILES)

PORT	AMSTERDAM	AZORES	BREST	CAPE COLONY	DAKAR	HONG KONG	LONDON	MUMBAI	NEW AMSTERDAM (NEW YORK AFTER 1667)	PORT ROYAL	SANTO DOMINGO
AMSTERDAM	X	1550	462	6162	2578	13047	192	10737	3324	4330	4057
AZORES	1550	X	1124	5033	1450	11918	1345	9608	2259	2944	2609
BREST	462	1124	X	5726	2141	12611	387	10301	2963	3939	3656
CAPE COLONY	6162	5033	5726	X	3584	6892	6054	4581	6801	6279	5945
DAKAR	2578	1450	2141	3584	X	10469	2469	8159	3339	3439	3041
HONG KONG	13047	11918	12611	6892	10469	X	12939	3828	13684	13156	12822
LONDON	192	1345	387	6054	2469	12939	X	10628	2965	4039	3775
MUMBAI	10737	9608	10301	4581	8159	3828	10628	X	11374	10845	10512
NEW AMSTERDAM (NEW YORK AFTER 1667)	3324	2259	2963	6801	3339	13684	2965	11374	X	1448	1466
PORT ROYAL	4330	2944	3939	6279	3439	13156	4039	10845	1448	X	411
SANTO DOMINGO	4057	2609	3656	5945	3041	12822	3775	10512	1466	411	X
VERACRUZ	5083	3820	4707	7434	4525	14310	4764	12000	1931	1167	1558

roll for each rabble member who has suffered SAN loss. On a success they have recovered, otherwise they are permanently insane and must be dealt with accordingly.

Regaining Sanity

It is likely that the heroes will suffer SAN loss during the course of their adventures. As psychiatry does not exist as a science, there are only a few ways in which a character may recover lost SAN. The most common is rampant debauchery, though time spent in a peaceful environment doing mundane tasks works as well. Finally, San can be regained through devotion to religion. Sadly, there are no sure means of healing indefinite insanity.

Wild debauchery is the most common means by which pirates regain their lost SAN. The details don't need to be explored; suffice it to say that a character engaged in debauchery is drinking, fornicating, and generally partying it up. This takes money and time, but can allow for an easy recovery of lost SAN. For each day spent in debauchery, the character makes a Luck roll. On a Success he recovers 1 SAN; 2 for a Special success, 3 for a Critical success. A mere Failure results in nothing but a loss of time and money, whereas a Fumble actually inflicts 1 SAN (some folks just go too far). Each day of wild debauchery costs 5 Pieces of Eight.

Time spent in mundane pursuits is more certain and has a greater return, however it takes much longer. A mundane pursuit is one that does not involve violence, the use or study of magic (aside from Voudou), or exposure to horrifying events or creatures. This can be accomplished through peaceful days of sailing, though time spent hunting for ships to prey on does not count. The best healing is quiet time in the country or along the coast with one's family and friends, engaging in the common routines of normal life. This includes trade, farming, visiting friends, playing with children, and in all manners reminding oneself that life is good and a joy. Each week spent in such pursuits results in a regain of 1D6+1 SAN. If there is violence of any sort, or any other banned activity during that period, then there is no gain, even if it was for only a moment or at the end of the week.

Finally, those characters who have significant religious devotion (denoted by having Knowledge (religion) skills above 50% in a faith they profess), can regain SAN at a rate similar to wild debauchery but with greater assurance. Each day spent in devotions, prayers, holy rites, confessing to a

priest, and receiving counseling from a religious figure yields 1 SAN in recovery, to a maximum of 1/10 their governing Knowledge (religion) skill.

Rations, Water, and Weevils

A crew needs to be fed and watered on a regular basis. At normal rations, each crewman consumes three pounds of rations and one gallon of drinking water daily. Going on half rations causes all physical skill and characteristic rolls to become Difficult (note: Seamanship is a physical skill). Quartering the rations places the crew at subsistence levels. All skill rolls and characteristic rolls are Difficult, and the crew must pass a Stamina roll every week to avoid losses. Consult the table below for the results:

RESULT	LOSSES PER SECTION
Fumble	1D8+1
Failure	1D6+1
Average Success	1D6
Special Success	1D6-1
Critical Success	1D6-2

A ship's stores of food and water deteriorates over time. Figure losses at 10% per week of travel. This loss is the product of spoilage and vermin; attempts to control these factors should be rewarded with reduced loss rates. Quartermasters with appropriate skills, such as Accounting, should be allowed to roll to reduce these losses. If it becomes necessary to determine how much is merely spoiled (but still potentially edible) and how much is ruined by vermin (and inedible), roll a D10. Spoiled food runs the risk of disease.

Weather

Wind and weather can play a rough game with a ship. Wind, from the right direction, can propel a ship quickly; from the wrong direction it can overpower a ship, causing it to lose steering or sink. Consult the wind and weather effects table on page 110.

The World of Blood Tide

The world of *Blood Tide* is much like our own. Events that happened in real history also occurred in *Blood Tide*; however, many other events in the history of *Blood Tide* are fictional. These events have created a world in which mermaids, Voudou, magic, and supernatural horror all exist. Knowledge of the supernatural is not widespread, though belief in supernatural forces is very common. The average man on the streets of London confesses to a belief in witches, demons, and devils. He most likely does not have any knowledge of the supernatural beyond old wives tales, folklore, and fables. That may be for the best.

The Supernatural World

The world we see is not the totality of existence; multiple dimensions lay stacked upon one another, each with its own set of natural laws. In our neck of the multi-dimensional woods the two closest are the mortal world, called the Seen, and a mutable world of spiritual energy known as the Unseen. Other realties exist, but the fabric of the boundaries between them and the Seen and Unseen are especially thick, making communication between them all but impossible.

It is the relative thinness of the boundaries between the Seen and Unseen that allow these two realties to interact. Not just mere communication, but actual physical transference is possible; though for the most part interaction between the two takes the form of movement of energies back and forth. It is this possibility of interaction, this flowing of firmaments together, that brings about our story, for the world of *Blood Tide* would not have formed were it not for this mutual permeability – and the flawed designs of devious and greedy men.

Nature of the Seen and Unseen

The supernatural has always been a part of the world, separated by a thin membrane that keeps the Seen and Unseen apart, yet allows people to reach or cross across that membrane from time to time. This separation is necessary, as the natives of the Unseen and those of the Seen are, for the most part, anathema to each other. Both exist conterminous to each other, and at times energies leak through, yet the laws of reality are different. The laws of science govern the Seen; other laws govern the Unseen.

Of these Unseen laws, the first two govern the behavior of the others. Like Begets Like means that an entity of the Unseen can only create things or effects that are related to its nature. A mermaid can't call forth fire, for her nature is water. It means that mortals who are working with Unseen forces must use materials and rituals related to the powers they hope to influence. Baron Samedi's nature is death and sex; a vow of chastity does not move him. When combined with the law of Belief Is Power, the power that derives from belief is related to that belief. When people gather in their holy places, they imbue those places with Unseen energy of their belief; they manifest their beliefs in the Unseen.

Like Attracts Like is less flashy than Like Begets Like, but its effects are far more wide-ranging. The energies of the Unseen are largely formed through mortal belief, and the beliefs of mortals draw these energies to them and the sites they consider holy. This rearranges the pattern of energies in the Unseen as mortals move about the world, religions change, and beliefs are born and

fade. New beliefs can create new types of energy in the Unseen, radically rewriting the nature of that universe.

One of the fundamental laws of the Unseen is that there is Power In Belief. Whereas in the Seen world belief often runs counter to the laws of physics and those laws are not influenced by what you believe, the Unseen is a different matter entirely. In the Seen world one cannot simply believe that they can fly and take to the air, yet in the Unseen the belief that one can fly means just that. Mortal beliefs are more powerful than the beliefs of the natives of the Unseen. Because of this the inhabitants of the Unseen are ever trying to shape mortal belief, so that their own desires and ambitions, their own beliefs and powers, are strengthened.

The natives of the Unseen manipulate mortals through the use of oaths, for an Oath Is Inviolate in the Unseen. As belief is power, the belief that an oath will be fulfilled, or even the slight hope of such, empowers the oath with energy. This energy works to make sure the oath is carried out, or if it is not then the guilty parties are punished. This is generally brought about through twists of fate, but a very powerful oath can alter the reality

Laws of the Unseen

The Unseen has its own fundamental laws, much like the laws of physics that govern the Seen. Unlike the laws of physics, the Laws of the Unseen are somewhat mutable, easily bent or broken, and subject to the whims of those with great amounts of power (or Power, as the case may be).

- Like Begets Like
- Like Attracts Like
- There is Power in Belief
- An Oath is Inviolate
- Ritual Creates Connections Between the Seen and Unseen

of the Unseen itself to bring about its completion. When a mortal enters into an oath with a being of the Unseen, this energy works to keep the oath fulfilled, sometimes to the mortal's detriment.

Finally, there are the laws of rituals, which themselves are legion, but which all boil down to one simple rule, that Ritual Creates Connections between the seen and unseen. The older and more established the ritual, the greater the belief behind it, and the more energy put into it all increase its power. This is why so many occultists depend on not just their belief in the Unseen and the energies therein, not merely their faith in their own abilities to touch and manipulate the Unseen, but in the esoteric rituals that both generate energy and allow for the two universes to contact each other.

Contact Between the Seen and Unseen

Normally there is no contact between the Seen and Unseen. The universes are separate and operate under their own laws of reality. However, as the beliefs of mortals in the Seen have an influence on forces in the Unseen, some passive contact is always present. There are places where the two universes come together – locations where the barriers between realties are thin, sometimes so thin that a being can pass through without really trying. Other places have thicker barriers that prevent even passive belief from passing through. These thick and thin places dot the world, and most are naturally occurring. However, when enough belief is generated at a high level over decades or centuries, a place can be thinned, allowing for easy congress between dimensions. There is no known way to thicken the barrier, other than for humanity to steer clear of an area for long periods of time, denying even the passive connection of belief.

If a mortal does not have access to a thin site, and is unable or unwilling to put in the massive amount of time and effort to create one, he must fall back on the power of ritual to build connections. Ritual, when combined with the power of belief and strengthened by oaths, can forge a connection between the Seen and Unseen, albeit a tenuous and temporary connection at best. This allows the mortal to draw the energies of the Unseen into the Seen, overriding the simple laws of physics and allowing for the performance of that we call magic.

It is obvious why a mortal would wish to do so; the power itself is heady, more than merely gaining what you desire. The denizens of the Unseen receive benefits as well. First of all, they desire to make contact with and influence the Seen, for it is the beliefs of mortals that generates much of the energy of the Unseen – energy these entities need to pursue their own ambitions. Second, and far more dangerous, the entities of the Unseen wish to expand their domains. Moving from the Unseen to the Seen, then changing a portion of the Seen into a province of the Unseen is by far the greatest way to do so. Finally, in the constant battles of the Unseen the ability to make contact with the Seen allows one to move around existing barriers in the Unseen. A rival's mortal followers can be attacked or territory flanked. As the machinations of Unseen entities advance, moves on the plane of the Seen become part of the game, and cutting a foe off from a move in the world of mortals is a viable strategy.

The World of the Unseen

The Unseen is a world of chaos. What we consider physical laws are more of guidelines that can be bent or broken at will by the even the least-powerful inhabitants. Up or down, right or left could be entirely subjective or, more commonly, based on which entity is currently in possession of that area (not that spatial distinctions are not all that exact in the first place). As the basic laws of the Unseen world are mutable, so are some of the more complex traits that mortals take for granted. Fire won't burn if the local governing entity is closely tied to concepts of cold; instead it might well make things colder – it might 'burn' with cold, consuming matter and leaving behind ice instead of ash.

The entities that make the Unseen their home are, in general, a cutthroat and bloodthirsty bunch. Since it is dominance over an 'area' that determines much of the local physical laws, a being could be extinguished if another took over the territory it lived in. Take the example of a cold-dominated region: the natives of that region are attuned to the cold on a fundamental level and fire does not exist to provide heat, but to make things colder. The lower the temperature, the happier the natives are. If the governing entity of that area loses it to a being for whom fire is as blood or air, the natives will be rapidly destroyed as their home heats up above freezing or becomes a land of living flame.

Because of this, the daily struggles between entities in the Unseen are not merely fights over dominance, power, love, hate, wealth, or other mortal desires, but struggles for very existence. This increases the stakes, and the viciousness, of the conflict, leading to massive battles – some covert, but most overt – for governance of an area. These conflicts bleed over into the world of the Seen, pitting men against each other in causes they have been duped into making their own, to fuel the power of an entity that dwells in a neighboring universe.

This fearsome battle, this ongoing and constant strife, continues from the highest Power down to the lowliest of spirits. The weak serve the strong and conform themselves to the stronger entities' natures merely to survive another day in the Unseen. At the same time, the weaker entities battle amongst themselves for dominance. When an entity of the Unseen consumes or defeats another, their own personal storehouse of energy increases, possibly raising them to the point where they can carve out their own domain and alter the fabric of reality to suit their own unique nature.

Crossing Between Worlds

For the inhabitants of both the Seen and Unseen, crossing to the other world is a challenging and harrowing experience.

For a mortal, the Unseen is a chaotic, shifting place where the long-held understandings of the world are not only mutable, but often hazardous. However, as mortal belief is power in the Unseen, most mortals are encased in a small bubble of their reality, based on their long and firmly-held beliefs. This moderates the shifting rules of reality and rewrites the Unseen, at least in the mortal's immediate proximity, to align with the laws of physics as the mortal understands them. Fire burns – though this provides some comfort in certain exotic domains, it doesn't really help when one finds oneself trapped in a region where the very air is fire.

For creatures of the Unseen, the situation is similar. But as they are inured to the concept of a flexible reality and buoyed by the power of belief and the other laws of the Unseen, they have an easier time adjusting. In effect, natives of the Unseen in the Seen are encased in a bubble of their own, warping the laws of physics into a form more amenable to their existence.

However, there is one immutable law that even the most powerful entities of the Unseen must abide by in the mortal world: all things die. For a creature in the Unseen death might be impossible, or merely inconvenient. Their forms and intellect are nearly immortal, especially if they have a great deal of personal power or can tap into a vast amount of energy. Even weaker entities that are regularly eaten by their stronger brethren find themselves coming back in the Unseen. In the mortal world, however, death is a certainty, and a creature of the Unseen who dies in the Seen is gone forever. Still, the risk is more than worth the reward: to carve out a piece of the Seen and turn it permanently into part of the Unseen is a great coup.

When the World Went Mad

In many ways the topography, if it can be called that, of the Unseen mirrors that of the Seen. Certain types of energy, based on the local beliefs of mortals, form in certain regions. The entities that dominate these regions are ones for whom that type of energy is their bread and butter – indeed, often their air and blood. This held true since the thinking mortals first walked the earth, until a cabal of mortal sorcerers took it upon themselves to reorder the Unseen in a massive cataclysm of magic. The result was a massive death of the unseen in the Eastern Hemisphere, and a wild rebirth in the Western.

The Best Laid Plans

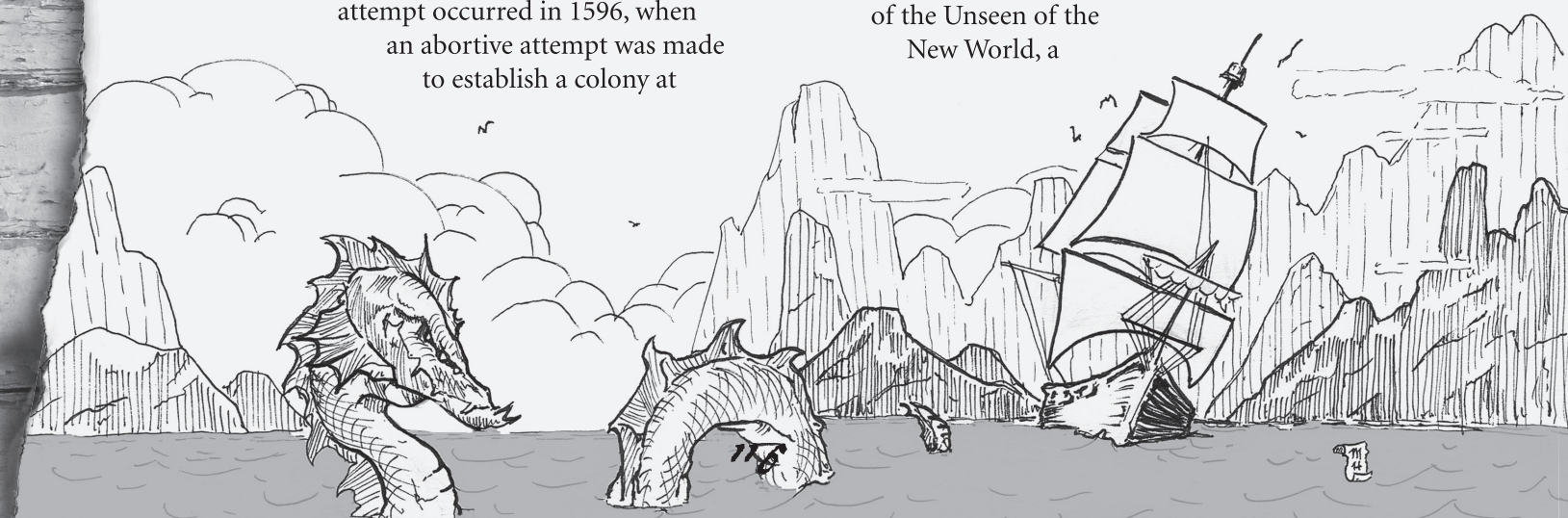
In the late 16th Century England was far behind its primary rival, Spain, in establishing colonies in the Americas. Their first major colonization attempt occurred in 1596, when an abortive attempt was made to establish a colony at Roanoke, Virginia. A year later, Sir Walter Raleigh dispatched a second group of settlers to re-establish the colony, having (hopefully) learned from the previous attempt. Hopes rose as children were born to the settlers in their first summer. However, they were betrayed by their benefactors, as Raleigh and his secret supporters had no intention of actually starting a colony.

Raleigh was part of a secret society of occult researchers in the court of Elizabeth I. The circle consisted of Raleigh, George Chapman, Thomas Harriot, Richard Baines, Christopher Marlowe, and Ingram Frazier. Collectively known as the 'School of Night', they formed the School to find and develop occult means of increasing their own personal power and the power of the English monarchy. Towards this end, they tried to rediscover the lost mystical arts of the ancients.

In 1580 they discovered a lost Greek treatise that detailed a precise ritual that could rapidly alter the energies of the Unseen world. This ritual would in effect change much of the energy in Europe into a form that would serve the interests of those steeped in Hermetic lore, especially those sorcerers who were English. The new energy would flow into the British Isles, bolstering the mystical might of the kingdom. More importantly, it would deny the Spanish and French access to these energies, sapping their magical might and bringing misfortune down upon them.

While researching the ritual, the School of Night discovered another aspect to it – they could use the rite not just to change the Unseen energies that flowed through Europe, but to draw in the energies of the New World as well, creating a vortex of power that would allow them to use the power of the Unseen to rewrite the reality of the Seen, extinguishing their foes in a holocaust of magical fire.

To perform the ritual they needed a specific sacrifice. To draw in the energies of the Unseen of the New World, a



link between Britain and the Americas needed to be forged, preferably with blood. The key must be a child born of British parents in the New World. The blood of Britons, shed in the New World, would solidify the link.

In 1586 they established the first colony at Roanoke, but it failed to produce what they needed: an English child born in the New World. They tried again in 1587 and were successful. The abortive invasion of England by the Spanish Armada in 1588 provided the cover they needed to perform the ritual. Secretly, members of the School of Night sailed to Roanoke. There they invoked the Ritual of Becoming, creating a vortex of mystical energies that sucked in the colonists. However, things didn't work out as planned. Instead of linking the New World with England, they linked the New World with all of Europe. Magical energies were not rewritten as much as reordered, sucked from the Old World into the New, swirled together and thoroughly mixed to the point that sorcerers from established traditions could not easily tap into this new, hybrid energy.

The effects were not noticeable at first; it took time for the flow to build. But within a few short months magicians in Europe, Africa, and Asia found it difficult to produce even the smallest results. Native sorcerers in North and South America likewise found themselves cut off from familiar energies in the Unseen, and from generations-old oaths with the entities there. Like their counterparts in the Old World, New World magicians and sorcerers found it difficult to produce effects of any size. Combined with the plagues and conquests that were already ravaging the Western hemisphere, this spelled the death knell for many of the New World traditions.

Other unintended side effects came about in the months and years following the Ritual at Roanoke. The site of the ritual became a thin point in the barrier between the Seen and Unseen, and as the main vortex broke up and spawned smaller vortices, more thin points were created. Existing thin points in the New World were wiped out, had their natures changed, or became actual holes in the barrier. The boundaries between the Seen and Unseen throughout the Hemisphere, but most especially along the Eastern Seaboard and down into the Caribbean Sea, were greatly weakened.

The Unseen was ripped asunder. Old domains were destroyed, established entities found themselves cut off from their power and torn asunder by their own minions, and new entities burst into life. All of this happened in moments; however time is not the same in the Unseen as in the Seen, and some of the aftereffects of the Ritual have yet to be felt. A prime example is the rise of King Juan of Bimini; at the time of the ritual he was not a powerful figure in the unseen, merely a decaying corpse in Cuba.

With the world in mystical chaos and a weakened barrier in much of the Western hemisphere, creatures of the Unseen crossed over at an alarming rate. Many of these were simple creatures who blundered through the thin places or where swept up by the vortices that tore across both the Seen and Unseen. This new Unseen population in the Seen hid at first, scared of the laws of physics that threatened to burst the bubbles of their home reality. In time, they came to realize that the Seen in the New World was ripe with possibilities. Though not as easy to manipulate as the Unseen, the combination of their Unseen nature, the mystical chaos, and the thinness of the boundaries between here and there meant that they could operate against the laws of physics.

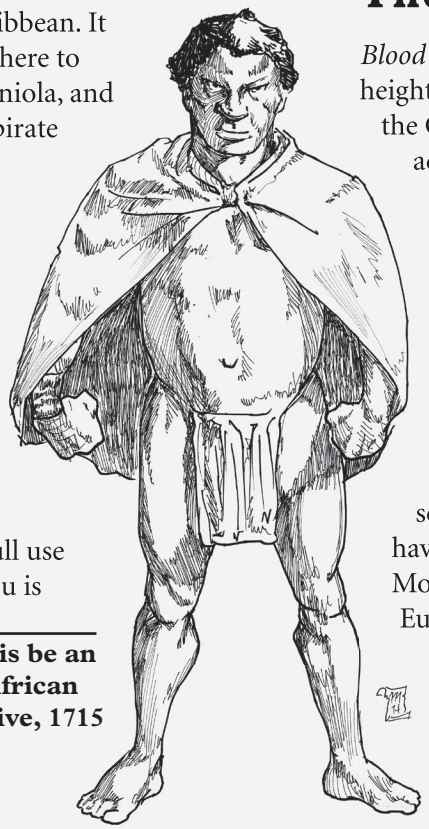
This be a colonist from 1715

The Rise of Voudou

No one knows quite how Voudou developed, but it formed around this mixing of Eastern and Western energies. African, Native Caribbean, and European religions and mystical traditions combined to form something new – like, yet unlike, what had come before. This new religion and magical tradition taps into the intermixture of magical energies and utilizes it fully, allowing it great power. The origins of Voudou lie in the slave quarters of the plantations built on the Caribbean Islands; though mystically potent, it began as a magic of slaves and other oppressed peoples. From the slave quarters

Voudou spread to the criminals and poor farmers of the Caribbean. It was a short jump from there to the buccaneers of Hispaniola, and to their descendants in pirate fleets around the world.

Voudou works because it is a syncretic mystical tradition that draws upon energies from a diversity of Old and New World sources. This allows it to tap into the hybrid energies released by the Ritual of Roanoke and make full use of these energies. Voudou is slowly rewriting those energies so that they work only within the framework of its own tradition. This is in no small part due to the general weakness of the boundaries between the Seen and Unseen in the New World. The mobility and diversity of mortals of the New World aid in spreading Voudou and mixing new energies created by their beliefs; as their beliefs change these new energies take on a mixed nature as well.



This be an African native, 1715

The coming of Voudou elevated and altered the Unseen entities worshiped by the peoples of West Africa. Before the slave trade blended the cultures and mystical traditions that form the heart of Voudou, these entities where relatively minor. Though they had millions of humans funneling faith and energy into them, the power and scope of that worship was regional rather than global. When these minor entities were conflated and blended with those worshipped by the native peoples of the Caribbean and the globally powerful saints, angels, and other beings held high by Christianity, their own power increased. This conflation altered the very nature of the entities, giving them new purviews, new powers and attributes; in effect creating new beings in the Unseen. Fueled by access to the energy surge in the Western hemisphere, the Loa of Voudou have become far more common and far more powerful than any other entities.

The Situation Today

Blood Tide is set in the year 1716, during the height of the Golden Age of Piracy. Its focus is on the Caribbean and surrounding lands, though adventurous souls can find excitement in the steaming jungles of South America, the crumbled ruins of Mesoamerica, or the struggle between colonists and natives along the Atlantic Seaboard. The theme is one of struggle, as factions begin to vie for control of the New World.

The campaign is set against a backdrop of colonial ambitions, rampant piracy, and mystical shadow wars. Pirates, being somewhat outside of their native cultures, have learned to embrace the power of Voudou. Most other people, be they Native, African, or European view Voudou as just another primitive or foreign belief, one best avoided or repressed.

Pirates are on the front lines of the struggle. They are independent operators, increasingly squeezed by both the colonial powers of Europe and the mystical powers of the New World. The era of the Buccaneers and their fight against the Spanish is long past; that once-powerful force has turned its back on the petty squabbles of mundane nations and taken up arms in the secret war against the invaders from the Unseen.

Sorcerers from Europe and those indigenous to the Americas have found themselves at a disadvantage. The magical energies that they used to draw from are now mixed with energies of a different 'flavor'. Furthermore, energies from a particular continent tend to accumulate near people from that continent. In colonial settlements, most magical energy is that originally from Europe The areas heavily influenced by cultures native

This be a Caribbean native

to Africa or the Americas have a strong energy nature aligned to their own 'type'. In most other areas the magical energies are mixed, giving the advantage to voudouists.

Three mystical powers have emerged, either created by the titanic mixing of energies or heavily influenced by them. These beings pursue their own agendas against the backdrop of a hemisphere in turmoil.

From his decaying palace deep in the Florida Everglades, an undying Juan Ponce de Leon plots and schemes. This bitter shell of a man is animated by his incredible will and the power of the Fountain of Eternal Youth. One day soon he will lead his army of corrupted natives and renegades in a bloody wave of conquest across the Caribbean and beyond.

Created by the potent magical energies of the New World, many creatures of myth and legend have been born. Among them are the mermaids and their Queen, Nari'th. Born from a combination of European Sirens and Oceanids, Taino Aycayias, and West African Jengu, the mermaids are far from the lounging beauties one would hope for. Only able to recharge their magical power by consuming the flesh or spirits of humans, the mermaids combine legends of sea nymphs with those of succubi and other demonic females. Queen Nari'th plans to enslave all surface dwellers, leaving the Caribbean as a playground for her fiendish mermaids to feed and frolic in.

Maybouya was a Carib deity, a god or spirit who needed to be placated to avoid ill fortune and disease. In the wake of the magical vortex created by the School of Night, the native Carib beliefs were mixed with European superstitions about the 'cannibals' who inhabited the New World. From this psychic mix was born Maybouya, the Hunger that Wakes.

Humanity is capable of fighting back, and two forces have assembled to combat the Three Powers; though with each having its own agenda, it may not bode well for humanity as a whole.

Influential in the Salem Witch trials and witch hunting in general, Cotton Mather works to save humanity from the devil. While he does not possess mystical powers, Cotton's vast research and keen insight have aided him in his crusade of annihilation. From the pulpit of Boston's North Church Cotton Mather commands a secret order of witch hunters in a quest to rid the New World of all magic and magical creatures they consider evil. Aided by a young genius, Benjamin Franklin of Philadelphia, and his wondrous inventions, Mather's Milites Divinus Providentia wields muskets and pistols capable of firing streams of shot, devices that can accurately detect witchcraft and other evils at great range, and unstoppable clockwork automatons. These marvels, combining modern mechanics with the latest in electrical research, are juggernauts capable of slaying great beasts. Their only imitations are their lack of reasoning and self-control, requiring a human to set the clockwork mechanisms and monitor the machine lest some clever trap fools it, or worse, it erroneously kills innocents.

After faking his death in 1593, Christopher Marlowe immigrated to Jamestown under an assumed name. Wracked with grief over his involvement in the Roanoke sacrifice, Marlowe wanted only to finish his days in obscurity, but he soon discovered unexpected side-effects of the School of Night's ritual. Using his occult knowledge and his intimate connection with the mystical vortex, Marlowe has managed to tap into the mixed

Beware 'o mermaids, they be deadly creatures

energies with ease. For some time he traveled the New World, attempting to set right what he put wrong, but the task was too great for one man. Falling in with the last vestiges of the Brethren of the Coast, he enlisted their aid, and through them the growing power of Voudou, turning his personal battle into a war between the forefathers of today's pirates and the Three Powers of the Unseen. However, although Marlow's cause has been greatly aided by the Brethren, it has been somewhat corrupted, for the Brethren do not just battle the forces of evil, they desire to rebuild the world, starting with the Caribbean, after their own image: men and women living under jointly-agreed contracts, free of the tyranny of state and church.

King Juan of Bimini

Juan Ponce de Leon came to the New World as part of Christopher Columbus's 1493 expedition. On Hispaniola, he was instrumental in the conquest of the native Taino peoples. In 1508, de Leon left his plantations on Hispaniola and began a conquest of Puerto Rico. For the next few years he would go between the two, searching for gold and enslaving the natives. By 1512, political infighting between Diego Colon (Columbus' son) and de Leon had become bitter. In that year, King Ferdinand of Spain issued de Leon with a royal contract granting him the rights to explore and exploit the Islands of Bimini to the northwest of Hispaniola.

Those 'islands' turned out to be the Florida keys and peninsula. The future King of Bimini explored the islands in two voyages, presumably seeking gold and slaves. In the 'islands' of Florida and Bimini, de Leon discovered rumors of a magical spring that granted eternal life. Upon returning to Puerto Rico, he consulted with several learned men. This prompted him to return to Spain in 1514 and present his findings to the King. Returning to the New World, de Leon set about suppressing the Caribs. In addition to driving them back to secure his hold on Puerto Rico, de Leon had a second, secret mission. He was to investigate the mystic powers of the natives. De Leon's investigations and interrogations of captured shamans lead him to believe that the stories of a Spring of Eternal Youth were true. What he didn't know was that the power of the Spring was largely depleted.

In 1521, de Leon led a second expedition to Florida. This time he took not just soldiers, but settlers. After hacking through the brush for several days, they discovered a small bubbling spring and took some of the water. On their return to the ships the party was attacked by the Calusa warriors who guarded the site. Many were killed, and de Leon was horribly wounded by a poisoned arrow. As he lay in his bunk on the return to Cuba, de Leon faced certain death. Neither doctor nor priest could defeat the poison running through his body. In desperation, he drank the water from the spring, passing away shortly after returning to Havana.

Nearly sixty years after his burial, de Leon tore his way out of his own grave. The massive surge of magical energies had awakened the latent power from the spring. Maddened by the experience, his sanity shattered by the magic animating his body, de Leon wandered towards the shore. He was driven to return to Florida and to the Spring. It took him three years to swim and walk all the way, but finally he stood before the terrified Calusa. Unable to banish or defeat this monster, they bowed before their Undying King.

For the past two centuries, Juan Ponce de Leon, now King Juan the Undying of Bimini, has ruled his own private hell in the middle of the Everglades. He sends his warriors to attack other native groups and European settlers. Empowered and kept alive by potent magic, King Juan is immortal, being 'killed' by physical or magical attacks only to return to life hours or days later. He is stark raving

Juan Ponce de Leon

mad, and his madness has infected his subjects and warped the land around the Spring of Eternal Youth. Recent successes against Europeans have emboldened King Juan, and now he masses men and arms for a strike at the heart of the Spanish Caribbean, Havana, and eventual domination of the Caribbean.

The Calusa

Before the coming of King Juan, the Calusa were much like any other native culture of the Florida peninsula, living in small scattered villages, farming and fishing. King Juan changed all that: first unifying the tribes, then dominating them entirely. The tainted power of Fountain spread throughout the land, warping the Everglades and the Calusa who lived there, converting of those few holdouts that opposed alliance into undying monstrosities.

Today, the scattered villages and tribes owe fealty to King Juan, his Los Eternos, and their own council of shamans. There is a great deal of fratricide and dispute among the subjects of the king of Bimini, but King Juan sees it as a means of keeping them in prime fighting condition, and ensuring the weak and unworthy are eliminated. Between the Calusa (who were his first servants) and Los Eternos (who are his favorites) there is nothing but bad blood. Los Eternos, at least those capable of thought and emotion, are dismissive of the naked 'savages'; while the Calusa see themselves as the best of both worlds, blessed with powerful gifts of their dark king and still thinking, feeling human beings.

The Undying Legion of King Juan Ponce de Leon

King Juan's closest and most loyal followers are his Los Eternos, the Eternals. These undying corpses, some might call them risen corpses, are the remains of Spaniards who came to the New World looking for fortune and found only death. Their journeys ended long ago, but the power of the Mad King of Bimini brought them back to form the core of his legions. Not just the fallen conquistadores have been given a semblance of life; the power of the Fountain and Bimini is such that even the war dogs and horses of the Spanish conquerors have been reborn – after a fashion.

Drawing on occult teachings learned from the Calusa and those imparted by his crystal skull (see the character description on page XX), King

King Juan and Los Eternos

Juan discovered the means to bring the dead back to life. By drawing on the power of the Fountain, he can impart some of the undying qualities he possesses to these long-dead corpses. However, Los Eternos are not nearly as well preserved as King Juan, nor do they all possess the same level of free will and intellect. The most common Eternos, the ones who were just regular soldiers in life, are rotting corpses that can only follow simple orders and can't even speak.

This is the key to understanding Los Eternos, and especially combating them. In undeath, as in life, King Juan's worldview is heavily influenced by the concepts of social status inherent in the Spanish culture of his day. To King Juan, the lowly common soldier is a simple tool, a peasant with a little martial training who exists only to fill out the armies of their betters. So common soldiers are little more than mindless cannon fodder in the growing legions. The caballeros and other noblemen in the Legion fare better, with some degree of intelligence and speech, up to those who are nearly as 'human' as King Juan, and nearly as well preserved. No ritual used to create one of Los Eternos has worked well enough to create a truly sentient and well-preserved result like King Juan; all are somewhat decayed and bound to the King's will.

Accumulating these corpses is one of the King's agents major tasks. Cemeteries across the

New World are robbed, and the graves of those fell in battle or from disease hunted out and emptied. A handful of shipwrecks have been raised, and the magics of Bimini have managed to bring these rotting hulks back to a serviceable condition.

Other Servants of the King

There are always those whose madness, lust for wealth, or other dark desires lead them to align themselves with dark forces. Although there are fewer who serve King Juan than the other Unseen Powers of the Caribbean, a few twisted souls have sold themselves to Bimini. These agents of the King are few and thinly spread throughout the Western Hemisphere, which leaves King Juan at a disadvantage in comparison to the other Powers, who have more mortal agents. In general, the agents spend as little time as possible in the pestilential, undying swamps of Bimini as they can, not only because of the obvious discomforts of the place but also to avoid the kingdom's corrupting influence. A few mutations are fine, as long as they are not detrimental or obvious, but a man with lobster claws for hands is not likely to blend in with regular humans.

Bimini

The kingdom of Ponce de Leon the Undying is one of living nightmares. De Leon's close association – physically and mystically – with the Fountain of Eternal Youth has warped the landscape. Trees hang lower, their branches dripping with thick strands of moss. A constant gloom covers the land, as if a miasma obscures the sun. Strange things, not quite mammal or reptile, scurry beneath the trees or into the brackish water. Odd sounds, terrifying cries and bizarre noises are frequently heard in the distance.

Navigating the land of Bimini is a hopeless task. Channels shift on a regular basis, and even the trees seem to move when one isn't looking closely. Any of the creatures from Chapter XX: Friends and Foes, can be found here, though warped by the magic of the place. For creating Bimini nightmares, apply the Chaotic Features from *BRP* p. 353. No creatures found here are normal; at the very least they will have an unusual color or number of limbs. The effects get worse the closer one gets to the Fountain.

Deep in this warped and perverted swamp is the throne of King Juan and the Fountain of Youth. Over the decades de Leon has built a palace out of stolen goods, looted shipwrecks, and assorted flotsam. The palace approximates the design of a Catholic Church, though translated through the lens of the corrupted Calusa (who have never seen a church) and the madness of King Juan. Los Eternos lack the creative drive to do much more than order the Calusa about or, in the case of the common soldiery, cart heavy loads without fatigue or complaint. Beneath the palace lies the Spring itself, and King Juan is known to spend weeks floating in its waters, contemplating who knows what.

The palace is at the center of the largest of all Calusa villages. These poor creatures have served King Juan for generations, and many are as mad as he. They all show signs of corruption, often in the form of bizarre mutations. The Calusa survive by hunting the strange beasts of Bimini, raiding the uncorrupted Calusa villages outside of King Juan's domain, and attacking European shipping and settlements. They take prisoners that they make into slaves, or torture and eat. The main village surrounding the palace is ruled by a council of shamans, all of who worship King Juan as a god.

Nari'th, Queen of the Mermaids

Creatures from the Unseen have taken advantage of the weakened boundaries between the Seen and Unseen, crossing over into the world of mortals to carve out their own domains. One of these, perhaps the most powerful, is an entity that calls herself Nari'th, Queen of the Mermaids. Her origins are a mystery, but for the past forty years she has been a growing power in the Caribbean, birthing hordes of mermaid daughters and recruiting a small armada of besotted fools to serve as her mortal patsies.

Little is known about Nari'th prior to her arrival in the New World, but she and her fellows seem to crop up in nearly every culture around the world in some form or another. She is the queen of the nereids, oreads, and sirens of Greek Myth, the sea-people of Middle Eastern myth, the selkies of Celtic lands, and countless others. In addition to these aquatic women, temptresses of great beauty and power, Nari'th and her mermaids are the Succubae and other demonic agents of sexual depravity and destruction. Combined, these multiple natures are a threat to all mortals, should the Queen get her way.

Nari'th herself is a creature of multiple forms, though in her 'natural' state she is like the

classic mermaid of myth and legend. She is beautiful – at least from the waist up – with long flowing hair, bright green eyes, fair skin, and a well-rounded figure. From the waist down she has the tail and body of a fish, albeit that is almost as lovely to behold as her torso and head. Her scales are iridescent and shimmer like a hundred gems. Always dressed to impress, the Queen drapes herself in jewels and precious cloths; always with an eye towards revealing what she wishes to show, and concealing what she wants only hinted at.

The Queen of Mermaids is more capable of assuming other shapes than her daughters. Like her children Nari'th can split her tail order to appear fully human; but while her daughters can only assume one form, the Queen can take the form of any woman, perfectly mimicking another. She can assume a spectral form, though she rarely does this.

The Queen of the Mermaids is imperious, for she is a monarch, is she not? She is highly skilled in the arts of seduction, persuasion, confusion, and all social skills, and has been known to seduce mortal men with but a few words and gestures. Her greatest failing is impatience, for the Queen expects to get her way and get it quickly; those who resist her allures too long are eaten.

This hints at her other great weakness, one that can be exploited by those who have knowledge and luck: Nari'th is not a natural creature. True, she has long been in the Seen and is slowly becoming a creature of the mortal world (she can be killed after all) but she is not human, despite her appearance at times. The Mermaid Queen is a vicious creature that must feed off of the flesh and souls of human males in order to live, and this predatory nature can come quickly to the fore and prove her undoing.

Nari'th rules from her palace inside the island of Punta Majagua. There she holds court with her most favored subjects and directs her growing empire. The aim of the Mermaid Queen is ambitious; nothing less than the total subjugation of the surface world. To achieve this end, she dispatches her mermaids and slaves to gather resources and suborn the wills of men in power.

Punta Majagua itself is a small island somewhere in the Caribbean, its location cloaked by powerful magics. Sailors seeking the island find nothing but open sea. Only mermaids or those specifically permitted can easily find the place. It is recommended that GMs place Punta Majagua wherever fits their campaign. The island may appear in different places, and returning to it is almost impossible.

Punta Majagua

Punta Majagua is divided between the island's surface and the undersea palace. The surface is a tropical paradise of blooming flowers, cool springs, and white sandy beaches. Her human slaves have built a small village here, and their ships float in a protected anchorage. The village is guarded by hundreds of armed sailors; all male, and all enchanted by the mermaids. It would be a fine place to live out one's days, if not for the potential elevation to the position of 'Royal Consort'. Royal Consorts are given a lavish send-off by their fellows, then taken to the sunken palace. There they are consumed by the mermaids in an orgy of bloodletting.

The palace proper is at the bottom of a lagoon at the center of the island. It is an opulent affair, constructed of coral, shell, and precious metals. Parts of the palace contain air pockets; these act as storage rooms for 'food', and for valuables that can be destroyed by water, including a large occult library containing works by surface dwellers and the accumulated wisdom of mermaids of yore.

Nari'th rules the island as an absolute monarch. All mermaids are her daughters, conceived by the union of Nari'th and the most powerful lusca. The children resulting from these unions (all are female) develop as normal lusca until they reach a century of age. Then they are drawn to Punta Majagua, where they undergo a mystic ritual that allows them to transform into a mermaid and gain their birthright.

Currently, Queen Nari'th's slaves have outfitted several sloops as pirate ships. With these they plunder and raid, bringing their loot back to Punta Majagua. A human-seeming mermaid commands each ship. The crews of these ships will sacrifice themselves for their mermaid captain, a fact not lost on the captain herself.

Nari'th's goal is to collect enough arms and ammunition to equip a small army. She plans to take a major island, either Jamaica or Cuba, and set up a base there to gain more slaves and prepare for another invasion. To this end, mermaids have been infiltrating the ruling classes of almost all the islands in the Caribbean. They do this by assuming human form and seducing important men.

Any leader thought to be resistant to seduction is driven mad or murdered by spectral mermaids.

Mermaids

All mermaids are Nari'th's daughters, hatched from clutches she lays in her palace. Like their mother, they are great beauties with the upper bodies of human women and the lower body of a fish. They are seductresses and predators, feeding on the flesh and souls of men. Some have the power to assume human form by 'splitting their tails'; others can assume a spectral form like an incorporeal spirit. All possess superb social skills, yet are capable of great savagery.

Among the mermaids there are several divisions based largely on age. The oldest mermaids have the highest status and serve their Queen directly as handmaids or other members of her court. Below these courtiers is a council of senior mermaids who tend to the day-to-day activity of managing a growing empire: sending out operatives, assigning patrols, and managing operations throughout the New World.

Common mermaids, the youngest and a few elders who have never distinguished themselves, make up the bulk of the Queen's subjects.

Luscas

These demon fish, part shark and part octopus, are deadly predators that swam out of the Unseen a century ago and have been growing in numbers and range since. Not truly intelligent, these spirits have existed long enough in the mortal world to become mostly flesh and blood, though they still retain a bit of Unseen essence about them –their unnatural forms and their links to Nari'th and her mermaids.

In ages past, the luscas made a binding oath to Nari'th to serve her when called, as long as the Mermaid Queen saw to the care of their young. This agreement was passed on to Nari'th's daughters, and all mermaids can take advantage of the oath. Because of this, it is not unusual for a mermaid to be accompanied by a pod of luscas, and these shark-octopus hybrids swarm around the island of Punta Majagua.

Forsaken Pirates

The Mermaid queen has more than her daughters and swarms of shark-octopus hybrids working for her.

The Forsaken Pirates (though not all are pirates) are humans who have decided to back Queen Nari'th in her bid to conquer the New World. Many, if not all, were recruited through the work of mermaids; men seduced into committing horrid acts or making dire oaths and now entirely in the thrall of the mermaids. Mostly these pirates ply the seas looking for plunder to bring back to Punta Majagua or lounge around the island carousing and living a life of indulgence and sloth.

A small but growing number of the Forsaken have become agents of the Mermaid Queen, operating in colonial settlements and the governments, armies and navies of the colonial powers. These men have access to places that the mermaids themselves can't go. Working hand in hand with their mermaid mistresses, these agents are working towards the day when their long-term infiltration allows them to cripple the surface world's response to the Queen Nari'th 's attack from the sea.

Ondine

A well-kept secret in the halls of the Mermaid Queen is that a few of her subjects have turned against her. Rebel mermaids are generally dealt with in the most economically manner possible: their flesh goes to feed the ranks of the loyal. However, a small number have escaped the service of Nari'th and remain undetected by their sisters. These traitors must live quiet lives in order to avoid notice, and they tend to move as far from the sea as they safely can. Some ondines – less than a dozen – are actively struggling against their sisters and mother by aiding humans in the battle against them.

Ondines are extremely rare because for one to be born, she must first die. An Ondine must fall in love with a human, basically a predator choosing to lie down with its prey. As rare as this is, the mermaid has to manage to not be caught and consumed by her kin, for loving a human is considered a betrayal. Even this feat is not enough to truly free the mermaid from the Queen's grasp, for she is still driven by the hungers of her kind. To become a mortal, the mermaid becomes pregnant with the child of her human lover and transfers her consciousness into the child during the moment of birth, killing her mermaid form and becoming reborn as an Ondine, a mortal being who still has some of the power of the mermaids, but the free will of humanity.

Maybouya, the Hunger That Wakes

From time immemorial the Carib peoples have venerated a powerful god named Maybouya. By making offerings to Maybouya, they sought to avert misfortune or catastrophe. When the wave of mystical energy from the School of Night's failed ritual swept over the Caribbean, it interacted with the beliefs of those living there. The number of Caribs who had escaped Spanish persecution was small, too small to breathe life into one of their gods, but with the influx of Europeans came new beliefs and new fears. The fear of the savage cannibal living in the tropical jungle, ambushing and devouring innocent white men, was common. These delusions about the indigenous peoples combined with the natives' own religious beliefs and the general psychic trauma. The result of this commingling of thoughts was the great cannibal spirit Maybouya, the Hunger that Wakes.

In the past century the cult of Maybouya has grown from a few degenerate renegades to a vast conspiracy of madmen. The first person contacted by this shadowy god was an insane Carib shaman named Hairoun. In a dream Maybouya told him that he could bring his people back to their glory if only he accepted the spirit of Maybouya into his body. Hairoun quickly agreed and became the physical manifestation of the dread Cannibal Lord. Seeing their shaman transform from man to monstrosity convinced Hairoun's small tribe to become his first followers.

Hairoun/Maybouya's first concern was to establish a safe base of operations from which to strike at the invaders. The new cult left the islands for the coast of the Spanish Main, setting themselves up in a small sheltered bay. There, they built a great altar and raided neighboring settlements for slaves and sacrifices. As the power of the cult grew, it attracted more members. Soon, refugees from different indigenous cultures, escaped slaves, and European outlaws came to the cult's hidden center at Ithalikur. Many of these refugees were deemed inferior and sent to the altar or the cook fires, but a few had the right mix of ambition and madness to serve the Hunger that Wakes. These new recruits were used as troops in Maybouya's ongoing quest for more victims. In time, some newcomers rose through the ranks to become key advisors to Hairoun/Maybouya.

These new advisors had a greater vision for the future of the cult. Not content with merely raiding small native villages, they wanted to strike at the heart of their troubles. But realizing that a major attack on European settlements would only invite unwanted attention, they devised a different strategy. Spies, saboteurs, and agents provocateur slipped into European colonies; there they sought out the disgruntled, the oppressed, and the enslaved. From these they gained recruits and much-needed information.

In the last fifty years, secret covens dedicated to the worship of Maybouya have sprung up in every European colony; from Maine to Trinidad and Mazatlan to Antigua. Their goal is to increase the power of the cult and feed Maybouya enough souls so that he can fully manifest on Earth, leading to a new era of feasting and depravity. The membership of the cult now includes not just the original Caribs, but Taino, Arawk, Maya, Calusa, Cherokee, Iroquois, Delaware, Choctaw, Muskogee, Seminole, Maroons, African slaves, European indentured servants, rogue pirates, and outcasts of all nationalities.

The cult remains hidden from view. Not only would the European governments destroy the cult if it was ever brought to light, but traditionalists in all the indigenous groups would stamp out this obscenity if given the chance. For now, Hairoun/Maybouya waits, and slowly wakens.

The Blood Fleet

Maybouya's worship is fairly diffused; each local cult manages its own affairs and only interacts with others as it sees fit. Even sending sacrifices to the cultic center at Ithalikur is a haphazard affair. However, within the Cult of Maybouya is one somewhat-organized body: the Blood Fleet. Consisting of ships captained by some of the worst pirates to ever sail the seas, the Blood Fleet exists for only one purpose: to bring sacrifices to the Great Black Rock at Ithalikur.

Ships of the Blood Fleet ply the sea lanes searching for prey, caring nothing for the nationality or origin of the ships it attacks, even going so far as to take other Blood Fleet ships if the urge strikes them. Nor are coastal settlements safe, for the Blood Fleet will happily descend on a remote fishing village to sate its lust for flesh and blood, and to take captives for the greater sacrifices at Ithalikur. In their hunger and madness, the ships of the Blood Fleet will even attack coastal Black Rocks, taking their fellow cultists as sacrifices of the highest order back to Ithalikur.

Blood Fleet ships are generally in poor repair and it is not unusual for them to sink in a storm – or in fair weather, for that matter. The frenzied cannibals of the Blood Fleet care little for the mundane chores of keeping a ship in serviceable condition, focusing their energy instead on worship of their dark god, preparing for the coming slaughter, and fighting among themselves. Their tactics are fairly straightforward: each engagement opens with a minimum of cannon fire, just enough to cripple the target ship, followed by savage and bloodthirsty boarding. The first few minutes of battle are entirely devoted to slaughter, but eventually the cultists cool down enough to remember that they are supposed to capture sacrifices. If any ship they take presents a better specimen of the shipbuilding arts, or is simply in better condition than their own bloody hulk, they will take the new ship and let theirs drift away. Loot like gold and silver is of little concern to the followers of the Hunger That Wakes, and is often just left in place.

Black Rocks

Wherever the cult of Maybouya exists, Black Rocks can be found. These unnatural features are drawn out of the Unseen by the power of the cultists. They semi-physical spiritual vessels to channel energy straight into Maybouya's waiting maw. Each Black Rock serves as the local center for the worship of the Hunger That Wakes, and is the site of sacrifices and what few corrupt ceremonies the cult practices. Most Black Rocks are found in out of the way places: hidden groves, forgotten ruins, or secluded islands. A small village of the most dedicated cultists, with pens to keep sacrifices until needed, usually surround them.

Ithalikur

The great center of the worship of Maybouya is a charnel house of depravity and cannibalism. Ithalikur proper sits in a hidden bay, protected by two outer bays and rocky highlands that were raised from the Unseen seabed through the might of Maybouya himself. These highlands are unnatural features composed of black rock, denuded of any life by the dark energies that brought them forth. Various Unseen monsters perch atop these bluffs and challenge all who enter, for in the twisted and warped reasoning of the Cult, even dedicated cultists must battle their way into the most sacred heart of Maybouya's mortal worship.

Once through the highlands and outer bays, the inner bay of Ithalikur comes into sight. The waters of the bay are red with blood, and congealed chunks of flesh float on the waves. The beach is covered in fire pits and torture houses, though no building is much more than a wooden shack. In the center of this 'village' stands the largest of the Black Stones: a towering monolith nearly sixty feet high, adorned with the flesh and blood of sacrifices.

Local sources of sacrificial victims have long been depleted, and the cultists must bring their pledges to the Hunger that Wakes from other lands. Some come from the settled regions of the Caribbean or are taken by the Blood Fleet on the high seas, but most are captured in villages far inland and marched through the jungle to the sea. That many of these inland captives die along the way is seen as a lesser sacrifice, and the Trail of Sorrows that leads from Ithalikur deep into the continent is littered with broken bones cracked open for their marrow and old fire pits filled with human remains.

Militia of the Divine

While the abundance of magical energy in the New World breeds some bizarre things, the beliefs of religious zealots are equally disturbing. When these two factors combine, as they have in Cotton Mather, the results can alter the very fabric of reality itself.

Cotton Mather began life with a leg up. His father, Increase Mather, was one of the most influential clergymen in Puritan New England. Cotton attended Harvard, graduating at the age of fifteen with a bachelor's of arts degree (he later earned a masters of arts and an honorary doctorate). Cotton then served as a pastor in his father's church, the North Church in Boston, Massachusetts Colony.

In 1688 Cotton attempted to treat the ailments of the Goodwin children of Boston using prayer and fasting. His investigation into their malady revealed witchcraft and lead to the judicial execution of Goody Glover. After much research, Cotton published Memorable Providences Relating to Witchcrafts and Possessions in 1689. Although meant as a proof of the existence of the spiritual realm, it was also a study of some of the unusual occurrences beginning to afflict New England.

This be Cotton Mather

Mather was convinced that witchcraft was a very real, and very deadly, threat to the safety of Christian New England. His investigations during the Salem Witch Trials only served to reinforce his convictions. After seeing to the disposition, trial and execution of those he felt guilty, Mather probed deeper into the unseemly underbelly of the colony. As popular support for witch hunting died out, he tried to amplify anti-magic fears, only to have many of his former supporters turn on him. Despite this, Mather believed in witchcraft, and many people in the colony did as well. Soon Mather was finding witches, demons, and devils all over New England. He published his findings in Wonders of the Unseen Worlde, a guide to the supernatural and witch hunting in general.

What Mather did not know was that his fervent faith, combined with the beliefs of his fellow Puritans, tapped into the magical energies in New England and actually created many of the supernatural terrors that he fought.

In time, Mather managed gathered a small band to assist him in purging the devil from his beloved colony. This group, calling themselves the Milites Divinus Providentia, or Militia of Divine Providence, has become a powerful force in not just New England, but throughout the English Colonies. They operate in secret, meet clandestinely, and plan their operations to cause as little disturbance as possible. Representatives of the Milites have journeyed as far as England in their quest to rid the world of witches, devils, monsters, and other such evils. They are active in the Caribbean, as they know that the godless pirates plaguing the New World are in league with the devil, and of the secret plots of the Three Powers.

Their methods focus on investigation, followed by attacks in overwhelming force. The Milites do not use mystical means, but rely solely on the application of logic, prayer, and Yankee know-how. Hidden in a secret vault beneath Boston's Second Church is a library filled with many occult books that Mather and his followers have secured. These are analyzed and discussed, then burned (to protect the innocent).

The accumulated knowledge is written up in copious notes on how to identify and combat supernatural evil.

Several of the brightest minds in the English-speaking world are found among their number. Their arsenal is cutting edge, and new machines are constantly produced to combat the supernatural plague that threatens to engulf the world. Among the most exciting (if not always functional) of the Milites inventions are rapid firing guns, Greek fire projectors, burning grenadoes, truth serums, night vision lenses, massive automatons, and many other assorted wonders.

Milites Activities

The Milites are most active in New England, especially the Massachusetts Colony and neighboring areas.

However, as their own investigations into the Unseen advanced and the wealth of knowledge stored in the secret vaults below the Second Church in Boston increased, Mather began to spread the influence of his Milites further afield. At first these were small undertakings: pursuing suspects who visited regions under the Milites's protection but were based out of the area. Matters came to a head when a mermaid attempted to infiltrate the Milites by seducing a soldier and using him to gain access to the vault.

Mather realized that the situation was dire enough that his organization needed to expand its scope to include the entire Western Hemisphere, and to operate in areas beyond when in pursuit of suspects or occult knowledge. Regional offices, based in local churches with hidden vault/barracks were established. Armories modeled on the Second Church (though none quite as extensive) were

established from Boston to Charlestown along the Atlantic Seaboard, at Kingston Port in Jamaica, and Portsmouth in England. This network, while not as extensive as the pirate ports of the Brethren, allows operatives to carry out missions throughout the Caribbean, England and the Continent. In areas where a Congregationalist church would draw attention or be banned outright, the Milites work through Anglican churches; though always Low Churches led by ministers who are loyal to the cause, of solid theological purity, and willing and able to work from the inside of the Church of England to reform it.

Most Milites operations end in the death of the quarry. It should come as no surprise that the Milites is light on forgiveness and heavy on retribution. Supernatural beings, be they Unseen entities, humans cursed with mystical powers, or those showing Satanic behaviors, are condemned to death on a regular basis. Special notice is taken of products of miscegenation between the entities of the Unseen and the mortal world; these abominations are put down with no mercy at all. When possible the suspects are given a trial, though the suspects are never invited and the trial invariably takes place in Boston, under the auspices of Cotton Mather as a minister of God.

Milites Members

To join the Milites a candidate must be a Christian of an approved sect (no Catholics or other 'foreign' religions allowed), English (though exceptions can be made for Welsh, Scottish, or the occasional Irish, candidates), male, above the age of twenty, and single. Married men, aside from a few that tend the vault and serve as a board of elders, are not allowed; the work is too dangerous and the risk of leaving a widow and orphans is great. The candidate must be literate in English and at least one other language, possess a sound and hearty constitution, be free of madness or other mental deficiency. The prospective recruit must not only have the desired traits, they must impress a field agent or other Milites member to be considered for membership. This last restriction, when combined with the tight restrictions on gender, religion, ethnicity, and marital status, means that the Milites are always few in number. There are no recruitment drives, no conscription, and no easy way to discover the existence of this secret society to petition it for membership.

The average Milites unit, called a field congregation, consists of five to eight Milites soldiers led by a captain. Field congregations carry a heavy load of ordnance, mostly mundane muskets, pistols, swords, and half pikes, supplemented with Franklin's wondrous inventions as needed. Even if not pursuing a dangerous suspect, the field congregation carries at least one repeating rifle and the captain is usually issued a repeating pistol. Tinted night lenses are a common item of equipment, and are rapidly becoming a ubiquitous part of the Milites uniform. Naturally, any special items needed to combat a threat, such as silver ammunition or a black rooster, is issued on an as-needed basis.

Carrying heavier weaponry depends largely on the location of the threat and the level of danger expected. The Milites takes great pains to avoid discovery, and nothing draws attention faster than a Greek Fire projector or an automaton. If the threat can be dealt with in an unpopulated place, so much the better; if not, they try to lure it to some quiet, out of the way locale so that the full might of the Milites can be brought to bear. If a subject is far from a regional safe house it is considerably more difficult to bring revolving cannons and automatons into the conflict. Finally, the Milites do not have unlimited resources, and must prioritize supernatural targets. The judicious and appropriate use of Milites resources is critical for the continued success and survival of the order, and is increasingly based less on the whims of individual commanders and more on intricate formulae developed by Mather and Franklin.

Beneath Boston's North Church

Down a winding stair hidden behind the pulpit of the church (accessible only when there is no service occurring) is a hidden vault dug deep into the stony soil of Boston. This vault is not just a simple room or storehouse, but a sprawling three thousand square foot complex, including is a barracks for Milites agents, an infirmary stocked with the latest in medical supplies, a large library of occult literature, and the workshops of young Benjamin Franklin, genius inventor of the Milites arsenal.

It is the creations of this brilliant inventor, more than anything else, that has allowed the Milites to gain ground against their foes. The power of even the simplest of these, such as the night-vision spectacles, helps level the playing field between frail humans and the monsters that stalk the night.

When one considers the more flashy – and more complex – wonders such as repeating pistols and rifles, Greek Fire projectors that spray cleansing fire on the forces of the Unseen, or the dreaded automatons, the balance begins to shift towards the Milites and, in their minds at least, towards humanity.

Wondrous inventions, though the primary means by which the Unseen is put down, are but one part of the arsenal hidden beneath the Church. Mather's occult library is one of the greatest treasure troves of mystical knowledge in the New World, and would be the target of many sorcerers should its existence become known. Cotton's father would strongly disapprove if he knew the knowledge hidden beneath the church; other Puritans and witch hunters would burn the Second Church to the ground if they knew. Because of this, only the most trusted Milites agents are allowed into this portion of the vault, and only when accompanied by Mather himself. The information contained within these works has greatly aided Milites investigations and Franklin's experiments.

Milites Equipment Descriptions

Rapid Fire Pistol: a deadly invention that combines six preloaded pistol barrels and a cranking mechanism activated by pulling the trigger. Each pull of the trigger rotates the barrel assemblage, drops the flint, and fires the gun. Due to the pistol's size, it requires two hands to hold and steady the weapon. Reloading is difficult and requires that the gun be disassembled. The rapid fire pistol can be fired six times before it needs reloading. Reloading requires a successful Craft (Gunsmith) roll and twenty minutes.

Repeating Rifle: similar in concept to the rapid fire pistol, the repeating rifle consists of eighteen preloaded rifle barrels on a carriage mount. The weapon requires two crew to serve it, one to aim and the other to turn the crank. When the crank is turned, the barrels rotate, placing one barrel under the firing apparatus. This mechanical device resembles a wheellock in design; as long as the crank is turning, the wheel is spinning and igniting the powder in the barrels. The repeating rifle can fire eighteen times before being reloaded. Reloading requires a successful Craft (Gunsmith) roll and on hour.

Greek Fire Projector: this cumbersome weapon is a backpack-mounted iron cylinder containing Greek Fire, a highly flammable liquid. Attached to the cylinder is a long hose that ends in a metal spout. The operator spends three rounds priming the cylinder to pressurize it. Once primed, the cylinder has enough pressure for six rounds of use, after which it needs to be reprimed. In all, the cylinder holds eighteen rounds worth of Greek Fire. Individuals are not targeted by the Greek Fire projector, instead the user designates a target area two cubic yards wide and ten yards long. If the attack roll is a miss, the weapon still discharges Greek Fire — in a random direction! Targets caught in the fire suffer 2D6 points of damage and are set on fire if they fail a POWx2 roll. Those on fire continue to suffer damage every round until the fire is put out. Greek Fire can only be extinguished by smothering it; water just spreads it. A character has to spend one round trying to put out the fire by smothering it with dirt, sand, or a cloak. The burning character makes a Luck roll every round to see if the fire goes out. On a fumble, the person attempting to smother the fire catches fire as well. See *BRP* page 223 for spot rules on fire.

Burning Grenadoe: the burning grenadoe is built like a regular grenadoe except the insides of the shell are coated with a highly flammable material. It acts as a regular grenadoe in combat, but on a special success the target(s) are lit on fire. Burning

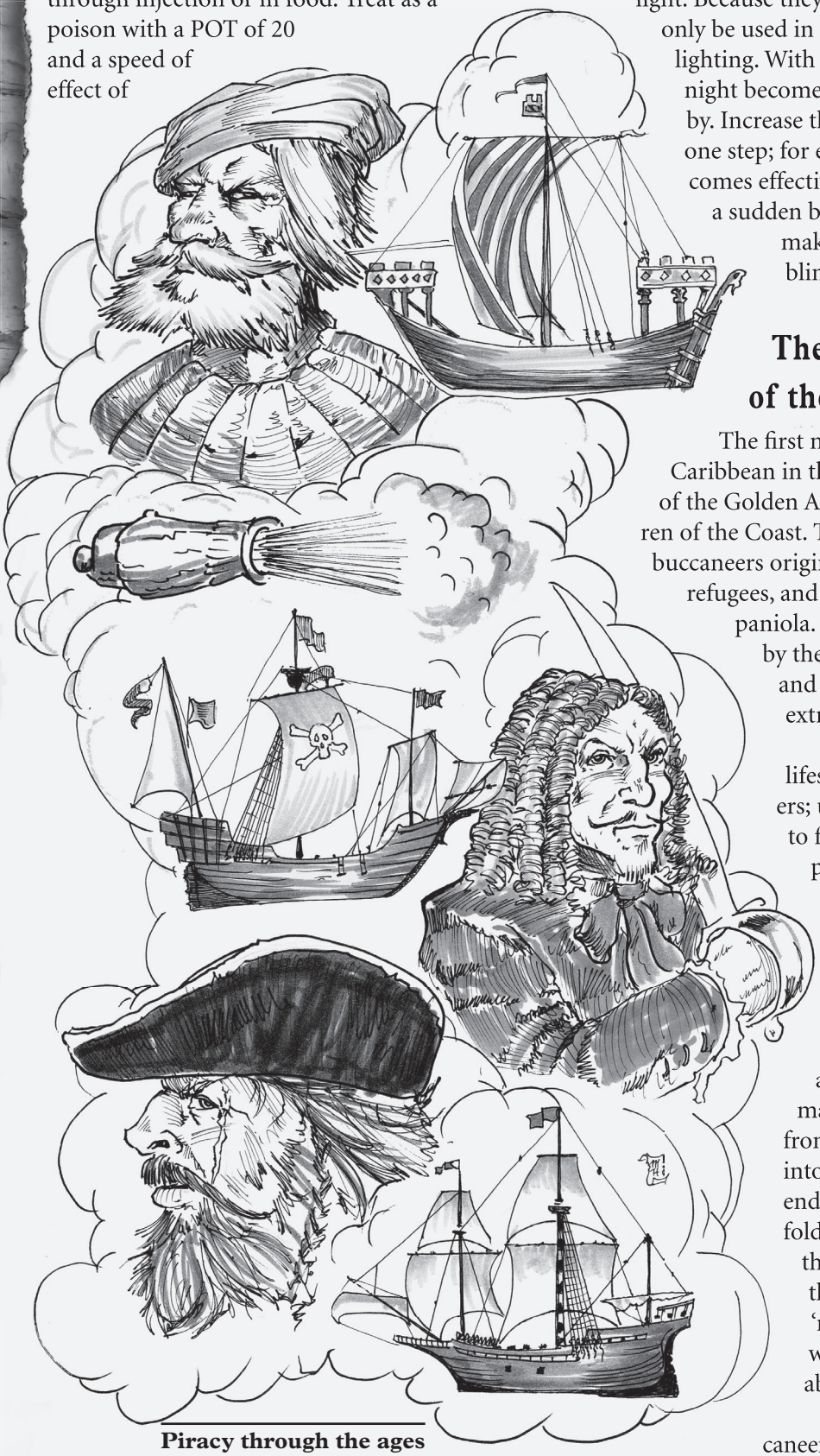
Milites Equipment and Weapons

WEAPON	RAPID FIRE PISTOL	REPEATING RIFLE	GREEK FIRE PROJECTOR	BURNING GRENADOE
SKILL	Pistol	Machine Gun	Flame-thrower	Grenade
BASE	20	15	05	Throw
DAMAGE	1D6+1	1D8+1	Special	2D6/4 yards
ATTACK	3	Burst	1	1/5
SPECIAL	Impaling	Impaling	Fire	Knockback and Fire
RANGE	10	35	10	Thrown
HANDS	2H	2H	2H	1H
HP	11	12	4	6
PERRY	No	No	No	No
STR/DEX	9/7	10/7	9/7	7/5
MAL	90 – 00	85 – 00	85 – 00	92 – 00
SIZ/ENC	2.3	4.5	3.4	1.0
RF	1/SR	1	1/2CR	1/SR

does 1D6 points of damage a round until extinguished. See *BRP* page 223 for spot rules on fire.

Truth Serum: this is actually a mild poison and hallucinogenic drug derived from ergot, a fungus that grows on rye grass. It is administered through injection or in food. Treat as a poison with a POT of 20 and a speed of effect of ten minutes. Those under the effects of the truth serum experience vivid and horrifying hallucinations, and are highly susceptible to suggestion.

Night Vision Spectacles: these spectacles hold specially-treated lenses that enhance ambient light. Because they enhance light, they should only be used in areas that have less than full lighting. With these lenses, a moonless night becomes bright enough to navigate by. Increase the light level for the user by one step; for example, candlelight becomes effectively torchlight. If exposed to a sudden bright light, the wearer must make a Stamina check or be blinded for 1D6 rounds.



Piracy through the ages

The Brethren of the Coast

The first major pirate group in the Caribbean in the early, freewheeling days of the Golden Age of Piracy was the Brethren of the Coast. This loose confederation of buccaneers originated in the rogues, rebels, refugees, and outcasts of the wilds of Hispaniola. Their settlements attacked by the Spanish, these wild men and woman took to the seas to extract revenge.

Eventually, their cause and lifestyle was co-opted by others; used by greedy nation states to further dynastic agendas and petty international squabbles through violent means.

As the buccaneers' base of operations moved to Port Royal and their personal feud against the Spanish took more of an English vs. Spanish tone, many of the older Brethren from the Hispaniola days faded into the background. With the end of the Buccaneering Era unfolding around them, and even the great Captain Morgan settling down and becoming 'respectable', it looked like a way of life, and a cause, were about to die.

A group of leading buccaneers, all with ties to the original

Brethren of the Coast, gathered on Tortuga for a conference. Accompanying them were their loyal crews and buccaneers from throughout the Caribbean. Among these captains were those who had learned of the power of Voudou through wielding it themselves or by having bokors in their crews. There were men who had seen strange things, had some knowledge of the Unseen, or were the rare mortal whose parentage included one of those entities from beyond our reality.

As could be expected, the meeting was raucous, and at times threatened to spill over into violence. In the end, a formal declaration of the goals of the re-founded Brethren of the Coast was molded. After several weeks of wrangling, a common charter was adopted. The primary tenet of this charter, and the overriding belief of the Brethren, was that all humanity is free. No nation, religion, or Unseen power has the right to strip a man of his inherent freedom, and only in the most extreme necessity should a man be bound or killed (only in self-defense or for a person's own safety). Naturally, this limitation on killing was not extended to those who served the enslaving forces of king, country, god, or Power.

The greatest part of the debate centered on the role of women. It was a foregone conclusion among those assembled that the faith in one's heart and the color of one's skin were meaningless as far as the Brethren were concerned, but gender was another matter entirely. Women were accepted into the compact when was pointed out that there were women among the brethren at the conference, and even female captains. Still, to this day, many ships have contracts that forbid women from joining.

It was decided that, as all men are free, all men should have a say in their own fate; electing those in positions of authority as they see fit to ensure the common weal. Goods were, for the most part, held in common, especially those needed for continued survival and happiness, such as food, drink, shelter, ships, weapons, and clothing.

The charter describes the mission of the Brethren: to bring absolute liberty to all; only limited by those contracts one freely enters into (and joining the Brethren involves signing the charter). No longer would the buccaneers allow themselves to be cats-paws for kings back in Europe, nor Popes, Archbishops, or others. That these so-called ministers of heaven would squander the lives of free men and women on petty bickering while they let the world fall to the Powers is seen as testament enough that nations and religions have lost their right to rule.

Tortuga was not an acceptable base of operations for the Brethren, being too near the strongholds of the Spanish and English, and difficult to defend if hard pressed. It was decided to relocate their headquarters halfway around the world, to the island of Madagascar, and there to found a new state, one that was free for all. This new state — the Brethren do not call it a nation – was named Libertatia and exists as a refuge for buccaneers, a storehouse of supplies, a common meeting place, and a place for tire buccaneers to retire.

Libertatia

The tropical paradise of Madagascar offers many benefits to the brethren, allowing them access to the New World to pursue their primary mission, and the Indian Ocean (a bountiful hunting ground full of fat merchantmen). There are several settlements on the main island and scattered around on the surrounding islands. These are managed by retired buccaneers and operate under their own contracts and charters much as Brethren ships do. These settlements are heavily defended and able to resist attacks from the sea, and most can turn back an assault from the jungles. Relations with the natives are fairly benign and the Brethren have taken great pains to maintain friendship with those who share their land, and outnumber them. More detail about Libertatia can be found in its own section below under Chapter XX, Important Locations.

Brethren Ships

Brethren ships are owned by the crews that sail them, not by any state, company, or one person. This is a radical concept, and one that boggles the minds of most outside the charter. Common wisdom of the day holds that the lower orders of man must be constantly supervised, lest they descend into drunken anarchy. This is not the case with the Brethren; their ships are generally well kept, free of parasites, heavily armed, and ready to turn out at a moment's notice to face down foes or the vagaries of the sea.

Each ship has its own charter that every member of the crew signs. When a new member is added to the crew, he is said to 'go on the account' or be 'signed into the ship'. These contracts stipulate how elections of officers occur, the duties

of each crew member (including officers, who are merely equals with additional responsibilities), the amount of goods and rations each crew member may draw from the common stores, rules of engagement, division of loot, and any other issue of importance to the men and women who drew up the original charter.

Usually, there are a limited number of officers, especially in comparison to the navies of the major European nations. The description of a standard charter and pirate officers described above on pp 130-131 is generally followed, with the exception of two additional positions. The ship's bokor (nearly every Brethren ship carries a trained voudouist) is an elected position, but all charters stipulate the proven proficiency of anyone who stands for the position (a similar requirement to demonstrate skill is called for those hoping to be a surgeon, cook, or sailing master). In addition to ship's bokor, many crews elect an officer to deal out a final mercy to those whose minds and souls have been corrupted by Unseen forces. These officers are known by a variety of names: High Executioner, Master of the Knife, or Hooded Man. It is the tradition that no one actually stands for this position, but that the crew elects one of their number to perform this dreadful, but necessary, duty.

Christopher Marlowe

Christopher Marlowe

the Redeemer from the Shadows

The failed Ritual of Becoming had many unintended consequences. One of those was Christopher Marlowe.

Marlowe was born to a Canterbury shoemaker in 1564. He attended Cambridge and received a Bachelor's of Arts degree. By then he was already working as an agent for Walsingham, Queen Elizabeth's head of intelligence. It was this work that introduced him to the occult and the School of Night. Later, Marlowe went to work in the theatre in London, gaining notoriety as both an actor and playwright.

Marlowe participated in the School of Night's failed ritual that sacrificed the Roanoke Colony in 1587. Wracked with guilt over the murders, and confused by the apparent failure of such a great sacrifice to bear any fruit, Marlowe faked his death in 1593. He contacted some of his old friends from his espionage days and convinced them that he needed to disappear to further one of the School of Night's plots. He was 'arrested' for heresy, and the conspirators spent the whole day of May 30 closeted in a private room at an inn. They sneaked in a body that looked somewhat like him, faked an argument and a knife fight, and Marlowe slipped out the back door in the confusion. By the time anyone grew suspicious, Marlowe was already in France. A few weeks later he emigrated to the Jamestown Colony, where he lived under an assumed name.

For thirty years Marlowe lived in peace, establishing a small plantation and marrying a young mulatto woman he had met up in Barbados. They had three children together, and Marlowe was content. Sadly, the repercussions of the Roanoke Sacrifice could not be so easily escaped. Marlowe found that he did not age as quickly as his bride. Where he had the appearance and energy of a man in his prime, she was a woman entering her later years. Distraught at the impending loss of his wife, and fearful of outliving his children and grandchildren, Marlowe turned back to the occult research he had abandoned decades ago.

Nothing in his research prevented his wife from aging and dying. Marlowe's neighbors began notice his advanced years and lack of gray hairs.

He became more reclusive, more secretive, and associated with unusual people. He moved further into the hills away from the colony. Although unable to produce a longevity potion, he expanded his occult knowledge and power. Then he made two startling discoveries. First, he saw the full effects and ramifications of the failed ritual at Roanoke. Shocked by waves of guilt, he lapsed into a period of madness. In his insanity, he discovered that he, too, was an unexpected result. Unable to age, possibly unable to die naturally, he had become something more, yet something less, than human. Mystical powers that were beyond the ability of the most powerful European magi came easy for him, due to his intimate connection to the vortex he had helped create.

These twin revelations set Marlowe on a course that restored his sanity. If he couldn't save his wife, children, grandchildren and great grandchildren from the inevitable fate of mortals, he could at least save them from the horrors he had unleashed.

For a time Marlowe hunted the night, a lone dispenser of vengeance. He recognized that not all supernatural phenomena are evil, but many are dangerous to mankind. His wanderings and investigations drew him to the Caribbean where he encountered the Brethren of the Coast in their new role as liberators of humanity; not just from mortal oppression, but from the scourges of the Unseen tyrants as well. Hoping to find fellow travelers in the battle against the Three Powers, Marlowe aligned himself with the Buccaneers and taught them the things he had learned through generations of battling the Unseen.

Two aspects of his new allies disturbed him greatly, however: their radical views on Liberty, and their reliance on Voudou. To Marlowe, the Brethren's democratic mode of governance left too much to open debate; there was no possibility of secret plans in the Brethren, nor of any centralized organization of their activities. All too often Marlowe saw opportunities wasted, operations compromised, and resources squandered by his allies simply because each man and woman saw themselves as an independent unit. The Brethren's war against the nations of the world, a war they see as just as important to liberating humanity as the battle against the Unseen is, to Marlowe, a distraction from the true threat, not to mention his dislike of their piratical ways.

He is concerned by the Brethren's reliance on Voudou. Although the Loa seem to have humanity's best interests at heart, Voudou still revolves around the interaction with, and appeasement of, entities of the Unseen, something Marlowe is loath to approach. Also, Voudou feeds off the mixed energy created by the failed Sacrifice of Roanoke, adding to Marlowe's mixed feelings about this new mystical tradition. Finally, and a bit selfishly, the Brethren have turned away from the more difficult sorcery that Marlowe taught them, something that strikes at this one-time actor and writer's pride.

Friends and Foes:

Infamous Pirates, Brutal Buccaneers and Sea Monsters

Aye-Aye

The Aye-Aye are small, furry, cute primates that live on the island of Nosy Mangabe off the coast of Madagascar. Although diminutive and animal-like in appearance, the Aye-Aye are actually highly intelligent. Skilled mystics, they utilize a type of magic similar to, but not exactly the same as, Voudou. They are skilled assassins and will not think twice about giving their own lives to rid the world of evildoers. More on the Aye-Aye can be found in Chapter: XX The World of *Blood Tide*.

Aye-Aye

STR 5	CON 5	SIZ 4	INT 12
POW 12	DEX 12	APP 12	EDU 5

Move: 4, Climb 10

Hit Points: 4

Damage Bonus: -1D6

Armor: none

Attacks: Bite 40%, 1D6 +db (bleeding)

Skills: Climb 85%, Dodge 75%, Hide 75%, Knowledge (Occult) 70%, Knowledge (Naturalist) 65%, Language (Aye-Aye) 65%, Listen 75%, Literacy (English) 65%, Sense 35%, Sleight of Hand 55%, Spot 65%, Stealth 75%.

POWERS

Arboreal: Aye-Aye have a MOV of 10 when climbing.

Finger of Death: An Aye-Aye can invoke its finger of death ability to slay a mortal. This takes three nights of meditation to prepare the effect, and prepare the Aye-Aye for the horror of its impending death. The Aye-Aye then has twenty-four hours to find a target and discharge the effect. Once the target is touched, the Aye-Aye must defeat the target on a POW vs. POW roll. If successful the target dies immediately of extreme rapid exsanguination. The Aye-Aye itself loses a point of STR and CON per day until it dies, for which there is no cure or treatment, even by mystical means.

Night vision: The Aye-Aye can see equally well in poor lighting as in daylight, and suffer no penalties short of total and complete darkness.

See the Unseen: Aye-Aye can spend 1 PP to gain the ability to see through barriers up to three feet thick, see in total darkness, see through illusions, see invisible creatures, and spot creatures that have altered their form through magical means (but they can

Aye-Aye PCs

While it is not recommended that players take non-human characters, it is possible if the GM allows it. If a player decides to play an Aye-Aye, alter the character creation process in the following manner:

Characteristics: Aye-Aye have the standard amount of points to spend on characteristics, but begin with the following base numbers, as opposed to the natural 10 of human characters:

STR 5	CON 5	SIZ 4	DEX 12
POW 12	INT 12	APP 12	EDU 5

Aye-Aye are small and delicate, agile, mystically gifted, very intelligent, incredibly cute and likeable, but generally ignorant of the world outside their home on Nosy Mangabe.

Species Skill Bonuses: +20% to Knowledge (Occult), Climb, and Knowledge (Naturalist) Occupations: Aye-Aye are generally Voudou practitioners or Sorcerers. A rare few are Hunters. Special Abilities: Aye-Aye characters have all the special abilities of the Aye-Aye, as noted above.

only see that an alteration has occurred, not see the creature's original form). They can spend 3 PP to temporarily see into the Unseen. The duration of this ability is limited to 20-POW minutes.

Voudou: Language (Loa) 55%, Perform (Nature Loa) 75%, Perform (Ancestor Loa) 75%, Perform (any one Loa) 55%.

Corrupted Agent of the King (Bimini)

King Juan is not a great spymaster; indeed he sees something horribly repugnant in the deception and dishonor of espionage. However, he is a pragmatic man, and has assembled a small cadre of spies, saboteurs, and agents provocateur. These are universally men and women from 'lesser nations' that have fallen into his clutches and impressed him with their willingness to serve, and their ability to grovel and beg for their lives. Such honorless scum have their uses, and King Juan puts his few agents to work around the Caribbean spying on his opponents, collecting items or lore of occult interest, and foiling the plans of Maybouya and Queen Nari'th.

Still, he does not trust his agents fully, so has taken steps to ensure their loyal actions, if not an actual sense of loyalty. Each agent has his soul bound through a complex ritual that twists his physical form and mental stability. Individual personality and shape are lost; the agent becomes a genderless rotting corpse, a blank whose facial features and distinguishing marks have rotted or turned to a flat sickly grey. Afterwards, their bodies no longer human and their minds filled with images planted by the King's crystal skull, the agent finds himself unable to conceive of disobedience to his King. These fanatics are trained in the mundane and occult skills needed to complete their missions and sent out into the world. This treatment, combined with their ability to alter their physical form to suit their mission, yields fanatically loyal, supernaturally powerful, agents.

Corrupted Agent of the King

STR 12	CON 12	SIZ 10	INT 15
POW 16	DEX 13	APP 17	EDU 12

Move: 10

Hit Points: 11

Damage Bonus: none

Bimini

Armor: none

Attacks: by weapon

Skills: Appraise 65%, Bargain 75%, Brawl 65%, Climb 50%, Command 55%, Disguise 85%, Dodge 75%, Etiquette (Cultured) 65%, Etiquette (Pirate's Code) 65%, Etiquette (Slave) 65%, Fast Talk 75%, Grapple 55%, Hide 75%, Insight 75%, Knowledge (Occult) 70%, Knowledge (Region: Caribbean) 85%, Language (Calusa) 65%, Language (English) 65%, Language (French) 65%, Language (Spanish) 65%, Listen 75%, Literacy (English) 65%, Literacy (French) 65%, Literacy (Spanish) 65%, Melee Weapon (Knife) 75%, Persuade 75%, Ride (Horse) 65%, Sense 35%, Sleight of Hand 55%, Spot 65%, Stealth 75%.

POWERS:

Shape Change: By spending 3 PP and undergoing a painful process of warping skin and breaking joints, an agent by alter its physical appearance. The agent can only assume the general appearance of a type of human, altering gender, height and weight (SIZ

can be changed by +/- 6), features, hair and eye color, voice, or even losing limbs. These alterations decrease the difficulty of the agent's Disguise rolls by one level.

Sorcery: Using occult teachings learned from the crystal skull and the corrupted shamans of the Calusa, an agent is capable of practicing sorcery without the usual penalties. Agents know 1D6+2 spells chosen from: Cloak of Night, Sorcerer's Sureness, Midnight, Muddle, Unbreakable Bonds, Bird's Vision, Rat's Vision, Sorcerer's Ear, Sorcerer's Eye.

SAN Loss: none; 1D6/1D6 in 'natural' form or if transformation is witnessed.

Corrupted Pirate (Bimini)

For those aware of the occult struggle and the shadow war for the New World, fear and paranoia are commonplace. The mate beside you might be aligned with Maybouya, King Juan, or the Mermaid Queen, and you won't know it until the knife (or claw) is at your throat. For some, this is a reason to fight the inhuman powers at play, but for others it points in a different direction. The surest route to safety, or at least prosperity, is to pick a side in the war. For many, the best side is the one most 'human': King Juan of Bimini. Pirates of all stripes flock to his banner, risking their lives and sanity to sail into the twisted dark tangle of swampland of the Kingdom of Bimini to lay their swords at the feet of the rightful ruler of the world.

The King's corrupted pirates form a Royal Navy of sorts, though one without uniform, Articles of War, or any such 'civilized' trappings. They are tasked with patrolling the seas around Bimini, raiding the King's foes, and ferrying agents to all corners of the New World. Their allegiance to the King of Bimini and the corrupting influence of that decayed and pestilential land has altered these pirates, changing their physical forms into gross monstrosities and breaking their sanity.

To create a corrupted pirate, use the base statistics for a seaman found in this chapter, and add the following:

POWERS:

Corrupted Body: Each corrupted pirate has 1D6+1 chaotic features as described on *BRP* page 353. If using the Advanced Naval Combat rules, each crew section has the same features.

SAN loss: 1/1D6

Black Dogs

Formed by the fears and prejudices of European colonists who hail from the British Isles, France, and Holland, the black dogs are legend made flesh by the swirl of magical energies in the New World. Now these coal-black demonic canines can be found haunting the outskirts of civilization, searching for the guilty and bringing them to bloody justice. However, their sense of justice is unique to them, relying on a strict interpretation of Laws of Moses to determine a person's guilt or innocence. All violations of Mosaic Law result in a judgment of guilty, no matter how small. In the eyes of a black dog you are as guilty for eating shellfish as you are for murdering your neighbor. Thus, nearly everyone they encounter is guilty, and the guilty must die.

The average black dog is a large canine, its powerfully-muscled body covered in a short black pelt. The beast's head is broad and square, with long sharp fangs and glowing red eyes. No markings or individuality can be seen on the animals, and the deep black of its pelt, a black that seems to suck in the light, blurs even the normal features one expects to see on a dog.

Black Dog

STR 18	CON 15	SIZ 9	INT 12
POW 13	DEX 13	APP 10	EDU 10

Move: 12

Hit Points: 12

Damage Bonus: +1D6

Armor: 1 point thick hide

Attacks: Bite 55%, 1D6+db (bleeding)

Skills: Brawl 55%, Dodge 45%, Hide 80%, Jump 45%, Knowledge (Occult) 65%, Language (Black Dog) 60%, Listen 65%, Sense 65%, Spot 65%, Stealth 80%, Track 55%.

POWERS:

Howl: by spending 5 PP the Black Dog can generate a bone-chilling howl that causes paralysis or death. All within hearing of the howl contest their POW vs. the Black Dog's POW. Those who fail temporarily lose 1D6+2 CON or 1D6+2 STR (GM's choice). Lost CON and STR return at normal rates. The Black Dog can only howl when it is substantial.

Insubstantiality: By expending 3 PP, the Black Dog can become insubstantial. Insubstantiality last for three rounds, plus one round per additional PP spent. When insubstantial the Black Dog can pass through

solid obstructions, cannot be injured by normal weapons, and all attempts to use Hide or Stealth skills are one difficulty easier.

Night Vision: Black dogs see just as easily on a moonless night as they do during a sunny day. They take no penalty for darkness of any kind, save magical darkness.

Smell Guilt: Black hounds scour the world for the guilty, determining guilt by smell. The stench of guilt on nearly every person (at least in the noses of the black dogs) means that once they have used the Sense skill once to identified their quarry, they automatically make any further Sense rolls that concern the target.

Weakness: Black dogs fear and can be held at bay by a black rooster. The bird must be alive for this to work. The dogs won't approach a person holding a black rooster, nor an area guarded by a one.

SAN Loss: 1/1D6 (only when seen as insubstantial or when the Howl is heard).

Bloody Jack

Although the three-sided war for the New World is well known in occult circles, others have moved into the Western hemisphere in search of power, or merely to feed their strange desires. One of these is a figure known as Bloody Jack, a fiend who hunts the forgotten and cast-aside women of the ports to fuel his eternal life and fulfill his strange, demonic lusts. Bloody Jack prefers to move from port to port, staying only long enough feed a half dozen times, then moving on.

Bloody Jack

STR 12	CON21	SIZ 10	INT 15
POW 14	DEX 12	APP 8	EDU 15

Move: 10

Hit Points: 16

Damage Bonus: none

Armor: none

Attacks: Brawl 75%, 1D6+db (crushing)
Grapple 75%, special (entangling)
Knife 90%, 1D6+1+db (bleeding)

Skills: Brawl 75%, Craft (Cooking) 75%, Dodge 65%, Fast Talk 75%, First Aid 65%, Fly 55%, Grapple 75%, Hide 55%, Insight 65%, Knowledge (Natural History) 65%, Knowledge (Occult) 45%, Language (English) 75%, Language (French) 65%, Language (Spanish) 65%, Listen 45%, Literacy (English) 75%, Medicine 65%, Melee Weapon (Knife) 90%, Spot 45%, Stealth 55%.

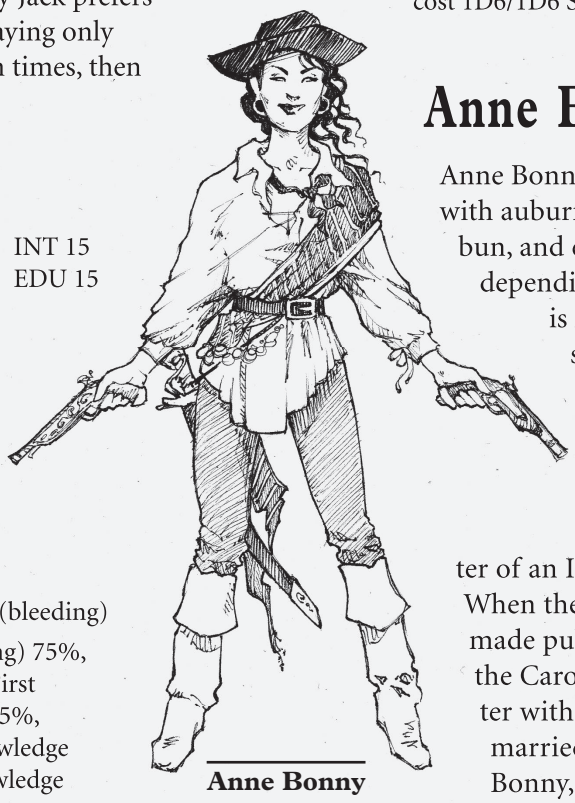
POWERS:

Bloody Transformation: Jack can use his PP to bring about one of the following transformations in himself:

ACTIVITY	COST	DURATION
Regenerate 1 hp in damage	1	Permanent
Grow claws (1D6+db (bleeding))	2	5 rounds
Grow fangs (1D6+ db (impaling))	2	5 rounds
Grow bat wings (MOV: 8)	3	5 minutes
Increase a physical characteristic by 1 point	4	5 rounds
Regenerate a crippled body part	10	Permanent
Regenerate a severed body part	20	Permanent

Feast of Organs: Jack has mastered one magical ritual, and has used it so many times that he is now a magical creature himself. After consuming an organ from a female prostitute, Jack gains a bonus to his PP equal to half the victim's POW (it takes one round to consume an organ). The organ must have been removed using a five minute ritual, but it need not be fresh. POW gained in this manner stays with Jack until the next moonrise.

SAN Loss: none, though seeing Bloody Jack eat a human organ, or the results of his fiendish work, cost 1D6/1D6 SAN.



Anne Bonny

Anne Bonny

Anne Bonny is of middle height, with auburn hair pulled into a tight bun, and either green or blue eyes, depending on her mood. Bonny is known for dressing in sailor's clothes and wearing few ornaments, and carrying a brace of pistols and a cutlass.

Anne Bonny was the illegitimate daughter of an Irish lawyer and his maid. When the adulterous union was made public, the lawyer left for the Carolinas, taking his daughter with him. At some point she married a sailor named James Bonny, likely at the young age

of thirteen. Anne's new husband turned to piracy and moved to New Providence. There she met Mary Reade under mysterious circumstances. She also met Calico Jack Rackham, who convinced her to leave her husband and join him. They stole a sloop named the Revenge, and sailed off together. Shortly after this, Bonny recognized Reade among the crew (disguised as a man) and brought her to the attention of Calico Jack.

In 1716, Anne Bonny, Mary Reade, and Calico Jack formed a partnership in the pirating trade. Of the three, Anne Bonny is the most vicious; indeed she might be mentally unhinged. Technically, Calico Jack is the leader of the ship, ignoring the Pirate's Code in favor of his direct captaincy. However, Mary Reade normally calls the shots and Anne serves as her bloody-handed enforcer. These three stay out of the growing mystical battle for the Caribbean, preferring a more prosaic life as simple pirates.

Anne Bonny

STR 12	CON 15	SIZ 10	INT 14
POW 12	DEX 12	APP 12	EDU 12

Move: 10

Hit Points: 13

Damage Bonus: none

Armor: none

Attacks: Pistol 65%, 1D6+1 (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)

Skills: Artillery (Cannon) 45%, Bargain 35%, Climb 55%, Command 35%, Craft (Sewing) 35%, Disguise 65%, Dodge 45%, Etiquette (Cultured) 45%, Etiquette (Pirate Code) 25%, Fast Talk 55%, Gaming 45%, Hide 35%, Insight 65%, Jump 35%, Knowledge (Law) 35%, Knowledge (Region: Caribbean) 45%, Language (English) 70%, Language (French) 55%, Listen 35%, Literacy (English) 70%, Literacy (French) 55%, Navigate 45%, Persuade 45%, Pilot (Ship) 45%, Reputation 35%, Seamanship 55%, Spot 55%, Stealth 35%, Strategy 45%, Swim 35%.

POWERS:

Stunts: Dirty Tricks, Follow me Lads!, Lucky Jack, Pistol Proof, Shoulder to Shoulder Back to Back, With a Pistol in Each Hand.

Calico Jack Rackham

Calico Jack is known for dressing in the flashiest manner possible, with bright silks and lots of jewelry. He is a good-looking man, with a natural charm that easily wins people over.

Rackham's origins are unknown, other than that he was a small time crook and pirate. Prior to 1716 he was based out of New Providence and served Captain Vane, first as quartermaster, then as deputy captain. After a quarrel, Rackham replaced Vane (and marooned him). There is no evidence that Rackham engineered the quarrel, but it is likely.

By 1716, he had lost both of his ships. Meeting Anne Bonny, they decided to set out on a new spree of piracy. Together they stole a sloop, the Revenge, and set out on a life of piracy. Bonny revealed that her friend Mary Reade was part of the crew, and Rackham was no doubt overjoyed. The trio took several prizes in the waters off Bermuda and Hispaniola before cruising off the coast of Cuba and the north coast of Jamaica.

Mary Reade is the real power behind Calico Jack's authoritarian captaincy, and Anne Bonny serves to keep the crew in line through the most violent means at her disposal. Of late, Calico Jack has taken to drinking most of the day, and his crew is thinking of switching their allegiance to Mary.

In combat he carries a cutlass and brace of pistols, though he is skilled with neither.

Calico Jack Rackham

STR 12	CON 12	SIZ 8	INT 13
POW 10	DEX 15	APP 15	EDU 10

Move: 10

Hit Points: 10

Damage Bonus: none

Armor: none

Attacks: Pistol 45%, 1D6+1 (impaling)
Knife 40%, 1D6+2+db (impaling)
Cutlass 50%, 1D8+1+db (bleeding)

Skills: Artillery (Cannon) 55%, Bargain 65%, Command 55%, Dodge 45%, Etiquette (Pirate Code) 65%, Fast Talk 75%, Gaming 55%, Hide 45%, Insight 75%, Knowledge (Region: Caribbean) 65%, Language (English) 65%, Language (French) 35%, Listen 45%, Literacy (English) 65%, Navigate 55%, Persuade 65%, Pilot (Ship) 45%, Reputation 25%, Seamanship 55%, Spot 55%, Status 15%, Stealth 35%, Strategy 45%, Swim 35%.

POWERS:

Stunts: Charmed I'm Sure, Dirty Tricks, Lucky Jack, Smooth Talker, Taunt.

Christopher Marlowe

His life prolonged through magical means, Marlowe haunts the shadows of the New World, seeking to put an end to the terrors that plague humanity; terrors he had a hand in creating. In combat Marlowe is heavily equipped with whatever he needs to face the challenge. Thanks to his safe houses scattered around the New World, he has access to any mundane equipment, plus all the mystical tools he needs to work his sorcery. More on Christopher Marlowe can be found in Chapter: XX The World of *Blood Tide*.

Christopher Marlowe

The real Kit Marlowe is found wearing a variety of disguises. He uses makeup, prosthetics, and magic to alter his appearance. At this point, Marlowe himself isn't sure what he originally looked like.

STR 12	CON 15	SIZ 14	INT 18
POW 20	DEX 14	APP 13	EDU 18

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: light chainmail vest, AP 4 to chest and abdomen

Attacks: Flintlock Pistol 75%, 1D6+1 (impaling) Small Sword 75%, 1D6+db (impaling) Knife 45%, 1D6+db (impaling)
Fist 55%, 1D6+db (crushing)

Skills: Appraise 55%, Art (Writing) 95%, Bargain 55%, Climb 55%, Command 45%, Demolition 45%, Disguise 65%, Dodge 55%, Etiquette (Cultured) 55%, Etiquette (Pirate Code) 45%, Fast Talk 65%, Fine Manipulation 55%, First Aid 45%, Gaming 55%, Grapple 55%, Hide 45%, Insight 65%, Jump 35%, Knowledge (Occult) 95%, Knowledge (History) 65%, Knowledge (Natural History) 55%, Knowledge (Religion) 55%,Knowledge (Philosophy) 65%, Knowledge (Region: Caribbean) 55%, Knowledge (Region: Virginia) 65%, Language (English) 100%, Language (Latin) 65%, Language (Ancient Greek) 65%, Language (French) 75%, Language (Spanish) 55%, Language (Cherokee) 45%, Listen 45%, Literacy (English) 100%, Literacy (Latin) 65%, Literacy (Ancient Greek) 65%, Literacy (French) 75%, Literacy (Spanish) 55%, Medicine 55%, Navigate 45%, Perform (Acting) 75%, Persuade 75%, Pilot (Small Boat) 65%, Repair (Naval) 65%, Research 75%, Ride (Horse) 55%, Seamanship 65%, Sense 32%, Sleight of Hand 44%, Spot 65%, Status 25%, Stealth 65%, Strategy 55%, Swim 45%, Teach 35%, Throw 65%, Track 45%.

POWERS:

Immortality: A long as Marlowe remains in a magic rich environment he does not age, get sick, or suffer from poison.

Sorcery: Marlowe knows all the Sorcery Spells from the *BRP* core book. His intimate connection with the School of Night's failed ritual allows him to tap into magical energies of any type with no penalty.

Equipment: Marlowe carries a great deal of equipment with him wherever he goes. At the very least he has a brace of flintlock pistols, a pocket pistol, two knives, a small sword, lock picks, and a variety of coins. Marlowe dresses as appropriate to his cover, but always with as many layers as possible in order to hide his many tools. Marlowe has established several safe houses around the Caribbean and in Virginia. These contain a variety of items, such as occult texts, money, weapons, costumes, medical supplies, and alchemical research equipment.

Chupacabra

Chupacabra are small, bipedal, hunched creatures that look like a cross between a wolf and a lizard.

Christopher Marlowe

They are covered with brownish-red scaly skin, long hair-like spines that run from its head to the base of its tail, long muzzle, large green eyes, and sharp claws. The creature's mouth ends in a round opening similar to a lamprey's. Chupacabra have very long legs that allow them to spring great distances, and aid them pounce on prey from ambush. The beasts live in small packs of two to five adults, with up to eight young. They reproduce quickly, laying reptile-like eggs that quickly hatch, then nursing the young like a mammal.

The first chupacabra were spotted fifty years ago on the island of Puerto Rico, but they have appeared on other islands in the Caribbean, and near mainland settlements in the Carolinas, Florida, and Mexico. How they managed to spread so far, so fast is a mystery, and some theorize that a supernatural entity is purposefully transporting them. The number of reports of chupacabra activity has been increasing, and this concerns those clued into the supernatural world. While they appear to be natural beasts, their appearance and cunning point to a mystical origin. They are aligned with no known faction.

Chupacabra prefer to live on the fringes of settled areas where they can take advantage of secure hiding places and available livestock. For some unfathomable reason, they prefer the blood of goats above all other creatures, and bypass other livestock to get it. However, they are not above attacking a lone human, especially from ambush.

Chupacabra

STR 15	CON 14	SIZ 5	INT 6
POW 10	DEX 16	APP -	EDU -

Move: 12

Hit Points: 10

Damage Bonus: none

Armor: scaly hide AP 2

Attacks: Claw 40%, 1D6+1+db (bleeding)

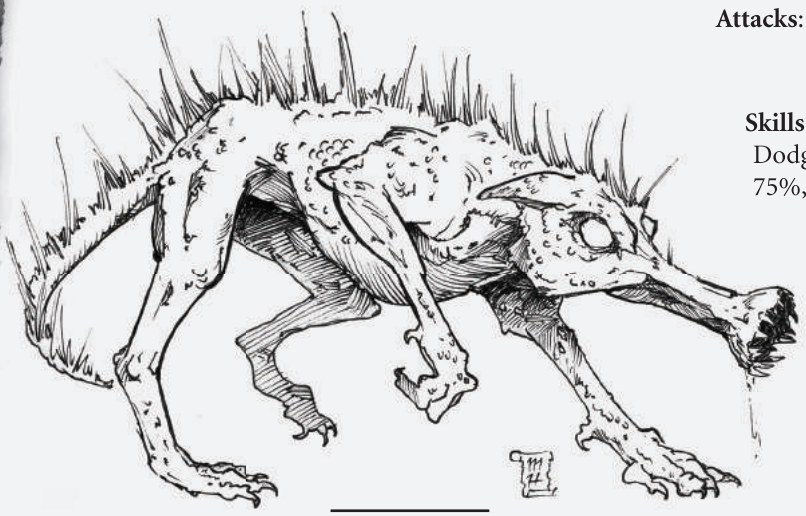
Bite 45%, 1D6+1+1/2 db (blood drain, see below)

Skills: Climb 65%, Dodge 45%, Hide 65%, Jump 75%, Listen 75%, Sense 55%, Sleight of Hand 55%, Spot 90%, Stealth 55%, Swim 45%, Track 80%.

POWERS:

Blood Drain: If a chupacabra gets a Special success on its bite attack, it drains blood from the target. The target loses an additional 1D6 HP and 1D6 CON. The wound seeps blood at a rate of 1 HP per round.

SAN Loss: 1/1D6.



Chupacabra

Colonial Governor

The governor of a colony in the Caribbean must be an administrator, admiral, judge, legislator, and politician. He is far from aid, but far away from his superiors as well. These statistics should work for most colonial governors, but they can be modified to suit specific needs. A more militarily-minded governor has higher combat skills, while one who is more of a politician has increased social skills. In all cases, the governor will be wealthy, well dressed, and harried by the demands of his position.

Colonial Governor

STR 11	CON 12	SIZ 12	INT 17
POW 16	DEX 14	APP 14	EDU 15

Move: 10

Hit Points: 12

Damage Bonus: none

Armor: none

Attacks: Small Sword 55%, 1D6 +db (impaling)
Small Flintlock Pistol 35%, 1D6+1 (impaling)
Fist 25% 1D6+db (crushing)

Skills: Appraise 55%, Bargain 65%, Command 65%, Dodge 45%, Etiquette (Cultured) 65%, Insight 75%, Knowledge (Business) 55%, Knowledge (Law) 65%, Language (Latin) 65%, Language (Native) 85%, Language (Other) 65%, Literacy (Latin) 65%, Literacy (Native) 85%, Literacy (Other) 65%, Persuade 55%, Strategy 65%.

POWERS

None, though some extraordinary governors might have Stunts or Sorcery.

Colonial Lady

This is not the fainting high-class lady who exists only to be rescued. The statistics below represent a dashing heroine who would serve well as the foe or foil of the PCs. She is quick witted, good with a sword, educated, and beautiful. Despite her unladylike ways, she is still the product of her society, and won't throw convention entirely to the wind. Usually she is seen in the company of a friend or servant, dressed as a proper lady and comporting herself with dignity. When action is required, she does not hesitate to slit the sides of her dress and wade into the thick of things.

Colonial Lady

STR 10	CON 15	SIZ 10	INT 15
POW 13	DEX 17	APP 18	EDU 15

Move: 10

Hit Points: 10

Damage Bonus: none

Armor: none

Attacks: Small Sword 75%, 1D6+db (impaling)
Flintlock Pistol 65%, 1D6+1 (impaling)

Skills: Appraise 55%, Art (Painting) 45%, Craft (Sewing) 45%, Dodge 65%, Etiquette (Cultured) 65%, Insight 65%, Knowledge (Philosophy) 45%, Knowledge (specific religion) 55%, Language (Latin or Greek) 65%, Language (Native) 75%, Language (Other) 65%, Literacy (Latin or Greek) 65%, Literacy (Native) 75%, Literacy (Other) 65%, Perform (Harpsichord) 55%, Ride (Horse) 65%, Status 35%.

POWERS

Stunts: Brilliant Plan, Charmed I'm Sure, Deadly Aim, Friends in High Places and Low, Learned Man, Penetrating Intellect, Scholar of All Things.

Corrupted Calusa Shaman

The Calusa are small dark-skinned men, their tattoos and paint-covered flesh warped and perverted by the powers of King Juan and the crystal skull. Their ears, lips, and noses are pierced with spindles of human bone, and their hair is greased into sharp spikes with blood and human fat. The shamans of the corrupted Calusa worship King Juan as a living god and are fanatically loyal to his cause. More information on the Calusa can be found in Chapter XX: The World of *Blood Tide.*

Corrupted Calusa Shaman

STR 12	CON 16	SIZ 9	INT 14
POW 15	DEX 13	APP 8	EDU 9

Move: 10

Hit Points: 13

Damage Bonus: none

Armor: 1 AP hides and skins

Attacks: Knife 35%, 1D6+1+db (impaling) Fist 35%, 1D6+db (crushing)
Staff 65%, 1D8+db (crushing)

Skills: Brawl 35%, Climb 40%, Craft (Wood Carving) 25%, Dodge 35%, First Aid 65%, Grapple 35%, Hide 25%, Insight 45%, Jump 35%, Knowledge (Occult) 65%, Knowledge (Natural History) 65%, Knowledge (Region: Bimini) 60%, Language (Calusa) 60%, Language (Spanish) 45%, Listen 55%, Medicine 65%, Navigate 50%, Perform (Ritual Dances) 65%, Perform (Sorcery) 65%, Persuade 65%, Pilot (Small Boat) 35%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%.

Sorcery: Shamans know 1D6+1 of the following sorcery spells from *BRP*: Bird's Vision, Chain of Being, Curse of Sorcery, Fury, Heal, Liken Shape, Muddle, Pox, Rat's Vision, Undo Sorcery, Ward, and Witch Sight.

Corrupted Calusa shamans have 1D6 Chaotic Features from *BRP* pg. 353.

SAN Loss: 0/1D6

Corrupted Shaman

Corrupted Calusa Warrior

Corrupted Claus warriors are small, dark men decorated with the grisly trophies of past battles. The powers of King Juan and the wickedly mystical environment of the swamps of Bimini have warped their flesh. They are fearsome in battle, swarming over their foes in a tide of frenzied bloodlust, attacking with bone-tipped spears and arrows, shark fang warclubs, and stone knives.

Corrupted Calusa Warrior

STR 15	CON 16	SIZ 10	INT 11
POW 12	DEX 15	APP 9	EDU 7

Move: 10

Hit Points: 13

Damage Bonus: +1D6

Armor: AP 2 hides and skins

Attacks: Short Spear 50%, 1D6+1+db (impaling)
Short Spear, Thrown 50%, 1D6+1+1/2db (impaling)
Warclub 50%, 1D8+db (crushing)
Knife 50%, 1D6+1+db (impaling)
Fist 50%, 1D6+db (crushing)
Self-bow 50%, 1D6+1+1/2db (impaling)

Skills: Brawl 50%, Climb 60%, Craft (Wood Carving) 25%, Dodge 35%, Grapple 50%, Hide 35%, Jump 50%, Knowledge (Region: Bimini) 40%, Language (Calusa) 50%, Listen 55%, Navigate 50%, Perform (Ritual Dances) 45%, Pilot (Small Boat) 55%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%, Track 40%.

POWERS:

Corrupted Calusa warriors have 1D6 Chaotic Features from *BRP* pg. 353.

Frenzy: When in combat, Calusa warriors ignore any mind-altering effects. Furthermore, they can continue to fight until reduced to -10 HP, at which time they fall down dead.

SAN Loss: 0/1D6.

Demon Fish

The Demon Fish is a unique creature spawned from the fervent minds of superstitious seamen and loosed on the innocent and guilty alike. Its form alters slightly depending on the telling, but in general it is a fish of immense size, as large as a sloop and more massive than a whale. It is long and narrow, like a barracuda or gar, sporting spiny fins and a mouth filled with disjointed fangs. The scales of the Demon Fish glitter like jewels, and some legends say that should one be pulled off, it turns into a ruby, sapphire, emerald, or diamond.

Patrolling the sea lanes, the Demon Fish has but one desire: to drive humanity from the seas and rule as the undisputed lord of the ocean. It attacks any ship it encounters, stalking its prey for hours or days as it looks for the perfect moment to strike. Coming from below, the Demon Fish first tears a hole in the hull, then rams the vessel, stunning the tasty meat inside or knocking men overboard to gobble up later. It fights until slain, comfortable in the knowledge that it will be reborn in a short time, ready to renew its quest for domination.

There is but one Demon Fish, though many have claimed to see it die under a hail of round shot or at the hands of a great hero. When the beast expires, its body sinks rapidly into the sea, disappearing beneath the waves in a matter of seconds. Once resting on the seafloor, an egg carried deep inside its body hatches, and the newly born Demon Fish eats the flesh of its parent, growing to the size of a small whale in a few weeks. After that, it resumes prowling the seas, consuming massive quantities of smaller creatures in a rush to reassume its full size.

DEMON FISH

STR 45	CON 22	SIZ 85	INT 7
POW 10	DEX 12	APP -	EDU -

Move: Swim 35 (12 knots)

Hit Points: 54

Damage Bonus: +8D6

Armor: AP 15 scales, AP 25 bony head

Attacks: Bite 75%, 1D8+ db (swallow whole, see below)
Tail Lash 75%, 1D6+ db (crushing)

Skills: Brawl 75%, Dodge 75%, Listen 55%, Sense 85%, Spot 35%.

POWERS:

Ram: The Demon Fish can ram ships, inflicting 9D6 damage. All onboard a rammed ship must make an Agility check or fall prone (those near the rails or in the rigging might even fall overboard).

Swallow Whole: On a special success with its bite attack, the Demon Fish can swallow whole any target less than SIZ 30. A swallowed target is trapped in

the beast's stomach, suffering 3D6 acid damage a round until freed. A trapped creature can cut itself out using a small slashing weapon to 15 or more points of damage.

SAN Loss: 1D6/1D8.

Edward 'Blackbeard' Teach

Edward Teach (or Thatch) was born in Bristol sometime in the mid sixteen-eighties. He probably went to sea at an early age, but little is known of him until the War of Spanish Succession when he served on an English privateer out of Jamaica. After the wars, like many privateers, he was out of work. Blackbeard soon found a berth with the pirate Benjamin Hornigold out of New Providence.

It was under Hornigold that Blackbeard captured a slave ship and converted it into his flagship, Queen Anne's Revenge. Blackbeard left Hornigold and set out on his own, though still based out of New Providence. Blackbeard operated along the Carolina and Virginia coasts for three months, taking several ships and selling his plunder in Bath Town, eventually buying a house there.

Blackbeard is described as a giant of a man and the son of the devil. He is well over six feet tall, muscular, his skin deeply tanned by a lifetime spent at sea, his hands calloused from hauling on lines and scarred by combat. Blackbeard's hair is long, curly, and black, and in combat he is known to braid lit slow-matches into his locks. When ready to fight, he carries a cutlass and as many as eight pairs of pistols.

Not part of the Brotherhood of the Coast, Blackbeard is an independent operator whose primary motivation is his own well-being and twisted desires. Long ago, when he first came to the Caribbean, Blackbeard learned the dark rites of the both Carrefour and Baron Samedi, the rites that most Voudouists refuse to use or teach to their students. Although this has made him powerful both mystically and physically, it is only a matter of time before the sacrifices and insanity of such evil Unseen contacts take their toll. Of course Blackbeard does not fear this, for he hopes to transform into a creature of the Unseen, as Ponce de Leon, l'Olonnais, and Morgan have done.

Blackbeard

Edward 'Blackbeard' Teach

STR 18	CON 18	SIZ 18	INT 15
POW 12	DEX 12	APP 10	EDU 10

Move: 10

Damage Bonus: +1D6

Hit Points: 18

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling)
Cutlass 75%, 1D6+1+db (bleeding)
Fist 80%, 1D6+db (crushing)

Skills: Artillery (Cannon) 65%, Artillery (Swivel Gun) 65%, Bargain 90%, Brawl 80%, Climb 60%, Command 90%, Craft (Carpentry) 35%, Dodge 24%, Gaming 75%, Grapple 80%, Hide 25%, Insight 70%, Jump 40%, Knowledge (Region: Caribbean) 70%, Knowledge (Region: Carolina Coast) 90%, Language (English) 50%, Language (Loa) 90%, Listen 40%, Literacy (English) 50%, Navigate 90%, Pilot (Ship) 75%, Pilot (Small Boat) 50%, Spot 90%, Stealth 25%, Strategy 75%, Swim 30%, Throw 65%.

POWERS:

Stunts: Countenance Like the Devil, Pistol Proof

Voudou: Perform (Carrefour) 85%, Perform (Baron Samedi) 95%, Perform (Ogun) 75%, Perform (Agwe) 65%.

El Cuco and La Cuca

Known as the Pumpkin Head or the Coco Man or Coco Woman, el cuco (la cuca is the female version) is a shapeshifting creature of Maybouya; a devourer of children and an frequent danger of the wilds outside of villages and towns in Spanish and Portuguese America. In its natural

form the creature has a tall bipedal reptilian body, like that of a crocodile standing on its hind legs, long limber arms, and a head made of a hollowed-out pumpkin or other squash. Some el cuco have coconut heads instead, but still

the shell is hollow. Whatever form the head takes, it is lit from the insides by red-orange flames. Some el cuco have taken steps to protect their vulnerable heads and wear crude helmets made from discarded pots and pans. El cuco is a consummate shapeshifter, capable of changing into several different forms to carry out its primary mission: eating children. In addition to its terrifying natural form, the beast is capable of becoming a living shadow, a large serpent, an undead child, or a small animal.

El cuco has its origins in Portugal and Gallic Spain, where mothers tell stories of a deadly monster that eats children who misbehave or wander away. Perhaps this was just a cultural myth in those regions, or maybe there really were a few los cucos in Iberia. Either way, generations of scared children grew up to be generations of adults with a lingering fear of el cuco, a fear that they passed on to their children. This fear has mixed with the powerful magical energies of the New World to manifest as a supernatural beast that stalks the edges of settlements, seeking to consume children in a bloody feast dedicated to its master, Maybouya.

EL CUCO AND LA CUCA

STR 21	CON 18	SIZ 15	INT 10	POW 12
DEX 12	APP -	EDU -		

Move: 10

Damage Bonus: +1D6

Hit Points: 17

Armor: AP 6 (AP 0 on the head)

Attacks:

Natural or undead child form:
2 claws 55%, 1D6+db (bleeding)
Serpent form:
Bite 55%, 1D6+1/2db (impaling, poison see below)

Skills: Brawl 55%, Disguise 50%, Dodge 45%, Hide 40%, Language (Spanish or Portuguese) 65%, Listen 75%, Sense 75%, Spot 75%, Stealth 40%.

POWERS:

Fire Breath: when in its natural form or serpent form, el cuco can breathe a tongue of fire at its enemies. This costs 3 PP and has a range of 30 meters. The fire causes 2D8 points of fire damage and sticks to the target, burning for an additional 1D6 points of damage every round until put out (a successful Luck roll).

Poison: the bite of el cuco in serpent form has POT 10, and causes blindness.

Pumpkin Head: El cuco's pumpkin head is its weakness, which it tries to protect with an iron pot or pan (granting AP 4 to the head). Not only is the head unarmored, but if struck with a weapon that causes crushing damage it explodes, killing el cuco instantly, unless the creature can make a Difficult Stamina roll.

Shapeshifting: El cuco can change form at will by spending 2 PP. The transformation takes 1 round to complete, during which el cuco is immobile and can take no other action, even a defense. El cuco can assume the forms of a living shadow, a serpent, an undead child, or a small animal, in addition to its own.

Living Shadow Form: it can't attack when a living shadow. The living shadow does not interact physically with any object, and can slide through doors, furniture, or other obstructions. The living shadow makes all Hide or Stealth checks at two levels less of their normal difficulty. Attempts to Spot the living shadow are increased by two levels of difficulty. The living shadow has no scent and makes no noise unless it wishes to.

Small Animal Form: El cuco assumes this form to spy on targets or lure them into the wilds. The small animal appears injured, mewling and whining pitifully, attracting people. Anyone within earshot of its faint whimpers (roughly 15 meters) must make a contested POW vs. POW roll. If the target loses, it moves at normal speed towards el cuco. A new roll must be made every round.

Undead Child Form: El cuco can assume the form of an undead child that resembles one of its past victims. It usually does this to draw the dead child's friends into the wilds or to confuse pursuers. The shapeshifting is not perfect, and el cuco does not have any of the child's memories, though as the monster spends a great deal of its time in animal form spying on the village, it knows many things thought secret. When in this form, all Disguise rolls by el cuco that relate to its form are one level of difficulty easier.

SAN Loss: 1D6/1D6 in natural form; 1D6/1D6 in shadow form or undead child form.

Elite Sailor

A typical Able-bodied Seaman. Feel free to modify stats or weapons.

Elite Sailor

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 80%, 1D6+1 (impaling)
Musket 65%, 1D60+4 (impaling)
Grenadoe 75%, 2D6/4 meters (knockback)
Boarding Pike 75%, 1D8+1+db (impaling)
Knife 65%, 1D6+2+db (impaling)
Cutlass 80%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 65%, Brawl 50%, Climb 80%, Craft (Carpentry) 65%, Dodge 60%, Fine Manipulation 45%, Gaming 45%, Grapple 55%, Jump 45%, Knowledge (Region: Caribbean) 65%, Language (Native) 50%, Language (Other) 50%, Listen 55%, Navigate 75%, Perform (Sea Shanties) 65%, Pilot (Ship) 55%, Sense 30%, Sleight of Hand 35%, Spot 80%, Swim 45%, Throw 65%.

Equipment: All are armed with a knife and a cutlass. Some have muskets, braces of pistols, hatchets, boarding pikes or grenadoes.

European Sorcerer

A handful of European sorcerers have been come to the New World. Some come to hide and escape persecution back in Europe, others to investigate reports of strange goings-on or rumors of great magical power. Most rarely leave the relatively safe confines of European settlements, fearing to venture into the unknown frontier where their greatest weapon is reduced in power and reliability. European sorcerers are generally outside the Unseen War for the Caribbean, and rarely work as agents for one of the Three Powers.

EUROPEAN SORCERER

STR 10	CON 10	SIZ 10	INT 15	POW 18
DEX 12	APP 11	EDU 15		

Move: 10

Damage Bonus: none

Hit Points: 10

Armor: as worn

Attacks: by weapon

Skills: Bargain 45%, Craft (Alchemy) 65%, Dodge 22%, Insight 65%, Knowledge (Natural History) 60%, Knowledge (Occult) 75%, Knowledge (Other) 55%, Language (Native) 75%, Language (Latin or Greek) 70%, Literacy (Own) 75%, Literacy (Latin or Greek) 70%, Medicine 65%, Perform (Sorcery) 85%, Research 60%.

POWERS:

Sorcery: any European sorcerer who relocates to the New World will likely be at least moderately powerful. A European sorcerer knows ten sorcery spells at a minimum, chosen from *BRP*.

SAN Loss: none, though European Sorcery flies in the face of the supernatural state of affairs in the New World and its use, or the viewing of its use, can cause SAN loss. See Chapter XX: Character Creation for more information.

Experienced Soldier/Marine

Your typical soldier who has been in the service at least 10 years.

Experienced Soldier/Marine

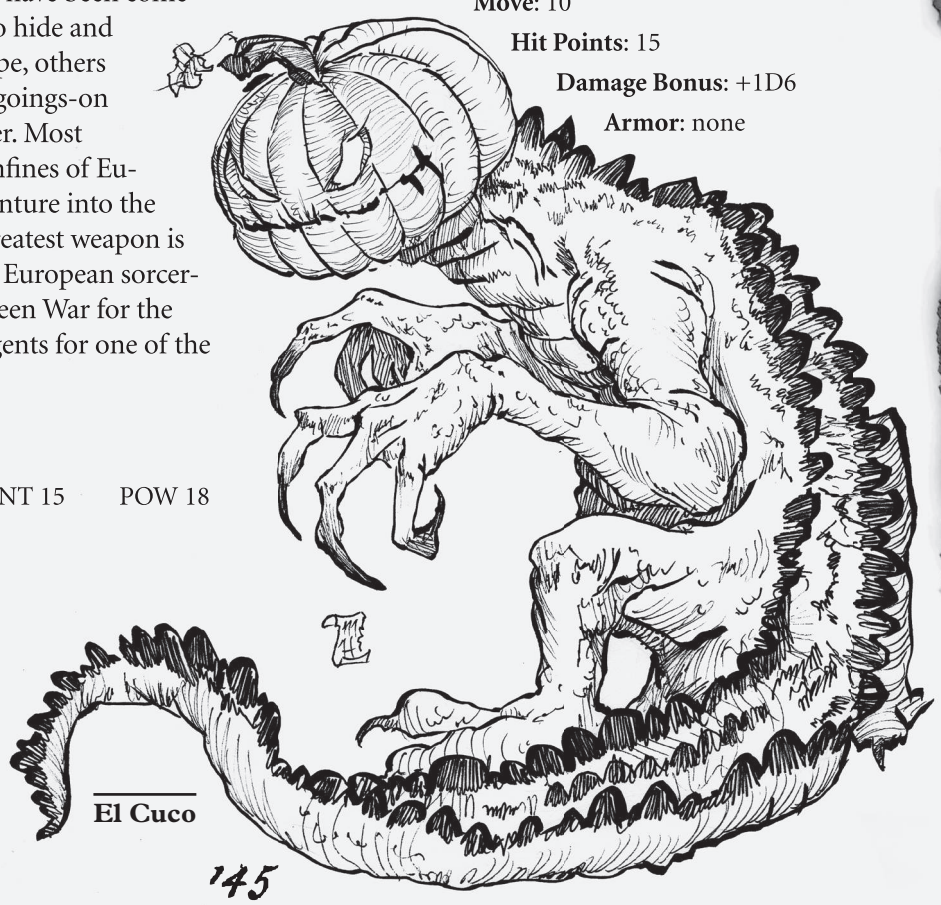
STR 15	CON 14	SIZ 15	INT 13
POW 11	DEX 13	APP 13	EDU 8

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: none



El Cuco

Attacks: Musket 65%, 1D60+4 (impaling)
Small Sword 50%, 1D6+db (impaling)
Grenadoe 40%, 2D6 for 4 yards (knockback)
Fist 45%, 1D6+db

Skills: Brawl 45%, Climb 50%, Command 25%, Dodge 40%, First Aid 40%, Grapple 50%, Hide 35%, Jump 35%, Language (Native) 65%, Listen 45%, Spot 45%, Stealth 40%, Strategy 20%, Throw 40%.

Equipment:
Early: Uniform, a matchlock musket with rest, twelve 'apostles', and shot box, a haversack, and a small sword.
Late: Uniform, flintlock musket and ammunition, bayonet, a haversack, and a small sword.

Experienced Sailor

A typical able seaman.

Experienced Sailor

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1) (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+sb (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Native) 50%, Language (Other) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. Some have muskets, braces of pistol, boarding pikes or grenadoes.

Flying Devil

Dutch farmers in New Netherland (now New Jersey) first spotted the flying devil. Since then, it has been seen several times, at places far removed from each other, hinting that there may be more than one flying devil, or that the creature is capable of extreme speed. The flying devil has been seen from Boston to the Spanish Main, and as far west as Mexico. To date, no flying devil has been seen outside the New World.

The origin of the flying devil is not known, but is most likely the result of a curse that female sorcerers can lay on their children. This curse, the devil birth, is said to be cast on a female sorceress's thirteenth child during labor, turning it into a flying devil shortly after birth. If this is true, than the sheer number of powerful sorceresses willing to curse their own children is staggering.

The flying devil is bipedal in form and moves with a distinct hunched posture and shuffling gait. Its legs end in hooves, very similar to those of a goat. The body of a flying devil is a cruel mockery of nature, combining features of human and hairy goat. The arms are more like that of a monkey than a man: overly long, hairy, and ending in calloused claws. The head is like that of a stag with infernal intelligence burning in its yellow eyes. A pair of large bat wings sprout from its back, enabling it to fly and giving the chimerical creature an even more sinister mien.

The flying devil exists to sow misery and terror, preferring to haunt the wilds outside of settlements. Actually killing or maiming its victims is secondary; the true purpose of haunting and stalking people is to generate fear and madness; emotions the flying devil eats and gains strength from. The beast only enters combat if cornered or if it encounters a sorceress. As can be expected, flying devils have a particular hatred for sorceresses, and fly into a bloodthirsty rage upon encountering one, fighting to the death and focusing all of its efforts on killing her.

Flying Devil

STR 18	CON 24	SIZ 18	INT 12
POW 15	DEX 12	APP -	EDU -

Move: 15, fly 12

Damage Bonus: +1D6

Hit Points: 21

Armor: AP 4 thick hide

Attacks: Bite 45%, 1D6+1/2db (crushing)
Gore 35%, 1D8+db (impaling)
Kick 55%, 1D6+db (crushing)

Skills: Brawl 45%, Climb 80%, Dodge 55%, Hide 65%, Jump 80%, Knowledge (Occult) 85%, Language (Native) 65%, Listen 55%, Sense 55%, Spot 55%, Stealth 65%.

Flying Devil

POWERS:

Eat Fear: Every point of SAN loss a target suffers while within 30 meters of a flying devil, the flying devil can turn into a point of either PP or HP as it wishes.

Invoke Terror: The flying devil feeds of off fear, and seeks to cause it whenever it can. In addition to the usual SAN loss caused by seeing the flying devil, the beast can inflict additional SAN loss. It targets a human or other animal, and unleashes a wave of terror upon it. The flying devil must make eye contact with the target. Roll POW vs. POW; If the flying devil wins, it inflicts an additional 1D8 SAN loss on the target.

Shadow Stalk: Although large and ungainly, the flying devil can make itself nearly invisible and completely silent. By expending 3PP, the flying devil creates a white fog-like haze 10 meters in diameter. Within this field, any attempts to use Listen, Sense, or Spot are increased by one level of difficulty. The Flying devil is immune to its own effects. Being in this field inflicts 1/1D6 SAN loss.

Sorcery: The flying devil knows 1D6+2 sorcery spells and can cast these without the usual hindrances to sorcery in the New World.

Weakness: The flying devil is allergic to hot peppers and takes damage from exposure to them equal to twice the SIZ of the peppers (this ignores armor). It cannot approach anyone or anything wielding hot peppers (including a line made of peppers).

SAN Loss: 1D6/1D6.

Giant Crab

Giant crabs resemble smaller crabs in overall form. Both sexes possess hard shells and powerful claws. They can grow to an average diameter of ten feet, and a rare few have been found up to twenty feet across. The giant crab has a green and brown speckled carapace and yellowish joints.

Giant crabs are natives of the deep sea, where they feed on other bizarre creatures. Recent upheavals in the depths have forced many casts of giant crab to migrate to the surface. Large migrations can disrupt shipping and threaten coastal communities, as the giant crab regards humans as another tasty treat. Though they are edible, few people can find enough drawn butter to make killing one of these creatures worth the effort.

Giant Crab

STR 25	CON 20	SIZ 50	INT 1
POW 10	DEX 10	APP -	EDU -

Move: Swim at 8, crawl at 4

Hit Points: 35

Damage Bonus: +4D6

Armor: 15 point hard shell

Attacks: Claw 55%, 1D8+db (crushing)

Skills: Dodge 25%, Listen 25%, Sense 65%, Spot 55%.

SAN loss: 1/1D6

Ship Damage from Attacks: Claw 2D6 (may attack hull, rigging, or crew).

Speed Factor: 1/4/8.

Goblins

Several Celtic peoples have immigrated to the New World, and the Caribbean in particular. From the Irish, Scottish, and Welsh of the British Islands, to the less well known but more numerous (at least in the Caribbean) Galatians of Spain, many different Celtic cultures are well represented in the New World. They have brought with them their own beliefs about the supernatural, some complimentary, others contradictory. One such is a belief in fey folk: small beings that interact with humanity in a variety of ways. Due to the murderous origins of the Ritual of Roanoke and the interaction of belief on the Unseen world, the darkest and most threatening of folktales have come to life.

Goblins are mischievous, often evil, beings of short stature and wicked appearance. Their features are a cruel mockery of humanity, and come in a great variety of disproportionate shapes, colors, and textures. One goblin might have bulbous eyes, his brother donkey ears, and a third multi-jointed limbs. All are short, standing less than a meter tall, with bloated bellies, round heads, gangly limbs, and warty skin. Eye color ranges from red to green, but never a shade that is appealing or natural. Goblins never wear clothes, rarely use tools, and are in general are a disgusting nuisance. They breed rapidly, with no regard for propriety or decency, and are voraciously hungry.

Their flesh is poisonous to most animals, including humans, and their very presence tends to upset the natural order of the world greatly. Animals flee goblin-infested areas, and even such hardy urban species as rats prefer to live elsewhere. Most goblins gather in lose knit bands and prefer to lair in swamps, deep forests, small caves, or forgotten urban areas such as basements and attics.

Goblins are interested in only three things: food, destruction, and sex. They pursue these passions with a level of intensity that belies description, risking life and limb to get something to eat, set fire to a building (even when they are still inside), or find suitable mates (who need not be goblins). Their depredations know no bounds, and an infestation of goblins is a good way to doom a neighborhood, wood, or ship.

Goblins

STR 8	CON 15	SIZ 4	INT 8
POW 12	DEX 15	APP -	EDU -

Move: 16

Damage Bonus: -1D6

Hit Points: 10

Armor: none

Attacks: Bite 45%, 1D6+1/2db (bleeding and disease, see below)

Claw 45%, 1D6+db (bleeding and disease, see below)

Skills: Brawl 45%, Dodge 65%, Hide 65%, Language (Goblin Chattering) 50%, Listen 45%, Sense 35%, Spot 45%, Stealth 65%.

POWERS:

Disease: These filthy little creatures have no sense of hygiene, and the bite or claw of a goblin inflicts a disease on the victim. If the victim fails a Stamina roll, than he contracts Goblin Plague. Goblin Plague is a contagious disease that is transmitted through open wounds, has a recovery roll of Con x3, and effects CON.

Weakness: Goblins take double damage from any weapon that contains iron.

SAN Loss: 0/1D6.

Green Sailor

New to ships and the sea, a lubber who has barely learnt the ropes.

Green Sailor

STR 12	CON 11	SIZ 13	INT 10
POW 10	DEX 12	APP 10	EDU 8

Move: 10

Hit Points: 12

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 25%, 1D6+1 (impaling)
Musket 25%, 1D60+4 (impaling)
Grenadoe 25%, 2D6/4 meters (knockback)
Boarding Pike 20%, 1D8+1+db (impaling)
Knife 35%, 1D6+2+db (impaling)
Cutlass 30%, 1D8+1+db (bleeding)
Fist 30%, 1D6+db (crushing)

Skills: Artillery 10%, Brawl 30%, Climb 45%, Craft (Carpentry) 25%, Dodge 25%, Fine Manipulation 35%, Gaming 20%, Grapple 30%, Jump 30%, Language (Native) 50%, Listen 35%, Navigate 15%, Perform (Sea Shanties) 10%, Pilot (Ship) 10%, Sense 15%, Sleight of Hand 15%, Spot 35%, Swim 25%, Throw 25%.

Equipment: All are armed with a knife and a cutlass. Some have muskets, braces of pistols, boarding pikes or grenadoes.

Green Soldier/Marine

He's taken the King's Shilling, but never seen action.

Green Soldier/Marine

STR 12	CON 12	SIZ 12	INT 10
POW 10	DEX 12	APP 10	EDU 8

Move: 10

Hit Points: 12

Damage Bonus: none

Armor: none

Attacks: Musket 35%, 1D60+4 (impaling)
Small Sword 25%, 1D6+db (impaling)
Pike 35%, 1D60+2+db (impaling)
Fist 35%, 1D6+db (crushing)

Skills: Brawl 35%, Dodge 24%, First Aid 15%, Grapple 35%, Language (Native) 50%, Throw 35%.

Equipment:

Early: A uniform, a matchlock or flintlock musket with rest, twelve 'apostles', a shot box, a haversack, and a small sword. About half are equipped with a pike instead of a musket, and some pikemen have a cuirass, though it is probably in poor repair (reduce AP to 4).

Late: Uniform, flintlock musket and ammunition, bayonet, a haversack, and a small sword.

Hairoun

The Prophet of Maybouya

Hairoun was physically transformed when he became the prophet of Maybouya. He stands nearly eight feet tall, his head is an elongated reptilian monstrosity similar to both a snake and a caiman. Hairoun's body is a bloated thing covered in glistening red and green scales. Hid hands and feet are reptilian claws sporting long, yellowed nails. Only his eyes remain human, for no other beast's eyes could contain such malice, hunger, and insanity.

Hairoun, the Prophet of Maybouya

STR 25	CON 18	SIZ 24	INT 15
POW 45	DEX 14	APP -	EDU 7

Move: 15

Hit Points: 21

Damage Bonus: +2D6

Armor: 10 points of scaly hide

Attacks: Claw 85%, 1D6+db (bleeding)
Bite 85%, 1D6+1/2db (bleeding, plus Consume Heart and Soul, below)

Skills: Climb 65%, Command 95%, Dodge 45%, First Aid 55%, Grapple 65%, Insight 35%, Jump 45%, Knowledge (Occult) 75%, Knowledge (Cult of Maybouya) 100%, Knowledge (Region: Caribbean) 75%, Language (Carib) 75%, Listen 45%, Medicine 65%, Navigate 55%, Perform (Ritual Dances) 55%, Persuade75%, Sense 35%, Spot 45%, Status 65%, Strategy 45%, Swim 65%, Teach 55%, Throw 55%, Track 65%.

POWERS:

Consume Heart and Soul: If Hairoun succeeds in a grapple with an opponent of SIZ 15 or less, he swallows that opponent whole. Hairoun gains a number of power points equal to the victims SIZ. Power points in excess of his normal maximum are lost. A victim consumed in this fashion is forever dead, his or her soul digested by the Hunger that Wakes.

Frenzy: By consuming human flesh and spending 1PP, Hairoun can ignore wound penalties for one round. This can continue until he is out of hit points or power points, at which time all injuries take effect.

Incite Frenzy: Hairoun can spend five power points to cause all cultists in sight to enter a Frenzy, as the power, without spending any power points themselves or needing to consume human flesh. They'll eat people anyway, but not because they have to.

Sorcery: Hairoun knows all sorcery spells at maximum level. As a creature of the vortex, he does not suffer the usual penalties for sorcery.

SAN loss: 1D6/1D60

Equipment: Hairoun wears ceremonial regalia consisting of a headdress made from skull bones, a necklace of finger bones and ears, a staff topped with a shrunken head, and a grand pectoral of gold set with obsidian skulls.

Henry Morgan

In his prime, Morgan was a handsome, dashing man; a real hit with the ladies with his dark hair and eyes and deeply tanned skin. As his fortunes increased, his taste for fine and fashionable clothing grew (as did his waistline).

Henry Morgan was just another adventurous youth from a noble, yet minor, Welsh family. In 1655 he left England with what little education he had (still more than most at the time) and joined the ill-fated British expedition to Hispaniola in 1655. He survived the failed assault and went on to distinguish himself in the taking of Jamaica and the guerilla hunting that followed. Morgan then fell in with Christopher Myngs, a privateer and noted buccaneer of the time. From Myngs Morgan gained the all- important mentorship that would launch his career from soldier of fortune to the heights of colonial power.

By 1662, Morgan was one of Myngs' commanders. Two years later he was leading his own attacks against the Spanish. After pillaging shipping and settlements in the Yucatan and Grenada regions, Morgan returned to Jamaica to buy a plantation and marry. In 1668, Morgan took the

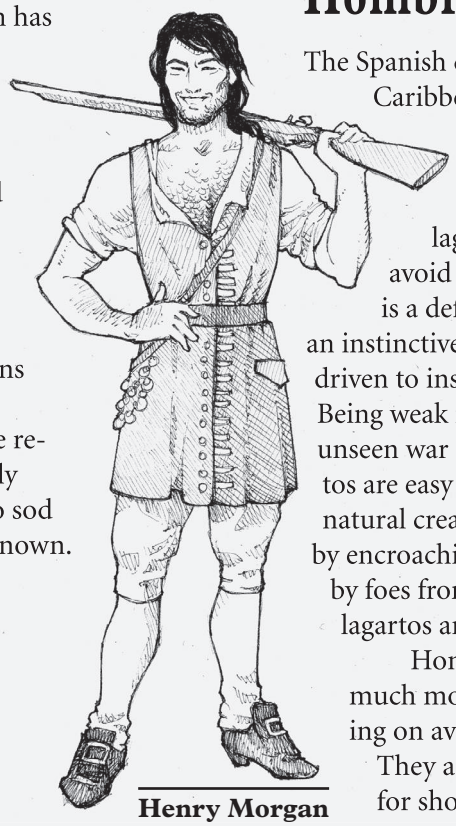
Spanish port of Porto Bello, the terminus for silver coming from the rich mines of Peru. The haul was tremendous, and Morgan's fame spread far and wide.

Later that year, he took Maracaibo on the Spanish Main. The battle and subsequent looting took several days and ended with Morgan destroying a fleet of three Spanish warships sent to hunt for him.

In 1670 Morgan began his greatest and most difficult operation. He planned to take the Spanish treasure port of Panama on the Pacific Ocean. Rather than sail around South America, he attacked the fort of San Lorenzo on the Spanish Main, crossed the jungles of the Isthmus of Panama, and attacked the city from the landward side. His force of 1500 buccaneers soon took the city and, in an orgy of violence, burnt it to the ground. The haul from Panama was the largest he ever took, but it was divided among too many men. Accused of hiding jewels on his person, Morgan was strip-searched by his own men before he could sail back to Jamaica.

Morgan managed to turn from buccaneer captain to respected landowner by sheer force of will (and several wise bribes). He died in 1688, a wealthy man, on his massive Jamaican plantation, having served as lieutenant governor and received a knighthood; held in great admiration by the men he had fought with and served.

Since his death, Morgan has lain low, which is odd, considering that he is dead. The dead usually do not need to remain covert, but Morgan has been reanimated through a powerful Voudou ceremony conducted by the Brethren of the Coast. They wanted to bring back one of the greatest buccaneer captains to lead them in their crusade against tyranny. However, the reborn Henry Morgan promptly told his former crew mates to sod off. His whereabouts are unknown.



Henry Morgan

Henry Morgan

STR 12 CON 16 SIZ 15
INT 14
POW 12 DEX 12 APP 13
EDU 12

Move: 10

Hit Points: 16

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling)
Small Sword 65%, 1D6+1+db (bleeding)

Skills: Artillery (Cannon) 65%, Artillery (Swivel Gun) 55%, Bargain 75%, Brawl 65%, Command 85%, Dodge 55%, Etiquette (Cultured) 65%, Etiquette (Pirate Code) 65%, Fast Talk 75%, Grapple 65%, Hide 55%, Insight 65%, Knowledge (Region: Caribbean) 85%, Language (Welsh) 70%, Language (English) 65%, Language (Spanish) 65%, Language (French) 55%, Language (Dutch) 45%, Listen 45%, Literacy (English) 70%, Literacy (Welsh) 55%, Literacy (Latin) 35%, Literacy (Spanish) 55%, Literacy (French) 55%, Navigate 45%, Persuade 65%, Pilot (Ship) 35%, Seamanship 35%, Spot 65%, Status 45%, Stealth 55%, Strategy 90%, Swim 65%, Throw 45%, Track 35%.

POWERS:

Stunts: Pistol Proof, Follow Me Lads!, For the Ship, Brilliant Plan, I've Seen the Horrors of the Deep.
Voudou: Language (Loa) 65%, Perform (Carrefour) 55%, Perform (Ogun) 55%, Perform (Agwe) 55%
Equipment: Fine clothing, a brace of pistols, a small sword.

Hombre de Lagarto

The Spanish colonists and the natives of the Caribbean, the Spanish Main, and the coast of North America from Virginia to Florida have tales of the hombre de lagarto, the lizardman. Hombres de lagartos are shy, reclusive creatures that avoid contact with any other creature. This is a defensive mechanism, as humans have an instinctive hate f2or these creatures and are driven to insane acts of violence in their presence. Being weak in occult power and neutral in the unseen war for the New World, hombres de lagartos are easy prey for the more predatory supernatural creatures. Driven from their home range by encroaching human settlements and pressed by foes from all sides, the humble hombres de lagartos area a dwindling species.

Hombres de lagartos are smaller and much more slightly built than humans, standing on average just a little over one meter tall. They are bipedal, but capable of running for short distance on all fours. Their overall

physiology is reptilian; hard green scales cover their bodies, ranging from the size of a thumbnail on their hands to larger plates along their backs. They possess long alligator-like snouts, round slit-pupil eyes placed high on their heads, flared nostrils, and vicious looking teeth. Hombres de lagartos have long, broad tails that they use to balance themselves when standing erect, or propel themselves in the water.

Like all lizards, the hombres de lagartos are clod blooded and reproduce through the laying of eggs. Eggs are laid in the early fall in hot springs or other areas that stay warm all winter. In the late spring the eggs hatch and the young are collected by the tribe and raised by whoever takes the responsibility. Hombres de lagartos are organized into small tribes, each occupying a stretch of river, lake, or coastline. They live in small villages of less than a hundred individuals, and subsist by hunting and fishing. They are strict carnivores and have never been known to consume vegetable matter save for sugar cane.

Hombres de lagartos have an insatiable sweet tooth, and go to great lengths to raid cane plantations. Those wishing peaceful communication or trade with these elusive lizardmen should bring a supply of sugar cane with them. The effects of rum on the hombres de lagartos has not been well documented, though it may help lubricate negotiations.

Hombre de Lagarto

STR 9	CON 15	SIZ 8	INT 9
POW 10	DEX 12	APP -	EDU -

Move: 8, swim 12

Damage Bonus: none

Hit Points: 12

Armor: AP 5 scales on back, AP 3 scales on belly

Attacks: Club 35%, 1D8+db (crushing)
Bite 45%, 1D6+1/2db (bleeding)
Spear 55%, 1D6+db (impaling)

Skills: Brawl 45%, Dodge 25%, Hide 65%, Knowledge (Region: Local Area) 65%, Language (Lagartos) 55%, Listen 25%, Melee Weapon (Club) 35%, Melee Weapon (Spear) 55%, Navigate 25%, Sense 45%, Spot 35%, Stealth 65%, Swim 80%, Track 30%.

King Juan Ponce de Leon

Undying King of Bimini

King Juan of Bimini is a grizzled and wizened shell of a man. His long grey hair hangs down to his chest; his beard is ragged and unkempt. He no longer concerns himself with such niceties as bathing. He wears the finest and most ostentatious clothing he can find, until it rots off his body or he acquires something better. On ceremonial occasions he dons his rusted and pitted cuirass and helmet, girds on his notched Toledo sword, and musters up enough sanity to project an air of royal dignity.

King Juan Ponce de Leon

STR 18	CON 21	SIZ 15	INT 15
POW 21*	DEX 12	APP 6	EDU 15

*King Juan's power points are artificially increased through the use of an occult item, see below.

Move: 15

Hit Points: 28

Damage Bonus: +1D6

Armor: 4 points covering chest, abdomen and head

Attacks: Toledo Sword 115%, 1D8+1+db (bleeding)
Wheelock Pistol 75%, 1D6+1 (impaling)

Skills: Artillery (Cannon) 45%, Bargain 35%, Brawl 85%, Climb 45%, Command 85%, Dodge 65%, Etiquette (Old Spanish) 75%, Grapple 85%, Hermetic Arts 90%, Insight 55%, Knowledge (Region: Bimini) 100%, Knowledge (Region: Puerto Rico) 35%, Knowledge (Occult) 95%, Language (Calusa) 85%, Language (Latin) 65%, Language(Spanish) 85%, Listen 35%, Literacy (Latin) 65%, Navigate 35%, Ride (Horse) 65%, Seamanship 45%, Sense 45%, Spot 55%, Status 55%, Strategy 85%.

POWERS:

Eldritch Wonders: constant exposure to a pool of magical energy and his ongoing quest to gain power has resulted in de Leon being able to wield potent magical forces. He knows the following sorcery spells from the *BRP* core book: Moonrise, Pox, Sorcerer's Armor, Sorcerer's Hammer, Sorcerer's Strength, Undo Sorcery, and Ward. King Juan, being a creature infused with mixed energies, can use his sorcery without the usual penalties.

Undying: Ponce de Leon cannot be killed by any known means. Physical or magical attacks do full damage; but given time he will recover. De Leon heals at the normal rate. Even if cut into little pieces, one will eventually grow back into a full formed and

living Ponce de Leon. Sadly, this does not restore his sanity.

SAN Loss: none until witnessing his return to life, then 1D6/1D8.

Equipment: King Juan carries a rusted cuirass and helmet, wheellock pistol, and a Toledo sword. In addition King Juan possesses two items of occult power.

- The most powerful is a human skull, carved from a single piece of quartz crystal. The skull is over fifteen inches high and weighs thirty one pounds. It was captured by King Juan's men when a Spanish Galleon, La Infanta, wrecked in the Florida Keys following a horrific storm on the night of August 31, 1618. The skull was being sent from New Spain to King Philip III so that his royal mystics could ascertain whether it was an artifact of heaven or hell. The skull itself was carved by the Ancient Maya for use as a scrying tool. By gazing into the skull's eyes, the user can see distant places, the past, or future. Sadly, the user has no control over when, who, what or where he scries. To activate the skull, the user makes a Knowledge (Occult) roll and expends 3PP for a thirty second vision. The duration of the vision can be extended at a cost of 1PP per thirty seconds. With a Special success, the use gains some control over the vision and can change the point of view. With a Critical success, the user can 'zoom' and 'pan'. A failure results in no vision, though PP are still spent. On a fumble, the user had become entranced by the skull and sits starring into its empty eye sockets until he passes out or is physically moved. Any visions seen during the entrancement are not remembered.
- King Juan's other occult item is of lesser power. It is an Aztec medallion that allows him to store PP, to a maximum of 30 PP. The item must be in skin contact to function. The user can place one or more of his PP into the item per day, spending fifteen minutes per PP in meditation. These PP can be used at will, provided that the amulet is in skin contact with the user.

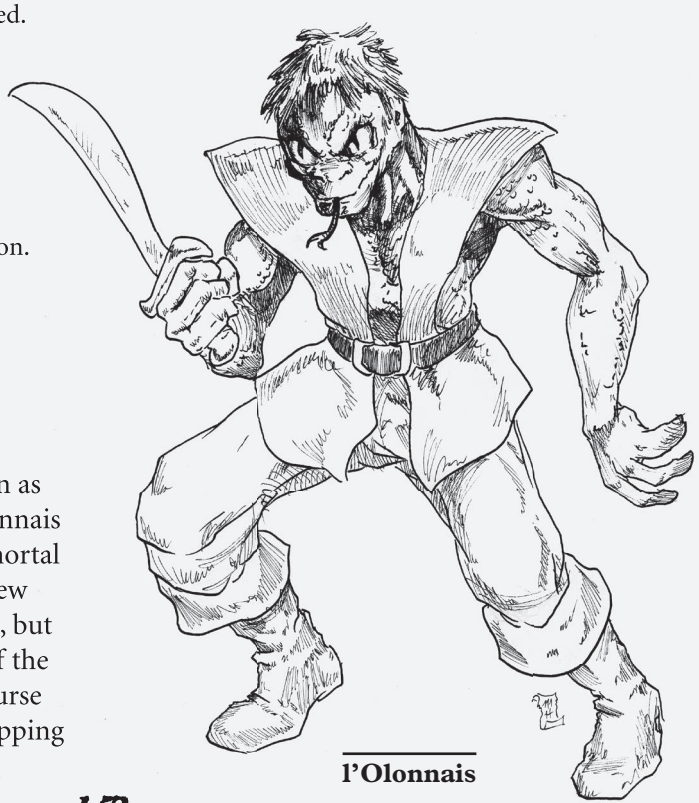
l'Olonnais

Not every evil dies, and the buccaneer known as l'Olonnais proves this. Jean David Nau l'Olonnais was by far the most ruthless and terrifying mortal to ever sail the Caribbean. He came to the New World from France as an indentured servant, but by 1660 had run away to join the Brethren of the Coast. l'Olonnais's career ran the normal course for pirates of the time: attacking Spanish shipping and settlements, returning to the wilds of Hispaniola, then setting out again.

It was not until he was shipwrecked off Campeche that l'Olonnais's terrible temper and love of brutal violence came to the fore. As he and his shipmates waded ashore, they were ambushed in the water by Spanish soldiers. The slaughter was nearly complete, and l'Olonnais only managed to survive by pretending to be dead. Left floating amongst the bodies of his friends, the water stained red with their blood, the young buccaneer swore vengeance.

After the events of Campeche, l'Olonnais went on a spree of murder and destruction. He attacked Cuba, sacking Spanish settlements and ships, each time murdering all but one of his captives, whom he sent to the Spanish to inform them who was responsible. Torture was his favorite means of interrogation, assuring that any hidden valuables were found. He would torture one prisoner to death before asking any questions, as a warning to the others and to satisfy his own monstrous pleasures.

l'Olonnais' success attracted hundreds of buccaneers to his side. For seven years he roamed the Caribbean, plundering, looting, murdering, and torturing every Spaniard he came across. Even among the freewheeling buccaneers, l'Olonnais stood out as one who lived for excesses of food, wine, women, and violence. Shipwrecked in 1668,



l'Olonnais

l'Olonnais and his men were captured by an indigenous tribe somewhere along the Spanish Main, and reportedly tortured to death, then eaten.

The famed buccaneer was not devoured, at least not in a physical sense. His wanton bloodshed had attracted the attention of the Hunger that Wakes, and Maybouya had need of a man who would stop at nothing to pursue a thirst for blood and vengeance. Given a choice of death and the cooking pot, or offering his soul to Maybouya, l'Olonnais took the latter course. His thirst for torture and his hatred of the Spanish overcame and consumed any remaining humanity in his soul. Not only did the pirate consecrate himself to Maybouya, but he did so by killing and eating not just his own men, but the entire population of the village that had captured him.

Since then, l'Olonnais has gone under several different names, gathered about him a crew of berserk cultists, and carried his personal lusts into every Spanish port he can take. No Spanish ship is safe on the sea while l'Olonnais prowls, and he occasionally takes other vessels on the suspicion that they are 'conspiring' with the Spanish. Blood and pain is all he cares about, and they have become his life.

Service to the Hunger that Wakes has warped not just l'Olonnais's mind, but his body as well. He is thinner, but taller than before, and his hardy body defies wounds and pain. He has patches of fine scales on his chest and shoulders, the pinky and ring fingers on both hands have fused together, and his neck is elongated. The most disturbing feature is his face; while it was somewhat pinched before, now it has a pronounced snout, a nose almost flush with his cheeks, nostrils that are more like slits, and unblinking ophidian eyes. His hair hangs in clumps, and more scales cover his balding scalp. l'Olonnais's ears have almost disappeared, leaving nothing but holes in his head surrounded by a ridge of cartilage. When not speaking or eating, his forked tongue flicks in and out of his mouth.

l'Olonnais

STR 12	CON 22	SIZ 10	INT 13
POW 17	DEX 16	APP 9	EDU 8

Move: 10

Damage Bonus: none

Hit Points: 16

Armor: AP 6 cuirass

Attacks: Pistol 85%, 1D6+1 (Impaling)
Cutlass 95%, 1D8+1+db (bleeding)

Skills: Artillery (Cannon) 65%, Brawl 85%, Command 65%, Dodge 45%, Etiquette (Pirate Code) 25%, Grapple 85%, Knowledge (Occult) 55%, Knowledge (Region: Caribbean) 90%, Knowledge (Torture) 90% Language (French) 45%, Language (Spanish) 35%, Literacy (French) 25%, Navigate 65%, Pilot (Ship) 65%, Seamanship 75%, Sense 45%.

POWERS:

Consume the Soul: if l'Olonnais kills a target with his Jaws of Death power he consumes their soul. If the target is defeated in a POW vs. POW contest, l'Olonnais temporarily gains the target's PP, adding them to his own. This can raise l'Olonnais's PP total above 17. After an hour the extra PP drain off at the rate of one an hour.

Frenzy: l'Olonnais can enter into a frenzy of violence by spending one or more PP. It costs him 1 PP to enter the frenzy, and 1 PP per round during the Frenzy. At any time during his frenzy, l'Olonnais may, at the beginning of the round, spend an additional PP per round to:

- raise his STR or CON by 1 (this lasts until the end of the combat), or
- grant himself an additional action for one round, or
- increase his MOV by 1 (this lasts until the end of the combat), or
- grow claws and fangs (both deal 1D6 +db damage, use Brawl for attacks and parries, and inflict bleeding specials). The fangs can inject a POT 12 poison on a Special success on a melee attack.

Jaws of Death: by unhinging his jaw, l'Olonnais can consume anything of SIZ 15 or less. If used as a melee attack, the target opposes l'Olonnais's STR with his own SIZ. A target that loses suffers 1D6 points of damage and is swallowed by l'Olonnais. Swallowed creatures take 1D6 points of acid damage per round. l'Olonnais's jaws must be pried open to rescue his victims. The swallowed victim may try a STR vs. STR roll to break free. Anyone outside l'Olonnais can attempt to open his jaws if they have successfully grappled the buccaneer. Targets cannot cut themselves out, nor can a friend cut them out from the outside.

Torturer's Gaze: after a several mortal lifetimes as a living fiend, l'Olonnais no longer appears as a normal man. His eyes have taken the appearance of a snake's, and like snakes' legendary power, they can cloud the mind of those who gaze into them. l'Olonnais can target one creature with his Torturer's Gaze per round, doing so as his action (this is a free action if he is in melee combat with the target). If l'Olonnais defeats the target in a POW vs. POW roll, the target is overwhelmed by the pirate's will and forced to answer any questions put to him by

l'Olonnais honestly and fully, or become enthralled by the serpent eyes and can make no action, not even a defense, until he succeeds on a Luck roll. Using this power costs l'Olonnais 2 PP.

Sorcery: l'Olonnais was never a good student, but he has managed to learn the following Sorcery spells: Sorcerer's Armor, Wings of the Sky, Fury, and Breath of Life.

SAN Loss: none.

La Llorna

King Juan of Bimini has a queen, the undead witch ghost La Llorna, known as the Weeping Queen. Once a daughter of the Aztec king Montezuma II, she helped betray her people to Cortez out of love for the great conquistador. When that love was not returned, she tore her hair and breasts, slew her bastard children by Cortez, and flung herself into the sea.

Nearly a century later, she was summoned to the court of King Juan. Desiring a queen, and having only his harem of corrupted Calusa maidens to comfort him throughout eternity, the Undying King used the crystal skull to call forth a woman worthy of him. It is a sad comment on the madness and depravity of Ponce de Leon that what rose out of the warm waters of the Gulf of Mexico was an insane spirit of vengeance and betrayal. However, on that warm moonlit night, the water glistening on her torn clothing and tears streaming down her cheeks, the stone heart of Ponce de Leon was moved and he fell in love, taking the spirit of La Llorna as his eternal queen.

La Llorna is a spirit made flesh by the powers of the crystal skull and the horrid magic of the Fountain of Eternal Youth. She appears as a beautiful young Aztec princess in the prime of her life, though her hair is perpetually unkempt and her eyes continually weep blood. Her raiment is exquisite, the best that the Undying King's minions can loot from merchant ships and seaside villages. In the time she has spent at the Court of Bimini, La Llorna has learned a great deal about the occult and, in turn, has taught Ponce de Leon some of the secrets of the Aztecs and the crystal skull.

La Llorna

STR 9	CON 10	SIZ 9	INT 15
POW 21	DEX 12	APP 18	EDU 16

Move: 10

Damage Bonus: none

Hit Points: 10

Armor: none

Attacks: none

Skills: Art (Feather-working) 45%, Command 65%, Dodge 55%, Etiquette (High Class) 65%, Insight 55%, Knowledge (Occult) 95%, Knowledge (Region: Mexico) 65%, Language (Nahuatl) 85%, Language (Spanish) 65%, Literacy (Nahuatl) 55%, Literacy (Spanish) 50%.

POWERS:

Howl of the Damned: By spending 3 PP La Lorna can force all within hearing to make a SAN check or lose 1D6/1D6 SAN.

La Llorna's Tears: Her bloody tears can be collected and used to grant vengeance to others. Those who drink her tears and set out on a quest for vengeance can't be killed; and require no rest, food, air, or other sustenance until their vengeance is complete. Once the act of vengeance is finished, the imbiber dies and his or her soul becomes the possession of La Llorna.

Sorcery: La Llorna is a powerful sorceress and knows all the sorcery spells from the *BRP* core book.

Soul Bound Necklace: La Llorna has a necklace made of gleaming pearls of unusual size. These are containers for the souls of those she has slain using her Howl of the Damned or the victims of her Tears. The necklace holds thirteen souls, and each can be used as a magical battery (assume each soul has 10 PP). If a soul is drained of all its PP, it is utterly destroyed.

Spirit Made Flesh: La Llorna is a spirit made flesh, a creature of ephemeral nature permanently manifested in a human form. As such, she can see spirits and other invisible entities as if they were solid, and detect the presence of creatures using supernatural means to hide or disguise themselves. If her physical form is slain, she becomes a disembodied spirit until she can reform a new body, an act that takes three weeks and requires the expenditure of 70 PP (not all of which need be spent at once, and can come from sacrifices).

SAN Loss: 0/1.

Landsman

So new to the ship that he still has dirt on his feet.

Landsman

STR 12	CON 12	SIZ 10	INT 10
POW 10	DEX 12	APP 10	EDU 8

Move: 10

Hit Points: 11

Damage Bonus: none

Armor: none

Attacks: Fist 45%, 1D6+db (crushing)

Skills: Brawl 45%, Craft (Any one) 55%, Dodge 24%, Drive (Cart) 45%, Language (Native) 50%, Status 15%.

Equipment: average clothes.

Loa, Ancestral

Ancestral loa are the spirits of a family or an entire people. Their purview is their descendants – either direct biological children or members of a particular ethnic group. They vary somewhat in power, with the ancestral loa of larger ethnic groups or families being more powerful. In general, ancestral loa are as powerful as lesser loa, and the statistics here represent that.

When manifesting, ancestral loa appear as either elderly members of their ethnic group or family, or as 'perfect' examples of their group. They often take the form of a noted ancestor or hero, but rarely someone their audience knew in life. When manifesting they speak the native language of their purview with absolute fluency, possess great knowledge of the history of that group, and are largely ignorant of anything outside that group's normal life and history. The main concern of an ancestral loa is the continuation of their purview, the safety of their people, and the happiness of their descendants.

Loa, Ancestral

STR -	CON -	SIZ -	INT 12
POW 12	DEX -	APP 12	EDU -

Move: -

Damage Bonus: -

Hit Points: -

Armor: -

SAN Loss: none

Attacks: none

POWERS:

Manifest: A loa can manifest a physical body at will through the expenditure of 1 PP. A physical body manifested must have features and appearance applicable to the loa's purview. The body has STR 10, CON 10, SIZ 10, DEX 10, base damage of 1D6; further PP allow modifications from the table below.

Loa Manifestation Table

Modification	Cost
1 point of armor	3
1 point of DEX	3
1 point of STR, SIZ, or CON	1
5 points of MOV	1
Increase base damage by 1 die	4

Ride: A loa can attempt to possess or ride a target of INT 8+. To do this, the loa spends 5 PP and must defeat the target in a POW vs. POW roll. While riding a target, the loa has full control of the target's body and full access to the target's memories. However, the loa can't cast either Voudou or Sorcery spells using the target. The loa can use its own or the target's powers, using either its own or the target's PP. If the loa expends all of the target's PP, the target can be kept conscious by spending 1 HP per round. A target that has zero HP falls unconscious and may soon die. A loa can ride a target until sunrise, sunset, high noon, or midnight (whichever comes first), at which point the target drops unconscious, loses all its PP, and the loa departs.

Skills: Knowledge (Occult) 75%, Knowledge (History of their purview) 100%, Language (Creole) 75%, Language (Native) 100%

Loa, Lesser

Lesser loa are the spirits of a place or a type of plant or animal. They are very knowledgeable about their own spheres of influence, but quite ignorant of matters outside their purview. They are the least powerful of the loa, but by far the most common. Most lesser loa serve a greater loa in some capacity, and can be used as intermediaries between humanity and the greater powers of Voudou.

These minor spirits of the Voudou world rarely manifest themselves, but when they do they take a form appropriate to their purview: a Green Snake loa appears as a perfect specimen, the loa of a stream might appear as a face in the water, the

loa of a house manifests as a talking chimney or piece of furniture.

Loa, Lesser

STR - CON - SIZ - INT 12
POW 12 DEX - APP 12 EDU -

Move: -

Damage Bonus: -

Hit Points: -

Armor: -

SAN Loss: none

Attacks: none

Powers:

Command: A loa can control the actions of a creature or object under its purview. To control a creature the loa spends 2 PP and must defeat the target in a POW vs. POW roll. To take control of an inanimate object, such as to throw a chair across a room or change the course of a stream, the loa must spend 2 PP and defeat the target in a POW vs. SIZ roll. In either case, the control only lasts for three rounds, but may be maintained for an additional three rounds by the expenditure of an additional 2PP. This power can be used until the loa decides to stop, or lacks the PP to continue. Command can't be used on creatures of INT 8+; such a creature must be Ridden instead (see below).

Manifest: A loa can manifest a physical body at will by the expenditure of 1 PP. A physical body manifested has features and appearance applicable to the loa's purview. The body has STR 10, CON 10, SIZ 10, DEX 10, base damage of 1D6; further PP allow modifications from the table below.

Loa Manifestation Table

Modification	*Cost*
1 point of armor	3
1 point of DEX	3
1 point of STR, SIZ, or CON	1
5 points of MOV	1
Add POT 15 poison attack	10
Increase base damage by 1 die	4

Ride: A loa can attempt to possess or ride a target of INT 8+. To do this, the loa spends 5 PP and must defeat the target in a POW vs. POW roll. While riding a target, the loa has full control of the target's body and full access to the target's memories. However, the loa can't cast either Voudou or Sorcery spells using the target. The loa can use its own or the target's powers, using either its own or the target's PP. If the loa expends all of the target's PP, the target can be kept conscious by spending 1 HP per round. A target that has zero HP falls unconscious and may soon die. A loa can ride a target until sunrise, sunset, high noon, or midnight (whichever comes first), at which point the target drops unconscious, loses all its PP, and the loa departs.

Skills: Knowledge (Occult) 75%, Knowledge (Purview) 100%, Language (Creole) 75%.

Loa-Touched PCs

While it is not recommended that players take non-human characters, it is possible if the GM allows it. if a player decides to play a Loa-touched, alter the character creation process in the following manner:

Characteristics: Loa-touched have the standard amount of points to spend on characteristics, but begin with POW 13 instead of POW 10.

Loa-touched are like other humans, but are a bit more willful and mystically powerful.

Native Languages: Creole

Species Skill Bonuses: Perform (Loa parent) +20%, Language (Loa) +20%, Knowledge (Occult) +20%

Occupations: Most loa-touched are Voudouists, though some follow a trade related to their loa parent, such as healers (Loko) or sailors (Agwe).

Special Abilities: As noted under Powers above.

Loa, Ideal

The Ideal Loa represents an idea; be it commerce, love, war, or the home. The idea can be an abstraction or concrete, but it is not a specific place or animal (lesser loa), nor a lineage (ancestral loa). The Ideal Loa are difficult to pin down and come in many forms and levels of power. In some instances, it is best to treat an Ideal Loa of a relatively narrow concept as a lesser loa due to the diminished power of the loa of, for example: a loa of a particular market day compared to the loa of commerce.

An Ideal Loa, like all other loa, is most concerned with its purview. The loa of commerce knows what is being sold and who is selling it, but would not know about or affect goods being smuggled out of port (for that you need a loa of smuggling). Ideal Loa have individual names and personalities, and there can be many different loas

for each idea, each overseeing a specialize part or inhabiting a certain locale.

Loa, Ideal

STR -	CON -	SIZ -	INT 15
POW 15	DEX -	APP 15	EDU -

Move: -

Damage Bonus: -

Hit Points: -

Armor: -

SAN Loss: none Attacks: none Powers:

Command: A loa can control the actions of a creature or object under its purview. To control a creature the loa spends 2 PP and must defeat the target in a POW vs. POW roll. To take control of an inanimate object, such as throw a chair across a room or change the course of a stream, the loa must spend 2 PP and defeat the target in a POW vs. SIZ roll. In either case, the control only lasts for three rounds, but may be maintained for an additional three rounds by the expenditure of an additional 2PP. This power can be used until the loa decides to stop, or lacks the PP to continue. Command can't be used on creatures of INT 8+; such a creature must be Ridden instead (see below).

Manifest: A loa can manifest a physical body at will through the expenditure of 1 PP. A physical body manifested must have features and appearance applicable to the loa's purview. The body has STR 10, CON 10, SIZ 10, DEX 10, base damage of 1D6; further PP allow modifications from the table below.

Loa Manifestation Table

Modification	Cost
1 point of armor	3
1 point of DEX	3
1 point of STR, SIZ, or CON	1
5 points of MOV	1
Add POT 15 poison attack	10
Increase base damage by 1 die	4

Ride: A loa can attempt to possess or ride a target of INT 8+. To do this, the loa spends 5 PP and must defeat the target in a POW vs. POW roll. While riding a target, the loa has full control of the target's body and full access to the target's memories. However, the loa can't cast either Voudou or Sorcery spells using the target. The loa can use its own or the target's powers, using either its own or the target's PP. If the loa expends all of the target's PP, the target can be kept conscious by spending 1 HP per round. A target that has zero HP falls unconscious and may soon die. A loa can ride a target until sunrise, sunset, high noon, or midnight (whichever comes first), at which point the target drops unconscious, loses all its PP, and the loa departs.

Skills: Knowledge (Occult) 85%, Knowledge (Purview) 100%, Language (Creole) 85%.

Loa-Touched

The loa-touched are the product of three parents: two humans and the Loa who was riding one of them at the time of conception. As such, they have a greater insight into the mystical wonders of the universe, but also a set of drives and weaknesses similar to that of the Loa parent. They appear human to the casual observer, and they mostly are (after all two of their parents were human). There is usually some telltale sign that the loa-touched are more than a common mortal, usually a distinctive feature tied to the loa parent.

Depending on the loa in question, it might or might not be interested in the life of the loa-touched. If it is, they can expect a series of fortunate or unfortunate events, depending on the relationship they have with it. In either case, the loa-touched are most likely a Voudou practitioner, and a powerful one. The loa-touched are odd people, seeing and hearing things others cannot. Their personality is heavily influenced by their loa parent, to the point where they become small copies of their greater than life parent. Few loa-touched know what they are, though those that pursue the paths of Voudou quickly discover who their other parent is, and how they feel about their children. The skills and statistics below represent a loa-touched Voudouist of Ogun.

Loa-Touched

STR 14	CON 12	SIZ 12	INT 11
POW 13	DEX 10	APP 11	EDU 8

Move: 10

Hit Points: 12

Damage Bonus: +1D6

Armor: By armor

Attacks: Flintlock Pistol 45%, 1D6+1 (impaling)
Cutlass 5%, 1D8+db (bleeding)

Skills: Brawl 65%, Craft (Blacksmithing) 55%, Dodge 34%, Etiquette (Pirate) 35%, Firearms (Pistol) 45%, Grapple 55%, Insight 45%, Knowledge (Occult) 65%, Language (Creole) 75%, Language (English) 39%, Language (French) 39%, Language (Spanish)

39%, Melee Weapon (Sword) 55%, Perform (Carrefour) 60%, Perform (Marinette) 60%, Perform (Ogun) 80%, Persuade 65%, Seamanship 55%.

POWERS:

Loa Boon: The loa-touched receives a boon and a weakness from their supernatural parent upon reaching adulthood. The nature of this gift varies with the nature of the loa, as seen on the nearby table. The weakness cannot be violated in any way, and the loa themselves enforce it if need be.

Los Eternos Conquistadores

There is no uniformity in Los Eternos, each being a man that in life was of an independent mind and manner. Their flesh shows various stages of decay, ranging from rotted to semi-mummified flesh over old bones. They are equipped as conquistadors of old, with morion helmets, back-and-breastplates, bucklers, swords, pistols, crossbows, and muskets. Their arms and armor are kept in good order and well-cleaned, a striking contrast to their rotting corpses.

Los Eternos (the Eternals) are King Juan Ponce de León's personal guard and elite fighting force. Each one is an immortal Spanish soldier who came to the New World as a conquistador, ran afoul of bad luck or poor decisions, and fell into King Juan's hands. Most of Los Eternos were part of the ill-fated Narváez expedition of 1527, and were not as lucky as Cabeza de Vaca and the other two survivors (out of the expedition's six hundred men). These men fell to illness, attacks by the Calusa and other native groups, infighting, and the hardships of travel. Other members of Los Eternos are Spanish soldiers and explorers who fell on other expeditions or wandered away from Ft. Augustine or other settlements along the coast of Florida.

King Juan, unsatisfied with the nature of his loyal Calusa followers, bent his newfound occult powers to raise the bodies of Spaniards founding his domain. Using water from the Spring of Eternal Youth and knowledge gleaned from his crystal skull, de Leon fashioned a spell that would bring a semblance of life to these well-decayed bodies. It worked, but not as he hoped, for instead of creating undying soldiers like himself, he merely raised a horde of walking corpses. Los Eternos are mute and decayed, but intensely loyal and able additions to the growing army of the King of Bimini.

Los Eternos Conquistadores

Los Eternos do not have much in the way of personality, no free will, and little initiative. They are capable of following complex orders, but carry them out in the most straightforward way possible. As unliving creatures, they are immune to hardships, but do not possess the ability to learn, and cannot make use of weapons or tactics they did not know when living. Los Eternos only take orders from de Leon.

Los Eternos Conquistadores

STR 18	CON 16	SIZ 12	INT -
POW 12	DEX 13	APP -	EDU -

Move: 10

Hit Points: 14

Armor: 6

Damage Bonus: +1D6

Attacks: by weapon

Skills: Brawl 80%, Dodge 45%, Grapple 50%, Firearms (Pistol) 35%, Firearms (Musket) 35%, Listen 30%, Melee Weapon (Knife) 35%, Melee Weapon (Pike) 65%, Melee Weapon (Sword) 70%, Missile Weapon (Crossbow) 35%, Sense 15%, Spot 30%.

POWERS:

Unliving: Los Eternos are not living creatures and do not suffer normal effects from wounds. They are not destroyed when they reach 0 hit points, but

continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. Furthermore, they do not have any measurable Intelligence, Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mind control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Equipment: breast and back plate, helmet, sword, two pistols, and a pike, crossbow, or musket.

Los Eternos Caballeros

A small number of the bodies animated by de Leon's spells have responded better to his ministrations. These he has made his Caballeros, or knights. They lead the lesser Eternos and Soldados. Unable to give orders per se, they are capable of directing how their charges fulfill their king's commands. They are still mute, lack initiative and imagination, and are incapable of learning new skills.

The Caballeros are a cut above the regular Los Eternos and their appearance is more lifelike. While they are still rotting corpses animated by fell magics, their flesh is more sound and only shows putrefaction around areas where they suffered wounds shortly before their deaths. Their arms and armor are of the finest quality, and their clothing is meant to project a sense of command and nobility.

Los Eternos Caballeros

STR 18	CON 16	SIZ 12	INT 10
POW 16	DEX 13	APP -	EDU -

Move: 10

Hit Points: 14

Armor: 8

Damage Bonus: +1D6

Attacks: by weapon

Skills: Brawl 80%, Dodge 55%, Grapple 65%, Firearms (Pistol) 45%, Listen 30%, Melee Weapon (Knife) 35%, Melee Weapon (Spear) 65%, Melee Weapon (Sword) 80%, Ride (Horse) 65%, Sense 15%, Spot 40%.

Loa Boon Table

NAME	PURVIEW	BOON	WEAKNESS
LEGBA	Travel, language, trickery, warriors.	Natural Armor 1.	May never sleep in the same place three nights in a row.
LOKO	Healing, plants, magic.	Double recovery rate.	Must aid any injured or sick person who asks it.
AYIZAN	Commerce, magic.	Roll 3D6+6 for POW.	Must never give anything away except in exchange for another good or favor.
DHAMBALLAH WEDO	Ancestors, snakes.	May spend 2 PP to communicate with snakes or ancestor spirits for one scene.	Must help any cripples or young children he meets.
AGWE	Sea, fish, aquatic plants, bravery, stoicism.	May breathe underwater for a number of minutes equal to CON.	Must never run from a fight.
EZILI DANTOR	Fertility.	Any communication skill used with members of the opposite sex are reduced one difficulty level.	Must never use contraception or take a vow of celibacy.
MARINETTE	Freedom and bondage.	Any bonds placed on you open on their own at the next sunset or sunrise, whichever is sooner.	Any attempts to place restraints on you are reduced by one level of Difficulty.
OGUN	Fire, iron, hunting, politics, and war.	You gain either the sense of smell of a hunting dog, or the eyes of a cat at night.	You must hunt a live wild animal once every lunar moth using only your bare hands.
CARREFOUR	Bad luck, misfortune.	May reroll one Luck roll per session.	The GM can make you reroll one Luck roll per session.
BARON SAMEDI	Death, the dead, sex, resurrection.	May speak with the dead, spending 5 PP and making a resisted POW vs. POW roll with the deceased.	None, but upon death the Baron himself comes for you.

Steady with the Power: loa-touched can't learn Sorcery, though they can learn Voudou. When performing a Voudou ritual the loa-touched ignore any fumbled roll, treating it as a regular failure.

POWERS:

Breath of Unlife: Los Eternos Caballeros can 'breath' their taint into the bodies and souls of their victims. The target must be alive and restrained, grappled, or unconscious, and fail a check of his CON vs. the Caballero's POW. An affected target suffers from The Rot, a supernatural disease (recovery roll POW x3, severe degree, effects CON and APP) that eventually destroys the target, turning him into a mindless servant of King Juan Ponce de Leon, one of his Soldados. As the disease progress, more and more of the target's body turns corpse-like, ruining his health and disfiguring his appearance, not to mention the smell. Once all points of CON and APP are lost, the target dies and rises again as a Soldado in 1D6 rounds.

Unliving: Los Eternos are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. Furthermore, they do not have any measurable Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mind control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Equipment: breast and back plate, helmet, sword, two pistols, and a lance.

Los Eternos Caballeros

Hit Points: 25

Armor: 2

Damage Bonus: +2D6

Attacks: Bite 25%, 1D6 +1/2db (bleeding)
Kick 25%, 1D8 +db (crushing)
Rear and Plunge 25%, 2D8 +db (crushing)
Trample 25%, 2D6 +db (crushing)

Skills: Dodge 45%, Hide 25%, Sense 50%.

POWERS:

Spore Cloud: The horses' bodies are filled with various molds and fungi, and release clouds of spores every time they are struck in battle. On the action when the horse is struck for at least one point of damage, a 2 meter diameter cloud is released, causing 1D6 points of damage to the chest (ignoring armor) to anyone who loses a horse's POW vs. target's Con roll.

Unliving: Los Eternos horses are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. They are not living creatures, and are immune to poison, disease, mid control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Equipment: Saddle and bridle.

Los Eternos Horses

To provide mounts for his Caballeros, de Leon has raised a score of horses from the swamps and bogs. These creatures are much more closely tied to the natural world than men, and somewhat difficult to animate. The result is horses that are not quite right; feral, savage beasts who gladly carry their riders into battle, the wind whistling through their rotted hides.

The horses ridden by the Caballeros are just as decayed and repellant as any other Eternos. They are gaunt, maggot ridden, fungus- and mold-bedecked imitations of glorious Andalusian chargers. The process that created them has warped their bodies, giving them eyes that glow green like luminescent mushrooms and sharp teeth in place of more normal equine denture.

Los Eternos Horses

STR 28	CON 13	SIZ 26	INT 2
POW 10	DEX 10	APP -	EDU -

Move: 12

Los Eternos Hounds

The Spanish conquistadors brought war dogs with them to the New World, a tradition that has its roots in the ancient Spanish traditions of war. Working with what he knows, de Leon has raised a cadre of hounds from the swamps, a mixed group of curs whose natural ferocity has been enhanced by the powers of the crystal skull and the king of Bimini's tainted sorcery.

Much like the horses used by Los Eternos, the hounds are rotted corpses given life through foul and tainted magics. They are more closely tied the natural world than men, and have a vague intelligence. Their eyes shine green, even in daylight, and their muzzles are filled with rows of sharp serrated teeth.

Los Eternos Hounds

STR 13	CON 11	SIZ 8	INT 2
POW 10	DEX 13	APP -	EDU -

Move: 10

Hit Points: 9

Armor: 2

Damage Bonus: none

Attacks: Bite 35%, 1D8 +2 + 1/2db (bleeding)

Skills: Dodge 35%, Listen 75%, Sense 90%, Spot 90%, Track 80%.

POWERS:

Unliving: Los Eternos are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. Furthermore, they do not have any measurable Intelligence, Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mid control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Equipment: spiked collar.

Los Soldados

Los Soldados are undead created through the power of Los Eternos Caballeros, and subject to the same decayed state. They are not necessarily Spaniards, but a mix of all nations that have come to inhabit the Caribbean. Most were once honest pirates, but those days, like their lives, are long past.

The process that creates Los Soldados is not nearly as powerful or effective as that King Juan uses to make his Los Eternos, and the result is more of a shuffling mindless monster than an unliving warrior. Still, they are useful in numbers, and are employed by pirates in the King's service as boarding parties. Others are posted throughout Bimini to bolster the ranks of the Calusa and Los Eternos.

Los Soldados

STR 18	CON 16	SIZ 12	INT -
POW 5	DEX 8	APP -	EDU -

Move: 10

Hit Points and Armor:

Legs: 5/0
Abdomen: 5/6
Chest: 6/6
Arms: 4/0
Head: 5/6

Damage Bonus: +1D6

Attacks: by weapon

Skills: Brawl 15%, Grapple 15%, Firearms (Pistol) 15%, Firearms (Musket) 15%, Melee Weapon (Axe) 15%, Melee Weapon (Knife) 15%, Melee Weapon (Pike) 15%, Melee Weapon (Sword) 15%.

POWERS:

Unliving: Los Soldados are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. Furthermore, they do not have any measurable Intelligence, Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mid control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Equipment: ragged clothes, weapons.

Lusca

The lusca has the front body of a shark and the tentacles of an octopus. The octopus portion can change colors similar to the manner of a giant octopus. The shark half is dull grey color, fading to off-white on the underbelly. These beasts live in

the shallows, feeding on crabs and fish. In combat, the lusca can attack with three tentacles and a bite each round. All these attacks can be directed at different targets in the creature's front arc. Once per scene, the lusca can forego all attacks to generate a whirlpool. The creature must be in at least twenty feet of sea water. It takes 10-1D8 rounds to generate the whirlpool, during which the lusca can make no movement or dodge.

Lusca

STR 65	CON 35	SIZ 55	INT 4
POW 10	DEX 14	APP -	EDU -

Move: Swim at 30

Hit Points: 45

Damage Bonus: +6D6

Armor: 3 points of scaly hide

Attacks: Tentacle 65%, 1D6+db (entangling)
Bite 55%, 1D60+db (swallow: on a special or critical success the target of SIZ 12 or less is swallowed. Swallowed creatures take 2D6 damage per round from digestive juices.)

Skills: Dodge 25%, Grapple 75%, Sense 65%, Spot 55%.

POWERS:

Whirlpool: creates a whirlpool of STR 24 and 15 yards in diameter. Any caught in the pool must contest their STR vs. the whirlpool's STR. Those who fail are sucked under and begin drowning as per page 218 of the *BRP* core book, and can be attacked by the lusca's bite.

SAN Loss: 1D6/1D6

Ship Damage from Attacks:
Tentacle: 1D6 (may only attack crew or rigging)
Bite: 4D6 (may only attack hull)

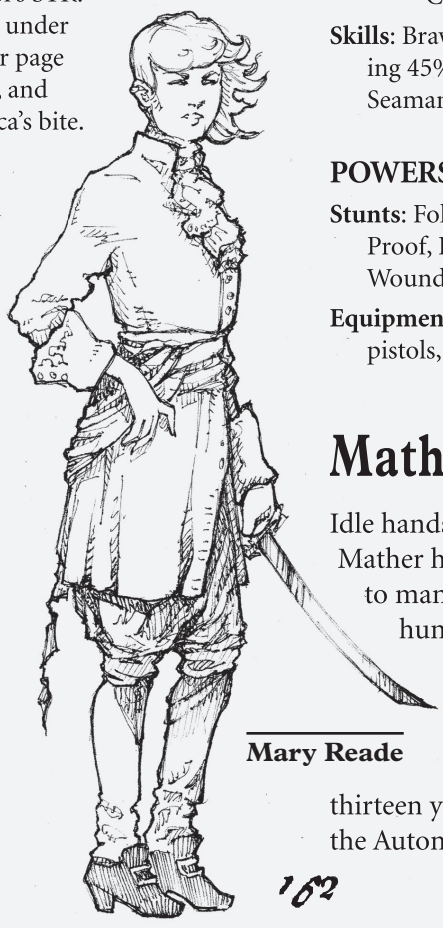
Speed Factor: 2/6/9

Mary Reade

Mary Reade was born in England and raised as a boy, to replace her elder brother who died in childhood. She had a roving mind and willful outlook, and shortly after taking a job as a footman she ran away to serve on a Man o' War. Following that adventure, she went to Flanders and fought in the British Army. All this time she lived and dressed as a man. In Flanders she fell in love with a Flemish soldier and wed.

Married life was not to last, and Reade's husband died. She returned to soldiering and sailing, eventually making her way to New Providence in the Bahamas, where she met Anne Bonny. She took to the sea (disguised as a man) under Calico Jack Rackham. Shortly after, Bonny recognized Reade and brought her to the attention of Calico Jack.

Together they stole a sloop, the Revenge, and set out for a life of piracy. The trio took several prizes in the waters off Bermuda and Hispaniola before cruising off the coast of Cuba and the north coast of Jamaica.



Mary Reade

Mary Reade

STR 16	CON 15	SIZ 11	INT 10
POW 13	DEX 14	APP 10	EDU 7

Move: 10

Hit Points: 13

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling)
Cutlass 85%, 1D8+1+db (bleeding)

Skills: Brawl 65%, Disguise 75%, Dodge 55%, Gaming 45%, Grapple 55%, Language (English) 50%, Seamanship 75%, Status 15%, Throw 55%.

POWERS:

Stunts: Follow Me Lads!, Charmed I'm Sure, Pistol Proof, Flashing Blades, Riposte, It's Just a Flesh Wound.

Equipment: Common sailor's clothes, two braces of pistols, cutlass, 1D6 grenadoes.

Mather's Automaton

Idle hands are the devil's playthings, and Cotton Mather has been anything but idle. In addition to managing a growing network of monster hunters and participating in as many missions as possible, he has been busy in his secret workshops beneath Boston's North Church. One of his recent developments, created in with the aid of thirteen year old boy genius Benjamin Franklin, is the Automaton, a wonder of modern technology.

Powered by a sophisticated clockwork mechanism and controlled by a series of gears that can be reset to create different 'programs', the Automaton is an armored killing machine with one purpose: destroy the forces of the devil.

The body of the Automaton is nearly seven feet tall and weighs over three thousand pounds. The fragile inner workings are protected by steel armor plating two inches thick. Its left arm is a modified repeating rifle like those the milites mount on carriages, and its right arm ends in a double-bitted axe. The machine has no neck, and can't turn its head without turning its whole body. However, when its glowing red 'eyes' (actually two glass lenses covering a phosphorescent membrane) fasten on a target, the Automaton moves towards it with ponderous, but unwavering, intent. A large white cross on a red field is painted on its chest and back, letting everyone know just whom it serves. Quotes from scripture, especially from Exodus and Leviticus, are picked out in gold along the seams of the armor.

Programming the machine is a labor-intensive process and requires it to be partially disassembled. The Automaton is used for very specific missions where large numbers of supernatural monsters or particularly deadly foes are expected. It is not a very intelligent machine, and its programming is limited to not firing on any target that is wearing a large white cross. All other targets are considered hostiles, and since the machine can't hear, pleading for mercy has no effect.

Mather's Automaton

STR 25	CON 20	SIZ 22	INT -
POW -	DEX 8	APP -	EDU -

Move: 5

Damage Bonus: +2D6

Hit Points: 21

Armor: 8

Attacks: Repeating rifle 35%, 1D8+1 (impaling)
Great axe 45%, 2D6+2+db (bleeding)

Skills: Firearms (Repeating Rifle) 35%, Melee Weapon (Great Axe) 45%, Spot 30%.

POWERS:

Insufficient Memory: The Automaton has limited programming and only recognizes two types of living objects (i.e. anything that moves): friends who wear a white cross, and foes that need to die.

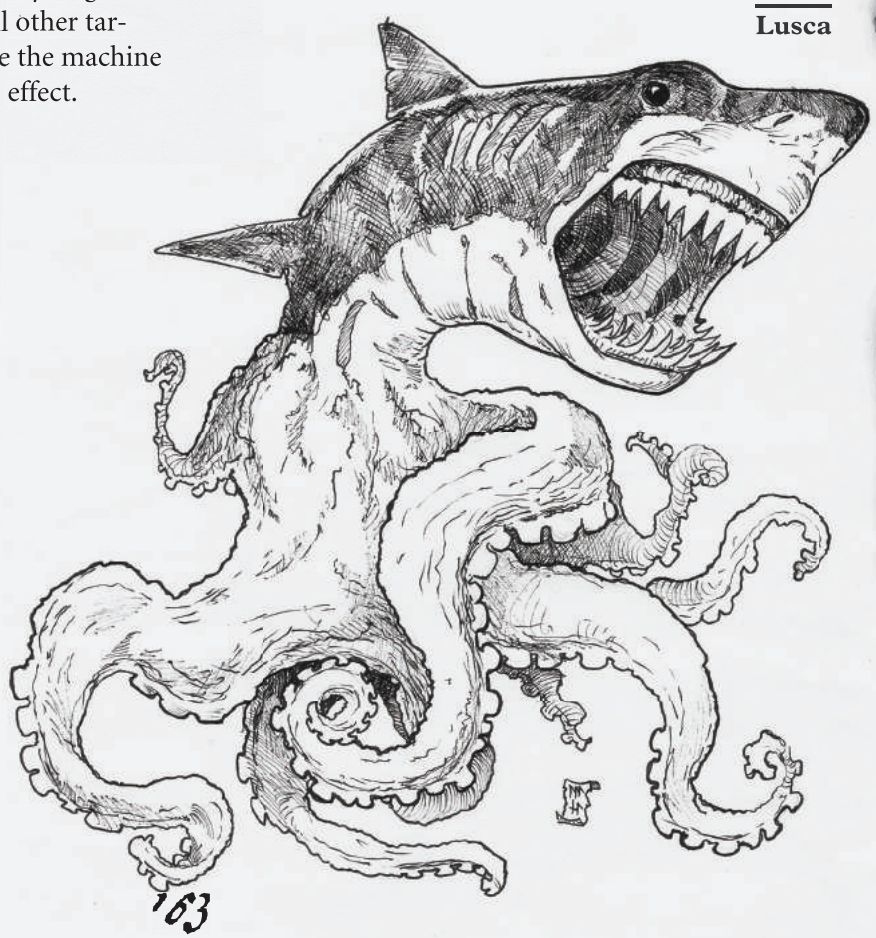
Mechanical: The Automaton is mechanical and does not suffer from mind or emotion influencing attacks.

Night Glasses: The specially treated lens of the Automaton's eyes and the phosphorescent film behind them allow the Automaton to see in low light conditions as if it were bright daylight, as well as targets that are invisible or obscured by smoke or other semi-transparent substance. It cannot be affected by illusion magic, and can 'see' a creature's true self even if the target is shape changed.

Mather's Hounds

According to the Bible, the beasts of the fields have been placed on Earth to serve Man. Mather has taken this to heart and worked diligently to include them in his plans. Many know that animals possess senses that are more acute than those of humans. What is not as widely known is that certain animals, especially dogs, can sense the supernatural no matter how it hides. With this in mind, Mather set about breeding hounds to accompany him and the milites on their hunts. Picking the

Lusca



Maybouya Cultist Pirate

most sensitive hounds and breeding them with the largest and most aggressive dogs, Mather has managed to create a new breed of dog over the past fifteen years, commonly called Mather's Hounds, but which he and the milites call the 'Hounds of Christ'.

Mather's hounds are large dogs, bred in part from English mastiffs, partly from bloodhounds and sight-hounds. Due to the mixing of breeds, there is some variation in each hound's physical characteristics. Some are long haired, some short haired; most have square heads while a few have long narrow wolf-like heads. What identifies them is their ability to sniff out the supernatural. Mather's hounds can detect the 'scent' of supernatural creatures and activities at a great range, homing in on it and guiding its humans to the source. This works even if the supernatural creature in question is disguised or hidden through supernatural means; the act of disguise or obfuscation is as telling to the keen senses of the hounds as anything else.

The hounds are very valuable; Mather has managed to create only a handful of stable family lines, and they are not generally risked in combat. However, they are bred to fight if needed, and the hounds and their milites handlers are trained in joint efforts. When in combat, hounds attack the largest supernatural threat and attempt to bring it down, working intelligently with both its human and canine pack mates.

Currently Mather is working to expand his breeding experiments to include other types of dogs and other species. He is greatly impressed by the results of breeding small, terrier-like dogs for scouting in urban environments, and is working on horses that can control themselves around the supernatural. The possibility of breeding and training ravens to hunt the supernatural has been put forth by Benjamin Franklin, but so far Mather has been reluctant to work with any non-mammalian creature.

Mather's Hounds

STR 15	CON 12	SIZ 10	INT 6
POW 10	DEX 13	APP -	EDU -

Move: 10

Damage Bonus: +1D6

Hit Points: 11

Armor: AP 2 fur

Attacks: Bite 45% 1D8+ 1/2db (bleeding)

Skills: Dodge 45%, Listen 80%, Sense 90%, Spot 75%, Track 80%.

POWERS:

Sense the Supernatural: Mather's hounds can sniff out the supernatural at a range of 300 meters. To detect the presence of a supernatural creature or the use of a supernatural ability such as Sorcery or Voudou, the hound must make a Difficult Sense roll. The level of difficulty of this roll can be modified by distance and power of the supernatural phenomena. Within 30 meters the difficulty is lowered one step; within 5 meters the difficulty is lowered two steps. For every full 10 POW of a supernatural creature, or for every 5 PP of a supernatural effect, lower the difficulty of the Sense rolls one level.

Maybouya Cultist

Native Shaman

The native shamans who have gone over to the worship of the Hunger that Wakes area a sorry and horrid bunch. They have sacrificed their sanity, their bodies, and their futures to gain a smidgen of power from the Unseen entity they adore. More, they have turned their backs on the ways of the ancestors, of their people, and of their humanity.

Maybouya Cultist, Native Shaman

STR 12	CON 16	SIZ 9	INT 14
POW 15	DEX 13	APP 8	EDU 9

Move: 10

Hit Points: 13

Damage Bonus: none

Armor: 1 AP hides and skins

Attacks: Knife 35%, 1D6+1+db (impaling)
Fist 35%, 1D6+db (crushing)
Staff 65%, 1D8+db (crushing)

Skills: Brawl 35%, Climb 40%, Craft (Wood Carving) 25%, Dodge 35%, First Aid 65%, Grapple 35%, Hide 25%, Insight 45%, Jump 35%, Knowledge (Natural History) 65%, Knowledge (Occult) 65%, Knowledge (Region: Bimini) 60%, Language (Calusa) 60%, Language (Spanish) 45%, Listen 55%, Medicine 65%, Navigate 50%, Perform (Ritual Dances) 65%, Perform (Sorcery) 65%, Persuade 65%, Pilot (Small Boat) 35%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%.

POWERS:

Corrupted: Calusa shamans have 1D6 Chaotic Features from pg. 353 of *BRP*.

Sorcery: Shamans know 1D6+1 of the following sorcery spells from the *BRP* core book: Bird's Vision, Chain of Being, Curse of Sorcery, Fury, Heal, Liken Shape, Muddle, Pox, Rat's Vision, Undo Sorcery, Ward, and Witch Sight.

SAN Loss: 0/1D6.

Maybouya Cultist

Native Warrior

The native members of the cult are a mixture of half-castes, rogues, and outlaws banished by their tribes. They are a fearsome sight, their bodies adorned with war paint, piercings, grisly trophies and fetishes.

Maybouya Cultist, Native Warrior

STR 15	CON 16	SIZ 10	INT 11
POW 12	DEX 15	APP 9	EDU 7

Move: 10

Hit Points: 13

Damage Bonus: +1D6

Armor: AP 2 hides and skins

Attacks: Short Spear 50%, 1D6+1+db (impaling)
Short Spear, Thrown 50%, 1D6+1+1/2db (impaling)
Warclub 50%, 1D8+db (crushing)
Knife 50%, 1D6+1+db (impaling)
Fist 50%, 1D6+db (crushing)
Self-Bow 50%, 1D6+1+1/2db (impaling)

Skills: Brawl 50%, Climb 60%, Craft (Wood Carving) 25%, Dodge 35%, Grapple 50%, Hide 35%, Jump 50%, Knowledge (Region: Bimini) 40%, Language (Calusa) 50%, Listen 55%, Navigate 50%, Perform (Ritual Dances) 45%, Pilot (Small Boat) 55%, Sense 50%, Spot 65%, Stealth 30%, Swim 45%, Throw 50%, Track 40%.

POWERS:

Corrupted: Calusa warriors have 1D6 Chaotic Features from pg. 353 of *BRP*.

Frenzy: When in combat, Calusa warriors ignore any mind altering effects. They can continue to fight until reduced to -10 HP, at which time they fall down dead.

SAN Loss: 0/1D6.

Maybouya Cultist

Pirate

Somewhere along the way the life of a pirate was not enough for these degenerate, vicious pirates, covered in scars, tattoos, and grisly trophies of their victims. They longed for something to fill the void, something that casual cruelty and wanton depravity did not. In the worship of a true power, Maybouya the Hunger the Wakes, they are now free to wander, pillage, and feast.

Use the statistics for an experienced sailor and add the following powers:

Frenzy: By consuming human flesh and spending 1PP, the cultist can ignore wound penalties for one round. This can be continues until the cultist is out of hit points or power points, at which time all injuries take effect.

Feed: The cultist can distend his jaw in order to tear off more meat. When distended, the cultist can bite foes for 1D6+db. To bite a foe, the cultist must pin the target in a grapple. This power costs 3PP to activate. Witnessing this costs 1/1D6 SAN.

Mermaid

Above the waist mermaids have the form of a beautiful, young human female. Their hair ranges from sea green to coral red. Their eyes are generally blue or green, though grey is not uncommon.

Below the waist mermaids have a long, powerful fish's tail. The scales on the tail are multi-colored and glitter in the sun.

Mermaids are sea creatures who feed on sailors, some even coming ashore to attack sleeping men. They are effectively immortal unless killed in a violent manner, suffering neither from age nor disease. Although capable of gaining sustenance from a variety of meats, mermaids prefer the taste of human flesh and can only recover their mystical strength through this unholy act. No male version of mermaid has been observed, and it is unknown how they reproduce, if at all.

Mermaid

STR 12	CON 12	SIZ 12	INT 15
POW 15	DEX 14	APP 18	EDU 6

Move: Swim 15

Hit Points: 13

Damage Bonus: none

Armor: 1 point of scaly skin on abdomen and tail

Attacks: Fist 45%, 1D6+db (crushing)

Skills: Bargain 45%, Brawl 45%, Dodge 55%, Fast Talk 65%, Grapple 65%, Insight 45%, Knowledge (Region: Caribbean) 55%, Knowledge (Occult) 35%, Language (Mermaid) 75%, Language (Other) 55%, Listen 65%, Navigate 55%, Perform (Song) 65%, Persuade 65%, Sense 35%, Sleight of Hand 45%, Spot 55%, Status 45%, Stealth 45%.

POWERS:

Call Lusca: Mermaids and lusca have an ancient bond. Where one is found, the other is usually nearby. By spending 2PP and making a POWx3 roll, the mermaid can call 1D6 luscas to her. These monsters act to defend the mermaid or otherwise aid her. In return, the mermaid must suckle the lusca's young, a process best left to the imagination. After this horrific act, the mermaid temporarily loses 1D6+2 CON, which recovers at the normal rate of 1 point per week.

Feed: A mermaid in feeding form can grapple a target. Once the target is restrained, the mermaid begins eating the target's flesh. In addition to normal damage from the mermaid's bite, the target temporarily loses 1D6 CON and 1D6 PP. The mermaid adds the CON and PP of her victims to her own. A mermaid whose CON or PP total is increased beyond normal level by feeding loses the excess at a rate of one point each per moonrise, until they return to their normal maximums. Mermaids may recover spent PP by feeding in this way.

Siren's Song: a Mermaid can spend 3PP to force all males within hearing to contest POW vs. POW. If the mermaid wins, the target is Enchanted by the mermaid. Enchanted targets try to reach the mermaid, diving into the water and fighting friends if necessary. Once in the mermaid's clutches, the enchanted victim serves the mermaid as he would his best friend or true love. The enchanted victim may make another POW vs. POW roll if the mermaid attacks him, assumes her feeding form in his presence, or every full moon following his enchantment.

Sorcery: Some mermaids (10%) have learned sorcery from their Queen and possess 1D6-1 (minimum 1) sorcery spells from *BRP*.

Transform (Feeding Form): The mermaid spends 1 PP to switch from her normal form to her feeding form. In her feeding form her skin becomes tougher and scalier, her hair shortens and stiffens into spines running from her forehead down her back, and she grows sharp talons and long fangs. These changes give the mermaid 2 points of armor to all locations and the following attacks:

• Claw 55%, 1D6+db (bleeding) Bite 45%, 1D6+db (bleeding)

• She is unable to perform a Siren's Call, or Call Lusca. Her APP drops to 7.

Transform (Haunt Form): A few (25%) mermaids are capable of changing into a spectral human female. In this form, their lower body splits into two legs, allowing them to walk on land. The mermaid is insubstantial in this form (though she might appear solid in poor lighting) and can pass through solid objects. A mermaid in haunt form feeds by invading the dreams of sleeping men. Make a contested POW vs. POW roll. If the mermaid is successful, she can drain 1D6 CON and 1D6 PP from the victim. A victim is paralyzed while being fed upon, and wakes up with unexplained claw and bite marks (and the memory of a very seductive dream). A mermaid whose CON or PP total is increased beyond their normal level by feeding loses the excess at a rate of one point each per moonrise, until they return to their normal maximums. Mermaids can recover spent PP by feeding in this form.

Transform (Human Form): A small percentage of mermaids (less than 25%) can spend 1 PP to alter their lower body into that of a human female. In appearance and beauty, the lower body matches the upper. To assume the feeding form, the mermaid must first transform into herself normal half-fish form, costing an additional PP. Some rare mermaids who can assume human form can also assume Haunt form.

SAN Loss: 0/1D6 in normal form, 1D6/1D6 in feeding form.

Equipment: none, though some have been known to fancy trinkets and jewelry.

Mothmen

These weird, poorly understood, creatures seem to appear to communities shortly before a major disaster, whether natural or manmade. The first reported sighting of a mothman was near Monmouth, New Jersey, in 1708 a few days before a barn fire burned down a sizeable portion of the town. Stories of a strange creature that preceded the disaster reached Cotton Mather, who traveled to the area to investigate. Finding no clues to the creature's whereabouts, he collected interviews and returned home to Boston.

Mather found no traces of the creature because there were none to be found. Mothmen are formed from ambient mana by the worries and concerns of the locals, and take actions based on those fears. Sometimes they are the cause of the feared calamity, other times they try to warn people of what is about to occur; often both. Once their task is complete, they vanish, their bodies disintegrating and dispersing back into the ambient mana.

In form, mothmen are tall, thin bipeds with enormous bat-like wings, though lacking arms. Their legs end in powerful talons, and the end of each wingtip has a wicked claw. Their bodies are hairless, wrinkled, and gaunt, usually white, grey, or black. Their eyes glow red above a nose-less face and a wide, tooth-filled mouth. They rarely speak, but when they do the sound comes out as a modulated buzzing, high-pitched wail, or a cloud of flies. This inability to speak frustrates mothmen to no end; however it does not stop them from trying to warn mortals of impending doom.

Adding to the fear that all good people should have of such a supernatural creature, mothmen exude terror from their very pores. Their presence distorts the ambient mana, creating spontaneous effects such as the milk curdling, fruit rotting, or metal rusting.

Mothmen

STR 18	CON 15	SIZ 17	INT 10
POW 12	DEX 15	APP -	EDU -

Move: fly 15, walk 8

Hit Points: 16

Armor: AP 4 leathery hide

Damage Bonus: +1D6

Attacks: 2 Claws 65%, 1D6+db (bleeding)

Skills: Climb 80%, Dodge 75%, Fly 75%, Hide 65%, Sense 55%, Stealth 75%.

POWERS:

Doom: Bad things happen around mothmen, and their very presence brings misfortune. The mothman has no control over this, and the use of doom is entirely involuntary. When within ten meters of a mortal human, doom activates. Inanimate objects of less than the mothman's SIZ within ten meters begin to rot and decay, with liquids decaying faster than solids (liquids lose 1 SIZ per round to decay, solids lose 1 SIZ per minute). Mortals do not decay, but find all their skill rolls increased by one level of difficulty, and their fumble margin tripled. Bad luck just comes along with mothmen.

Made of Mana: Mothmen are made of solidified mana, formed from the ether by the fears of mortals. When their PP or HP reach zero, they discorporate, leaving no traces of themselves behind.

Madness: Any mortal who fails a SAN check on seeing a mothman automatically suffers from a temporary insanity for 1D8 minutes.

SAN Loss: 1D6/1D6, plus see Madness above.

Nari'th

Queen of the Mermaids

The Queen appears as an older mermaid. Physically, she is a mature woman, similar to a human female in her mid-thirties. Nari'th has long, flowing sea foam green hair flecked with gold, alabaster skin, and eyes the color of a soft coral. Her scales are multicolored green, blue and red, each dazzling to the eye like tiny jewels strewn across her tail.

Nari'th, Queen of the Mermaids

STR 15	CON 18	SIZ 21	INT 18
POW 25	DEX 18	APP 23	EDU 20

Move: Swim 25

Hit Points: 20

Damage Bonus: +1D6

Armor: 5 point of scaly skin on abdomen, and tail

Attacks: Fist 75%, 1D6+db (crushing)
Tail Slap 75% 1D6+db (crushing)

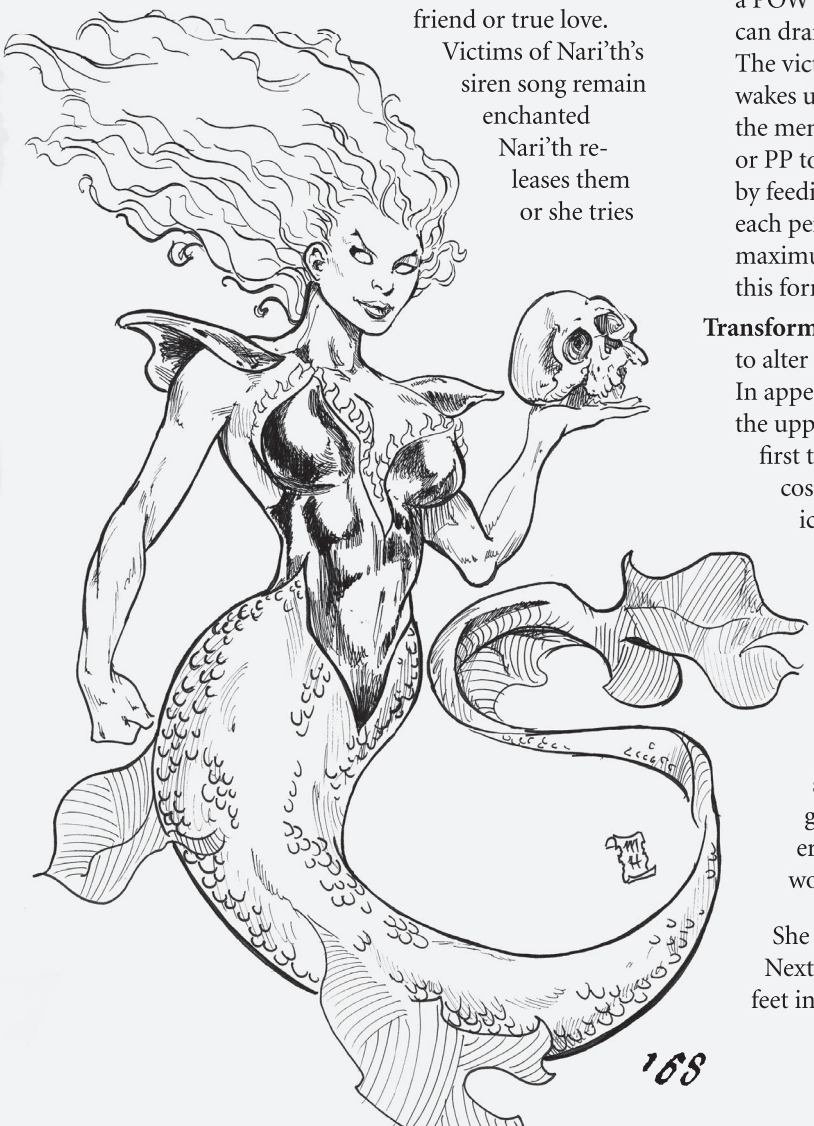
Skills: Bargain 85%, Brawl 75%, Dodge 65%, Fast Talk 75%, Grapple 75%, Insight 65%, Knowledge (Occult) 95%, Knowledge (Region: Caribbean) 85%, Language (English) 65%, Language (French) 65%, Language(Mermaid) 90%, Language (Spanish) 65%, Listen 75%, Navigate 75%, Perform (Song) 90%, Persuade 86%, Sense 45%, Sleight of Hand 55%, Spot 65%, Status 75%, Stealth 65%.

POWERS:

Call Lusca: Mermaids and lusca have an ancient bond. Where one is found, the other is usually nearby. By spending 2 PP and making a POWx3 roll, Nari'th can call 1D8 luscas to her. These monsters act to defend Nari'th or otherwise aid her. In return, she must suckle the lusca's young. After this horrific act, she temporarily loses 1D6+2 CON, which recovers at the normal rate of 1 point per week.

Feed: When in feeding form the Queen can grapple a target. Once the target is restrained, she begins eating his flesh. In addition to normal damage from the her bite, the target temporarily loses 1D6 CON and 1D6 PP. The Queen drains the Con and PP of its victims, adding them to her own. If her CON or PP total is increased beyond their normal level by feeding, she loses the excess at a rate of one point each per moonrise, until they return to their normal maximums. Nari'th can recover spent PP by feeding.

Siren's Song: when Queen Nari'th spends 5 PP, all males within hearing must contest POW vs. POW. If the Queen wins, the target is Enchanted. Enchanted targets try to reach the Queen, diving into the water and fighting friends if necessary. Once in her clutches, the enchanted victim serves the Queen as he would his best friend or true love. Victims of Nari'th's siren song remain enchanted Nari'th releases them or she tries to eat them, whereupon they can roll POW vs. POW in an attempt to resist. If they win, they are free of the enchantment forever.



Sorcery: Like her daughters, the Queen is a potent sorceress, and knows all the sorcery spells from the *BRP* core book.

Transform (Feeding Form): Queen Nari'th can spend 1 PP to switch from her normal form to her feeding form. In her feeding form, her skin becomes tougher and scalier, her hair shortens and stiffens into spines running from her forehead down her back, and she grows sharp talons and long fangs. These changes give the Queen 8 points of armor to all locations and the following attacks:

- Claw 75%, 1D6+db (bleeding) Bite 75%, 1D6+db (bleeding)
- In this form she is unable to perform a Siren's Call, or Call Lusca. Her appearance drops to 7.

Transform (Haunt Form): Queen Nari'th is capable of changing into a spectral human female. In this form, her lower body splits into two legs, allowing her to walk on land. The Queen is insubstantial in this form (though she might appear solid in poor lighting) and can pass through solid objects. In haunt form she feeds by invading the dreams of sleeping men. Make a POW vs. POW roll. If the Queen is successful, she can drain 1D6 CON and 1D6 PP from the victim. The victim is paralyzed while being fed upon, and wakes up with unexplained claw and bite marks (and the memory of a very seductive dream). If her CON or PP total is increased beyond their normal level by feeding, she loses the excess at a rate of one point each per moonrise, until they return to their normal maximums. Nari'th recovers spent PP by feeding in this form.

Transform (Human Form): The Queen can spend 1 PP to alter her lower body into that of a human female. In appearance and beauty, the lower body matches the upper. To assume the feeding form, Nari'th must first transform into her normal half-fish form, costing an additional PP. She can perfectly mimic a specific human female with this power.

Equipment: As befits her status as queen, Nari'th wears the finest accouterments that her slaves can make or capture. She wears a golden tiara of unknown manufacture that glistens with rubies, diamonds, emeralds and pearls. A necklace made of gold and jade hangs from her neck, its hand-span sized pearl nestled between her breasts. A gauzy wrap of silk and gold thread barely covers her torso. Each finger sports a jeweled ring worth a small fortune.

She possesses a single item of great occult power. Next to her throne is a giant pearl, nearly three feet in diameter, that rests on a golden tripod. This

pearl keeps Punta Majagua hidden. It gives its owner the power to shift the island's position, cloak it in mists, call up storms or bring the wind to a dead calm.

Ondine

Ondines were once supernatural creatures, spirits of great power bound to the sea. In ancient times they were known as water nymphs, though that name is a bit of a misnomer. In modern times an Ondine is, or was, a mermaid in the service of Queen Nari'th, but one who has traded most of her supernatural power of a mortal soul. They are considered traitors to their sisters, and can expect no mercy should they fall into the hands of the followers of Queen Nari'th.

To become an Ondine, a mermaid must do the nearly impossible: fall in love with a mortal who is ignorant of her true nature. Once that love is consummated, the Ondine's life becomes a burning fuse, for once she becomes pregnant she knows she must surely die. Like any pairing between man and woman it may take months or years, but sooner or later the mermaid ends up with child. To take actions to prevent this, such as seeking out a mortal male who is infertile or taking herbal mixtures to prevent pregnancy, won't result in the change into an Ondine, and leaves the mermaid with her natural powers and drives (which means she will eventually kill and eat her lover).

Once pregnant the Ondine begins to lose her mermaid abilities, slowly transforming into a semblance of a mortal woman. She is still not a true mortal, and will not be until she gives birth. During labor, the mermaid dies and is reborn as her daughter, a creature with a mortal soul, limited supernatural power, and the memories of her mermaid other self/mother.

Physically, Ondines bear a close resemblance to their mermaid selves, being achingly beautiful women with a slight aquatic look to them. Their hair color ranges the whole spectrum, but their eyes are always an unusual blue-green. Their skin is unblemished, and they never tan nor bear the scars and pox marks so common to people of the 18th Century. When immersed in water Ondines can swim as naturally as a fish and breath water as easily as air. They are capable of some limited shape-changing abilities and mental and emotional magic.

Ondine PCs

While it is not recommended that players take non-human characters, it is possible if the GM allows it. If player chooses to play an ondine, alter the character creation process in the following manner:

Characteristics: Ondines have the standard amount of points to spend on characteristics, but begin with the following base numbers, as opposed to the natural 10 of human characters:

STR 10	CON 10	SIZ 9	DEX 10
POW 13	INT 13	APP 13	EDU 8

Ondines are beautiful and charming, intelligent and willful, but physically small and lack a formal education.

Native Languages: Creole

Species Skill Bonuses: Swim +20%, Knowledge (Occult) +20%, Persuade +20%

Occupations: Ondine tend to become spies, leaders, or other sorts for whom a quick mind and good social skills are beneficent.

Special Abilities: As noted under Powers above.

Other mermaids look on them as traitors and seek to slay or capture an ondine if they can. Lusca respond badly to them, as do all other servants of the Mermaid Queen. To those still loyal to their Queen, ondine are an object for revenge and a means to gain great fame with their Queen. Should servants of Queen Nari'th ever capture an ondine alive, she can expect a long torturous death.

Ondine

STR 10	CON 10	SIZ 9	INT 15
POW 15	DEX 13	APP 18	EDU 7

Move: 10, Swim 10

Hit Points: 9

Damage Bonus: none

Armor: none

Attacks: by weapon

Skills: Bargain 75%, Brawl 55%, Disguise 75%, Dodge 45%, Etiquette 65%, Fast Talk 75%, Hide 55%, Insight 75%, Knowledge (Occult) 55%, Language (Creole) 75%, Perform (Dance) 65%, Persuade 75%.

POWERS:

Aquatic: Ondines have a natural swim speed and can breathe water as easily as air.

Mermaid Transformation: An ondine can spend 1PP to turn into a mermaid's feeding form. While in this form she grows claws and fangs, and a thick scaly skin. For an additional 1 PP she may grow a long fish- like tail, granting her Swim 15. Witnessing this transformation causes 1D6 SAN loss on mortals. In this form she gains Armor 2 to all locations and the following attacks:

• Claw 1D6+ db (bleeding)

• Bite 1D6+db (bleeding)

Siren's Song: The ondine can spend 3PP, and target one male creature within hearing distance. The target engages in a POW vs. POW contest. If mermaid wins, the target is Enchanted by the ondine. Enchanted targets try to reach the ondine, diving into the water and fighting friends if necessary. Once in the ondine's presence the enchanted victim serves the ondine as he would his best friend or true love. The enchanted victim can make another POW vs. POW roll if the ondine attacks him, assumes her mermaid form in his presence, and every full dawn following his enchantment.

Beware o' th' sea serpents!

Pastor Cotton Mather

Self-Appointed Spirit of Vengeance

Cotton is a handsome, if austere, man in his late middle years. A decade and a half of fighting the forces of Satan has made him fit and trim. He has a perpetual scowl and a general poor disposition, but can become fiery and energetic when preaching, or when the chase is afoot.

Cotton Mather

STR 10	CON 14	SIZ 12	INT 18
POW 19	DEX 11	APP 15	EDU 18

Move: 10

Hit Points: 13

Damage Bonus: none

Armor: none

Attacks: Fist 45%, 1D6+db (crushing)
Rapid Fire Pistol 65%, 1D6+1 (impaling)
Small Sword 45%, 1D6+db (impaling)

Skills: Bargain 75%, Climb 55%, Command 85%, Demolition 45%, Disguise 55%, Dodge 65%, Drive (Wagon) 35%, Etiquette (Cultured) 35%, Fast Talk 55%, Fine Manipulation 35%, First Aid% 35, Grapple 45%, Hide 65%, Insight 75%, Jump 25%, Knowledge (Occult) 75%, Knowledge (Region: New England) 75%, Knowledge (Religion: Protestantism) 95%, Language (English) 90%, Language (Latin) 75%, Listen 65%, Literacy (English) 90%, Literacy (Latin) 75%, Medicine 55%, Navigate 45%, Perform (Sermon) 85%, Persuade 65%, Research 65%, Ride (Horse) 55%, Sense 25%, Sleight of Hand 45%, Spot 65%, Status 30%, Stealth 55%, Strategy 45%, Swim 35%, Teach 25%, Throw 55%, Track 45%.

POWERS:

Stunts: Brilliant Plan, Learned Men, Follow me Lads!, Penetrating Intellect, I've Seen the Horrors of the Deep, Smooth Talker, Deadly Aim, For the Ship!

Equipment: Reverend Mather carries any item he feels is necessary for his current operation. That includes anything from the Milites equipment list. He always has at least a pistol on him, even when giving a sermon. Danger lurks in all dark places, be ever vigilant.

Sacrifices to the Well of Sacrifice

People no longer go to the Well of Sacrifice to cure mental illness; instead they go to gain madness and power. Most of those who enter the Well never return, but those who manage to crawl out of that limestone pit are forever changed. Their eyes burn with power that is barely contained within their souls. These madmen wander the coasts, sometimes individually, but increasingly frequently in small groups. Those who encounter them are destroyed or become their willing servants, transformed into monstrous creatures themselves.

Sacrifice to the Well of Sacrifice

STR 16	CON 12	SIZ 10	INT 12
POW 20	DEX 12	APP 8	EDU 7

Move: 10

Hit Points: 11

Damage Bonus: none

Armor: none

Attacks: By weapon

Skills: Brawl 45%, Dodge 55%, Grapple 65%, %, Knowledge (Occult) 85%, Language (Any) 75%, Language (Mayan) 75.

POWERS:

Crazy Eyes: The stare of one of the Sacrificed can cause madness in others. Once per round, the Sacrificed may spend 3PP and attempt to drive insane a target that he can meet with his gaze. The target resists in a POW vs. POW roll, and if the target loses, he takes 2D8 SAN damage.

Sorcery: The Sacrificed can use Sorcery without any of the normal penalties for that power. A Sacrificed knows six Sorcery spells.

Spread Madness: If the Sacrificed successfully grapples a human target (or equivalent intelligent creature) he can spend 10 PP to corrupt the target with the madness of the Well. The target resists with an Easy POW vs. POW roll. If the target fails, he immediately loses all his SAN, and turns into a Sacrificed over 1D8 torturous hours. A Sacrificed created in this manner are under the full control of the being that created it.

San Loss: 0/1.

Sea Serpent

Long Necked

Long necked sea serpents are large reptilian creatures upwards of thirty feet long. Over half of their length is taken up by their slender, snake-like necks. Coloration is dull gray on the dorsal surface, fading to a light blue on their bellies. Their heads are small and they possess a long snout filled with razor sharp backward-pointing teeth.

Long necked sea serpents are solitary predators that inhabit warm seas worldwide. They float with their ponderous bodies well below the surface of the water. When feeding, their long neck lies near the surface, waiting for sea birds to fly by. With a sudden snap, the creature shoots its head out of the water and snatches a sea bird in midair. Long necks can be found where their prey is most abundant. They are slow swimmers, and rely on surprise and camouflage to hunt. The sheer mass of a long neck's body is its only defense against other predators.

Sea Serpent, Long Necked

STR 25	CON 18	SIZ 35	INT 2
POW 10	DEX 18	APP -	EDU -

Move: Swim 6

Hit Points: 27

Damage Bonus: +3D6

Armor: 4 points of thick hide

Attacks: Bite 55%, 1D6+db (bleeding)
Slam 65% 1D8+db (crushing) or 1D6+1 hull points

Skills: Dodge 35%, Listen 55%, Sense 65%, Spot 35%.

SAN loss: 1/1D6

Ship Damage from Attacks:
Bite 55% 1D6 (may attack hull, rigging, or crew)
Slam 65% 1D6+1 hull points

Speed Factor: 1/4/8.

Sea Serpent

Ophidian

The smallest of the sea serpents, and the only true serpent in the group, the ophidian, or snake-like, serpents are long, thin tubes of muscle. They are air breathers and in general appearance little different from a normal sea snake. They are very long, upwards of thirty feet, but only one to two

feet in diameter. They swim by undulating their bodies, propelled by fin-like membranes that run head to tail along their dorsal and ventral surfaces. Coloration runs from green to yellow, and striping is common.

Ophidians tend to congregate in small nests of three or more members. They feed on fish and other marine life, and are fed upon by large marine life. Every few years, hundreds gather in a frenzy of feeding and mating.

Sea Serpent, Ophidian

STR 15	CON 14	SIZ 30	INT 2
POW 10	DEX 18	APP -	EDU -

Move: Swim 12

Hit Points: 22

Damage Bonus: +2D6

Armor: none

Attacks: Bite 65%, 1D6+db (Swallow: on a special or critical success the target of SIZ 8 or less is swallowed. Swallowed creatures take 2D6 damage per round from digestive juices.) Constrict 55%, normal grapple damage (entangling)

Skills: Dodge 75%, Listen 15%, Sense 75%, Spot 35%.

SAN loss: 1/1D6

Ship Damage from Attacks:
Bite 1D6 (may only attack hull or crew) Speed Factor: 3/7/10.

Sea Serpent

Saurian

The saurian breed of sea serpents is a long crocodile-like creature. Its limbs have entirely adapted to marine life and are little more than large fins. The creature propels itself through the water at great speed using its long, powerful tail. The saurian's head is elongated, as is the rest of its body, giving a very streamlined appearance. Its eyes are black and empty, like the deepest reaches of the sea. The saurian is covered with bony plates just beneath its stripped hide. Coloration runs from foam green to slate blue. A saurian can grow up to fifty feet in length.

Saurians are ambush hunters who prey on other large marine life. They prefer shallow, warm waters, such as found in the Caribbean. Saurians are solitary and very territorial, attacking anything approaching their size that enters their hunting ground.

Sea Serpent, Saurian

STR 24	CON 20	SIZ 65	INT 2
POW 10	DEX 14	APP -	EDU -

Move: Swim 15

Hit Points: 43

Damage Bonus: +5D6

Armor: 8 points of bony scales

Attacks: Bite 65%, 1D6+db (Swallow: on a special or critical success the target of SIZ 25 or less is swallowed. Swallowed creatures take 2D6 damage per round from digestive juices.) Slam 65%, 1D6+db (crushing) or 1D6 hull points

Skills: Dodge 55%, Listen 25%, Sense 75%, Spot 55%.

SAN loss: 1/1D6.

Ship Damage from Attacks:
Bite 65%, 1D6 (may only attack hull) Slam 65%, 1D6 hull points

Speed Factor: 2/6/9.

Skunk Ape

The skunk ape is a large hairy primate native to Florida and the Gulf Coast. The creature gets its name from the strong musk it exudes from glands in its armpits. Its hair is very long, and runs from grey to dark brown. The females are slightly smaller than the males. Both have large tusks in their lower jaws that they use in self-defense or in mating rituals. A skunk ape normally travels on all fours, but can move on two legs for short distances.

Skunk Apes are surprisingly intelligent primates. They live in small family groups of a dominate male, two to three adult females, and their young. Skunk Ape nests are made from interwoven tree limbs and grasses. Some tool use is common, and these gentle apes use rocks or large branches as weapons or to pry open giant crab shells.

A peaceful creature, the Skunk Ape prefers to avoid direct confrontation. Their intimate knowledge of their home terrain, coupled with a keen insight into the behavior of lesser creatures, allows the species to live largely unmolested. Rumor is that some elder apes have learned which plants have medicinal or magical properties.

Skunk Ape

STR 30	CON 14	SIZ 22	INT 8
POW 13	DEX 14	APP -	EDU -

Move: 10

Hit Points: 18

Damage Bonus: +2D6

Armor: 2 point thick hide

Attacks: Bite 45%, 1D6+ ½db (bleeding) Brawl 35%, 1D6+db (crushing)

Thrown Rocks or Tree Limbs 25%, 1D6+db (crushing)

Skills: Climb 45%, Dodge 35%, Grapple 35%, Hide 55%, Jump 55 %, Knowledge (Native Region) 55%, Knowledge(Natural History) 65%, Language (Skunk Ape) 35%, Listen 55%, Sense 55%, Spot 55%, Stealth 55%, Swim 45%, Throw 25%, Track 65%.

Spearfinger

Drawn from the myths and legends of the native inhabitants of the eastern seaboard of North America, Spearfinger is one or more ghost-like entities that terrorize those who live or travel alone. Spearfinger is carnivorous, preferring the flesh of young adult males, especially the liver. Her appearance is equally as horrific as her dietary choices; she is ragged and unkempt, with long hair and skin the color and texture of worn stone. To look on spearfinger's face is to stare at the ruined wreck of what once might have been an attractive woman's features, but are now wrinkled, blemished, dominated by a fang-filled mouth, and warped into an image of bestial madness. Her hair flies in a ragged cloud about her face and trails along behind her as she moves. Her most notable feature is a single long index finger, sometimes on the left hand, sometimes on the right, that reaches out six feet and is as sharp as a spear.

She is a powerful creature, both physically strong and gifted with mighty supernatural powers. Spearfinger can fly, ward of blows with her stone-like skin, become insubstantial and nearly invisible, and kill with her long spear-like finger. However, she is a very primitive creature who has no patience and can be easily tricked into an ambush or striking too soon. Driven by a need to eat, she can be bargained with by those who do not fear the sin of sending their fellows into her toothy maw.

Spearfinger hunts the wild areas between settlements, seeking to sate her craving for the flesh of mortals. She happily ambushes lone travelers or breaks into isolated homes. If an area proves especially full of prey, she makes a lair in secluded area, preferably a cave, and continues to hunt the region until driven off or the number of prey declines.

Saurian Serpent

Spearfinger

STR 20	CON 18	SIZ 12	INT 8
POW 15	DEX 13	APP -	EDU -

Move: walk 10, fly 8

Hit Points: 15

Armor: 10

Damage Bonus: +1D6

Attacks: Spearfinger 75%, 1D60+1+db (impaling)

Skills: Climb 65%, Dodge 35%, Fly 75%, Hide 65%, Jump 55%, Knowledge (Occult) 65%, Language (local) 55%, Listen 55%, Sense 45%, Spot 55%, Stealth 65%.

POWERS:

Cackle: by spending 3 PP and emitting a loud cackling sound, spearfinger can force everyone within thirty meters of her to make a SAN test and immediately suffer the effects. This is in addition to the normal SAN loss for encountering her.

Eat Liver: After a successful melee attack with her spearfinger, she can spend 5 PP to cause an immediate Critical and Special effect on the target, regardless of the level of success rolled and in addition to any Critical or Special result of the attack.

Ghost Form: By spending 1 PP per turn, spearfinger can become insubstantial. While so, she cannot interact with material objects, suffers no damage from physical attacks, can pass through barriers, and gains a +50% bonus to her Hide and Stealth. She makes no noise while in ghost form (so her cackle does not work).

Sorcery: Spearfinger knows the following sorcery spells, which she casts without the usual penalties for sorcery in the New World: Sorcerer's Jump, Midnight, Curse of Sorcery, and Pox.

SAN Loss: 1D6/1D6

Spectral Pirates

Tales of ghost ships abound in the Caribbean. These ships are crewed by the ghosts of long-dead pirates, still intent on bringing their bloody trade to the high seas. These spectral pirates have little in the way of personality left to them, most having died along with their physical forms. However, the lingering animus that motivates them is to do what they did in their lives: take vessels, loot prisoners, commit atrocities, drink, gamble, and whore.

They appear much as they did in life, save for their light blue coloring and transparent bodies. Spectral pirates only gain solidity when they attack and even then, their forms are not that of flesh and blood, but glow with witch fire.

When fighting other spirits, they are free to stay in their spectral forms, for spirits can always harm other spirits. If injured in any form, they do not leak blood, but blow-tinged fluid that quickly evaporates as soon as the sun's light falls upon it. Spectral pirates can't appear while the sun is visible in the sky.

Use the statistics for an experienced or elite sailor and add the following powers:

Spectral: Spectral pirates are transparent and incorporeal, save for on the round they make a physical attack and the round immediately after that. When spectral, they do not block line of sight, are immune to physical effects, and can pass through physical objects.

Undead: Spectral pirates are undead, unaffected by terror, lust, or other living emotions. They are immune to disease, poison, or anything else that requires a physical body with circulating blood.

Spectral Pirates

Squid, Colossal

The colossal squid is over 120 feet long, with a head as big as a ship's boat. The creature is capable of changing its skin color, though this is less than useful as camouflage. When angered, the beast turns from its normal greenish brown color to bright red. Its beak is capable of slicing a steel rod in half, and its eyes are the size of church bells.

These beasts live in the depths of the ocean, feeding on giant crabs and other large creatures. Recent events have unsettled their natural prey, driving the crabs closer to the surface. The colossal squid has followed, and has discovered that people make a fine snack, and a ship full of people is a tasty meal wrapped in a thin wooden shell.

COLOSSAL SQUID

STR 70	CON 45	SIZ 80	INT 4
POW 10	DEX 14	APP -	EDU -

Move: Swim 25

Hit Points: 63

Damage Bonus: +8D6

Armor: 5 points of blubber

Attacks: Tentacle 65%, 1D6+db (entangling)
Bite, 45% 1D60+db (swallow: on a special or critical success the target of SIZ 25 or less is swallowed. Swallowed creatures take 2D6 damage per round from digestive juices.)

Skills: Dodge 25%, Grapple 75%, Sense 65%, Spot 55%.

SAN loss: 1/1D6

Ship Damage from Attacks:
Tentacles 4D6 (may attack hull, rigging, or crew)

Speed Factor: 4/9/12.

Unliving Alligator

Before he tried to work the magic of the Fountain of Eternal Youth on human corpses, King Juan experimented with the natural creatures of the swamps and sea of Bimini. Many of these experiments failed and were destroyed in frustration, but a number escaped back into the swamps. Some of these escaped experiments were the unliving alligators, natural creatures killed and corrupted by the power of the Undying King, transformed into undying monstrosities that plague all who dare trespass on Bimini.

Unliving alligators are huge (larger than a four-horse wagon) rotting carcasses of powerful alligators. Fungus and mold cover their bodies and spill out of rips in their thick armor plating. The eyes of the unliving alligators glow with a phosphorescent green, giving them an eerie appearance when seen in the gloom of the swamps of Bimini. Left to their own devices, the alligators spend their time lurking in water, sometimes off shore, attacking indiscriminately from ambush.

Unliving Alligator

STR 55	CON 45	SIZ 38	INT -
POW 10	DEX 12	APP -	EDU -

Move: 8, Swim 15

Hit Points: 42

Damage Bonus: +5D6

Armor: 10

Attacks: Bite 65%, 2D6 +1/2db (bleeding)

Skills: Brawl 65%, Dodge 35%, Listen 25%, Sense 45%, Spot 15%, Stealth 55%, Swim 80%.

POWERS:

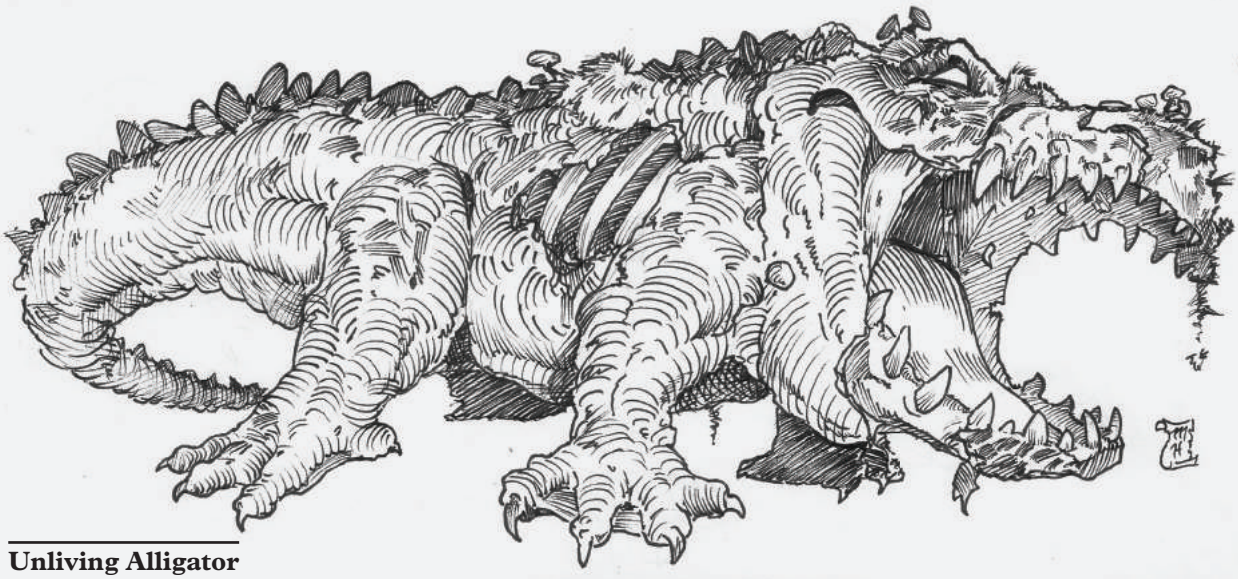
Swallow: On a special or critical success with its bite attack against a target SIZ 25 or less the creature swallows its target. Swallowed creatures take 2D6 damage from stomach acids per round, and can cut themselves out by inflicting 14 points of damage with a sharp object.

Unliving: unliving alligators are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. They do not have any measurable Intelligence, Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mid control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Ship Damage from Attacks:
Bite 1D6 (may only attack hull)

Speed Factor: 3/7/10.



Unliving Alligator

Unliving War-Turtle

The natural creatures of Bimini and the sea were some of King Juan's earliest test subjects for the ritual that grants a limited form of eternal life. Many of these failed, and others were such horrid disappointments that the King destroyed them himself. Among his crowning achievements are the war turtles, unliving war machines capable of sinking ships and routing armies.

Unliving war turtles are rotting, drab, examples of the more common sea turtles (but larger) found throughout the oceans of the world. A thick shell protects their bodies, and their flesh is as stiff as old leather. Wild red lights glow in their eyes, and they exhibit an eerie quite despite their large bulk.

Unliving War-Turtle

STR 24	CON 20	SIZ 65	INT -
POW -	DEX 14	APP -	EDU -

Move: Swim 10

Hit Points: 43

Armor: Head & Limbs: 15 Shell: 20

Damage Bonus: +5D6

Attacks: Bite 65%, 1D6 +1/2db (bleeding) Slam 65%, 1D6+db (crushing)

Skills: Brawl 65%, Dodge 25%, Spot 65%.

POWERS:

Shell: The turtle has a thick shell that is proof against most attacks. It protects its hind and fore quarters at all times. As a free action the turtle can draw its limbs and head into it shell, giving them AP 20. When the limbs are drawn in the turtle can't increase or decrease its speed or change course. When the head is drawn in, the turtle can't make its bite attack.

Swallow: On a special or critical success with its bite attack against a target SIZ 25 or less the turtle swallows its target. Swallowed creatures take 2D6 damage per round from stomach acids, and may cut themselves out by inflicting 14 points of damage with a sharp object.

Unliving: War turtles are not living creatures and do not suffer the same effects from wounds. They are not destroyed when they reach 0 hit points, but continue to be active until each body part has been reduced to 0 hit points. A body part reduced to 0 hit points falls off and is no longer animated. Furthermore, they do not have any measurable Intelligence, Appearance, or Education. Finally, they are not living creatures and are immune to poison, disease, mid control, or other effects that would not harm a corpse.

SAN Loss: 1/1D6

Ship Damage from Attacks:

Bite 1D6 (may only attack hull)

Slam 1D6 (may only attack hull) Speed Factor: 1/2/3

Zombie, Greater

A greater zombie is the pinnacle of the dark arts of zombie creation; truly animating dead tissue instead of merely warping a mortal mind, as is done with lesser zombies. Greater zombies are dead, and smell faintly of it, though the working that animates them halts the processes of decay. They are mindless and lack anything even remotely resembling personality or free will. However, greater zombies are capable of following simple orders given by their master and are excellent for brute labor or mindless violence.

Needless to say they make poor guards, as they are unable to discriminate between individuals, lumping all creation into 'master' and 'not master'.

Zombie, Greater

STR 18	CON 18	SIZ 12	INT -
POW -	DEX 8	APP -	EDU -

Move: 6

Hit Points: 15

Armor: 2

Damage Bonus: +1D6

Attacks: Bite 65%, 1D6 +1/2db (bleeding) Slam 65%, 1D6+db (crushing)

Skills: Brawl 45%, Grapple 45%.

POWERS:

Slow Reactions: Zombies process information very slowly and always go last in initiative order. They do not dodge attacks, relying on their brute strength and toughness to see them through. Zombies automatically fail all perception skill rolls.

Undead: Greater zombies are not alive, they are reanimated corpses with no knowledge of their past lives and little motivation. They do not eat, sleep, breathe, get exhausted, nor are they harmed by poison or disease. They take no action unless ordered by their master, and can only fathom the simplest of instructions, such as 'go forth and kill'. They do not suffer from mortal wounds, do not heal, and only

stop moving when reduced to 0 HP or the animating working is canceled.

Weakness: Salt inflicts damage on zombie equal to the five times the SIZ of amount of salt used. For example, a blunderbuss loaded with rock salt (SIZ 3) would inflict 15 points of damage to the zombie. Zombies who have been fortified against salt only suffer damage equal to twice the SIZ of salt used. If one can get salt into the mouth of the zombie, the working affecting it immediately ceases.

SAN Loss: 1/1D6

Zombie, Lesser

Lesser zombies are living people who have been possessed by dark Voudou rituals. These workings alter the target's mind so that they are numbed to their physical reality, their personalities are suppressed, and they gain resistance to fatigue, hunger, and thirst. They become completely obedient to their master's commands and obey to the best of their abilities. Although not capable of following complex orders, lesser zombies are capable of discriminating between targets, follow a limited (no more than six steps) set of instructions, and can notice and react to their surroundings, though slowly, with little true thought. This makes them excellent guards, for they can be alert all night and never suffer from distraction. Aiding this is that a lesser zombie can easily look like just another slack-jawed, glassy-eyed yokel.

Zombie, Lesser

STR 25	CON 18	SIZ 12	INT 5
POW 10	DEX 8	APP 5	EDU 5

Move: 10

Hit Points: 30

Armor: 0

Damage Bonus: +1D6

Attacks: Bite 65%, 1D6 +1/2db (bleeding) Slam 65%, 1D6+db (crushing)

Skills: Brawl 55%, Grapple 55%, Listen 25%, Sense 65%, Spot 25%.

POWERS:

Numbed: Lesser zombies are still living beings, but the working that possesses them makes them immune to pain and fatigue. Their bodies are resistant to shock, meaning that they do not suffer major wounds, and have an increased number of hit points (double normal). Lesser zombies are immune to any attempts at mind control.

Slow Reactions: Zombies process information very slowly and always go last in initiative order. They do not dodge attacks, relying on their brute strength and toughness to see them through.

Weakness: Salt inflicts damage on zombie equal to the five times the SIZ of amount of salt used. For example, a blunderbuss loaded with rock salt (SIZ 3) would inflict 15 points of damage to the zombie. Zombies who have been fortified against salt only suffer damage equal to twice the SIZ of salt used. If one can get salt into the mouth of the zombie, the working affecting it immediately ceases.

SAN Loss: 0/1D6

Equipment: none

Pirate Crews

Below are three sample crews that can be used in any Broadsides and Bokors campaign. These crews can be ready-to-sail player characters, allies, or foes for PCs to encounter. Each crew lists the important officers, complete with backgrounds and game statistics, and descriptions of their ships and crew members. All the crews are built at the heroic level and utilize the Stunts powers from Chapter XX, Stunts. The third crew, that of the Fortuna, utilizes the voudou rules.

The Revenge is crewed by a mixed group of cutthroats and captained by a rogue Spaniard with some sense of honor. By contrast the Fair Chase and her crew are a scurvy band of English pirates led by the dapper but devious Captain Robertson. Sailing a sea of blood and revenge is the Fortuna and her captain, the lovely and dangerous Carmella Silvia.

These three crews can be used as is, or their membership mixed and matched to suit the tastes of the players and GM. One idea is to start a new Broadsides and Bokors campaign with the PCs as lower- ranked crewmembers of one of these ships. This gives them the opportunity to grow and rise in rank, or ferment a mutiny. In playtesting, the Revenge was crewed by the PCs and thus began the bitter rivalry between Don Hongo and Captain Robertson.

The Revenge

Built twenty years ago in Portsmouth, England, the Revenge is not the most up to date ship. Don

Hongo acquired her shortly after he fled the Spanish army, and has spent considerable time making small modifications and changes. She carries a crew of forty-five plus officers, and can stock several months' worth of supplies. She is fast and deadly, but no match for more heavily armed ships.

The Officers of the Revenge

Don Ernesto Hongo

55 yr. old, Spanish, Captain

"Take the gold, set the crew adrift, and burn the ship."

Don Hongo has the carriage and demeanor of a Spanish grandee. An air of authority surrounds him, as does a lingering cloud of melancholy. He has blue eyes, olive skin, and curly black hair. He dresses as appropriate for a privateering captain, though he is not as fancy as Thomas Layton. He eschews wearing a wig, and dresses very somberly in blacks and grays.

Don Ernesto Vargas Maria de Hongo was a Spanish nobleman and soldier who served his country well during the Thirty Years War. He fought in the Netherlands and France, supporting the cause of the Spanish Hapsburgs. However, he and his family were Sephardic Jews who kept their religion secret to avoid arrest by the Spanish government. In 1649, they were betrayed and most of Don Hongo's family was killed. He was stationed in Caracas at the time, and fled Spanish territory upon receiving the news. He eventually made his way to Hispaniola and fell in among the buccaneers there. Turning to a life of piracy, Don Hongo sought vengeance against the country that had turned on him.

Seeking legitimacy, he has taken letters of marque from the English, French and Dutch. Currently, peace has brought an end to privateering, though Don Hongo continues his private war with Spain.

Don Ernesto Hongo

Don Ernesto Hongo

STR 15	CON 15	SIZ 10	INT 13
POW 10	DEX 12	APP 12	EDU 13

Move: 10

Hit Points: 13

SAN: 50

Reputation: 65%

Damage Bonus: +1D6

Armor: none usually, though when ashore Don Hongo wears a steel cuirass for 6 points (covers chest and abdomen)

Attacks: Pistol 95%, 1D6+1 (impaling)
Small Sword 80%, 1D6+1+db (impaling)
Fist 60%, 1D6+db (crushing)

Skills: Brawl 60%, Climb 40%, Command 80%, Dodge 69%, Etiquette (Pirate) 25%, First Aid 48%, Language (English) 65%, Language (Spanish) 65%, Literacy (Spanish) 35%, Seamanship 50%, Spot 80%, Status 25%, Strategy 46%, Swim 25%.

POWERS:

Stunts: Brilliant Plan, Countenance Like the Devil, Follow Me Lads!, Keep Going, Pistol Proof

Equipment: Gentleman's outfit in black and grey, a gilt small sword with a ruby in the pommel, an ornate steel cuirass, two braces of pistols, mementos of his family, and a small amount of coin.

Wealth: Affluent.

Thomas Layton

30 yr. old, English, Navigator

"That is the most interesting monkey I have ever seen, just a moment while I catch it."

Thomas is a dapper man of some means. He carries himself with the air of someone for whom life is generally good. He has sandy blond hair, blue eyes and perpetually sunburned skin.

Thomas Layton's family managed to weather the end of the English Civil War, the Protectorate and the Restoration in comfort. He was educated at Oxford with the intent to enter the ministry. Seeing the corruption and feuds that dominated English religious life, he instead went into business as an agent for a contract merchant. Repeated journeys to the New World changed Layton, steering him towards the study of Natural History. On one of his excursions, his ship was attacked and captured by French pirates. The pirates were in turn attacked by the Revenge. The Revenge's navigator was killed in the action, and Captain Don Hongo offered Thomas the position. Layton found

that he could increase his fortune and continue his research with fewer interruptions as a gentleman adventurer, and readily accepted.

Thomas Layton

STR 10	CON 10	SIZ 10	INT 15
POW 10	DEX 13	APP 10	EDU 14

Move: 10

Hit Points: 10

SAN: 50

Reputation: 25%

Damage Bonus: none

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Small Sword 45% 1D6+1+db (impaling)

Skills: Dodge 28%, Etiquette (Cultured) 40%, Fast Talk 30%, Knowledge (Caribbean) 76%, Knowledge (Natural History) 76%, Language (English) 70%, Language (Latin) 65%, Listen 25%, Literacy (English) 70%, Literacy (Latin) 65%, Navigate 85%, Pilot (Ship) 31%, Pilot (Small Boat) 26%, Status 20%.

POWERS:

Stunts: I Had That Right Here, I'm Not Here, I've Seen the Terrors of the Deep, Learned Man, Penetrating Intellect

Equipment: Gentleman's outfit, a plain small sword, a brace of pistols, navigational instruments, diary, instruments to take samples and measure them, a set of preserved specimens (including a small monkey), and specimen collecting jars.

Wealth: Affluent.

David

28 yr. old, Haitian, First Mate

David is a giant of a man with an open smile and friendly eyes. His dark face is surmounted by close- cropped curly hair. David's friendly demeanor is broken when he bellows orders or sinks into a rare melancholy when troubled by memories of his slavery. His foes see only a fierce grimace and a burning rage.

David

David was born a slave on the island of Hispaniola. At the age of seventeen he escaped and ran into the wild interior of the island. There he eked out a slim existence until found by a group of buccaneers hunting boars. They took the nearly-dead David back to their camp, and in time made him part of their crew. It was among the buccaneers that David found religion, and he is a steadfast protestant. Although the life of a pirate does not mesh with his faith, he seeks some solace that, with Don Hongo, he is attacking Catholic Spanish ships.

David is a stern and taciturn man with a soft spot he tries to cover up. The crew respects him and readily follows his orders. As first mate David finds himself as the buffer between the aristocratic Don Hongo and the baser crew members. Many times his fellow crew members have been saved by David's great strength and hardiness, or found a few extra coins from him when they needed it. David hopes to accumulate enough money to return home and buy his family out of bondage; until then, he hopes to reform the Revenge's rough crew.

David

STR 18	CON 18	SIZ 18	INT 14
POW 10	DEX 10	APP 10	EDU 10

Move: 10

Hit Points: 18

SAN: 50

Reputation: 45%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 65%, 1D6+1 (impaling)
Small Sword 55%, 1D6+1+db (impaling)
Fist 70%, 1D6+db (crushing)

Skills: Brawl 70%, Climb 75%, Command 80%, Dodge 30%, Etiquette (Pirate) 50%, Language (English) 45%, Language (French) 50%, Listen 25%, Perform (Sea Shanties) 35%, Pilot (Ship) 76%, Pilot (Small Boat) 26%, Seamanship 90%, Spot 25%, Status 10%, Swim 55%.

POWERS:

Stunts: Follow Me Lads!, Hardy, It's Just a Flesh Wound, Natural Athlete, That Wasn't So Bad

Equipment: Average sailor's clothes, a cutlass and a brace of pistols, a gold cross, a sea chest containing 250 pieces of eight, a battered bible.

Wealth: Average.

Aveline Fournier

22 yr. old, French, Boatswain

Aveline Fournier

Aveline is a small, dark-haired and dark-eyed woman in her early twenties. A hard life has browned her skin and toughened her demeanor. She dresses as a common sailor and eschews any womanly touches. Aveline trusts few people save for the crew of the Revenge.

Aveline was a fisherman's daughter from Marseille who ran away with a young man, Gaston Sully. Gaston proved neither true nor honest, and abandoned Aveline in Brest. Lost in a strange and unknown town, penniless, with no one to turn to, Aveline feared the worst. She stole some clothes and began dressing as a boy. Soon she found work mending nets. One day she was pressed-ganged by the French navy. Her secret was safe until a midshipman discovered her true nature when she was wounded. Fearing that this would place her at the mercy of the less savory members of the crew, she fled to Port Royal. There she sought what work she could, and was soon hired by Don Hongo. Although her gender is well known to the crew, any romantic intentions they feel are drowned by Aveline's fiery temper and skill with a sword.

Aveline Fournier

STR 15	CON 16	SIZ 10	INT 12
POW 10	DEX 14	APP 14	EDU 11

Move: 10

SAN: 50

Reputation: 40%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Small Sword 75%, 1D6+1+db (impaling)

Skills: Climb 60%, Command 40%, Dodge 57%, Etiquette (Pirate) 45%, Language (English) 55%, Language (French) 55%, Listen 25%, Perform (Boatswains Pipes) 55%, Perform (Sea Shanties) 45%, Repair (Naval) 55%, Seamanship 85%, Spot 55%, Status 10%.

POWERS:

Stunts: Flashing Blades, Flèche, Initial Carving, Sail Riding, Swinging

Equipment: Average sailor's clothes, plain small sword, a brace of pistols, a sea chest with few personal belongings, a poem written for her by Gaston.

Wealth: Average.

Jan de Graf

25 yr. old, Dutch, Master Gunner

"Steady me lads, steady, we'll fire on the roll and not a minute sooner."

Jan is a fleshy, jolly Dutchman with a flair for the ostentatious. He keeps his head shaved and carefully braids and wraps his blond beard each morning. Jan's blue eyes sparkle with energy as he goes about his work. Like many Dutchmen, his skin is perpetually burned by the tropical sun.

A carpenter's son becomes a carpenter, a potter's boy grows up to throw clay on the wheel, and a gunner's son heads off to sea. Jan's father and grandfather fought the English, Spanish, and French in the many wars that plagued Europe. Following in their footsteps, Jan began as a powder boy and rose to become a maser gunner. After the end of the Anglo-Dutch wars Jan found a berth aboard a coastal merchant, but the dull life of an honest sailor was not for him. He signed on as a common sailor aboard a Dutch trader bound for the Caribbean, and jumped ship the first chance he got.

Finding himself on Aruba, Jan sought out a ship more suited to his desire for action and wealth. After serving aboard a series of Dutch pirate ships, he fell in with Don Hongo and joined the crew of the Revenge. Jan's incredible ability to lay cannon and drive the gun crews to ever-faster rates of fire greatly impressed the rogue Spaniard, and soon Jan was the ship's master gunner.

Jan de Graf

STR 18	CON 15	SIZ 18	INT 13
POW 10	DEX 10	APP 10	EDU 12

Move: 10

Hit Points: 18

SAN: 50

Reputation: 40%

Damage Bonus: +1D6

Armor: none

Attacks: Rifle 70%, 1D60+4 (impaling)
Cutlass 55%, 1D8+1+db (bleeding)

Skills: Artillery (Naval) 86%, Artillery (Swivel Gun) 65%, Brawl 60%, Command 30%, Craft (Blacksmith) 60%, Cutlass 55%, Dodge 24%, Etiquette (Pirate) 50%, Language (Dutch) 60%, Language (English) 55%, Listen 25%, Repair (Artillery) 60%, Seamanship 55%, Spot 70%, Status 10%.

POWERS:

Stunts: Deadly Aim, Fists Like Hams, Lucky Jack, Mighty Blow, Unquenchable Thirst

Equipment: Fancy sailor's clothes, dashing bandana, jewelry, a parrot, cutlass, a well-made French rifle.

Wealth: Average.

Daniel Whittaker

32 year old, English, Ship's Surgeon

"Hold still, this'll hurt less if you just stop squirming and take it like a man! You there, boy, hand me that bone saw."

Daniel is a slightly portly man in his early thirties. His hair is red and worn long in the curls popular with the English Restoration. Daniel's eyes are bright blue and his skin is surprisingly pale and untouched by the tropical sun. When not at work he dresses in the fashion of the day. He carries a walking cane and fashionable nosegay. When at work on a patient Daniel strips to his shirt and dons a blood-stained apron.

Born to a privileged family, Daniel came of age during the Restoration of Charles II. Enamored by the splendor of the age and the libertine life, Daniel often found himself in trouble of one kind or another. After attending medical school in Edinburgh, Daniel established a practice as a physician in London. Eventually he accumulated too much debt, too many angry fathers and husbands, and far too many paternity suits. Fearing the worst, he fled to the colonies.

DANIEL WHITTAKER

STR 10	CON 10	SIZ 12	INT 14
POW 10	DEX 11	APP 14	EDU 15

Move: 10

Hit Points: 11

SAN: 50

Reputation: 30% Damage Bonus: none Armor: none

Attacks: Pocket Pistol 30%, 1D6+2 (impaling)

Skills: Dodge 25%, Etiquette (Cultured) 60%, Fast Talk 65%, First Aid 86%, Language (English) 75%, Language (Latin) 55%, Listen 25%, Literacy (English) 65%, Literacy (Latin) 55%, Medicine 75%, Spot 25%, Status 30%.

POWERS:

Stunts: Brilliant Plan, Friends in High Places and Low, I'm Not Here, Learned Man

Equipment: Gentlemen's clothes, surgical tools, sea chest, medical books, the works of Livy and Ovid, pocket pistol.

Wealth: Affluent.

Alfred Steves

36 year old, English, Master Carpenter

"She's a good ship she is, and if ye'd just take care not ta get 'er shot up, she'll serve ye for the rest o' yer natural life."

Alfred is a small wiry man in his mid-thirties. He has plain features save for his eyes, which are different colors (the left is blue, the right green). Alfred's skin is heavily freckled from long days in the sun, and he has a jagged cutlass scar on his left cheek.

Alfred was raised in a strict Dissenter family in Sussex, against whose religiosity and puritanical nature he rebelled. At the age of fourteen he joined his elder brothers as apprentices in their father's carpentry shop. Two years later Alfred was caught in a dalliance with a local girl of ill repute. The scandal was enormous, and he was sent away to his uncle in Deptford. There he worked in the shipyards and schemed to escape back to Sussex to reunite with his love. His apprenticeship nearly finished, Alfred took what little money he had accumulated and fled, only to discover that she had died of consumption three months earlier.

After returning to his uncle and the yards at Deptford, Alfred resumed his work with new diligence and advanced to the level of journeyman. There he befriended Patrick England, another young craftsman who, like Alfred, wanted more out of life than labor and prayer. The two struck up a friendship and together signed onto a merchantman bound for the West Indies. There their skills were noticed and they soon advanced to mates, and eventually masters, of their trades. They adventured

together across the Caribbean for several years until the wars ended and they were left penniless in Port Royal. There Don Hongo found Alfred drunk, broke, and racked by a tropical fever.

He gave Alfred a job, and soon the master carpenter was back to his old self and his old work.

Alfred Steves

STR 17	CON 15	SIZ 13	INT 16
POW 10	DEX 10	APP 10	EDU 11

Move: 10

Hit Points: 15

SAN: 50

Reputation: 30%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 35%, 1D6+1) (impaling)
Cutlass 25%, 1D8+1+db (impaling)
Fist 30%, 1D6+db (crushing)
Musket 40%, 1D60+4 (impaling)

Skills: Artillery (Naval) 11%, Artillery (Swivel Gun) 75%, Brawl 30%, Craft (Blacksmith) 70%, Craft (Carpentry) 80%, Dodge 37%, Etiquette (Pirate) 45%, Language (English) 55%, Listen 25%, Literacy (English) 45%, Pilot (Small Boat) 36%, Repair (Naval) 90%, Seamanship 65%, Spot 60%, Status 10%, Swim 40%.

POWERS:

Stunts: Handsomely Now, Keep Going, Living Hercules, That Wasn't So Bad, Unquenchable Thirst

Equipment: Average sailor's clothes, carpentry tools, notebook of fixes and modifications, a cutlass, a brace of pistols, a musket.

Wealth: Average.

The Crew of the Revenge

The crew of the Revenge are well fed and well paid. They sport a variety of flashy clothing and jewelry, most taken from Spanish merchants and galleons.

Most of the crew are English, with a few Dutch, French, and Spanish sailors. They have been handpicked by Don Hongo, and represent some of the finest men and women to sail the seas.

The Crew of the Revenge

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Native) 50%, Language (Other) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. The ship's weapons locker has 15 muskets, 12 braces of pistol, 8 boarding pikes and 10 grenadoes.

The Fair Chase

The Fair Chase is a converted merchant sloop in poor condition. She first put to sea nearly fifty years ago, and has seen hard use. Her former owners include the late Captain Skinner (a notorious English pirate) and the dread pirate Black Jack McPhee. McPhee was ashore in Tortuga when Robertson, his first mate, staged a mutiny and took the Fair Chase. Since then Black Jack has pledged undying hatred for his former right hand man. The Fair Chase's captain and crew are lazy and have not attended to the minor repairs and cleaning that they should. As a result, her hull is infested with teredo worms and barnacles, slowing her. 96 crew plus officers fight off rats and other vermin within her scurvy hull.

Modifications: reduced speed 1 knot (1500 PoE bonus), reduced hull points and flotation points by 10 each (1,000 PoE bonus)

The Fair Chase's Officers

Captain Timothy Robertson

28 year old, English, Captain

"I'm a man of my word. Usually."

Captain Robertson is an average built, dark haired and dark eyed man in his early thirties. His eyes sparkle, though with mischief or joy is hard to tell. Robertson affects fine manners, though he really doesn't have any.

Timothy Robertson was born in 1650 to a seafaring family from Plymouth, England. His parents were strict Calvinists and sided with Parliament during the Civil War. Timothy rebelled against his strict upbringing and ran away to the sea at the age of sixteen. Finding work aboard merchantmen too taxing, Robertson fell in with smugglers, and eventually privateers. Through luck, guile and a few choice betrayals, Robertson eventually acquired a ship and crew.

Captain Robertson fancies himself a gentlemanly rogue and scoundrel. He is one for the ladies or a throw of the dice (he cheats at both). Though not a coward, he prefers to avoid a fight that is not heavily tilted in his favor. Aboard the Fair Chase Robertson maintains discipline through a winning personality and brutal punishment.

STR 10	CON 10	SIZ 12	INT 14
POW 12	DEX 15	APP 14	EDU 11

Move: 10

Hit Points: 11

SAN: 40

Reputation: 50%

Damage Bonus: none

Armor: none

Attacks: Pistol 55%, 1D6+1 (impaling)
Small Sword 75%, 1D6+1+db (impaling)
Pocket Pistol 55%, 1D6+2 (impaling)

Skills: Bargain 40%, Command 50%, Dodge 30%, Etiquette (Pirate) 35%, Fast Talk 80%, Gaming 50%, Hide 55%, Language (English) 55%, Listen 45%, Persuade 50%, Pilot (Ship) 21%, Spot 50%, Status 10%, Stealth 55%, Strategy 16%.

POWERS:

Stunts: Charmed, I'm sure, Dirty Tricks, Flashing Blades, Friends in High Places and Low, Smooth Talker, With a Pistol in Each Hand

Equipment: Gentleman's clothes, gilt small sword, brace of pistols, jewelry, and a concealed pocket pistol

Wealth: Affluent.

Jack Sawyer

48 year old, English, First Mate

"Listen up ye scurvy dogs, ye best be doin' what I say and step lively about it."

Jack Sawyer is a mountain of a man, nearly seven feet tall and weighing more than twenty stone. A Malaysian whore gouged out his right eye years ago, and splinters from a hundred battles have pocked his face and hands with scars. Sawyer's head is bald, but usually concealed under a ratty old cloth tied about his scalp. Beneath the weathered skin and bushy grey brows lurk two blue eyes filled with cunning and malice.

Sawyer has seen action from the Caribbean to Far Cathay, and has a story or scar to prove each tale. Unfortunately he doesn't have much of anything else to show for a life at sea. That's why he on a third rate ship like the Fair Chase. Boatswain was a fine position, but Sawyer had eyes on the captain's cabin, so when Robertson brewed a mutiny, Sawyer was the first to join. Afterwards, Robertson displayed his incredible charm, turning the crew's votes his way. True, the Fair Chase has been successful to date, but fate can be fickle. For now Sawyer serves his captain faithfully as first mate, though one day Robertson may well slip up, and then its Sawyer's turn.

Jack Sawyer

STR 16	CON 16	SIZ 18	INT 13
POW 12	DEX 13	APP 6	EDU 10

Move: 10

Hit Points: 17

SAN: 50

Reputation: 45%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 40%, 1D6+1 (impaling)
Cutlass 85%, 1D8+1+db (impaling)
Fist 100%, 1D6+db (crushing)

Skills: Artillery (Swivel Gun) 40%, Brawl 100%, Command 60%, Dodge 50%, Etiquette (Pirate) 50%, Language (English) 50%, Listen 25%, Perform (Sea Shanties) 40%, Pilot (Ship) 76%, Seamanship 90%, Spot 90%, Status 10%, Stealth 00%, Strategy 46%.

Distinctive Features : Missing Eye (all spot checks requiring depth perception are Difficult), Horrible Scarring.

POWERS:

Stunts: Bang Heads, Countenance Like the Devil, Fists Like Hams, Friends in High Places and Low, For the Ship!, I Left Part o' Me in Porto Bello

Equipment: Average sailor's clothes, eye patch, cutlass, brace of pistols, bag of coin.

Wealth: Average.

Angus McIntyre

34 year old, Scottish, Boatswain

"Pull me hearties, and sing away, there's work ta be doin' and work ye will."

Tall, broad, and hairy, Angus is a fearsome sight. His long red hair is worn in a fat braid down his back, curls of beard hang down on his chest, and his green eyes spy all goings-on above deck. Aside from that, Angus is possibly one of the ugliest people to set sail, a feature he is rather vain about.

Crime is in Angus's blood, bred into him by his ancestors and taught to him as a youth in Scotland. His father was from the Orkneys, from a long line of sailors and rovers stretching back to the days of the Vikings. His mother was from the Lowlands and her people raided and stole across the border into England since Hadrian first built his wall. Angus senior died when the boy was a mere lad of fifteen (though already taller than most grown men). Angus took his father's place aboard a smuggling ship, and sailed off for France.

The various wars proved lucrative for the smuggling trade, as even during wartime people in England want French, Dutch, or Spanish goods. Angus made and spent several small fortunes during his time as a smuggler, and likely would have kept in the business if he hadn't been picked up by a press-gang in Bristol. After being paid off after the wars, Angus discovered that he was no longer welcome aboard his old ship. Drifting from port to port, he eventually found himself in Port Royal. Taking service with pirates suited his nature, so he has served as boatswain under many flags, Captain Robertson's being the latest.

Angus McIntyre

STR 16	CON 16	SIZ 17	INT 12
POW 10	DEX 14	APP 6	EDU 10

Move: 10

Hit Points: 17

SAN: 50

Reputation: 40%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 40%, 1D6+1 (impaling)
Cutlass 20%, 1D8+1+db (bleeding)
Belaying Pin 55%, 1D6+1+db (crushing)

Skills: Artillery (Swivel Gun) 70%, Climb 85%, Command 60%, Dodge 55%, Etiquette (Pirate) 40%, Language (English) 50%, Listen 25%, Perform (Boatswains Pipes) 40%, Perform (Sea Shanties) 40%, Repair (Naval) 60%, Seamanship 90%, Spot 75%, Status 10%.

Distinctive Features: Horrible Scarring.

POWERS:

Stunts: Countenance Like the Devil, Hardy, Keep Going, It's Just a Flesh Wound, Mighty Blow

Equipment: Average sailor's clothes, cutlass, brace of pistols, silver cross looted from a Spanish ship.

Wealth: Average.

Patrick England

35 year old, English, Master Gunner

"Aim for the rigging lads, we want to take her, not sink her."

Patrick is a short, broad man with the body of a blacksmith. His tanned skin is scarred from powder burns and his left hand ends in a hook. He wears his black hair cropped short, has light brown eyes and deep tan from a life at sea.

Patrick England does not know where he was born, or who his parents were. He was raised by a blacksmith in Portsmouth. England's adoptive father died in a fire, leaving England and the rest of his family in desperate circumstances. Thankfully, he was taken in by another blacksmith who finished his apprenticeship and helped the young man get a place working in the shipyards at Deptford.

It was while working there as a journeyman blacksmith that Patrick met another young craftsman, Alfred Steves. The two struck up a friendship and together signed onto a merchantman bound for the West Indies. There their skills were noticed and they soon advanced to mates, and eventually masters, of their trades. They adventured together across the Caribbean for several years until the wars ended and they were left penniless in Port Royal. After one last bender, England woke up to find that Steves

had signed aboard the Revenge and was already leaving the harbor. Distraught at being abandoned once again, Patrick found employment as the master gunner on one of the dirtiest and least reputable ships ever to put to sea, the Fair Chase.

Patrick England

STR 18	CON 15	SIZ 15	INT 14
POW 10	DEX 10	APP 10	EDU 12

Move: 10

Hit Points: 17

SAN: 50

Reputation: 40%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling)
Cutlass 50%, 1D8+1+db (bleeding)
Hook 60%, 1D6+db, (impaling)

Skills: Artillery (Naval) 96%, Artillery (Swivel Gun) 100%, Craft (Blacksmith) 80%, Dagger 60%, Dodge 89%, Etiquette (Pirate) 50%, Language (English) 60%, Listen 25%, Repair (Artillery) 90%, Seamanship 40%, Spot 50%, Status 10%.

Distinctive Features: Missing Hand Powers:

Stunts: Dirty Tricks, I Left A Part of Me in Porto Bello, I've Seen the Terrors of the Deep, Living Hercules, That Wasn't So Bad

Equipment: Poor sailor's clothes, hook, brace of pistols, cutlass.

Wealth: Poor.

Ambrosius Van Cleef

54 year old, Dutch, Coxswain

"Row, row, row your boat…"

Van Cleef is a powerfully built man; his chest, back and legs are well muscled from years pulling oars. Although getting on in years, he is still fit and more than able to out-work his younger crewmates. The years haven't been all kind to him; his hair is gone, as are many of his teeth. Van Cleef's skin is scarred and wrinkled –the parts not covered in tattoos, that is.

When only ten years old, Van Cleef ran away from his fishing village to see the world. This he has done, having rounded the Horn and sailed to Far Cathay, passed through the Straits of Magellan, and crossed the vast Pacific. Five years ago he was severely wounded when an unset cannon careened into him. His body has largely healed, but since then he has been a bit slow to speak.

When Robertson led the mutiny that brought him to the captaincy of the Fair Chase, one of his first actions was to award his followers with positions of authority. Van Cleef was instrumental in the overthrow of Black Jack McPhee, and was made coxswain of the captain's launch, a cushy position well suited to an aged but still powerful man.

Ambrosius Van Cleef

STR 18	CON 14	SIZ 13
INT 14	POW 10	DEX 13
APP 10	EDU 10	

Move: 10

Hit Points: 16

SAN: 50

Reputation: 35%

Damage Bonus: +1D6

Armor: none

The Crew o' the Fair Chase

Attacks: Pistol 45%, 1D6+1 (impaling)
Fist 65%, 1D6+db (crushing)

Skills: Artillery (Swivel Gun) 45%, Brawl 65%, Climb 50%, Dodge 20%, Etiquette (Pirate) 40%, Knowledge (Caribbean) 76%, Knowledge (Indian Ocean) 76%, Language (Dutch) 50%, Language (English) 40%, Listen 25%, Navigate 85%, Pilot (Small Boat) 76%, Seamanship 90%, Spot 55%, Status 10%.

POWERS:

Stunts: Eyes like a Hawk, Fists Like Hams, Keep Going, Living Hercules, Slip and Fall

Equipment: brace of pistols, odds and ends picked up around the world.

Wealth: Average.

Donald Southland

29 year old, English, Sailing Master

"Boatswain! Work these dogs faster, there's a storm brewing and we best get on a different tack."

Southland is a tall, spare man; almost spindly. His appearance is far more gentrified and bookish than one would expect of a pirate. In fact, some say he looks more like a stork in a top coat than anything else. Southland's long nose, bushy eyebrows, tightly drawn face, and dark brown eyes only add to this similarity of appearance.

Southland never meant to be a pirate, it just sort of happened. He was raised to become a merchant captain like his father, and had a sterling education in all things nautical, especially the geometry and advanced mathematics needed to correctly plot a course. Southland first went to sea as a cabin boy for his father, and worked his way up, eventually becoming sailing master on a merchantman out of Plymouth. While serving aboard the Gull, his ship was attacked by the Fair Chase. Southland's excellent sailing stretched the pursuit out for three days before the faster Fair Chase overtook and captured the Gull. Needing a sailing master and very impressed by what he saw of Southland's abilities, Robertson forced Southland into his crew. Now, after three years Southland wishes to return to the lawful life, but fears the gallows too much.

Donald Southland

STR 10	CON 10	SIZ 13	INT 15
POW 10	DEX 12	APP 10	EDU 14

Move: 10

Hit Points: 12

SAN: 50

Reputation: 35%

Damage Bonus: none

Armor: none

Attacks: Pistol 20%, 1D6+1 (impaling)
Small Sword 60%, 1D6+1+db (impaling)

Skills: Climb 50%, Command 10%, Craft 00%, Dodge 28%, Knowledge (Caribbean) 76%, Language (Native) 70%, Language (French) 50%, Listen 25%, Literacy (English) 55%, Navigate 95%, Pilot (Ship) 81%, Pilot (Small Boat) 76%, Seamanship 60%, Spot 60%, Status 10%.

POWERS:

Stunts: Friends in High Places and Low, Learned Man, Penetrating Intellect, Ratline Runner, Stop Hit

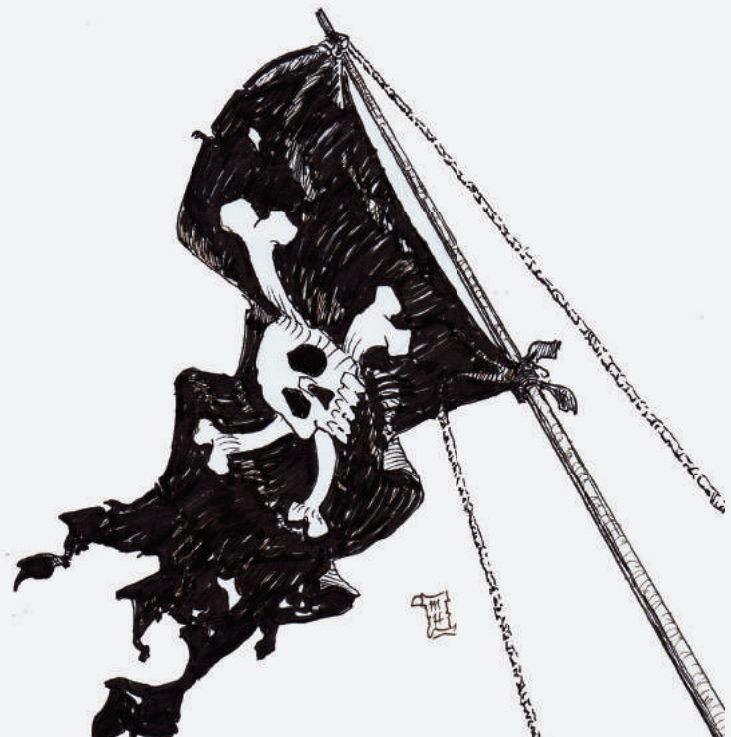
Equipment: Tattered gentleman's clothes, spyglass, navigational instruments, small sword, brace of pistols.

Wealth: Poor.

Crew of the Fair Chase

The scum that sail the Fair Chase are dressed in castoffs and old clothes. In general, they present a menacing but bedraggled image.

The crew of the Fair Chase are a motley and scurvy band of pirates. They are the dregs of Port Royal, Havana, Tortuga and other ports.



Crew of the Fair Chase

STR 12	CON 11	SIZ 13	INT 10
POW 10	DEX 12	APP 10	EDU 8

Move: 10

Hit Points: 12

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 25%, 1D6+1 (impaling)
Musket 25%, 1D60+4 (impaling)
Grenadoe 25%, 2D6/4 meters (knockback)
Boarding Pike 20%, 1D8+1+db (impaling)
Knife 35%, 1D6+2+db (impaling)
Cutlass 30%, 1D8+1+db(bleeding)
Fist 30%, 1D6+db (crushing)

Skills: Artillery 10%, Brawl 30%, Climb 45%, Craft (Carpentry) 25%, Dodge 25%, Fine Manipulation 35%, Gaming 20%, Grapple 30%, Jump 30%, Language (Native) 50%, Listen 35%, Navigate 15%, Perform (Sea Shanties) 10%, Pilot (Ship) 10%, Sense 15%, Sleight of Hand 15%, Spot 35%, Swim 25%, Throw 25%.

Equipment: All are armed with a knife and a cutlass. The weapons locker contains: 8 muskets, 22 braces of pistol, 9 boarding pikes and 16 grenadoes.

The Fortuna

Originally a Spanish Frigate built twenty-five years ago, Captain Skinner took her in one of his first actions as an independent captain. The cutting-out was successful, and Skinner quickly sold his old ship, a converted merchantman he named Fair Chase, to Black Jack McPhee. The Fortuna has lived up to her name, and proven a good ship time and again. The current captain, Carmella Silva, keeps the old girl in good shape and ready for action. Her crew numbers one hundred and thirty-two, plus officers. They are well victualed and supplied with ample shot and powder.

The Officers of the Fortuna

Captain Carmella Silva

34 year old, Portuguese, Captain

"All right lads, take the gold, take the silver, and take no prisoners. Now have at them, me hearties"

Carmella is a big girl, almost six feet tall and broad of shoulder and hip. She wears her long dark hair tied up, which keeps it out of the way and helps show off the expensive necklaces and earrings she has looted.

Carmella was born in a small fishing village to common parents, and enjoyed a pleasant, yet simple, childhood. Every day the men of her village would go to sea to chase fish, while she and the other womenfolk were left behind to mend nets, tend children, and see to the housework. Carmella's father was a charitable man, and would sometimes take her out on the bay so that she could feel the spray on her face and watch the terns fly above. It was a good life until her father's ship failed to return with the rest of the fleet. Without a steady income, the small family was soon forced into poverty. Carmella's mother ended up in a debtor's prison, and her older sisters turned to prostitution to keep the young ones fed.

Dreading a life of poverty and disgrace, Carmella ran away from home at the age of fifteen. Turning a youthful love of the sea and nautical skill to good use, she found a place as the cabin boy aboard a merchant ship. After two years the changes that come with adulthood could not be easily hidden, and she was discovered. Threatened with breaking the laws of man and God for the crime of cross-dressing, she was sentenced to be put ashore at the nearest port to face a judge. That fate was avoided when the ship she was on was attacked by pirates under the command of Pete Skinner. After taking the ship, Captain Skinner lined up the crew and asked if any would join him; Carmella was the only one to step forward. Although a girl, she had picked up more than a few navigational skills when a cabin boy and these skills were desperately needed by Skinner and his illiterate crew.

For ten years Carmella sailed with Captain Skinner and his pirates, working her way from navigator to first mate (and from the gun deck to the captain's bed). Last summer Captain Skinner was killed in a running battle with the Royal Navy frigate Osprey, and the crew elected Silva as their new captain. Bloodthirsty and bold, she leads them to not just riches, but vengeance on the frigate that killed her captain and lover.

Captain Carmella Silva

STR 15	CON 15	SIZ 17	INT 15
POW 13	DEX 10	APP 14	EDU 10

Move: 10

Hit Points: 16

SAN: 50

Reputation: 65%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling) Cutlass 50%, 1D8+1+db (impaling) Fist 70%, 1D6+db (crushing)

Skills: Artillery (Naval) 60%, Brawl 70%, Command 80%, Dodge 20%, Etiquette (Cultured) 00%, Etiquette (Pirate) 50%, Language (English) 35%, Language (Portuguese) 50%, Listen 25%, Navigate 85%, Perform (Sea Shanties) 50%, Seamanship 90%, Spot 80%, Status 10%, Strategy 56%.

POWERS:

Stunts: Brilliant Plan, Deadly Duelist, Follow Me Lads!, For the Ship, It's Just a Flesh Wound, That Wasn't So Bad.

Equipment: Fancy sailor's clothes, cutlass, brace of pistols, fancy jewelry, monkey, cameo of Captain Skinner.

Wealth: Affluent

Alex Shipman

34 year old, English, Quartermaster

"What was that? You call Captain Silva that again and I'll have out your liver."

Alex is a tall, leanly muscled man just starting to show the signs of middle age. His grey eyes still sparkle, and his long black hair is still full, though a few streaks of grey have appeared in his beard. In dress, Alex is as fancy as the rest of the crew of the Fortuna, and that's pretty fancy indeed.

Alex comes from a sailing family out of Portsmouth, one that has spawned its share of pirates, privateers, and smugglers. His father went to sea when Alex was five and never returned. The next ten years saw a string of stepfathers – all sailors, and none long-lived. At fifteen, Alex went to sea himself, first on a Royal Navy ship, later as a privateer under Pete Skinner on the Fortuna. When the wars ended and the privateers were left high and dry, Skinner took the Fortuna into piracy and Alex was thrilled to join in. After three years as Boatswain, Alex was elected to first mate, then Quartermaster when Skinner died and Silva became captain. Now he hopes to make a fortune, spend it, and make another. He is very protective of his captain, and rumors have started that his interest in her is more than brethrenly.

Alex Shipman

STR 15	CON 13	SIZ 15	INT 14
POW 10	DEX 16	APP 15	EDU 10

Move: 10

Hit Points: 15

SAN: 50

Reputation: 60%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 55%, 1D6+1 (impaling) Cutlass 60%, 1D8+1+db (impaling)

Skills: Climb 75%, Command 45%, Etiquette (Pirate) 50%, Language (English) 50%, Listen 25%, Navigate 75%, Perform (Sea Shanties) 35%, Pilot (Ship) 66%, Seamanship 90%, Spot 100%, Status 10%.

POWERS:

Stunts: Corps á Corps, Flashing Blades, Florentine, Riposte, With a Pistol in Each Hand.

Equipment: Fancy sailor's clothes, gold cross, two cutlasses, brace of pistols, bag of coin.

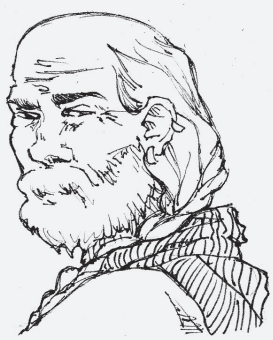
Wealth: Average.

Antón Alvares

56 year old, Portuguese, Boatswain

"Let me tell you about Admiral Morgan. Now there was a fine man to serve under, not like that l'Olonnais, no sir. I see a lot of Morgan in our fine captain, and that's a good thing. A bit of l'Olonnais too, I reckon, and that's not so bad really."

Years at sea and a harsh life have left Alvares a bit worse for wear. His strength has failed, but his mind and eyes are as sharp as ever. True, the loss of his left hand to a Spanish soldier on Hispaniola has been a bit of a hindrance, but one that Alvares has grown accustomed to. Like many sailors of his day, Alvares wears his hair in a long (now grey) braid, and



Antón Alvares

rarely shaves. That the top of his head is bald and deeply browned is a sore spot for Alvares, and a wise man will not mention it.

Alvares came to the Caribbean aboard a French merchant ship nearly forty years ago. He has lived as a buccaneer on Hispaniola (where he lost his left hand), sailed with Morgan, and went as far as India on one cruise. He knows the seas like the back of his (right) hand, is possibly the best seaman alive, and has a thousand stories to tell the crew. In all of these adventures, he has made a small fortune, most of which he has gambled or spent. Still, he keeps a small bag of assorted coins in his sea chest, and talks of retiring to a sea side tavern one day, maybe next year, or the year after, maybe.

In all his years Alvares never served under a female captain and voted against Silva's election. His view of her changed after she made him boatswain (the highest rank old Alvares has ever held) and shown a willingness to rely on his vast experience. He feels a fatherly fondness for her, and at times exhibits a too-patriarchal attitude.

Antón Alvares

STR 13	CON 13	SIZ 13	INT 15
POW 10	DEX 13	APP 10	EDU 11

Move: 10

Hit Points: 13

SAN: 50

Reputation: 55%

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 40%, 1D6+1 (impaling)
Small Sword 85%, 1D6+1+1D6 (impaling)

Skills: Artillery (Swivel Gun) 80%, Climb 85%, Command 60%, Dodge 42%, Etiquette (Pirate) 50%, Knowledge (Caribbean) 66%, Language (English) 55%, Language (Portuguese) 50%, Listen 25%, Perform (Boatswains Pipes) 45%, Perform (Sea Shanties) 35%, Pilot (Ship) 36%, Pilot (Small Boat) 16%, Repair (Naval) 55%, Seamanship 90%, Spot 25%, Status 10%.

Distinctive Features: Missing left hand.

POWERS:

Stunts: Follow Me Lads!, I've Seen the Terrors of the Deep, Knife in the Teeth, Knockout Blow, Rooftop Leaping.

Equipment: Fancy sailor's clothes, brace of pistols, small sword, bag of coins in his sea chest, set of sketches of the sign that will hang outside his tavern.

Wealth: Average.

Emile LeSage

36 year old French Ship's Surgeon, the Fortuna's Barber-Surgeon

"A pox, I see, and in a most delicate location as well? The cure may be worse, so I advise you to pay better attention to your… needs, when ashore."

LeSage is far too good looking and well groomed to be a pirate, a fact that draws ridicule from other crews. The men (and woman) of the Fortuna are used to his flamboyant ways and fashionable affectations. LeSage is, after all, a barber-surgeon, and his well-groomed black goatee and moustache, his luxuriant mane of dark curled hair, and his subtle use of makeup (and artificial birthmark) are merely part of the profession.

A fashionable man from a wealthy family, LeSage wished nothing more than to serve as a barber- surgeon to the rich and powerful. After all, wealth and influence are contagious, or so his father always said. After finishing his apprenticeship, LeSage set off for the wonders of Versailles, a letter of introduction in his hand, and a bright future in his dreams. Those were lovely days; serving the nobility and chasing the chambermaids. Sadly, one of the maids had another lover, a young nobleman named Croÿ. A challenge was offered, and LeSage killed his rival. Fearing a death sentence for dueling and killing a nobleman (and one from a great house none the less), LeSage fled to Brest, and from there to the Caribbean.

Landing on Saint-Dominique, LeSage found work as surgeon aboard a series of ships before finally taking a place on the Fortuna. The life is not comfortable and his future is bleak, but LeSage does his best to maintain what refinement he can. He performs his tasks admirably, but wishes he did more barbering and less surgery.

Emile LeSage

STR 10	CON 12	SIZ 10	INT 15
POW 12	DEX 12	APP 14	EDU 13

Move: 10

Hit Points: 10

SAN: 50

Reputation: 25% Damage Bonus: none Armor: none

Attacks: Small Sword 75%, 1D6+1+db (impaling)

Skills: Dodge 46%, Etiquette (Cultured) 75%, First Aid 90%, Knowledge (Natural History) 16%, Language (English) 55%, Language (French) 65%, Listen 25%, Literacy (French) 60%, Medicine 75%, Status 25%, Technical Skill (Barbering) 80%.

POWERS:

Stunts: Flashing Blades, Flashing Parry, Flying Parry, I Know That Style, Rapid Feint, Taunt.

Equipment: Fancy gentleman's clothes, fancy wig, barbering tools, surgery tools, various librettos and plays (by others, and the very poor ones he has penned).

Wealth: Affluent.

Tonga

23 year old, Carib Tribesman, Coxswain

"These fingers are those of enemies Tonga has slain. The teeth are from friends who have died alongside Tonga. Be wise: are you a finger or a tooth?"

Tonga is a short but sturdy man, fit and active. His hair is long on the left side and shaved to the scalp on the right. That, along with his tattoos and piercings, presents an odd sight for the casual observer. When Tonga smiles and shows his filed teeth, that oddness turns to ferocity. Tonga plays on this image of a crazed cannibal savage for great effect, and has caused more than one foe to run away in terror.

Tonga returned from a hunting trip to find his village burned and everyone gone. After caring for the remains of the slain, he loaded his canoe and set out in search of a new home. Tonga's wanderings took him far from his home on the Spanish Main and deep into the Caribbean. Lost and running out of food and water, he readied himself to join his friends and family in the next world. Fate intervened in the form of the Fortuna and Captain Silva. She took the near-dead Carib warrior aboard and, after he returned to health, made him one of the crew. Tonga does not have the seamanship skills of his crewmates, but no one handles a small boat better, or is more fearsome in a fight.

Emile LeSage

Tonga

STR 18	CON 18	SIZ 12	INT 13
POW 10	DEX 13	APP 10	EDU 10

Move: 10

Hit Points: 15

SAN: 50

Reputation: 45%

Damage Bonus: +1D6

Armor: 1 AP of bone and beads breastplate covering the front of the chest and abdomen

Attacks: Warclub 90%, 1D60+db (bleeding and impaling)
Spear 55%, 1D6+1+db (impaling)
Grapple 60%, (special)
Thrown Spear 70%, 1D6+1+db (impaling)
Thrown Club 70%, 1D60+db (bleeding and impaling)

Fast Tim

Skills: Craft (Primitive Weapons) 50%, Dodge 50%, Grapple 60%, Knowledge (Natural History) 46%, Language (Carib) 50%, Language (English) 20%, Listen 25%, Navigate 10%, Pilot (Small Boat) 56%, Spot 60%, Status 10%, Stealth 65%, Throw 70%, Track 35%.

POWERS:

Stunts: Countenance Like the Devil, It's Just a Flesh Wound, Living Hercules, Mighty Blow, Shoulder to Shoulder, Back to Back.

Equipment: Mixed skins and European clothes, fancy hat, warclub, bone tipped spear, various trinkets.

Wealth: Poor.

Fast Tim

29 year old Jamaican Houngan, the Fortuna's resident Bokor

"You have a question, friend? Well, what was that? Not now, I am talkin' to this man. All right, we'll deal with that later, eh? As I was sayin' you had a question about the orisha?"

Wild, crazed, madness aglint in his eyes, Fast Tim is at times spooky, at others terrifying. He

is unkempt, constantly looking past or through people and things, seeing a world beyond the natural. Fast Tim dresses in a riotous mixture of sailor's clothes, looted finery, beads, baubles, bone necklaces and other oddments. Beneath his shaggy black hair, his blue eyes gleam (some would say glow) with unearthly power.

Fast Tim is creole, with an English father and an African mother. Born a plantation slave on Jamaica, Fast Tim earned his nickname stealing small items from the big house. His ability to see and talk with the orisha and other spirits aided in his endeavors, but Fast Tim was smart enough to know he would one day be caught. One moonless night he slipped away to Port Royal where he stowed away on an outbound privateer. That privateer turned out to be the Fortuna, and Captain Skinner was at first angry, but then delighted to have his own houngan aboard. Since that time the Fortuna has lived up to her name, as the spirits and minor gods have blessed her voyages.

Fast Tim

STR 10	CON 10	SIZ 10	INT 15
POW 15	DEX 12	APP 10	EDU 10

Move: 10

Hit Points: 10

SAN: 75

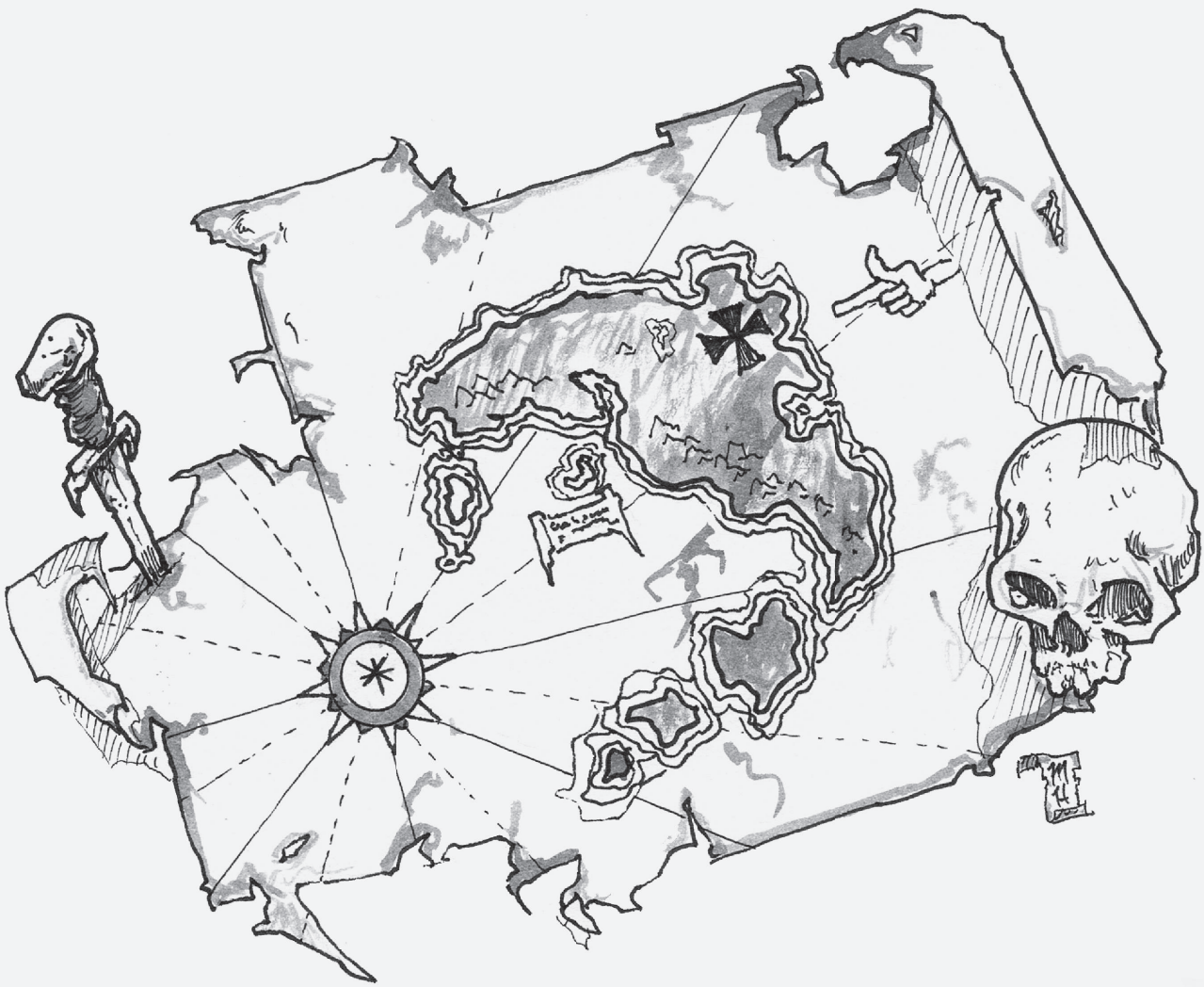
Reputation: 35% Damage Bonus: none Armor: none

Attacks: Cutlass 50%, 1D8+1+db (bleeding)

Skills: Dodge 40%, Etiquette (Pirate) 45%, First Aid 35%, Knowledge (Natural History) 66%, Knowledge (Occult) 76%, Language (Creole) 50%, Language (English) 35%, Listen 45%, Perform (Agwe) 70%, Perform (Carrefour) 70%, Persuade 40%, Seamanship 70%, Sleight of Hand 30%, Spot 25%, Status 10%, Swim 40%, Sword 50%.

Equipment: Outlandish clothes, ritual tools, cutlass, an assortment of chicken bones and other strange things (including the skeleton of a two-headed cat).

Wealth: Poor.



The Crew of the Fortuna

A fit and well-formed crew, well dressed and healthy. The Fortuna boasts some of the hardiest pirates at sea.

The Fortuna is a lucky ship, and its crew have benefitted over the years. Captain Skinner ran a tight ship and was a very active leader. Although some mutter about having a woman as captain, the successes and riches they have enjoyed under her command calm their fears. They follow a contract and are all co-owners of the vessel and have a say in its actions. Above all, they hope to one day run across HMS Osprey and lay her in a watery grave.

The Crew of the Fortuna

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 65%, 1D6+1 (impaling)
Musket 55%, 1D60+4 (impaling)
Grenadoe 65%, 2D6/4 meters (knockback)
Boarding Pike 60%, 1D8+1+db (impaling)
Knife 50%, 1D6+2+db (impaling)
Cutlass 65%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 40%, Brawl 50%, Climb 80%, Craft (Carpentry) 65%, Dodge 50%, Fine Manipulation 45%, Gaming 45%, Grapple 55%, Jump 45%, Knowledge (Region: Caribbean) 55%, Language (Native) 50%, Language (Other) 40%, Listen 45%, Navigate 65%, Perform (Sea Shanties) 55%, Pilot (Ship) 45%, Sense 30%, Sleight of Hand 35%, Spot 65%, Swim 45%, Throw 65%.

Equipment: All are armed with a knife and a cutlass. The weapons locker has 19 muskets, 14 braces of pistol, 11 boarding pikes and 7 grenadoes.

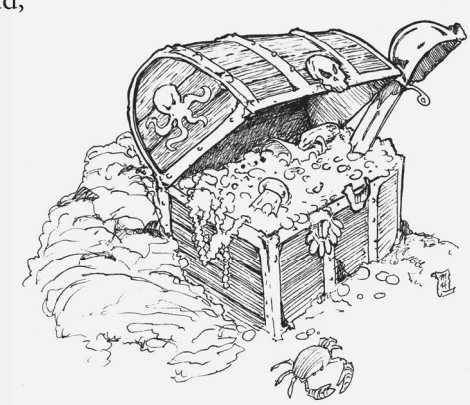
Going on the Account:

Campaigns in the Golden Age of Piracy

A pirate campaign is different from other types of campaigns. First, the action is centered around the sea. For many gamers, this is foreign territory. Add to this the technicalities of sailing, and you have some big obstacles to overcome. Have no fear; the earlier chapters in this book make things easier. Second, the PCs form a crew. This enforces a certain degree of party cooperation, while at the same time sows the seeds of discord.

Your campaign should incorporate the romance of the sea: the freedom, the grand vistas, and the sheer wonder of seeing new places that draw people to the water's edge. The sea is not just the background, it is your highway to adventure; neglect it at your own risk. Emphasize the sights and sounds: the salt spray in the air, the seagulls overhead, and the vast emptiness when away from land. If it suits your style of play, don't be afraid to wax poetic at moments, such as when the sun lowers itself into the horizon and sends rivers of gold and red across the ocean. Many of the surviving journals and writings from the Age of Sail mention these things with rapt awe.

The sea is a harsh mistress, as the old saying goes. Herodotus, the Ancient Greek geographer and historian, wrote that, "There is the living, the dead, and those who sail upon the sea." The flip side of beauty and wonder is hideous and terrifying. Let your PCs suffer fierce storms, shipwreck, doldrums, contrary winds, sharks, and the occasional body swollen by long emersion in the salty sea.



As the sea needs to be a living part of your campaign, don't forget the game's most important character: the ship. Sailors build a close relationship with any vessel they spend time on. Mostly there is a sense of loyalty, if not love, for their ship. Of course, a ship that meets only tragedy, or is a living hell to sail in, won't be well regarded. Make sure the players and their characters see their ship as more than a conveyance from point A to port B. Give it a name, some quirks, and a personality. How is she in a storm? Does she seem to race to battle? What colors is she painted?

Battle is an inescapable part of any pirate campaign. Those lousy merchants just don't give up without a fight (unless you're really scary)! Here the tone needs to change from wonder to anticipation. Naval combat in the age of sail is a slow process. The chase alone can take days, and the actual fight hours. When describing these scenes, play up the wait and the lack of clear knowledge. That sail on the horizon could be a fat merchant, a fellow pirate, or a naval warship. You just don't know until you get close, and then it might be too late.

When the fight begins, don't just mark off damage and crew loses. Let the ship shake as round shot smashes into her sides, or rumble as your broadside belch flame and shot across the waters. Splinters fly, rigging snaps, sails split with the sound of a cannon firing. The deck becomes slick with blood and strewn with debris and crying wounded. Smoke fills the air and blows with the wind,

Dare ye threaten tis scurvy pirate?

obscuring your foe. Near misses send plumes of water over the deck, and cannonballs skip across the surface of the ocean like deadly stones on a pond. Never forget that while all this action is taking place, the ship is constantly moving, not just forward, but side to side and up and down.

Although the earth is two-thirds covered in water, not all adventures need take place there. The most famous buccaneers such as Henry Morgan and l'Olonnais, made their fortunes and fame attacking coastal settlements. Morgan led the infamous raid on Panama, abandoning his ships and traveling clear across the isthmus. Adventure can be found on the docks, on beaches, up rivers, in taverns, or in the governor's residence (possibly with the governor's daughter or son).

Campaign Styles

A *Blood Tide* campaign can be played in a range of styles from (nearly) straight historical to dark fantasy. Included in these rules are options to bring as much, or as little, realism into your game as you want. Combine these with the options from the *BRP* core book, and you'll have more possible campaigns than can ever be run by a single person. That said, there are a few general styles that can be chosen. Do not feel limited to what is here; combine, mix, and repeat until you have what you and your group wants to play.

The default style for *Blood Tide* is a cinematic approach that brings in the Unseen and the Seen; a cornucopia of supernatural themes and characters. Cinematic styles focus on action and leaves some of the troubling issues of history or physics behind. Magic, especially Voudou, is something that most pirates and other low-class types have some familiarity with – or at least a superstitious fear of. The rest of the world does not believe, and likely will treat those who profess knowledge of the 'dark arts' as witches, heretics, or madmen.

The first decision that any group needs to make when they are starting a campaign of *Blood Tide* is what level of involvement the PCs have with the supernatural world. There are several easy options to choose from, but honestly you are only limited by your imagination. The party can be totally ignorant of the Unseen, only discovering it slowly throughout the campaign. Or they can be well- versed in the occult, including a fair number of Voudouists in the crew. There is plenty of room in- between these two extremes, especially for mixed groups where some are trying to keep their supernatural abilities and connections quiet from the rest.

Of course the PCs could be in the service of one of the factions vying for the future of the Caribbean. The Brethren of the Coast are a natural choice, and in many ways the campaign is geared towards that style of campaign. However, the Milites of the Divine make a fine choice, though this will make the campaign less 'piratey' in flavor.

For groups that want to try something different, *Blood Tide* can be played using a troupe style of gaming. Instead of each player having a specific character, the entire crew is available. Players take turns playing the characters that are needed for a certain part of the story. One way that this can be done is for each player to have an officer that they usually play. When the story focuses on the quartermaster and a few men exploring an island, the player who usually plays the quartermaster takes that role. The other players play the men on the shore party. Not only does this allow for the crew to become better defined, but it explores the depth of each position on the ship. Imagine running a naval battle where the PCs are the ship's Master Carpenter or Surgeon and his mates.

A *Blood Tide* campaign can be strongly horror-themed, especially for parties that are not

supernaturally powerful themselves. Simply amp up the deficiencies, brutality, and disease inherent in a life at sea. You can work in your favorite monsters and critters as friends or foes. Ships full of corrupted cultist pirates are looking for more than just booty when they take a ship. Add in the Voudou rules and you've got a very dark pirate campaign. Voudou zombies, strange creatures on undiscovered islands, or even traditional horror monsters like vampires and werewolves, can easily be worked in. Never forget that one of the good keys to a horror story is isolation. What can be more isolating than being on a ship at sea, with some thing aboard?

Blood Tide is set during the Golden Age of Piracy, but can be altered for other eras. Piracy was rampant during the Elizabethan period (1558-1603), especially in the Caribbean. Drake, Frobisher, Raleigh and others (collectively known as the Sea Dogs) raided Spanish shipping and settlements for forty years as part of a war that passed through alternate phases of declared and undeclared. The biggest change needed to adapt *Blood Tide* to the era is that of weapons and armor. During the Elizabethan Era the firearm had not yet evolved to the point where it dominated warfare. Pikes, longbows, crossbows, and the whole medieval panoply of weapons could be found. Wheellock pistols and matchlock muskets were the height of weapons technology. Armor was more common and more frequently worn in battle. Cannons were smaller, but ships mounted far more of them. Downgrade cannons by at least one step, if not more. The only settlements in the Caribbean are native or Spanish, so Sea Dogs need to cross the Atlantic and return to England to sell their loot and refit.

Likewise, you could advance the timeline, and set your *Blood Tide* campaign during later periods of increased piracy during the age of sail. Both the American Revolution and the War of 1812 saw spikes in privateering, with increases in piracy following the wars. Few changes need be made, other than reducing the role of the Spanish and increasing the role of the English and French. Technology and fashion evolved little from the later era of the Golden Age of Piracy to the American Revolution. Clothing, navigation, and ship construction changed considerably by the Napoleonic Wars, but these changes won't affect the game much. One is the invention of the carronade: a large caliber, short-ranged cannon meant to smash enemy ships as they closed for boarding. The invention of the naval chronometer allowed better calculations of longitude, making navigation much easier.

Always remember that the game you play is yours, do with this book as you wish and, above all, have fun!

Campaign Starters

- The PCs are passengers on a merchant ship bound for Jamaica. Their ship is attacked by pirates on the high seas. The party is given the choice: join or die!
- The crew of the merchant ship African Fortune is oppressed by a mad and masochistic captain.
- They are overworked, docked pay for the smallest offense, and flogged at the drop of a hat. Some of the other crew suggests a mutiny, do the PCs join in?
- As gentleman adventurers, ne'er-do-wells, and assorted dockside riffraff, the party finds themselves in the same tavern. A loud group of sailors come in and begin throwing their money around. They say that they have made several small fortunes taking Spanish ships. Their last prize fought hard, and they are short of crew. Maybe some enterprising lads would like to become rich themselves?
- The PCs are Spanish colonial officials, army officers, and naval personnel. They must defend their city from repeated raids, pursue pirates attacking the shipping lanes, and navigate the intrigues of colonial government. All while raising their families, finding romance, and trying to turn a profit.
- The party are privateers hunting pirates in the Caribbean and chasing them around the world.

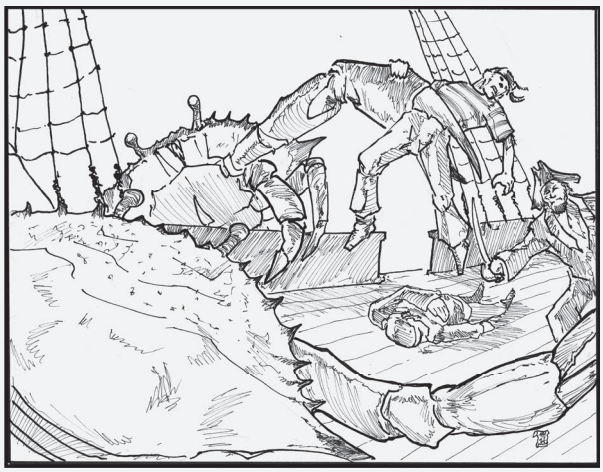
Adventure Seeds

Piratey Fun

- Rumors abound of the Manila Galleon, a giant ship traveling from Acapulco to Manila in the Philippines. The ship is said to carry a fortune in spices, silks and silver. It is protected by an armed escort and great secrecy. A small fleet of men daring

enough to sail the Straits of Magellan could make the biggest haul since Morgan took Panama. But first, someone needs to infiltrate Spanish territory and find out when the Galleon sails and what route it will take.

- Famous pirate Evan Beech has been captured by the Spanish. The lone survivor of his crew speaks of a huge fortress at Veracruz, threats of the Inquisition, and of fifteen English pirates imprisoned. Will the PCs rescues Beech out of loyalty to one of their own, or perhaps because he is said to have buried a vast treasure somewhere in the Dry Tortugas?
- With their infamy rising in the Caribbean, the party needs to sail for fresher waters. They hear rumors of a pirate utopia in Madagascar. All they have to do is cross the Atlantic, round the Cape of Good Hope, and it's free sailing in the Indian Ocean.
- Threats of war loom on the horizon. If England and France resume hostilities, the PCs have the chance to become legitimate privateers. Already colonial governors on both sides are offering pardons and lining up volunteers. What happens if the war doesn't start before the pirates get restless?
- The scion of a wealthy island family has been captured by pirates who are holding him for ransom. The family is offering to pay the ransom to whoever can return the boy safely.
- An old buccaneer is found dead in an alley. A search of his possessions uncovers a piece of a map that leads to his long buried treasure. Who has the other pieces, and why does the party keep suffering minor mishaps?



Giant crabs be creepin' o'er th' side o' the ship!

- The party finds themselves without a ship, yet the harbor is full. A midnight cutting-out expedition out is in order.
- The PCs are hired by a stranger who introduces himself as Mr. Johnson, of Portsmouth. He is willing to pay 1,000 pieces of eight if the party is able to stop a certain ship from entering Charleston harbor. No questions asked, half up front, the other half when they are successful.
- After taking a rich prize, the PCs find themselves pursued by a rival pirate. Can they escape, or do they have to slug it out with an equally well-armed foe?
- You spot a sail on the horizon that turns out to be a merchantman. As you approach, her captain runs up a yellow flag and calls out that there is plague onboard. Is this a clever ruse, or a warning?
- After a string of bad luck, one of the more vocal crew members pegs a PC as being a Jonas. He soon has a fair number of the crew convinced that all the ship's misfortunes are due to this one unlucky PC.
- One of the PCs is approached by a well-dressed gentleman. He alludes to the party having helped some "significant people" and showing "great discretion in certain matters." He represents a wealthy gentleman who has been imprisoned unjustly by the Spanish. If the PC could arrange to secure some funds, they might enable the release of this unfortunate. Of course, the prisoner can't be named, but is of high status and might help the party in some way: connections or money. This could be legitimate, or it could be a confidence scam.
- A bar fight erupts between the crews of two infamous ships. Do the PCs get involved, or beat a quick retreat?
- A sail is spotted on the horizon, followed by another and another. Is this a convoy, or naval fleet?

Strange Goings On

- The party is lost at sea, caught in slack winds. After several days adrift, the wind picks up and a small island is sighted. The island is unfamiliar and not on any charts. Smoke rises from a small village set in a clear lagoon.

- At night during a storm, the lookout spots a ship close in. The weather is too rough to hail or identify her. The mysterious ship stays nearby until morning, then dissolves in the sunlight. Each time the party's ship is in a similar situation, the phantom ship returns.
- The lookout spots a small cast of giant crabs in the ship's path. As they tack to go around it, a lusca is spotted feeding on the herd. Suddenly, the crabs scatter, throwing panicked giant crabs and a hungry lusca in the ship's way.
- The lookout spots a small island, one not shown on the charts, or possibly one where no island should be (such as far out in the Atlantic). People can be seen on the beach signaling to the party's ship. As they approach, the people fade away, first to a vague outline, then to nothingness.
- Out at sea, rats begin leaping out of the ship and into the water. Weevils struggle out of the hardtack, land on the deck, and wiggle over the side. No dolphins are spotted riding the bow wake. Even sea birds seem to alter their path to avoid flying over the ship.
- A ship's boat is spotted adrift. Inside are two men, who appear dead or unconscious. If the boat is brought alongside, the men show signs of having been fed upon. The next day, a crew member on the dogwatch fails to report. His partially-eaten body is found in the hold.
- A sail is spotted astern of the PCs' ship. Each day it gets a little closer, but not close enough to make out an details. No matter how they tack, what course they set, or which hidden cove they sail into, the ship is always there, on the horizon.
- During a storm, St. Elmo's fire forms on the ship's masts. While not unusual, the spectral flame doesn't go away after the storm.
- An odd green mist slowly builds one day. Overnight the ship's stores go bad, water goes foul and salt pork becomes rancid. By morning, dead roaches and weevils can be found all over the ship. Around noon, all the livestock and rats aboard are found dead. Can the party figure this out before they too fall prey to this pox?
- One of the older crewman mentions a legend about seeing a black ship collecting the dead after a battle at sea. He says the ship is commanded by devils and crewed by the damned souls of pirates. Those who see her are doomed to join the ghastly crew. After the next battle at sea, his body is found, a look of stark terror on his face. During the battle, one of the PCs catches a glimpse out of the corner of his eye; a glimpse of a ship straight out of hell.
- The party sails into a well-known pirate haven. No ship hails them in the harbor, no one comes out to greet them at the docks, in fact no person can be found in the entire place. Tools are left dropped next to unfinished work, pots simmer over fires, and tankards sit full in the tavern. Not even a stray dog can be found.

House of Cards

Historically, the various factions on Tortuga repeatedly let their mutual animosities get the best of them. In this adventure, the feuds between the French, English, and Dutch have grown to the point where armed violence has become not only likely, but has actually begun. The PCs are caught between armed and angry allies, or, if their fame is high with a particular faction, asked to join in the fight. Either way, when the dust settles, they may find themselves no longer welcome in one of their favorite ports. This assumes that the Spanish don't take this infighting as an opportunity to clear the island of its less wholesome inhabitants. Another option is to use the various mystic and supernatural factions of the island as the motivators behind the island-wide civil war. They could be the instigators, or merely another set of factions in an already-fractious community. Perhaps it is all a prelude to the arrival of Queen Nari'th's fleet of pirate slaves.

Rat Hunt

Three days ago, the Scorpion put into port with a large haul taken from a Spanish merchantman. Among the loot taken in the cruise was the jeweled signet ring of a Spanish noble family, the Mendoza de Córdobas. The family's agent on Hispaniola knew where the ring would eventually end up, and has traveled to Cayona to ransom its return. Before he could get there, the pirate who had the ring traded it to a prostitute, who then pawned it for food and drink. The pawnbroker was found murdered in a back ally the next day, his ring finger

chewed off. Now the whole town is in a state of tumult as every man, woman, and child chases down leads to the ring's whereabouts. The leading theory is that a rat ate it, but others are thinking a dog or pig. A fourth faction believes the chewing was a cover up, and the murderer has it, but who would that be?

The Other Side of the Coin

For a change of pace, the PCs are approached by the Spanish authorities on Hispaniola to act as part of, or leaders of, a fleet of mercenaries being sent to put an end to the pirates on Tortuga. The pay is low, but they can keep anything they loot from the island. The Spanish might be willing to employ them as pirate hunters in the future. Will the PCs go 'legit', and can they trust the Spanish to not double cross them at the first opportunity? What about the damage to their Reputation among their fellow pirates?

Encounters

What follows are five encounters that can be adjusted to your campaign and thrown at the players. Each encounter is self-contained, but can lead to further adventures, or the start of a longer story arc. In Five Men in a Tavern, the PCs are assaulted in a case of mistaken identity. Wooden Ships questions the morality of the party, and provides a tense game of cat and mouse with the Royal Navy. In Jupiter's Child, the PCs must decide if they will aid an escaped indentured servant or take the reward, but something else is going on – something sinister. The Jolly Maid of Bristol represents a normal merchant ship of the time, and presents an opportunity for plunder. Finally, the tables get turned on our band of intrepid pirates when they fall victim to The Pirate Hunter.

As soon as we touch land, we'll visit th' tavern!

FIVE MEN IN A TAVERN

The PCs are in a dockside tavern, relaxing after a successful prize or looking for smuggling work. In short, they are minding their own business, drinking their rum and engaging in other piratey pastimes. For the interior of the tavern, use Red Headed Kate's from Chapter XX: Locations.

It is a normal night in the tavern: a mix of sailors from the many ships in the harbor, drifters, gamblers, professional drunks, flimflam men, and whores. The crowd speaks a confused babble of languages, with every colonial tongue of the area spoken alongside snippets of Latin and other more foreign argots. The mood is generally jovial, and at time boisterous. In the back corner one sailor has broken out a squeezebox, and it looks like the whole place will soon join in a round of shanties and songs.

Just as the first strains of 'Spanish Ladies' begins to drift through the crowd, five large well-dressed sailors come in. The leader is a well-tanned Dutchman by the looks of him, and his fellows seem to be from that mixed lot that make up Channel pirates and could be English, Breton, French, or Dutch. Each man jack of 'em is wearing a hefty sum of jewelry, and more importantly, carrying a stout belying pin.

The newcomers approach the barkeep, and have a few words with him. He shakes his head, they pass a few coins across, and he points to the party's table. The leader turns, glares across the room, and yells, "There they are boys, get 'em."

Earlier that night one Evan Harding, boatswain on the Swan, was killed in a dockside brawl. These five men are his crewmates and are looking for a little payback. Their cursory investigation of the murder has turned up rough descriptions of Evan's assailants, which happen to match the PCs. After searching several taverns, they have managed to put names to the descriptions, as well as consume more than a few grogs. They are acting on the spur of the moment, and have neither

thought things through nor gotten into their ship's gunner's locker. They are armed only with belaying pins and knives.

If the party has actually committed some sort of crime or offense against a rival ship or townsfolk, the descriptions and names of the five avengers can be changed. Otherwise, this is simply a case of mistaken identity – a potentially lethal mistake. The tavern quickly empties once the fight starts, unless the PCs have crewmates nearby who can come running to their call. If this happens, or if the GM is feeling particularly nasty, more crew from the Swan arrive on the scene. There is great potential here for this small encounter to escalate into a dockside brawl (ironically, the very thing that started the whole affair).

The Five Avengers of Evan Harding

Harold Ates, Boatswain's Mate on the Swan

Harold is a large man, well-tanned by years at sea, with a craggy face and a long braid of blond hair hanging down his back.

STR 17	CON 15	SIZ 18	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Club 65%, 1D6+db (crushing)
Knife 35%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 30%, Brawl 65%, Climb 80%, Craft (Carpentry) 55%, Dodge 30%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Dutch) 50%, Language (English) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: Harold is armed with a belaying pin and a knife. His clothes are fancy, he has 18 PoE worth of jewelry, and one and a half a PoE in a pouch on his belt.

Espen Van Brunt, Javier Monast, Aethlem Jones, and Bruce Barnes

These four men are pale, sun burned, heavily built and light of hair and eyes. They all sport numerous tattoos and expensive jewelry.

STR 14	CON 15	SIZ 18	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Club 65%, 1D6+1D6, Crushing)
Knife 35%, 1D6+2+1D6 (impaling)
Cutlass 55%, 1D8+1+1D6, bleeding)
Fist 50%, 1D6+1D6, crushing)

Skills: Artillery 30%, Brawl 65%, Climb 80%, Craft (Carpentry) 55%, Dodge 30%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Dutch) 50%, Language (English) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: These men are armed with belaying pins and a knives. Their clothes are fancy, and each has 13 PoE worth of jewelry, and one and a half a PoE in a pouch on his belt.

Wooden Ships

When The nations of Europe clash, their conflicts spill across their shores and over the seas. News of their wars travels at the speed of the fastest horse and the swiftest ship. Europe's far-flung holdings have to wait months or years before knowledge of national affairs reaches them. In this encounter, France and Britain have gone to war, and two fleets have met each other in the night.

The dogwatch reports that they have spotted flashes of light and roaring booms on the far horizon, possibly the sounds of gunfire, a lot of gunfire.

By morning, a sea fog has settled over the area. Lookouts spot a pillar of smoke, and gunfire can be heard in the far distance. Sailing towards the smoke, broken spars, cracked masts, floating wreckage, and a few bodies pass the ship. Three ships can be seen, one on fire, one dismasted, and one heeled over on her side.

If the PCs decide to sail on and not investigate, well, they have missed an opportunity and too bad

for them. If not, continue with the encounter. Lookouts can make Difficult Spot checks to identify the three ships, with a normal success or better yielding their names and nationalities. Another Difficult Spot check reveals the sails of two other ships several miles away. Special success or better tells the lookout in that these ships are frigate-sized, though they are too low on the horizon to make out details such as names or nationality.

The battle still rages on the distant horizon, and the faint roar of gunfire should punctuate the encounter. At some point, best saved until the dramatic effect will be highest, a rolling sound like thunder echoes across the sea. Any sailor will recognize this as the death-roar of a ship whose powder magazine has exploded.

The party should be free to explore the three ships at their will; however, the two frigates are nosing about and will respond to sounds of gunfire. Give the PCs three hours to plunder or rescue, at their whim, then have the frigates begin tacking towards their location. The two ships, though nominally enemies, are on a mission of mercy to take off survivors and tow away salvageable wrecks. Because of this they refrain from firing on each other, though sea-borne hyenas need to be cautious.

The fog makes all Spot and Artillery rolls one level of difficulty higher. Because of this, and the wreckage, the frigates and the PCs ship won't spot each other easily, and the pirates may be able to hide behind a thick bank of fog or among the wrecked ships.

The Calypso

A 64-gun British ship of the line

Captain: Nathaniel Worcester

Crew: 8 Average Sailors

The Calypso is battered almost to the point of sinking, but the real problem is that she has caught fire. At the moment that the PCs arrive, the fire has nearly engulfed the entirety of the upmost decks, the main and mizzen masts, most of the rigging, and is quickly spreading below. Only eight men remain on board, all others are dead or have jumped overboard. The seas surrounding the ship are filled with charred bodies and flaming debris and a multitude of feeding sharks. The survivors are spread throughout the ship, with three in the remaining rigging, one clinging to the railing of the poop deck, four below decks, and the last trying desperately to lower the jolly boat on his own.

Approaching the ship is risky and presents a set of problems. Any ship within twenty-five yards of the Calypso suffers 1D60 points of rigging damage per turn, and runs the risk of a fire breaking out (25% plus an accumulative 1% per turn). All Spot checks made in this zone are one level of difficulty higher due to the thick cloud of smoke. Characters in this zone suffer 1D6 points of fatigue due to the heat, and 1D6+2 points of fire damage if on the ship (treat as a large bonfire if anyone falls in to the flames, see *BRP* pp. 223-224). The thick smoke causes concern; reference the rules for choking, drowning and asphyxiation on p. 218 of *BRP*. Finally, in 2D20 turns the ship explodes as per the magazine hit critical on p. XX.

There is some reward for all this risk. Anyone succeeding at such a daring rescue of British sailors from a burning ship receives a +30% Reputation bonus with England. Furthermore, Admiral Mathews rewards the captain of the rescuing ship with a gilt small sword set with rubies (value: 85 PoE) and undying gratitude for such heroism (should they ever meet). The rescued sailors are grateful, and could form a very loyal faction of the crew. Attempting to loot a burning wreck is not a wise move, and the GM should reward such foolishness appropriately.

3rd Rate Ship of the Line

Draft: 20 ‘

Beam: 44‘

Length: 132‘

Tonnage: 1367 tons

Cargo Capacity: 345 tons

Maximum Crew: 500

Minimum Crew: 50

Hull Points: 35

Flotation Points: 20

Rigging Points: 10

Base Speed: 2 knots

Combat Speed: 338 yds.

Armament: 26 x24 pdrs
28 x18 pdrs
10 x9 pdrs
2 x9 pdrs (bow chasers)
12 swivel guns

Head to the Wind: -4

Wind off the Aft Quarter: -1

Wind Amidships: -2

Wind off the Bow Quarter: -2

Wind Dead Astern: -2

The Orion

A 74-gun French ship of the line (dismasted)

Captain: Marlon Juillerat

Crew: 345 Green Sailors

The Orion has lost all her masts in the battle, but her hull is still sound, her crew is still alive (mostly), and her gun decks are intact. She has dropped her bow and stern anchors, which has made her a stable firing platform (+10% to all gunnery rolls). However, this has made her an easy target (decrease difficulty to hit by one level). Her crew is fairly green, and her captain lacks confidence. She strikes her colors if faced with any serious opposition (another ship of the line or the loss of 25% of her remaining hull points).

3rd Rate Ship of the Line

Draft: 25‘

Beam: 46‘

Length: 140‘

Tonnage: 1632 tons

Cargo Capacity: 415 tons

Maximum Crew: 550

Minimum Crew: 55

Hull Points: 14135

Flotation Points: 1125

Rigging Points: 0

Base Speed: 0 knots

Combat Speed: 0 yds.

Armament:

28 x32 pdrs
28 x18 pdrs
14 x9 pdrs
4 x9 pdrs (bow chasers)
15 swivel guns

Head to the Wind: na

Wind off the Aft Quarter: na

Wind Amidships: na

Wind off the Bow Quarter: na

Wind Dead Astern: na

The Donegal

A 54-gun British ship of the line (heeled over)

Captain: Henry Platters

Crew: 45 Elite Sailors

The Donegal was severely battered during the engagement, and is taking on water at an alarming rate. She is heeled over about thirty degrees to port. For the time being she is stable in this rather precarious position, but wind, tide, and continued leaking will eventually push her all the way over. Her rigging is largely shot away, but her masts are intact. The remaining crew are busy trying to find some means of saving the ship, but are close to giving up and taking for the boats. The only thing preventing them from doing so is the love they feel their captain, whose last words during the battle were: “Fight on lads, fight on!”

This ship is an opportunity to loot, or show some level of heroism. Although her crew are not in as dire jeopardy as the poor men trapped on the Calypso, these forty-five souls will likely perish if forced into the shark filled waters. On the Donegal are three intact twenty-four pounders, two intact twelve pounders, 3 intact six pounders, 5 intact swivel guns, 15 rounds of shot and powder for each remaining gun, assorted small arms, 45 Pieces of Eight worth of assorted loot, a set of carpenter’s tools (in use by the crew), a set of armorer’s tools, a set of navigator’s tools, three telescopes, chart of the area, charts of the French and British coasts, surgeon’s tools (in use), four tons of ships stores, five tons of salt pork, 15 tons of water, eight tons of rum, and four tons of biscuit. Naturally, the crew won’t take kindly to looters, and looting the Donegal will prove troublesome.

Taking the ship as a prize is an option, but not a good one. A ship of the line may seem like a great pirate vessel, a veritable floating fortress from which one can plunder the high seas with reckless abandon. However, she is expensive to maintain, requires a large crew, and is slow. Furthermore, the Royal Navy will not take kindly to having one of their ships stolen, and will come after the offenders with everything at their disposal. Reselling her is not an option, unless the PCs have an ‘in’ with a major nation.

Th' Donegal

4th Rate Ship of the Line

Draft: 25'
Beam: 41'
Length: 119'
Tonnage: 1044 tons
Cargo Capacity: 345 tons
Maximum Crew: 350
Minimum Crew: 35
Hull Points: 345
Flotation Points: 25
Rigging Points: 0
Base Speed: 0 knots
Combat Speed: 0 yds.
Armament:
22 x24 pdrs
22 x12 pdrs
4 x6 pdrs
2 x6 pdrs (bow chasers)
10 swivel guns
Head to the Wind: na
Wind off the Aft Quarter: na
Wind Amidships: na
Wind off the Bow Quarter: na
Wind Dead Astern: na

The Minerve

A 40-gun French frigate

Captain: Bernard Fallon

Crew: 275 Experienced Sailors

Fallon is an ambitious and aggressive man, and pushes his crew hard to make a name for himself. Due to his pride, their morale rating is only 35%. Still, they are competent and sailing a fine vessel, and should prove more than a match for any rag-tag group of pirates. Fallon's orders are to assist in the rescue of sailors and see to the protection of damaged ships. He will try to take a prize if he thinks one is in the offing (such as the party's ship) and responds with overwhelming force if he spots any lurking scavengers. If the captain of the PCs ship has a high Infamy in France, Fallon will take the time to engage and capture them, regardless of their actions.

Frigate

Draft: 19 ‘

Beam: 35‘

Length: 107‘

Tonnage: 701 tons

Cargo Capacity: 115 tons

Maximum Crew: 320

Minimum Crew: 22

Hull Points: 70

Flotation Points: 70

Rigging Points: 70

Base Speed: 9 knots

Combat Speed: 1690 yds.

Armament:

26 x12 pdrs
12 x6pdrs
2 x6 pdrs (bow chasers)

The Martin

A 34-gun British frigate

Captain: Geoffrey Chambers

Crew: 220 Elite Sailors

Chambers is a very devout man, and though a patriot and loyal officer, he lets his morality override his orders if he sees fit. His mission to provide relief to stranded and wounded sailors takes precedence over running down random pirates or taking prizes. Under his command, the Martin concentrates its efforts on rescuing men from the Calypso and Donegal, and picking sailors out of the water. As long as the PCs don’t do anything too reprehensible, he leaves them alone. Likewise, he has no wish to divert his ship from its humanitarian mission in order to seize the Orion or engage the Minerve.

Frigate

Draft: 18’

Beam: 34‘

Length: 103‘

Tonnage: 698 tons

Cargo Capacity: 110 tons

Maximum Crew: 310

Minimum Crew: 21

Hull Points: 70

Flotation Points: 70

Rigging Points: 70

Base Speed: 9 knots

Combat Speed: 1690 yds.

Armament:

26 x12 pdrs
4 x6pdrs
2 x long 9pdrs (bow chasers)
12x Swivel Guns

Head to the Wind: -3

Wind off the Aft Quarter: 0

Wind Amidships: -1

Wind off the Bow Quarter: -2

Wind Dead Astern: -1

Jupiter’s Child

A young woman has run away from her master. She is an indentured servant with four years left on her contract, about eighteen years old, and very pretty. The PCs must decide if they want to keep her or return her for a reward. There is a catch, however; her master is a wealthy planter on Jamaica and secretly a sorcerer. Naturally, he wants this girl back, and will go to great lengths to get her. How will the party respond to a damsel in distress?

You have been in Port Royal for several weeks, refitting and selling your booty. It has been a fine time, and the crew has worked through their shares in the timeless fashion of sailors on leave. They even brought several women and some casks of rum on board and had a party on the quarterdeck. Now it’s time to leave, and the men are hung over, broke, and aching for adventure (or at least aching).

Three days out of port the cook reports that one of the casks of salt pork is knocking. Opening the cask, you find a young woman, well-dressed but disheveled and covered in salt pork goo. Looks like you have a stowaway.

The woman, not much more than a girl really, begs you to help her, “Good decent sirs, please be kind and show mercy on me! I have been held against my will by a man of evil nature who trucks with the very spawn of Satan himself!”

If the PCs are kind to her, she’ll tell her story as soon as she is brought out of the cask and cleaned off. Every PC can make an Idea roll to remember seeing a reward posted for the runaway indentured servant Lizzy, with a reward of thirty-five pounds for her safe return to Edmund Stanton. If the entire party fails this check, then have one of the crew point out this little tidbit of information.

Lizzy's Story

My name is Elizabeth Bentley, but you can call me Lizzy. I was born in a little village in Hartfordshire to a poor farming family. I always dreamed of a better life, and ran away four years ago to London hoping to find work. There was little for me, save prostitution, but I did see an advertisement for indentured servants. Just seven years of work on a plantation; surely I could find a place as a maid or serving girl, then money and freedom. Four months later I found myself on the docks in Port Royal, being bid on by a host of scabrous old men. To my relief the winning bid for my indenture was a tall, well-dressed man just entering middle age. He seemed kind, though I noticed the others in the crowd gave him a wide berth.

The man's name is Doctor Edmund Stanton, and he is a wealthy but eccentric planter from the North Shore area. He even has a coach of sorts to take us out to the plantation. The driver, Ivan, is a weird sort, a Russian I think, and he never talks. Doctor Stanton says Ivan had his tongue cut out by a Turk, amongst other things. The plantation is of moderate size, maybe thirty of forty hides, planted with sugar cane. There are a lot of slaves though, far more than I think other plantations have. There are slaves for the fields, and the house is full of servants. Doctor Stanton, Ivan, and myself were the only white people there, though a strange Carib Indian came to visit the Doctor sometimes.

At first things were fine; I was to serve as the lady of the house, but not in a vulgar way. Doctor Stanton merely needed a young lady to play hostess, attend social functions, and manage the house slaves. Since I didn't have the right education, or really any at all, he set about teaching me reading, arithmetic, etiquette, and such. Soon I was running the household, attending fancy parties, and wearing fine dresses. This went on for three years. All the while Doctor Stanton was a perfect gentleman. Two months ago he came into my room one night, and… and did things. After that he started coming again and again.

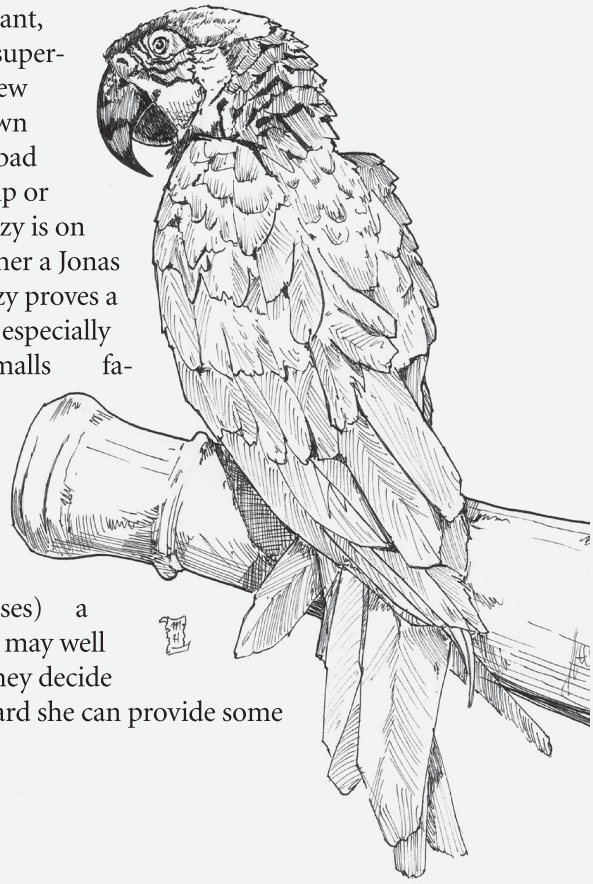
Last month he woke me in the middle of the night, but didn't do what he normally did. Instead he ordered me to dress and follow him. We went to his study and Dr. Stanton opened a door behind a bookcase. There was a set of stairs leading down into a basement. I didn't even know we had a basement.

Down there Doctor Stanton, who I don't think is even a doctor, showed me the rooms where he summons devils and demons to do his bidding. He explained how I was now his lover and privy to his secrets. The place was horrible and reeked of sulfur and blood. After he brought me back to my room and had his way, and… I fled about dawn and came to Port Royal. I hid in the warehouses until I heard of a ship leaving:, yours I guess. A man in the warehouse found me, but I made a, um, deal with him to put me in a cask of salt pork and sneak me aboard.

Will you please help me? Don't send me back, Doctor Stanton will beat me or worse if you do!

A Difficult Knowledge (Caribbean) or Average Knowledge (Jamaica) check reveals the following information about Doctor Stanton: while most North Shore planters are of the rough and rustic farmstead type, Stanton arrived with a small fortune and set himself up with a fine house, fertile fields, and ample slave quarters. He is rumored to be a libertine and to truck with Indians and other miscreants. The only thing that keeps him in polite society is his wealth and business connections (several planters owe him money). Stanton is rumored to have been a confidant of King Charles II and part of his court, possibly as the court natural scientist or some such. PCs with inside knowledge of the worlds of voudou or sorcery can make appropriate skill checks or a Difficult Knowledge check to remember hearing that Stanton is a sorcerer of some power.

The party can take whatever action they want, though the more superstitious of their crew want the girl thrown overboard. If any bad luck befalls the ship or her crew while Lizzy is on board, they'll call her a Jonas and a curse. If Lizzy proves a boon for the ship, especially if she extends smalls favors to the men (such as helping with the cooking, doing some sewing or embroidery, or other small kindnesses) a significant faction may well come around. If they decide to keep her on board she can provide some



abilities that they lack: she can cook and sew, and has the advantage of a proper education.

However, she has not been entirely honest with her story of woe – Stanton did not take advantage of the young woman, their relationship was consensual. She was his apprentice in the dark arts, and has some knowledge and power of her own. She keeps this a secret until she trusts one of the PCs or the crew. As a NPC added to the crew, she could prove invaluable, or a conniving she-devil; it depends on how the party deals with her, and how the GM wants the encounter to unfold.

Lizzy is a young woman in her late teens or early twenties; she doesn't know her exact birth date. She has fair skin, long red hair, and green eyes. Lizzy speaks and moves with the grace and poise of a lady, though in stressful situations her rustic upbringing shows through.

Elizabeth 'Lizzy' Bentley

STR 9	CON 10	SIZ 9	INT 15
POW 14	DEX 13	APP 16	EDU 15

Move: 10

Hit Points: 10

Damage Bonus: none

Armor: none

Attacks: Fist 25%, 1D6 (crushing)

Skills: Appraise 55%, Art (Painting) 45%, Craft (Embroidery) 45%, Craft (Sewing) 45%, Dodge 26%, Etiquette (Cultured) 65%, Knowledge (Philosophy) 45%, Knowledge (Protestantism) 55%, Language (English) 75%, Language (French) 65%, Language (Latin) 65%, Literacy (English) 75%, Literacy (French) 65%, Literacy (Latin) 65%, Perform (Harpsichord) 55%, Ride (Horse) 45%, Status 35%.

POWERS:

Sorcery: Bird's Vision (1), Heal (2), Make Fast (1), Make Whole (1)

Equipment: Fine clothes, jewelry, sewing kit.

Eduardo 'Doctor Edmund Stanton' Mendoza

Eduardo was born sometime between 1498 and 1500 in Coruña, Spain. He was the third son of a minor caballero and stood to inherit nothing but a title and his pride. His father hoped that Eduardo would enter the priesthood, and sent him to the Monasterio de San Paio de Antealtares in Santiago de Compostela. There the young Eduardo studied Latin, theology, and 'other things'. The other things turned out to be secret dark sorceries that some of the brothers were dabbling in.

Stealing two books from the forbidden library of the monastery, Eduardo fled to Cuba, joined Cortez's expedition to Mexico, and became a very wealthy man. In Mexico he tortured the secrets of Aztec magics out of the high priests, secrets that allowed him not only to increase his fortune, but deny the ravages of time.

Eduardo moved to Jamaica ten years ago, changed his name, and adopted the mannerisms of an English gentleman. He has established a network of supernatural contacts throughout the area and amassed an even larger fortune. Unfortunately for Eduardo, the anagathic magics are wearing thin, and he needs to replenish them or revert to his natural age (and die). The ritual requires him to make a pact with a specific demon and to sacrifice to that demon a young woman well versed in the darker arts. Lizzy was to be that woman, after she had been properly trained, seduced, and degraded to the point where she is acceptable to the demon.

Eduardo is a tall, well-built man in his late thirties. His hair is black with grey steaks starting to show at the temples, and his eyes are a bright blue. Eduardo dresses well, and carries himself with a reserved deportment one would expect of a gentleman. He has spent years among English-speaking people and can accurately impersonate a native speaker.

Eduardo 'Doctor Edmund Stanton' Mendoza

STR 11	CON 12	SIZ 12	INT 17
POW 16	DEX 14	APP 14	EDU 15

Move: 10

Hit Points: 12

Damage Bonus: none

Armor: none

Attacks: Small Sword 55%, 1D6+1D6 (impaling) Small Flintlock Pistol 35%, 1D6+1 (impaling) Fist 25%, 1D6+1D6 (crushing)

Skills: Appraise 55%, Bargain 65%, Command 65%, Dodge 45%, Etiquette (Cultured) 65%, Knowledge (Business) 55%, Knowledge (Law) 65%, Language (English) 65%, Language (French) 65%, Language (Latin) 65%, Language (Spanish) 85%, Literacy (English) 65%, Literacy (French) 65%, Literacy (Latin) 65%, Literacy (Spanish) 85%, Persuade 55%, Strategy 65%, Throw 40%.

POWERS:

Sorcery: Brazier of Power (4), Cloak of Night (3), Curse of Sorcery (4), Heal (2), Rat's Vision (1), Sorcerer's Talons (3), Summon Demon (1), Unbreakable Bonds (3), Undo Sorcery (3), Ward (3)

Equipment: Plantation, slaves, small sword, pocket pistol, fancy clothes, ritual tools, ritual space carved with intricate designs (acts as a 16 point POW reservoir), Concordance of Demonic Names (lists the true names and summoning rituals for thirteen demons), Latin translation of The Grand Grimoire (contains all the spells known by Eduardo, plus Bird's Vision (1), Make Fast (1), Make Whole (1), and Summon Elemental (1)).

The Jolly Maid of Bristol

The PCs are cruising their regular haunts, looking for a bit of plunder. After some days tacking back and forth through the trade routes, a sail is spotted on the horizon, perhaps this is a fat merchant ship, ripe for the plucking.

The lookouts cries, "Sail ho!" and all eyes turn to see. There, on the horizon and downwind from your ship is the billowing whiteness of a large ship under sail, but is it prey or predator?

The PCs and their crew can now make Spot checks (based on distance and weather conditions), with the following results:

FUMBLE: The ship is a Royal navy frigate, possibly out on anti-piracy patrols. Better run for it!

FAILURE: You can't make out any details; the ship is too low on the horizon. SUCCESS: The ship is definitely a merchantman, but of what nation you cannot tell. SPECIAL: By her lines and rigging, you can tell the ship is a British merchantman.

CRITICAL: You recognize this ship; she is the Jolly Maid of Bristol, a fat and juicy British merchantman who carries the London to Colonies trade.

If someone identifies the ship, a successful Knowledge (Local Region) roll reveals that the Jolly Maid runs from England to the West Indies, bringing expensive goods to the planters and taking away tobacco and indigo. If Indies bound she is no doubt packed with china, clothes, and silver. If homeward bound she is loaded with commodities that you could easily fence. Either way, she is a good prize to take. A special success or better reveals her captain and likely armament, and a critical success tells much about the state of her crew.

Captain Jeremy Brightweather

Brightweather is a thin, overworked man in his late forties. He has graying hair that is kept covered by a wig of a style fashionable ten years ago. Although well groomed, his gentlemanly demeanor disappears as he struts about deck, barking orders and enforcing his authority.

Brightweather is a gentleman and adventurer, or at least that's how he sees himself. In truth he is a harried man beholden to his investors, the crown, and his shrewish wife. Brightweather takes extreme risks to protect his ship and cargo, and fully believes that it is better to die than be ruined.

Captain Jeremy Brightweather

STR 9	CON 10	SIZ 10	INT 15
POW 12	DEX 10	APP 10	EDU 14

Move: 10

Hit Points: 9

Damage Bonus: none

Armor: none

Attacks: Small Sword 45%, 1D6+1+db (impaling)
Pistol 25%, 1D6+1 (impaling)

Skills: Appraise 85%, Bargain 85%, Command 55%, Dodge 20%, Etiquette (Cultured) 55%, Fast Talk 65%, Insight 75%, Knowledge (Business) 65%, Knowledge (Local Region) 45%, Language (English) 75%, Language (French) 65%, Literacy (English) 75%, Literacy (French) 65%, Navigation 65%, Persuade 85%, Seamanship 75%, Status 25%.

Equipment: fine gentlemen's clothes, a gilt small sword, dueling pistols (never used).

Crew of the Jolly Maid of Bristol

A well turned out crew dressed in average sailor's clothes. Years at sea have taught them the basics, and then some.

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (English) 50%, Language (French or Spanish) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. The ship's weapons locker has 3 muskets, 4 braces of pistols, 5 boarding pikes and 6 grenadoes.

The Jolly Maid of Bristol

Captain: Jeremy Brightweather

Crew: 19 experienced sailors

Heading: Towards the nearest British Colony

Cargo: 100 tons of cloth, wigs and other assorted clothing items (600 PoE), 75 tons of fine silver and other kitchen accoutrements (23000 PoE), 20 tons of ships stores, 10 tons of construction materials (nails, tools, lumber, 1500 PoE), 10 tons of biscuit, 5 tons of assorted weapons (3500 Poe), 4 tons of salt pork, 1 ton of mail.

Merchantman

Draft: 22'

Beam: 32 '

Length: 84'

Tonnage: 525tons

Cargo Capacity: 250 tons

Maximum Crew: 110

Minimum Crew: 8

Hull Points: 80

Flotation Points: 80

Rigging Points: 40

Base Speed: 8 Knots

Combat Speed: 1352 yds.

Armament:
4x 9 pdrs
4x Swivel Guns

Head to the Wind: -3

Wind off the Aft Quarter: 0

Wind Amidships: -1

Wind off the Bow Quarter: -2

Wind Dead Astern: -1

Pirate Hunter

This encounter starts like the one above, but has a nasty twist to it that should surprise the players. The PCs are cruising their regular haunts, looking for a bit of plunder. After some days tacking back and forth through the trade routes, a sail is spotted on the horizon, perhaps this is a fat merchant ship, ripe for the plucking.

The lookout cries, "Sail ho!" and all eyes turn to see. There, on the horizon and downwind from your ship is the billowing whiteness of a large ship under sail, but is it prey or predator?

The PCs and their crew can now make spot checks (based on distance and weather conditions), with the following results:

FUMBLE: The ship is a Royal navy frigate, possibly out on anti-piracy patrols. Better run for it!

FAILURE: You can't make out any details; the ship is be too low on the horizon.

SUCCESS: The ship is definitely a merchantman, but of what nation you cannot tell.

SPECIAL: By her lines and rigging, you can tell the ship is a British merchantman. However, something is not right about her, she is sailing a bit high.

CRITICAL : You recognize this ship; she is the Faerie Queen, a fat and juicy British merchantman who carries the London to Colonies trade. You thought she was sunk last year in a hurricane, but you could be wrong.

If someone identifies the ship, a successful Knowledge (Local Region) roll reveals that the Faerie Queen runs from England to the West Indies, bringing expensive goods to the planters and taking away tobacco and indigo. If outward bound she is no doubt packed with china, clothes, and silver. If homeward bound she is loaded with commodities that you could easily fence. Either way, she is a good prize to take. A special success or better reveals her captain and likely armament, and a critical success tells much about the state of her crew (use the information for the Jolly Maid of Bristol above).

The Faerie Queen is a specially-built warship disguised as a merchantman. Great care has been taken to make her appear as a regular British merchant – the decks are kept in slight disarray, most of the crew stays out of sight (only ten men can be seen on deck), and the extra cannon are hidden behind disguised gun ports.

As the two ships near, the Faerie Queen attempts to flee half-heartedly. A special success on a Strategy roll reveals that she could be performing better. As the two ships near, the Faerie Queen strikes her colors at the first shot fired, then heaves-to and prepares to be boarded. At this point a special success on a Spot roll reveals the

hidden gun ports along the ship's sides. If the pirates approach unaware of the danger, Lt. Aldridge orders the men hidden below decks to come up, and the guns run out and fired point blank. He is fighting to kill, not capture, and no quarter is asked or given.

LT. CHARLES ALDRIDGE

Tall, fit, and oh so handsome, Aldridge is the epitome of Royal Navy professionalism and excellence, from his sandy blond hair to his cold blue eyes.

Aldridge is a young man out to prove himself, and commanding a ship on an anti-piracy patrol is one way to do it. He plans to sail through the trades and appear to surrender to the first pirate he draws in, then let them have it!

Lt. Charles Aldridge

STR 15	CON 15	SIZ 17	INT 15
POW 10	DEX 10	APP 14	EDU 10

Move: 10

Hit Points: 16

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 75%, 1D6+1 (impaling)
Cutlass 50%, 1D8+1+db (impaling)
Fist 70%, 1D6+db (crushing)

Skills: Artillery (Naval) 60%, Brawl 70%, Command 80%, Dodge 20%, Etiquette (Cultured) 45%, Language (English) 50%, Language (French) 35%, Listen 25%, Literacy (English) 50%, Literacy (French) 50%, Navigation 75%, Seamanship 90%, Spot 80%, Status 35%, Strategy 56%.

Equipment: fine gentlemen's clothes, a gilt small sword, a brace of pistols.

Crew of the Faerie Queen

A fit, and well-formed crew, dressed in fancy sailor's clothes. You can see the pride and excellence in their eyes. They're the best, and they know it.

Crew of the Faerie Queen

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 80%, 1D6+1 (impaling)
Musket 65%, 1D60+4 (impaling)
Grenadoe 75%, 2D6/4 meters (knockback)
Boarding Pike 75%, 1D8+1+db (impaling)
Knife 65%, 1D6+2+db (impaling)
Cutlass 80%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 65%, Brawl 50%, Climb 80%, Craft (Carpentry) 65%, Dodge 60%, Fine Manipulation 45%, Gaming 45%, Grapple 55%, Jump 45%, Knowledge (Region: Caribbean) 65%, Language (English) 50%, Language (French or Spanish) 50%, Listen 55%, Navigate 75%, Perform (Sea Shanties) 65%, Pilot (Ship) 55%, Sense 30%, Sleight of Hand 35%, Spot 80%, Swim 45%, Throw 65%.

Equipment: All are armed with a knife and a cutlass. The master gunner can dispense 20 muskets, 30 braces of pistol, 18 boarding pikes and 35 grenadoes.

The Faerie Queen

Captain: Lt. Charles Aldridge

Crew: 95 elite sailors

Heading: Towards the nearest British Colony

Hidden Pirate Hunter Merchantman

Draft: 22'

Beam: 32 '

Length: 84'

Tonnage: 525tons

Cargo Capacity: 250 tons

Maximum Crew: 110

Minimum Crew: 8

Hull Points: 80

Flotation Points: 80

Rigging Points: 40

Base Speed: 8 Knots

Combat Speed: 1352 yds.

Armament:
8x 9 pdrs
2x long 9 pdrs (bow chasers)
6x Swivel Guns

Head to the Wind: -3

Wind off the Aft Quarter: 0

Wind Amidships: -1

Wind off the Bow Quarter: -2

Wind Dead Astern: -1

Important Locations

Piracy is not limited to the Caribbean. Indeed, during the early 17th Century pirates were actively hunting along the eastern seaboard of North America, the Indian Ocean, and the Sea of China. This means that pirates the world over need places to hunt prey, bays in which to hide, bases to operate out of, and somewhere to sell all that loot. In addition, there are places of mystic power, places where the barriers between the Seen and Unseen are thin and permeable.

Libertatia

Far across the Atlantic Ocean, beyond the Cape of Good Hope, lies the land of Libertatia in the Indian Ocean, a free and open place where a man (or woman) can find peace, relaxation, and freedom from the tyrants that rule the world. Situated along the east coast of the island of Madagascar, Libertatia is the home base (or bases – there are several settlements) of the Brethren of the Coast; an experiment in the new social order they are fighting for. The 'nation' has no central authority other than the contract that founded the Brethren, and each settlement has its own charter that permanent residents sign on to. Individual charters have been created for small-scale industries, such as unions of fruit-gatherers, shipwrights, farms, and breweries.

Madagascar is an out of the way place in the 17th century, one that is mostly unexplored and unexploited by all save the native peoples that call the island their home.

Betsielo Kingdoms

In the southern highlands of the island live several warring kingdoms inhabited by the Betsielo peoples. Although far removed from the Brethren settlements along the eastern coast, the Betsielo Kingdoms have been heavily impacted by the establishment of Libertatia. The coastal ethnic groups of Madagascar are long used to strangers, especially Arab slavers, and have adapted well to the arrival of the Brethren. A little too well, as far as the highlander kingdoms are concerned, for the lowland and coastal peoples have profited greatly from their association with the Brethren; receiving firearms, steel weapons, and training in Voudou. These factors, combined with more than adequate food supplies, have led to an expansion of inter-kingdom warfare in the lowlands and coastal regions that is expanding into the highlands. Currently, the situation has yet to break out into full-scale war, but when it does the Brethren may be sucked into a battle that they cannot afford to fight.

Fort-Dauphin

Before the Brethren came to the area, Fort-Dauphin was the largest European settlement on Madagascar. Naturally the Brethren could not abide having a hated foe so close to their new homes, so an attack was planned. Fire ships were sailed into the bay while a large body of men attacked the fort from the landward side. Several French merchants and the Diamant, a sixty-gun ship of the line (albeit an older one), were burned to the waterline. The fort was taken after three hours of fighting, and the French officers were executed for crimes against the rights of man. The common sailors and soldiers were offered a choice:

sign on with the Brethren and live free, or be given a captured dhow and enough food and water to make it to Cape Colony. Most choose the former, while the small band that sailed south were never heard from again.

The guns recovered from the wreck of the Diamant helped provide security to the fort. The French King has yet to send a squadron to take back Fort-Dauphin (he may not know it has been taken, and the general consensus in France is that the Diamant was lost at sea), but the charter for the fort declares that a French attack is imminent and all should be ready. This proviso, plus the general tone of the charter, imparts a strong martial flair to the settlement. Regular patrols are organized, officers have been elected and given broad power, and the whole place runs like a well-drilled military fort. Although some see this is contrary to the freedom and liberty of the Brethren, it should be remembered that one must voluntarily sign the Fort-Dauphin charter to fall under its rigid rules. A man is free to live at any of a number of other settlements, most of which are less strict.

Île Saint- Marie

If Libertatia had a capital, it would be Île Saint-Marie. This island just off the east coast of Madagascar provides a pleasant bay, fertile soil, and rich fruit-filled jungle. The island is well protected from storms off the Indian Ocean, is somewhat secluded, and does not appear on many charts (most of Madagascar does not appear on charts). The Brethren have built a fort strengthened by their Voudouists and armed with cannon taken from the Diamant. In addition, there are usually at least three, if not more, Brethren ships in port at any one time.

The Île Saint- Marie charter provides for the common provisioning out of the storehouses located behind the fort, and sets up an elected mayor tasked with overseeing the daily operations of the port. Important decisions are left up to the vote of an assembly of all charter signatories.

The main function of Île Saint- Marie, at least in the eyes of the Brethren, is as a central base for refitting ships, resting crew, and holding general meetings of all the Brethren. General meetings are rare and happen only once every decade, unless a special meeting is called for to deal with an emergency situation. The next regular meeting is scheduled for 1721, and already some ships have begun to gather at Île Saint- Marie to await the festivities.

Ships laden with loot regularly return to Île Saint- Marie, even if they are based out of another port. The settlement buys cargo in exchange for manufactured goods; the island boasts its own brewery, distillery, and several small craftsman communes (all managed by their own charters). In addition, merchants from New York, Boston, and Charlestown regularly stop in at Île Saint- Marie to purchase cheap loot from the Brethren's conquests for manufactured goods and other valuables (mostly weapons and metalwork). This trade, although patently illegal in the eyes of every nation on Earth, is very lucrative.

Port Liberi

Kamar was once a thriving outpost of the Arab-led Indian Ocean slave trade; now this adobe and stone complex lies in ruins. Shortly after arriving in force on Madagascar, the Brethren discovered that the eastern side of the island, facing the Mozambique Channel, offered the best anchorages. However, this area was already claimed by the natives, French, and Arab traders. As the Arabs were involved in the slave trade, the Brethren voted to attack them first and put an end to their dreadful business.

In a vicious midnight assault, the Brethren sailed into the bay, cut out or fired the Arab dhows at anchorage, and took the fortified trading post in a blaze of gunfire. The Arabs were unprepared for the sudden assault for, fearing attacks by natives, they had set their strongest defenses on the landward side. By dawn the slave traders had been executed, the loot tallied and readied for dispersing, and nearly three hundred newly-freed slaves stood blinking in the sun. These slaves joined the Brethren, most serving on board ship. Around a hundred women, elderly, and infirm signed onto the charter of Port Liberi and constitute a significant voting bloc of the local Brethren.

Today Port Liberi, the former Kamar, has been remodeled as a prison and resupply port for the Brethren. The prisoners kept here are captives from ships the Brethren attacked and are valuable enough to be ransomed. A great deal of effort is taken to ensure that these prisoners never see the outside of their prisons and they are taken in and out of the area blindfolded and below decks. The prisoners are well treated, and their accommodations are much better than when Port Liberi

served as a port in the slave trade, with clean bedding and clothes, good food, plentiful water, and freedom of the prison during the day. That these prisoners are treated far better than the Brethren would be, should they be captured by their enemies, is held as a sign of the moral superiority of the buccaneers. The Brethren take a certain satisfaction in extorting gold from their foes to supply ships used against those same foes.

The Well of the Aye-Aye

At the north end of Antongil Bay lies Nosy Mangabe, a small tree-shrouded island largely untouched by the native Malagasy or the pirates of Libertatia. Deep in the rainforest that covers the island from end to end lies the only man-made structure on Nosy Mangabe; at least it appears man-made. The Well of the Aye-Aye is a simple shallow well with an undressed and un-mortared stone ring surrounding it. To peer into this well is to look straight into the chaos of the Unseen, a dangerous proposition at best. The well is not just a thin place, it is a hole in the fabric of two realities that allows access through to the other side.

To say the Well is man-made is to show your ignorance, for no human hand had a part in its construction. The builders of the well are the native lemurs, the Aye-aye, a rare arboreal primate that has developed a high level of intelligence thanks to the presence of this hole through the worlds. The Aya-aye do not care about material possessions, building empires, or leaving their island paradise, but they are concerned about the Well and the danger it represents. Towards this end, their most powerful sorcerers have constructed the Well to enclose the opening between worlds, and to form a barrier that keeps residents of both the Seen and Unseen from drifting through. This task completed centuries ago, the Aye-aye returned to their tree top pursuits of eating fruit and small insects, playing among the leaves and branches, and engaging in some of the most exploratory acts of magic and communal love.

There is a dark side to these furry wizards; they have been known to kill people in their sleep, sneaking in through the thatch of the roof and stabbing a person to death with a single touch of their long fingers. This is sadly true, for the Aye-aye are both vengeful and proactive in the defense of their homes. If a person has abused the Aye-aye, killed one of their kind, damaged their forest home, or intruded into mystical matters the Aye-aye feel should be better left alone, that person is targeted for assassination. If their prophets predict a person will be a threat, the Aye-aye will eliminate the danger before it comes to fruition. The means of the murder is a natural magical talent the Aye-aye have, but rarely use. By focusing all of their mystical might on one finger the Aye-aye can cause the death of any mortal that finger touches. Unfortunately, much like the sting of a bee, this attack kills the Aye-aye, causing him to sicken and watch in horror as his very flesh slowly rots from his bones.

The Aye-aye have been monitoring the situation in Libertatia carefully, especially the coming of Voudou to the islands. A few Aye-ayes have spied on the Voudouists among the pirates and begun to copy the rituals and beliefs. These rebels are not popular with the established order of Aye-aye culture, but given that it is a fairly loose society, this is not too much of a problem. That Voudou works better than the long-held mystical traditions of the Aye-aye has given some credence to the growing movement to make more formal contacts with the humans. Some Aye-aye have even spoken of letting themselves get captured and turned into 'pets' to further explore the human world.

The School of the Loa

On Île Saint-Marie, a short walk through the jungle from the port, is a thatch-roofed hut with adobe walls. The hut sits in the middle of a wide clearing dotted with smaller huts, lean-tos, tents, and other structures. This unassuming collection of structures is the source of the Brethren's power and the home to the Contract signed by every member of the Brethren.

The School of the Loa is a thin place, a point where the boundary between the Seen and Unseen is more permeable. On the Seen side the location is largely unguarded, at least until one considers that the residents are all powerful voudouists and their apprentices. Here new voudouists are trained for service with the Brethren, the Loa are regularly contacted and bargained with, and the limits of Voudou explored. New workings are developed, formalized through bargains with the Loa, then disseminated throughout the Brethren.

It is a mystically powerful place, for the Charter of the Brethren of the Coast is a document full of faith, hope, and promise; a contract, a binding oath, and thus a powerful artifact in the Unseen. Just across the boundary, the Unseen side

of the School is a heavily fortified dwelling guarded by hordes of lesser Loa who have been contracted into service to the Brethren to protect their most prized document.

As can be expected, the School is governed by its own charter; a contract that all who come to learn and teach here must sign. This contract binds the signatories for life. They pledge to serve the cause of freedom, never practice sorcery or other arts, never lie to a fellow Brethren, uphold all bargains honestly no matter whom they are with, battle the foes of humanity in all their myriad forms, and devote their lives to their fellows. The School of the Loa has only been operating for fifteen years, but already the effects are showing, and the bokors trained here are considered some of the most honest and reliable voudouists in the Brethren.

Assada

The entirety of this large volcanic island off the northwest coast of Madagascar is a thin site. To date the Brethren have not explored the island, nor have the native Malagasy spent much time stopping on what they consider a haunted island. This is all for the best, for the island is the connection to a region of the Unseen where a long forgotten entity, G'Hasca the Devourer, sleeps.

G'Hasca was weakened by mighty heroes in times long past, and eventually forgotten. Without worshipers to offer prayers and sacrifices, even prayers that he withhold his wrath, there is little energy flowing into the great monster. As a consequence he has slumbered for thousands of years, biding his time until it the time is right for him to awake and cross over to the Seen and establish a new reign of terror. Unfortunately, the fallout from the Sacrifice of Roanoke has disturbed C'Hasca'a slumber, and the great beast is stirring, causing earthquakes and hinting that the volcanoes of Assada may erupt again.

Kingston and the Ruins of Port Royal

Port Royal sat on the end of a long palisadoes (island and attached sand spit) jutting into Kingston Harbor on the island of Jamaica. This spit of sand forms the major natural protection for the harbor, making Port Royal an excellent anchorage in its heyday. From its founding in 1518 until its destruction in 1692, Port Royal developed from a sleepy colonial outpost into one of the greatest pirate havens in history. Today it is a sunken city, home only to ghosts, mermaids, and lost treasures.

The Arawak inhabited the island of Jamaica when Christopher Columbus arrived in 1494. More Spanish explorers and conquistadores came over the next thirteen years, but the gold and silver they sought eluded them. A new means of extracting wealth from the island was found, however, and the Arawak were enslaved and forced to work sugar plantations, a situation that would continue for centuries.

In 1655 the failed English invasion of Hispaniola retreated from that island and successfully attacked Jamaica. Seeing the ease at which they defeated the Spanish garrison, the English quickly set about preparing the island for defense against the inevitable counterattack. Port Royal was chosen as the best natural harbor on the island and construction began on several forts to protect the anchorage. Fear of Spanish invasion dominated English policy regarding Jamaica, and in turn altered the balance of power in the Caribbean.

Jamaica attracted English settlers in droves and spurred the establishment of not just more and larger plantations, but the development of Port Royal into one of the leading Caribbean ports of its day. To further defend the port, buccaneers were invited to make the town their base of operations as a 'floating militia'. Not content to sit and wait for the Spanish to come to them, the buccaneers took the fight to their foe and sailed out from Port Royal to attack Spanish ports and shipping throughout the region.

The presence of the buccaneers in Port Royal created an economy based around piracy and theft. Hundreds of taverns, brothels, naval supply shops, and other support services sprang up practically overnight. The wealthy planters benefited from more than just protection, and many acted as fences and middlemen for the buccaneers' loot. By 1688 Port Royal had grown from a sleepy frontier town into what observers called 'The New Sodom'. The town was wild, drunk, and unruly; a situation that created tension between the law-abiding citizens and the buccaneers off of whom they profited. At the same time, the city became the first home of the newly reformed Brethren of the Coast, and a major part of their plans to rid the world of mundane and supernatural tyranny.

The whole thing came crashing down in 1692 when a massive earthquake leveled most of the town, dumping large sections into the harbor.

A combination of factors ensured the destruction of Port Royal, including the building site (comprised of loose sand on top of wet sand), construction materials used (multi-story brick buildings), and an aggressive land reclamation project (expanding the town by filling in the areas along the shore with sand and debris). However, it was the presence of the Brethren that drew the earthquake that leveled the city, for Nari'th the Mermaid Queen had become aware of their threat and hoped to destroy it before it could grow. Using the magics of her Pearl, she caused the sea to reclaim the bay; not just destroying her foe, but creating a new city for her mermaids. Luckily for the Brethren, the Mermaid Queen's intelligence was faulty, for by 1692 they had mostly relocated to the far safer Libertatia, on the island of Madagascar.

Following the apocalyptic earthquake, the survivors moved across the bay and established the city of Kingston. Today, Kingston stands in direct opposition to the days of old Port Royal, for it is trade and not piracy that fuels the economy. Although as wild and reckless as any major port city, Kingston is not a den of vice and debauchery, but a beautiful, quiet city of shopkeepers, warehouses, and other prosaic establishments.

The Harbor

Kingston Harbor lies to the north behind the ruins of Port Royal. Thanks to the protection provided by the ten mile wide sand spit, Kingston Harbor is one of the best protected places to drop anchor in the entire Caribbean. As Jamaica is located practically in the center of the Caribbean, you have the perfect place to launch raids or hunt ships throughout the region or, in more modern times, haul goods and patrol the sea-lanes. At any given time there are at least a hundred ships in the harbor, most of them merchants bringing in expensive manufactured goods from Europe and taking away sugar, rum, cotton, and tobacco. Harbor fees are relatively low, a mere 3 bits per day, but expect to pay through the nose for lighters to unload your cargo and bring out ship's stores (four bits per ton is normal). The harbor is very deep, and ships can tie up to the quay and unload right into town, at a cost of five PoE a day. The beach across the harbor from Kingston is perfect for careening, and most days at least one ship is there having its hull scoured clean.

Kingston and Other Ports

Although not the haven for pirates that Port Royal was, Kingston is still one of the major ports in the Caribbean. It serves as a model for port cities throughout the world. GM's can use the information below to describe Kingston or any other port the PCs happen to sail into.

Dockside

A long stone quay serves as a tide break and convenient place to tie up small boats. The quay is built on reclaimed land, and sits about six feet below Thames Street. The street is lined with warehouses, taverns, brothels, and chandleries. Most anything needed to keep a ship afloat, or separate a buccaneer from his ill-gotten gains, can be found here. Most buildings here are half brick with timber upper stories, though some of the wealthier merchants have built all-brick or stone warehouses. Slaves are auctioned off every other Thursday.

Backwater

The backwater lies along Queen Street and in alleys behind the more substantial structures on Thames.

A lawless part of town, this is the most wild and debauched neighborhood, with the ramshackle taverns and bawdy houses that are too seedy or too cheap to be seen along the Dockside. Most buildings are little more than shacks, sometimes a lot less.

High Street and Above

Sitting along the spine of the Palisadoes and the squalor of the docks and backwater are the houses and shops of Kingston's finer residents. Here are the houses of wealthy merchants, successful

captains, government officials, and plantation owners. Tucked in and around these residences are the shops and houses of the middle class craftsmen and their families who make an honest living catering to the needs of the sailors. Chandlers, coopers, blacksmiths, jewelers, gold and silver smiths, and other tradesmen operate here. Classier taverns and brothels (very low-key) can be found here as well. The Lion and the Lilly, an inn of good repute, can be found here and provides accommodations to gentlemen of all stripes (well-paying gentlemen that is).

Forts Charles, Rupert, Morgan, James, Carlisle, and Walker These stone and brick forts surround Kingston and serve to defend the town and the harbor from invasion. Each fort mounts between fourteen and thirty-four heavy cannon (treat as 25 pdrs), and contains a garrison of around two hundred men (more in times of war, less in times of prolonged peace). Forts Charles, Morgan, and Rupert are equipped with ovens to make hot shots (cannonballs heated until they are white hot). Ft. Charles is the largest with thirty-four guns, followed by Morgan with twenty-six, Rupert with twenty-two, Walker with eighteen, and finally little Carlisle with fourteen cannon.

St. Paul's Church

The largest church serving Kingston, St. Paul's is a brick structure whose high steeple dominates the skyline. Next to the church is a small cemetery referred to by locals as St. Paul's Yard. Many a buccaneer has been laid to rest here after succumbing to wounds or fever. Despite their tendency to break every Commandment they can think of, it is not unusual for sailors to attend services, especially before leaving on a long voyage. The pastors appointed to St. Paul's are famous for their attempts to reform Port Royal and speak of the earthquake as divine retribution for the lifestyle of that debauched and infamous city.

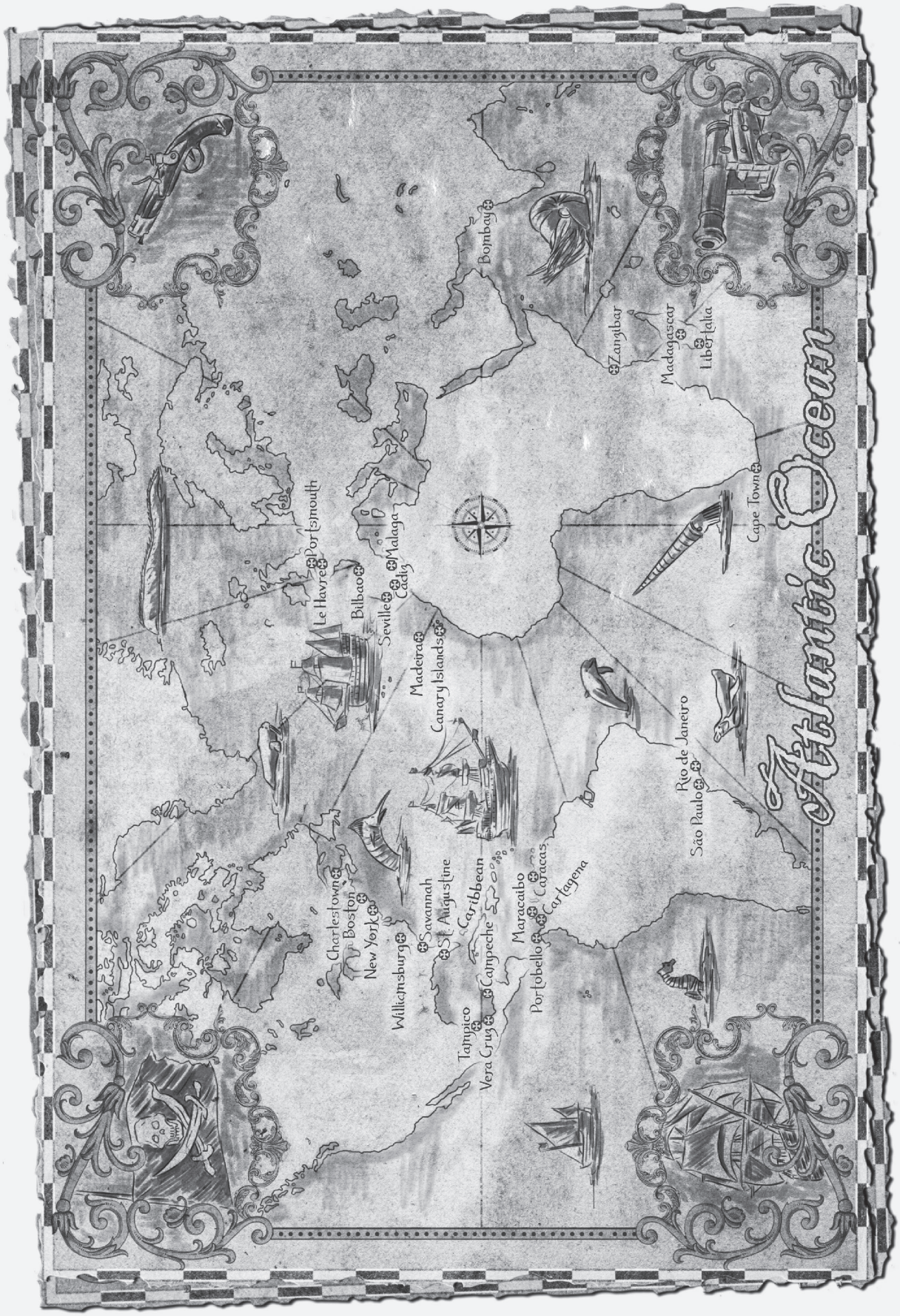
Red Headed Kate's

Kate's is a seedy tavern located close to the docks. An assortment of pirates, privateers, smugglers, criminals, lowlifes, rough necks, and other flotsam and scum wash up in here on a nightly basis. The tavern serves hot food (usually fish chowder and bread), drinks (rum, grog, beer), and a handful of ladies of the evening pay Kate a percentage to work the crowd. Most nights there is no 'official' entertainment, but it is not unusual for a group of sailors to start a shanty or break out some instruments. On such nights the place gets rolling, and a rollicking good sing a-along is had by all.

The owner and proprietor is a middle-aged former buccaneer named Red Headed Kate. She was born in Roxbury, England at least thirty-five years ago, maybe longer (just try and ask her age). Kate ran away with a young soldier and slipped aboard the failed invasion fleet Cromwell sent to take Hispaniola. Her man died of typhoid fever on the island, and Kate fled with a few others into the interior. There she met up with some buccaneers and managed to seduce and fight her way into their brotherhood. In her time at sea, Kate gained a reputation for bloodthirstiness, drinking, and unwomanly appetites. She went through at least three fortunes (having sailed with Morgan to Porto Bello, Maracaibo, and Panama) and countless lovers (many died of disease, shipwreck, or combat). Ten years ago she disappeared for thirteen months, returning with one less eye and yet another small fortune. This time she kept the money and opened a tavern; rumor says that she has doubled or even trebled her original investment.

Like many of the shops along the docks, Red Headed Kate's is a two story brick and timber structure. The tavern shares a wall with a rope maker on the left and a dry goods store to the right. There are no windows in the first floor facing the street, but the second floor has two glass windows (very expensive Austrian glass). Above the door is a hand painted sign showing a tankard and a portrait of Red Headed Kate. Behind the tavern is an alley that stretches for the whole block, and is usually crowded with crates, casks, trash and drunks. There is a locked door that leads from the alley into the tavern's back room.

The main room of Red Headed Kate's is large, smoky, and dark. A wood and iron chandelier filled with candles, scattered oil lamps on the walls, and hurricane lanterns on the tables, provide barely enough illumination. The most well-lit part of the main room is the bar, located across from the front door, which has three lamps behind it and six candle lanterns along its top. The bar itself is little more than a broad oak plank laid across three wooden saw horses. Above the bar is a row of shelves holding the more expensive booze, namely a few wine bottles. On the floor are three large casks, one of rum, one of beer, and one of rum punch. A curtain behind the bar blocks off the backroom beyond, and next to the bar is a


Atlantic Ocean
Portsmouth
Le Havre
Bilbao
Seville
Cadiz
Malaga
Madeira
Canary Islands
Bombay
Zanzibar
Madagascar
Libertalia
Cape Town
Rio de Janeiro
São Paulo
Charlestown
Boston
New York
Williamsburg
Savannah
St. Augustine
Caribbean
Campeche
Tampico
Vera Cruz
Maracaibo
Portobello
Caracas
Cartagena

narrow, steep set of stairs leading up to the second floor.

There are fifteen tables in the main room, all simple, plain affairs with benches for seats (comfortably seating six; eight at the most). Two of the tables are pushed against the side walls; these are smaller (they only seat four) and are in the dimmest part of the main room. Thousands of sailors have passed through the tavern over the years, and each seems to have been compelled to carve something into the tables or benches, and occasionally the walls. Names, dates, ships, ports of call, favorite street girls, rude sayings, bits of verse, and the occasional literary or religious quote can be read alongside vague scratching and crude drawings.

At the top of the stairs is a short hallway that runs the length of the rear of the second floor. Two oil lamps hung on the walls provide light. Halfway down the hallway there is a T intersection and a second hallway that runs from the back to the front. Two oil lamps light this hall as well. Off the hall are four doors, two on each side, that lead to private rooms.

Each private room is sparsely and cheaply furnished. There is a straw-filled mattress on a frame and lashing bed, a single table and chair, and a candle on the table for light. The two front rooms have windows (and go for more money). Bedding is changed as needed – which means never – and the rooms are cleaned every New Year's Day, whether they need it or not. The doors to the private rooms are not of the greatest quality, and do not have locks.

The curtain behind the bar leads to a small storage room in the back of the tavern. Here there are at least two more casks (rum and beer), a copper tub (cleaned once every, oh, ten years or so) used to mix rum punch, a door to the back alley, and a trapdoor in the floor that leads to the basement. The basement barely deserves such a mention, as it is little more than a roughly shored-up hole dug in the sand and coral. The ceiling is a little less than six feet above the dirt floor, and the space is just barely large enough for a tall man to stretch out his arms. Down here are the more expensive bottles of wine and port, and additional barrels of rum and beer.

Behind a cask of rum in the basement is a carefully concealed (-20% to Spot) door. The door is simply a three foot square piece of wood blocking off a narrow tunnel that leads from the basement of the tavern, under the alley, to the basement of a boarding house on the other side. Kate owns the boarding house and lives in the garret at the top of a set of private stairs that lead from her room to the secret basement.

To those who have knowledge of the Unseen, a few more details can be added. Inside the basement is a ritual space and tools for the practice of Voudou. This is a safe house hidden in the basement for the Brethren of the Coast, for Red Headed Kate is their agent in Kingston, operating under a contract she signed in Libertatia during her long absence.

The Ruins of Port Royal

Beneath the clear blue waters of Kingston Bay are the ruins of Port Royal, a tumbled collection of half- ruined buildings and still standing edifices. There are some multistory buildings that are mostly intact, if a bit worse for wear. Rumors in Kingston say that the ghosts of the buccaneers haunt these ruins and drag the unwary down into the depths. Others report having seen spectral figures of wanton women floating across the bay on moonlit nights. Tales abound of Morgan and other buccaneers having hidden treasure in the ruined buildings, now buried under fallen stone, rotting timbers, and a hundred feet of water.

There is truth to these rumors, for the ruins are haunted by the ghosts of those killed that fateful day. They are also inhabited by various nasty entities from the Unseen, for the massive death and traumatic destruction of a city so filled with vice and greed has created a thin place in the boundary between the Seen and Unseen. This does not accord to Queen Nari'th's plans, however, for she wanted the ruins for herself, and especially one treasure now lost somewhere in the watery grave of Port Royal: a crystal skull similar to the one that King Juan of Bimini owns. Not only has the skull eluded those searching for it, but the ruins are not entirely in the hands of the mermaids. The ghosts fight the mermaids, and the other things that have come through battle any and all who oppose them for dominion over their new territories.

Charlestown and the Outer Banks

As the end of the buccaneering days dispersed and fragmented the pirates of the Caribbean, new haunts and places to sell loot were needed. One of the best places to unload stolen merchandise, refit a ship, carouse a crew, and lie low is the growing city of Charlestown in the South Carolina colony.

Not only is the port friendly to pirates, but the local government is in league with the scoundrels and the nearby Outer Banks are filled with hidden inlets and bays that are perfect places to hide a ship.

The governor of the South Carolina Colony, Robert Daniel, is heavily involved with the smuggling and sale of pirate loot. He has forged a close relationship with the notorious pirate Blackbeard. In fact, Daniel is more than the occasional benefactor of ill-gotten gains; he is one of a consortium of wealthy men in the British Colonies who is actively financing Blackbeard's mundane piracy and quest for mystical might. They hope to profit from both, but should Blackbeard achieve any great measure of mystical might it is unlikely that he will share it with his 'allies'. These rich men, in addition to funding and protecting a known pirate, are sorcerers engaged in both individual and collective works, most notably research into the defunct occult fellowship known as the School of Night.

The Outer Banks are a chain of islands ranging in size from small sandbars to long, narrow islands over fifty miles long. This chain of islands stretches over two hundred miles from southern Virginia along the coast of the Carolinas. At the far northern tip of the chain is Roanoke Island, the site of the School of Night's failed ritual. Since then, these islands are riddled with not just thin places, but actual holes between the Seen and Unseen, and are a favorite hunting ground for strange creatures and those who delve into the mystic arts. It is rumored in occult circles that the lost Seventh Spring was located somewhere in the area, and might be found and reopened.

GM's Note

Blackbeard is destined to die in the Outer Banks at Ocracoke Inlet. This is all part of his plan, for his researches has shown that if he properly prepares a ritual of great power he can rise from death as a god-like being. For this to occur, he must be slain by a true hero at a hole in the barrier between the Seen and Unseen. This will happen in the near future, your campaign permitting.

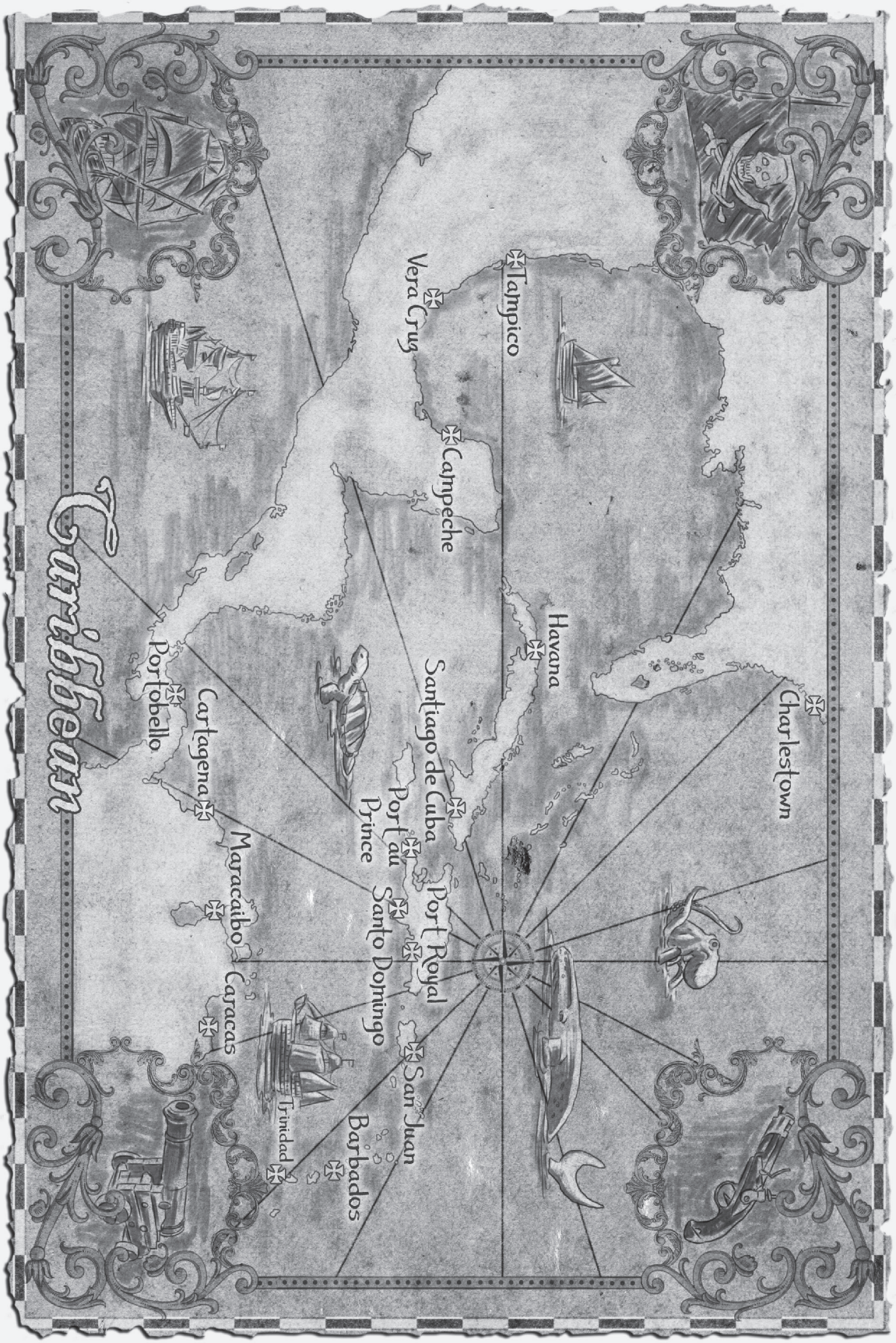
New Providence

Tortuga has gone legit and Port Royal has fallen into the sea, so the pirates of the New World have simply relocated to new havens and better hunting grounds. New Providence is a long, narrow island in the Bahamas, one of several in that island group. It is a haven for piracy, lying outside of any formal jurisdiction (though claimed by the British and 'governed' by the colony on Grand Bahama). Its location in the Bahamas, a poorly charted area, adds to the appeal of the island as a hidden base. Its proximity to the Florida Strait and the shipping using that passage, especially Spanish treasure ships, increases New Providence's popularity among pirates.

The port of Nassau is the best anchorage on the island, and one of the best in the Bahamas. Although somewhat shallow, the bay is wide and protected, allowing many ships to lie at anchor in its shelter. A town is growing rapidly on the profits of the pirates, though Nassau is a far cry from the grandness and debauchery of Port Royal at its height. A stone fort mounting four twenty-four pounders protects the bay and city from attack by sea, but the jungle and forest beyond are unguarded.

The Six Sacred Springs

The Fountain of Eternal Youth that Ponce de Leon found and corrupted is not the only magic spring in the New World, but is just one of seven sacred springs. These springs are spread across North America, South America, and the Caribbean, but thanks to the actions of King Juan, they are all becoming corrupted by his greed and wickedness. Of these six, only five remain, the seventh having been sealed up and destroyed millennia ago. The Undying King of Bimini does not know about the other five, though it is certainly only a matter of time before he learns of them. It is up to brave men and women, possibly the Brethren, to


Caribbean
Tampico
Vera Cruz
Campeche
Havana
Charlestown
Santiago de Cuba
Port au Prince
Port Royal
Santo Domingo
San Juan
Barbados
Trinidad
Maracaibo
Caracas
Cartagena
Portobello

uncover the nature of these thin places, and find a way to purify them, guard them, or destroy them.

Great Blue Hole

Forty-three miles off the mainland of Central America, not far from where English and Scottish loggers have established a small colony, lies the Great Blue Hole. The Hole is in the middle of large atoll formed by an ancient coral reef. This sinkhole reaches down deep into the Unseen, emptying out into a similar formation on the other side. As such, it forms a natural conduit between the two realities, one that anyone or anything can use to travel between.

It is from this hole that the first crystal skull emerged into our world, flying forth as if spit out of the Unseen by a great force. This creates a double link between the Great Blue Hole and the Fountain of Eternal Youth, allowing the corrupting influence of King Juan to spill out both ends of the Hole. A small fortress manned by corrupted Calusa and a handful of Los Eternos allows the Undying Ships of Bimini to operate in the Western Gulf and surrounding lands. The atoll and neighboring islands are rapidly becoming much like Bimini: filled with pestilence, decay, and warped animals, as is the area around the Unseen mouth of the Hole.

The Dolphins Know

That's right gentle readers, the dolphins know about the Unseen. In fact, they can work something similar to Voudou through their own spirit kin on the other side. How much or little you want to use this in your games depends on the nature of the campaign, but in general the dolphins can be used as mysterious good guy cavalry who just may (for their motivations are alien to surface dwelling minds) come to the rescue of good hearted men and women who sail the sea. Mighty leviathans might swim up from the Unseen depths to steer Brethren towards the means to combat King Juan and cleanse the Whale's Footprint. Then again, for a really interesting role-playing challenge, a dolphin maybe played as a PC.

DOLPHIN PC

Dolphins have the standard amount of points to spend on characteristics, but begin with the following base numbers, as opposed to the natural 10 of human characters:

STR 12	CON 12	SIZ 16	DEX 12
POW 10	INT 10	APP 0	EDU 0

Dolphins are large, strong and have agile bodies. Their minds are complex and equivalent to that of humans, but they do not understand nor engage in formal education. Their personalities are alien to humans, and vice versa, and although the two species can get along there are still many difficulties obstructing their interaction.

Languages: Dolphins speak the language of Cetaceans, though they can learn human tongues. Dolphins can't physically speak human languages, but they have special rituals that allow them to communicate mentally with humans to a range of sixty feet. It is assumed that all dolphin PCs have mastered this ritual and can perform it at will for no cost.

Species Skill Bonuses: +20% to Knowledge (Naturalist), Knowledge (Occult), and Swim.

Occupations: Most dolphins are hunters, though some practice a magic similar to Voudou (treat as Voudou, but the names of the Loa are different and no ritual benefits from the addition of material elements).

Special Abilities:

Aquatic: Dolphins are natural swimmers and need only make skill rolls in extreme situations or when making acrobatic stunts. Naturally, they may not take Climb or any other skill that would involve long times spent on land or the use of hands. A dolphin cannot support its own weight when out of the water, and will die of internal injuries and dehydration within hours of being removed from the water.

Sonar: Dolphins can use their Sense skill with a +50% bonus to locate objects and creatures under water. This sonar allows them to use Navigate underwater with no penalty for lacking the proper tools.

Fins: Dolphins do not have hands and can't manipulate objects save through gross carrying or pushing using their flippers and beaks.

Swim Between: Dolphins are gifted with the ability to swim through thin places between the Seen and Unseen. A dolphin take a moment of concentration and spend 5 PP to transition between realties at Thin places.

Beak: A dolphin's bite inflicts 1D6 +1/2 db damage.

The Well of Sacrifice

Once upon a time the Well of Sacrifice was an important locale for the curing of mental distress and illness. People from across the New World would come to this natural spring on the coast of Yucatan bearing objects that were to contain their illness. The shamans and priests who formed a community at the Well used their magic to draw the pain and sickness out of the pilgrims and into the objects, then cast those objects into the Well. The power of the Well would cure the pilgrim, and in time, destroy the illness embedded in the objects.

With the wave of transforming energy that swept the world after the failed ritual of the School of Night, the Well of Sacrifice was altered, and altered further by the death of its priests at the hands of Spanish conquistadores and the corrupting influence of King Juan. Now the Well, made sentient by the powers sweeping over it and the madness locked in its depths, demands sacrifice of those who come there; not mere objects or animals, but humans. In return it does not cure, but gives madness and power. A small cult is growing around the Well, and it's insane, but supernaturally powerful, servants are beginning to move along the Spanish Main, sowing death and insanity in their wake.

The Whale's Footprint

This 'Spring' stretches the meaning of the word, but its nature as a hole linking the Seen and Unseen places the Whale's Footprint firmly with the other Seven. The Whale's Footprint is a large area of water roughly twenty yards across that is a deeper blue than the surrounding ocean. It floats around, sometimes moving with the currents, other times against them, but always undulating with the waves that flow across its surface. The Footprint opens a hole through to a portion of the Unseen Sea filled with spectral cetaceans, possibly the gods of the dolphins and whales. In fact, the mundane creatures themselves may be entities of the Unseen that long ago drifted into our reality, becoming flesh and blood natives. Like most creatures whose origins lie in the Unseen, cetaceans of all kinds can easily swim to and from the Unseen through the Whale's Footprint.

The influence and corruption of King Juan is beginning to effect the Whale's Footprint despite the cetaceans constant attempts of to fight back. Something must be done soon, but as they are confined to the sea and King Juan's palace is so far inland, many whales and dolphins on both sides of the boundary are beginning to despair.

Well of Sorrows

Long ago this well was known as the Well of Hope, but the coming of the Europeans and the actions of King Juan changed it, possibly for all time. Located on the island of Hispaniola, the Well was first damaged by the Ritual of Roanoke, then further injured by the psychic backlash of the destruction of the Arawak people and the subsequent importation of slavery. When King Juan took control of the Fountain of Eternal Youth, the damage was increased. Today, visitors to the well are subject to intense feelings of despair that can easily overwhelm them and drive them to madness and suicide (resisted by a POW vs. the well's POW of 24; failure results in a loss of 2D10 SAN). So far the Well has not found a human or Unseen entity to manifest its corruption like the Fountain of Eternal Youth has, but is only a matter of time.

Other Places of Mystical Importance

FIREWATER POND

Several sites of great mystical import can be found on the island of Jamaica. Firewater Pond lies outside of the ruins of Port Royal, down a barely visible track through the jungle. This natural hot spring gets its name from the flammable gasses that float up from the depths below, and this effect is enhanced by the junction of two mystical lines of energy. These gasses, if lit, burn with bright yellow and blue flames on the surface of the water. Water from the pond can be taken and, if used within thirty- three hours, has the following effects: +1D6 to damage from any fire based mystical action; lower the difficulty of summoning a fire based spirit or elemental by one difficulty level; if drunk, the water deals 1D6 fire damage but yields 1D8+2 Power Points. The water can be used in various alchemical treatments and formulae, but loses its potency after thirty-three hours.

RIO GRANDE VALLEY

Tucked away deep in the Blue Mountains of Jamaica, the Rio Grande Valley is filled with a lush

Indian Ocean
Shangai
Macao
Jacarta
Bombay
Zanzibar
Madagascar
Libertalia

tropical jungle and a mystic nexus that provides a link between the here and now and the distant past. Spirits of long-extinct animals flow in and out of this nexus, occasionally manifesting in physical form. Giant insects, ferocious dinosaurs, and stranger things have been seen, and dismissed as drunken ramblings.

THE LAUGHING FALLS

On the North Coast of Jamaica lies the Dunn's River Falls, known as the Laughing Falls. Here is a mystic nexus, only this springs from joy and happiness. The Falls themselves create a musical sound as they plummet over a series of sandstone steps. The water seems to dance and cavort as it wends its way down the steps, through small pools, and finally into a large lagoon where the river gathers it's strength before heading for the sea. The waters from the Falls can be harvested and, if used within forty-nine hours, enhance any spell or potion that deals with love, joy, happiness, or play (adding +10% to the relevant skill and providing 1D6 Power Points for the casting or creation). Furthermore, visitors to the site have their emotions swayed towards the more positive, acting as an Emotion Control Psychic Power (*BRP* core book, pp. 116) with an effective POW 20. Even the most Hardened cutthroat will find himself dancing, laughing, and skipping through the waters. The effect lasts for 1D8+5 minutes, and leaves the overgrown children exhausted but elated (reduce Fatigue Points to 0 and regain 1D60+2 Power Points).

THE BLACK ROCK OF MAYBOUYA

Also on the North Shore of Jamaica, but far less whimsical, is the Black Rock of Maybouya. This large rectangular block of coral is dark grey stained with red. It is set in the center of a circle of thirteen crudely-carved slabs of sandstone featuring reliefs of the demon-god Maybouya. On each slab the Hunger that Wakes can be seen eating various victims, the features of which change to match whoever has been most recently sacrificed on his dark altar. This site acts as the cultic center for worship of the Great Cannibal Spirit on Jamaica and the surrounding islands. Its location is a secret, but one that threatens to reveal itself in an orgy of bloodshed that could engulf the entire island. It is always guarded by at least five cultists, and upwards of thirty can be found there during their master's dark rituals. Any creature sacrificed on the Black Rock transfers it's Power Points to those performing the ceremony. Simply being in the presence of the Black Rock opens a person's soul to the power of Maybouya, allowing him to exert his dark influence upon their minds (effect is as per the Emotion Control Psychic Power found on page 116 of the *BRP* core book, effective POW 15). Those succumbing to this vile influence find themselves prone to acts of violence and revenge. The effect wears off after three hours away from the site.

LA GROTTE AU BASSIN

On the eastern coast of Tortuga, tucked away in a small grotto next to the sea, is an ancient rock carving of a fish-tailed sea goddess. The carving was made centuries ago by a Taíno cult that worshipped Nari'th, the Queen of the Mermaids. This dark cult was wiped out centuries ago by the Spanish, but has been revived by a buccaneer named Swift Pete. The buccaneering ship Young Man's Fancy was wrecked on its way to sack Portobello with Henry Morgan. Swift Pete washed up on the shores of Punta Majagua and was taken in by the mermaids living there. Instead of being fattened up for the slaughter, he was taken to the Queen herself, who seduced and corrupted him to her service.

Three years later Swift Pete returned to Tortuga in the company of a beautiful woman he introduced as his wife, Mina. He told a harrowing tale of adventure, shipwreck, lost cities of gold in the jungles, and meeting Mina. The treasure the pair had in their small launch attested to at least part of this story. With that wealth (and Mina's subtle seduction of key citizens) Swift Pete managed to establish himself as a major figure in the town, buying an expansive tobacco plantation in the Middle Country, and backing several buccaneering and privateering expeditions.

The two set about establishing the Nari'th cult on the island. La Grotte au Bassin is a natural conduit of mystic power (double Power Points regained at the site) aiding and bolstering attempts to call the deadly lusca (increasing the roll to call lusca to POWx5). Mina is a powerful sorceress (being a native creature of the magic-infused Caribbean, she does not suffer penalties for sorcery use). Many of Cayona's most prominent citizens, and some of its most ruthless scum, are members of this dark cult, intent on subverting the entire island for use as a staging ground for the Mermaid Queen's invasion of the surface world. The

cult's practices include orgies, unnatural acts, and bloody sacrifices to both mermaids and lusca.

TROU D'ENFER

This large, dank cave is feared throughout the island, it's very name (Hole of Hell in English) is an excellent description. The entrance is small, barely a crack in the mountainside, which leads to a narrow (two foot wide by six foot high) thirty-five yard long passage. After sliding through this passage, the cavern opens up into a large gallery filled with stalactites and stalagmites. The cavern's edges are lost in even the brightest lantern light. At the center of the cavern lies a six by three foot basalt slab, an oddity inside a limestone cave.

This slab, indeed the entire cave itself, was once a sacred shrine to Maybouya, the Hunger that Wakes. Five years ago agents of the Militia of the Divine assaulted the Cannibal Cult of Tortuga here and slaughtered every last man-jack of them. Reverend Mather himself stole away from his Boston home to preside over a cleansing and rededication of the site, in the name of Jesus Christ, God the Father, and the Holy Spirit. They worked to turn the cave into their own private chapel and base from which they could strike at the horrors of the night throughout Hispaniola.

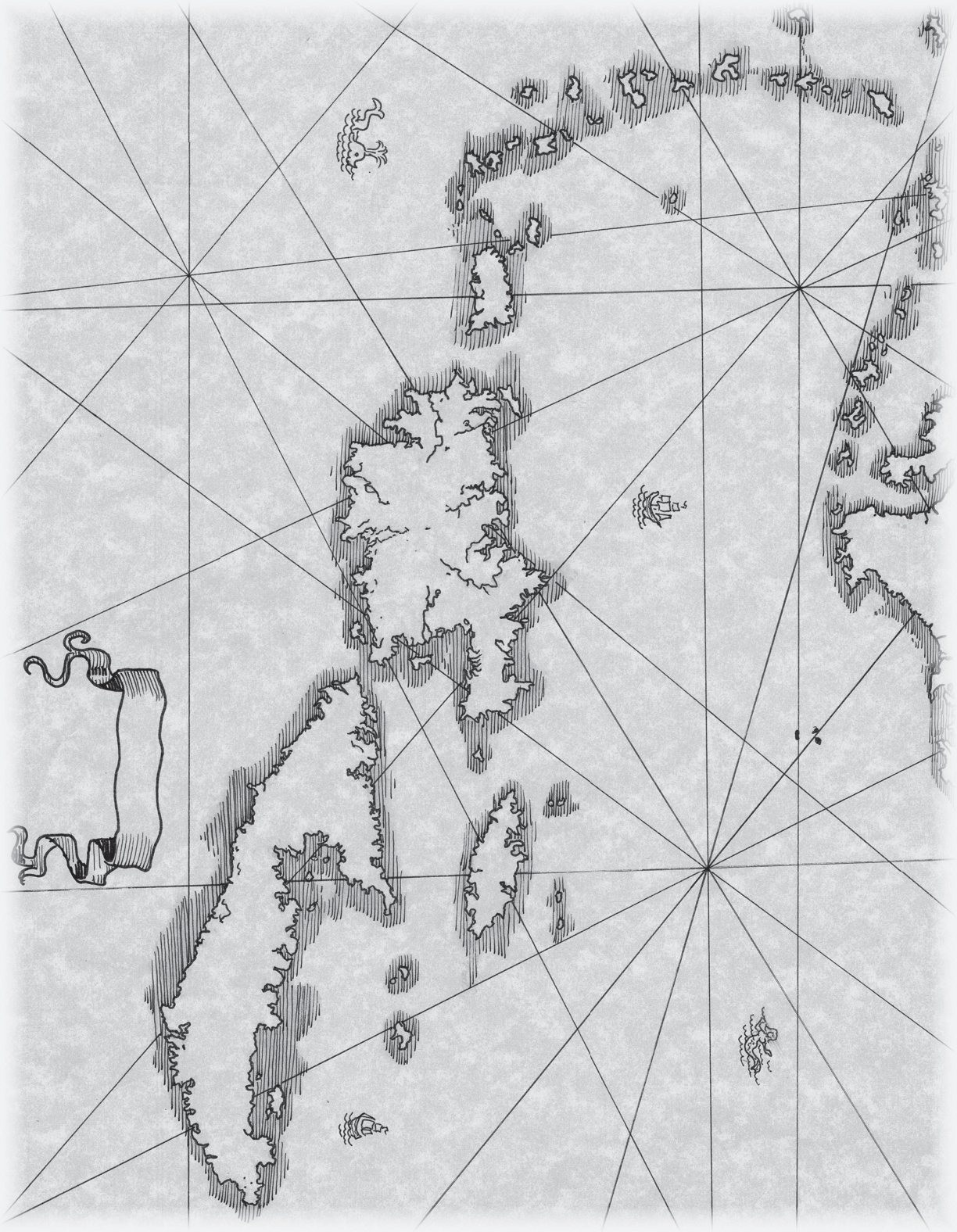
They were not entirely successful, and they have not completely purged the taint of the Cannibal God from the caverns. Slowly, stealthily, the taint has crept into the souls of the Militia stationed there, driving them to ever greater atrocities in their quest to defeat the dark forces. They have not fully turned themselves over to the worship of Maybouya yet, but left to their own devices and given time, the body and blood they symbolically consume will become all too real.

BLAKE HOUSE

This unassuming two story timber and plaster building is one of the finer boarding houses and inns in Cayona on Tortuga. It sits just two blocks off the backwater, but well within the bounds of the middle class and craftsman's parts of the town. The proprietor, a retired prostitute from Port Royal named Mrs. Blake, was married to Dan Blake, a young buccaneer. Mr. Blake died of dysentery while returning from a cruise filled with pillage and plunder, by which happy circumstance he managed not to fritter away his share. His widow received his share, plus a little extra, and used it to build her boarding house. Today she is considered one of the wealthiest independent women on the island. In keeping with her new station, she brooks no foolishness in her boarding house. Followers of her former profession are strictly forbidden from plying their trade on the premises.

This story is a lie. Mrs. Blake is simply a prostitute picked by Christopher Marlowe five years ago. Marlowe needed a safe house close to Hispaniola, but not anywhere the Spanish had control. He selected Tortuga for its proximity, and the house's location was chosen because of a minor underground mystical confluence. Due to the nature of his work, it's best if Marlowe doesn't have a connection to any of his safe houses, but he needs to know that the place is looked after, so Mrs. Blake's employment.

Blake House has a secret room in the basement, behind the woodpile and next to the washbasin. By manipulating a hidden catch in the stone wall, one can cause a three by six foot section of that wall to slide inwards and to the right. Behind this secret door lies Marlowe's safe room. Inside the room is a bookshelf containing a collection of occult tomes, a bed, a plain table and chairs, and a rack of assorted weapons. The mystic convergence increases the rate at which Power Points are regained by 50%. Mrs. Blake knows that Marlowe is her silent benefactor, and that she is required to provide any aid he requests during his infrequent visits. She knows that he goes into the basement and disappears, and is likely some sort of sorcerer or witch. But his money is good, and he got her off the streets without trying to get under her dress. She is very grateful for this, but somewhat distressed, as Mrs. Blake has developed more than a passing fondness for the mysterious handsome man who drifts in and out of her life.



The Governor's Commission

This adventure is set in the Caribbean and Africa of the late seventeenth century. A rough time frame is January of 1716. The date can be moved about to any time within the Golden Age of Piracy, 1650 to 1722. This adventure is supernaturally neutral, making no overt references to any of the supernatural creatures, powers, or entities in *Blood Tide*. This allows it to be played by groups that are aware and active with the Unseen, ignorant of the greater conflict around them, or somewhere in between. Some changes may need to be made for PCs with strong supernatural abilities.

The format of this adventure is linear for the first few acts, and after that the PCs can take a variety of routes limited only by their fevered imaginations. This gives the game master options to react to or encourage the player's decisions. For inexperienced game masters, the acts can simply be played in order.

The party does not need to have access to their own ship, in fact it might be a good idea to use this adventure after they've lost a ship, or at the start of their careers. The adventure begins when the party is contacted by Sir Jonathon Atkins, Governor of Barbados. The PC's should be rather notorious at this point, and Governor Atkins offers them a small bounty and a full pardon if they take a commission to capture or kill the pirate Black Jack McPhee. A different Governor, timeframe and island port can be chosen to match the needs of the campaign. Port Royal, Tortuga, New Providence, Charlestown, and Williamsburg are all good options.

Act One: An Offer They Can't Refuse

The PCs are in one of their favorite dives on Barbados, the Blue Crab, when the small common room is surrounded and filled by armed men. With leveled muskets and drawn swords, they place the PCs under arrest. PCs that resist are quickly bludgeoned into unconsciousness. They are all thoroughly searched and any weapons, money, or suspicious items are confiscated.

The Capture

As you sit around the Blue Crab, swilling your rum and flirting with the bar girls, you notice the barkeep has walked out the back door. Suddenly, the doors in the front and back of the room swing open, and several armed and uniformed black men enter, matchlock muskets with fuses lit are leveled at you. You are surrounded by a platoon of the elite West Indies regiment!

They are quickly followed by a British Officer, a stiff and formal sort with a puritan haircut. His sword is drawn and pointed at your table.

"You there, I have orders to arrest any undesirables found along the waterfront. Come along quietly and it will go well for you in court. Resist and we will be forced to subdue you."

The PC's are taken to St. Anne's Garrison outside of Bridgetown. The Garrison, as it is called, is the home of the West Indies Regiment and the governmental center of the island.

Their cell is a small ten by fifteen foot stone room beneath the fort. There is one barred window to the outside, fifteen feet up the wall. The wall looks out onto an eighty foot drop down to the cliffs and rocks below. The tide surges against

the rocks, flinging spray high into the air. The room is locked by a small door barely wider than one man, and almost as tall. The door is made of iron bound wood, has a peephole at chest level, and a sliding iron door at the floor. The peephole is one hand's breadth wide, covered with a grate, and closed with an iron slide. The door, peephole, and sliding iron door at the base are all latched from the outside with drop pins and bars. There is no light source save the single window. The cell contains fresh straw and two empty night soil buckets.

The guards are soldiers of the West Indies Regiment. There are two patrolling in the hallway and three in a nearby guardroom. The patrol passes every fifteen minutes. Shortly before sunset, the sliding iron door is opened and two wooden buckets are pushed through, one has water, and the other contains a mixture of corn mush and crab. Both have ladles and rope handles, and are not picked up until the next morning.

The next morning the cell is opened and they are brought to the governor, Sir Jonathon Atkins. The governor is fuming over communique from London claiming that there is no money available to outfit a fleet to hunt pirates. The governor is taking the task upon himself and paying from his own fortune to outfit a privateer.

The Offer

You are brought before the Governor for trial. He is a tall, thin aristocratic man in his early forties. He sits behind a wooden desk and shuffles papers back and forth. Eventually he seems to find the ones he wants, and after reading addresses you:

"Good Morrow, gentlemen. According to my records, you are (he names the PCs). This is excellent news, as I am looking for enterprising sorts such as yourselves. I have been troubled by a notorious Scottish pirate, Black Jack McPhee. Bring me back McPhee, or his head. I can offer you a full pardon, the use of a ship, three hundred guineas for expenses (300 pieces of eight), plus four hundred guineas bounty (400 pieces of eight). As governor, I will keep half of any prize money, the rest you may split between yourselves and your crew. If you refuse I will send you to the sugar fields as indentured servants.

"One caveat: I do not trust you, but believe that to hunt pirates, you send out pirates. To help allay my fears, I am sending a platoon of the West Indies Regiment with you, along with a reliable officer, Lieutenant Geoffrey Habersham."

If the PCs refuse, send them back to the cell with a sentence of twenty years hard labor. The charges are vagrancy, piracy, and general lawlessness. Let them stew for a day or two, then give them a second chance to take the Governor's offer. If they still refuse, they are taken from the prison and auctioned off as indentured field hands.

If the PC's accept, he gives them a Letter of Marque for the capture of Black Jack McPhee and his ship, the Merry Trade, and a letter of credit allowing them to draw three hundred guineas from the colony's accounts.

Their new ship, the Nanette, is a sleek, custom-built privateer of twenty-four guns named after the Governor's late wife. She was built in Deptford and sailed to Barbados under the Governor's orders. Half of the crew onboard (eight average sailors) are willing to sign on again, but the PCs need to find enough crew to fill her. They need to outfit her with supplies, food, water, ammunition (there is only three shots per gun aboard) and whatever else they can dream up.

Act Two: Finding Black Jack McPhee

Black Jack McPhee is based out of Tortuga. He generally cruises the Caribbean, though he has been known to smuggle slaves from Guinea to the Spanish Main and Cuba. The PCs would best look for him in Tortuga, though this time of year is a good season for taking slavers in the Atlantic, or buying slaves in Africa.

The following skills would prove useful for gathering information: Fast Talk, Knowledge (Region: Caribbean), Knowledge (Region: Guinea Coast), Knowledge (Streetwise), Persuade, or Status. The party need to ask around in dockside taverns, along the wharves, at brothels, and amongst slave dealers. Most seedy locations require the party to cough up some money to get information, and Bargain can come in handy. The best place to look is, of course, Tortuga. The trail can lead the party to Cuba or elsewhere. Looking the right places and asking the right people should give a bonus to skill rolls of 10-15%.

A FUMBLE YIELDS ONE OF THE BELOW LISTED PIECES OF INFORMATION:

- McPhee was last seen off the Spanish Main, probably planning to raid a small town.
- McPhee was kicked out of Cuba for smuggling and his contacts were arrested by the Inquisition.
- The Merry Trade wrecked on a small island in the Florida Keys.
- McPhee was last seen in New Providence talking about heading up to New York.

A FAILURE YIELDS NO INFORMATION.

- Successful rolls reveal some or all of the following:
- McPhee has not been seen in the area for some time.
- There are no reports of the Merry Trade for the past month.
- None of his regular crew has been seen for some time.
- McPhee put into Tortuga seven weeks ago to water and victual.
- McPhee has contacts in Cuba. Special Successes reveal the following:
- McPhee has had a string of bad luck and taken few prizes.
- As a smuggler, McPhee sometimes can put into out-of-the-way Spanish Ports.
- The Merry Trade was sighted off of Cuba six weeks ago..

A CRITICAL SUCCESS REVEAL THE FOLLOWING:

- McPhee recently purchased several sets of slaver's chains.
- The Merry Trade was in Mariel, Cuba being refitted with a 'tween deck.
- Going some time without a prize or taking anything but a few small towns near Vera Cruz, McPhee converted his ship into a slaver and set off towards the Guinea Coast. His plan was to buy slaves (difficult, as the French, Portuguese and British slaving companies have monopolies) or take a slaver on the open sea.

Act Three: Cruising off the Guinea Coast

The party eventually heads for the Guinea coast. The journey takes around three weeks; however, they should plan to have enough food and water to cruise the area for at least a month.

While cruising, they can meet with several other ships. Most are slavers making a leg of the triangle trade. A few are warships of the French and British navies on their way to various stations. Some East India Men pass along the coast but run at the sight of any approaching sail. Of greatest danger are the ships of the British and French West African Companies. These ships try to identify unknown sails and report that information to their superiors. This could result in a small fleet of armed merchantmen hunting the party down. In addition, the French frigate Espoir is cruising the waters looking for pirates and interlopers.

Eventually they will run afoul of the Espoir. They are hailed and ordered to stand to. Failing to obey this command results in a shot across the Nanette's bows. Continued obstinacy draws the full wrath of a heavily-armed frigate.

In the event that the PCs are cordial with the French, they are invited to dine with the Captain Touissant. This is a great opportunity to ask questions, and if pressed on the matter of an Scottish pirate, Touissant answers: "Ah, oui, I chased an interloper up the Senegal River a week ago. Sadly I lost him in the channels at the river's mouth. I have notified La Sage, the intendant at Dakar. No doubt he has your Black Jack McPhee even as we speak."

Taking on water and supplies is problematic. As a British ship carrying a royal commission, the party can enter the following ports (though they will not be entirely welcome): Fort James, Freetown, Sherbro, Luanda, and Benguela. Fort James is near the mouth of the Senegal River, but near the French ports of Dakar and St. Louis and the Portuguese Ports of Chacheu and Bissau. Sherbro is further south, Luanda and Benguela are in the Angola region. However, these are great places to seek out news (+ 10% to 15% to rolls depending on the situation).

A FUMBLE YIELDS ONE OF THE BELOW LISTED PIECES OF INFORMATION:

- McPhee was last seen off the heading south, possibly to hunt in the Indian Ocean.
- McPhee was run up on the shore during a storm, he and his crew were eaten by cannibals.
- The Merry Trade took a load of slaves and is headed to the Carolinas.
- McPhee was last seen in Fort James talking about trying his luck in the Mediterranean. A failure yields no information.

SUCCESSFUL ROLLS REVEAL SOME OR ALL OF THE FOLLOWING:

- McPhee is well known as an interloper and deals mostly with the Wolof tribe.
- The Merry Trade passed here two weeks ago and is headed towards the Senegal River.
- Tight patrols by the new French Intendant, La Sage, have driven the pirates to other waters

SPECIAL SUCCESSES REVEAL THE FOLLOWING:

- McPhee has been having trouble with the natives, he just doesn't treat them respectfully.
- McPhee is rumored to have angered the Wolof king.
- The Merry Trade passed by here a few days ago heading west, she was carrying a heavy load, but had few men on deck.

A CRITICAL SUCCESS REVEAL THE FOLLOWING:

- McPhee tried to double cross the Wolof king, he was captured but his ship got away.

The main risk on this cruise is disease. The coast is renowned for its deadly pathogens, including Malaria, Yellow Fever, Dengue Fever, Typhoid Fever, and Cholera. Each week or part thereof spent ashore requires each PC and each crew section to make a Luck check. Those who fail are exposed to one of the above diseases. Consult the section of diseases on page XX.

Act Four: Meeting with the Merry Trade

If the party has found no leads, have them come across the Merry Trade somewhere off the Guinea Coast.

Sail Ho!

After a few weeks of cruising the coast looking for the Merry Trade the lookout calls, "Sail Ho!" It's the Merry Trade herself, sailing on the trades and bound west. She is sitting low in the water and has fewer cannons than normal on deck. Her crew seems shorthanded.

The PCs will, naturally, try to take the Merry Trade. She'll attempt to flee, but being much slower and short on crew, she can easily be overtaken. If there are any survivors after the battle, they can be questioned. If not, then the ship's log reveals her recent misadventures. The PCs can send a prize crew aboard and hope the Merry Trade makes it back to Barbados.

Confession of a Pirate

Aye, most o' the crew has died o' illness, er in a fight wit da Wolof on a de Senegal River. Capon McPhee he tried to double cross that King Naagto and was taken. We lot slipped on wit da ship, and 'lected Henry Natch the captain.

Act Five: At the Court of King Naagto Aram Brak

Black Jack McPhee greatly annoyed the king during his visit to purchase slaves. Undercutting the French, McPhee drove a good bargain, but was far too pompous and arrogant for the king's taste. When the Merry Trade was set to sail, Wolof warriors rushed her. In the ensuing struggle, McPhee was knocked unconscious and captured. He is currently being held until he is ransomed or turned over to the French. King Naagto is using his prisoner as leverage against the French and hopes that the English want him back.

The PCs somehow have to get McPhee out of the King's Compound and back to their ship. They can try to negotiate with King Naagto, attempt a daring rescue, or purchase him from the French.

King Naagto likes having a European captive. Every day he parades McPhee in front of the court dressed as a baboon. The French want McPhee, and not giving him to them amuses him and greatly annoys them. The king will only part with his favorite plaything for a high price. The PCs can bargain with the king, but he won't settle for less than twelve cannon, fifty muskets and three hundred pounds in trade goods. He won't take money, since he is already rich.

The French want to hang McPhee as an example to other interlopers and pirates. They plan to send his head to Paris. Jean La Sage is under orders to show that he is doing something about English pirates and smugglers, and is not going to part with McPhee.

McPhee just wants to escape. He'll gladly go with the PCs, even if they threaten to take him back to Barbados. After all, the chance to escape can come later.

The King is guarded by three hundred Wolof Warriors and a crack King's Guard of fifty men. Jean La Sage has a detachment of twenty French Royal Marines. They are ordered to prevent any rescue attempt.

To gain an audience with the king, the party must first navigate the dangers of the court. Etiquette, bribery, bluffing, or simple displays of wealth and power can help smooth the way. Threats or the use of force are meet with a curt dismissal or overwhelming violence, as suits the situation. The party should not try to shoot their way in and out, thought if this is the style of campaign being played, by all means give it a try!

There are many nobles to pass before the party can meet with them king. Skill checks should begin as Easy, and increase in difficulty as they meet with higher and higher officials of the court. A minimum of three nobles is suggested, but this should be raised or lowered based on the nature of the party and the campaign. Getting to the king requires a certain degree of waiting and frustration, all the while with La Sage floating around, uncertain of the party's motives and acting to block their actions.

If the party gains an audience with the king they are brought to his audience area, an opulent outdoor pavilion. The pavilion is rectangular in shape, with the king and his golden throne at one end, nobles and Royal Guard along two sides, and an open area across from the king for those bringing suit before him. Only the king is allowed to sit in a chair, all others must kneel or sit on reed mats covered with rich carpets. Servants are plentiful, and no one goes without food or drink.

A Pirate's Disgrace

"I have no reason to give up my favorite pet, he is very entertaining. Send out the baboon!"

Two Royal Guards lead Black Jack McPhee into the court. He is ragged and dirty, his skin is sallow, and he looks horribly underfed. The once-feared pirate is now dressed to look like a baboon, complete with a red- painted butt. He is led by a long chain attached to an iron collar around his neck, and forced to walk on all fours.

McPhee is led to the King's throne and forced to sit on his haunches, monkey style. The king claps his hands, and a tray of rotted fruit is brought by a serving girl. As the king tosses bits of decayed banana, coconut, papaya and mango in the dirt, McPhee hungrily gobbles it up.

"You see, I have a rare creature, a white baboon. To part with him would bring me great sadness. Besides, his presence irritates La Sage, who would send this magnificent beast to the King of the French.

"But I may part with him; he does get a bit dull, after a time. It will irritate la Sage even more if I sell him to you English. I will accept twelve cannon, fifty new muskets and three hundred pounds in trade goods. I will not take your money, as I am already far richer than you."

At this point several options present themselves to the party. They can attempt to negotiate and talk the king down to a lower price, they can try to strike a deal with La Sage, or they can attempt a daring rescue of the Scottish pirate. In the latter case see the map of the King's Compound and surrounding town. Negations should be resolved through good role-playing and appropriate social skill checks.

Act Six: Return to Barbados

Once the PCs have McPhee (however they managed it), they must now evade the French. La Sage sends word to the Espoir to stop the party's ship; if possible, he'll board before the pursuit. The French are based on an island just off the coast.

McPhee will try to suborn the PCs crew and take over the ship. This can be countered by the PCs having higher Reputations, or keeping him

secluded. Separating McPhee's head from his body is an excellent choice.

If successful in their efforts to bring in McPhee, the PCs receive their reward and the opportunity to buy the Nanette at a discount. They can sail away in her For a mere twelve hundred guineas. They can sell the Merry Trade and her human cargo in exchange for one thousand guineas; seven hundred for the ship alone. Sir Atkins will likely call on the party again, giving them small missions in exchange for a small reward

A total of 50% in Reputation, divided among the PCs as they see fit, is rewarded for the taking of the Merry Trade and the capture of Black Jack McPhee. Everyone's fame with the British will rise by 15%, while their fame with the French will decrease by 5%. This assumes they didn't do anything too rash…

NPCs

West Indies Soldier

The West Indies Regiment is comprised of freed slaves. The rank and file is chosen for their physical hardiness and intelligence. They are tall, very dark skinned, with close cropped hair and clean shaven faces.

These soldiers were once slaves, and some of them were brought from Africa. They are considered reliable and courageous, though many British officers believe that a posting to the regiment is career suicide. They certainly do their best with antiquated equipment and out of place uniforms.

West Indies Soldier

STR 15	CON 14	SIZ 15	INT 13
POW 11	DEX 13	APP 13	EDU 8

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: none

Attacks: Matchlock Musket 65%, 1D60+4 (impaling)
Grenadoe 40%, 2D6 for 4 yards, knockback)
Small Sword 50%, 1D6+db (impaling)
Fist 45%, 1D6+db (crushing)

Skills: Brawl 45%, Climb 50%, Command 25%, Dodge 40%, First Aid 40%, Grapple 50%, Hide 35%, Jump 35%, Language (English) 65%, Listen 45%, Spot 45%, Stealth 40%, Strategy 20%, Throw 40%.

Equipment: Their uniform consists of a red coat lined with blue, buff waistcoat, green trousers and hose, leather shoes, buff cross straps, white cravat, and black round hat. They carry a matchlock musket with rest, twelve 'apostles', a shot box, a haversack, and a small sword.

West Indies Officer

Officers are the younger sons of the aristocracy or middle class men who have bought a commission. They are clean shaven and represent a cross section of British society.

Service with the West Indies Regiment is less prestigious and more dangerous than service in Europe or India. Some see it as the end of a career; after all, you are commanding a bunch of ex-slaves. Because of this, most of the officers are from less affluent and connected families or are terminally inept. Most officers die in service, the main killer is disease; savages, pirates, and England's enemies make up the rest.

West Indies Officer

STR 13	CON 15	SIZ 14	INT 16
POW 13	DEX 16	APP 14	EDU 12

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: none

Attacks: Small Sword 65%, 1D6+db (impaling)
Flintlock Pistol 55%, 1D6+1 (impaling) Fist 45%, 1D6+1D6 (crushing)

Skills: Brawl 45%, Climb 50%, Command 65%, Dodge 40%, First Aid 40%, Grapple 40%, Hide 35%, Jump 35%, Language (English) 85%, Language (French) 65%, Language (Latin) 40%, Listen 45%, Spot 45%, Stealth 40%, Strategy 65%, Throw 40%.

Equipment: An officer's uniform consists of a red coat lined with blue, buff waistcoat, green trousers and hose, leather shoes, a blue sash, white cravat, a periwig, and black hat with a yellow feather. He carries a brace of flintlock pistols and a gilt small sword.

Sir Jonathon Atkins, Governor of Barbados

Sir Jonathon is a tall, thin aristocratic man in his early forties. He is spare and severe in demeanor. His hands are always ink stained.

A former bon vivant and confident of King Charles II, Sir Atkins is now a harsh and

demanding man. The death of his wife left him with a young daughter and a deep repentance of his past libertine ways. Now, he serves vigilantly as a colonial governor, reaping a small profit while trying to clean up the islands.

Sir Jonathon Atkins

STR 11	CON 12	SIZ 12	INT 17
POW 16	DEX 14	APP 14	EDU 15

Move: 10

Hit Points: 12

Damage Bonus: none

Armor: none

Attacks: Small Sword 55%, 1D6+db (impaling)
Small Flintlock Pistol 35%, 1D6+1 (impaling)
Fist 25%, 1D6+db (crushing)

Skills: Appraise 55%, Bargain 65%, Command 65%, Dodge 45%, Etiquette (Cultured) 65%, Knowledge (Business) 55%, Knowledge (Law) 65%, Language (English) 85%, Language (French) 65%, Language (Latin) 65%, Literacy (English) 85%, Literacy (French) 65%, Literacy (Latin) 65%, Persuade 55%, Strategy 65%, Throw 40%.

Equipment: The governor wears a small sword and carries various papers. He keeps a small pistol hidden in his coat pocket.

Lieutenant Geoffrey Habersham

Lt. Habersham is clean shaven and clean limbed. His hair is cut in a round-head style. He does not grin, only grimaces.

Habersham went to serve the in the West Indies Regiment for one reason and one reason only: as the son of a strict puritan family he had no chance for promotion or acceptance in the more popular regiments. He deplores the license and debauchery he sees in the Islands, and prays fervently for the strength to overcome his wicked temptations.

Lieutenant Geoffrey Habersham

STR 13	CON 15	SIZ 14	INT 16
POW 13	DEX 16	APP 14	EDU 12

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: none

Attacks: Small Sword 75%, 1D6+db (impaling)
Flintlock Pistol 65%, 1D6+1 (impaling) Fist 45%, 1D6+db (crushing)

Skills: Brawl 45%, Climb 50%, Command 75%, Dodge 55%, Etiquette (Cultured) 45%, First Aid 40%, Grapple 40%, Hide 35%, Jump 35%, Language (English) 85%, Language (French) 65%, Language (Latin) 40%, Listen 45%, Spot 45%, Stealth 40%, Strategy 65%, Throw 40%.

Equipment: An officer's uniform. He carries a brace of flintlock pistols and a gilt small sword.

Crew of the Merry Trade

The crew of the Merry Trade are a motley and scurvy band of pirates. They are the dregs of Port Royal, Havana, Tortuga and other ports. They are dressed in castoffs and old clothes. In general, they present a menacing but bedraggled image.

Crew of the Merry Trade

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 8

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+1D6 (impaling)
Cutlass 55%, 1D8+1+1D6 (bleeding)
Fist 50%, 1D6+1D6 (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (English) 50%, Language (Spanish) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. In the ship's arms locker there are 5 muskets, 10 braces of pistols, 5 boarding pikes, and 8 grenadoes. No single crewman has more than 1D8 pieces of eight on him.

Black Jack McPhee

McPhee is a large man with a thick mane of curly red hair, green eyes, and sunburned skin. His imprisonment has left him dirty and disheveled.

Black Jack McPhee

STR 14	CON 15	SIZ 18	INT 15
POW 13	DEX 14	APP 15	EDU 8

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: none

Attacks: (once he gets his hands on weapons)
Pistol 50%, 1D6+1 (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db, bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (English) 50%, Language (Spanish) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: McPhee has only the clothes on his back: a white shirt and tattered trousers.

King Naagto Aram Brak

The King has lived a good life and it shows. His face is always cordial and he seems ready to break into a smile at any moment. His joviality hides a quick and cunning mind.

King Naagto Aram Brak

STR 14	CON 14	SIZ 21	INT 15
POW 14	DEX 15	APP 15	EDU 12

Move: 10

Hit Points: 18

Damage Bonus: +1D6

Armor: none

Attacks: Broadsword 75%, 1D8+db (bleeding)
Grapple 75% (special)
Fist 75%, 1D6+db (crushing)

Skills: Command 55%, Dodge 40%, Etiquette (Wolof) 65%, Knowledge (Islam) 55%, Knowledge (Wolof Law) 55%, Knowledge (Region: Senegal) 65%, Language (Arabic) 55%, Language (French) 55%, Language (Wolof) 60%, Literacy (Arabic) 55%, Perform (Ceremonies) 65%, Perform (Poetry) 55%, Persuade 85%.

Equipment: The King's wears the finest embroidered silks, a leopard skin robe, and his arms and neck are draped in gold. He has many ivory pendants and large emerald rings.

Wolof Warriors

Wolof warriors are the rank and file of the kingdom. They are armed and dressed like an average Wolof, save that their clothing is a little finer and they wear a leather 'breastplate'.

The warriors obey their king, but won't give their lives needlessly. They won't run from a fight, but seek cover if it seems prudent.

Wolof Warriors

STR 16	CON 14	SIZ 15	INT 11
POW 13	DEX 16	APP 13	EDU 8

Move: 10

Hit Points: 15

Damage Bonus: +1D6

Armor: 1 point hide protecting the chest

Attacks: Short Spear 65%, 1D6+db (impaling)
Short Spear, thrown 75%, 1D6+1+1/2db (impaling)
Primitive Shield 65%, 1D6+db (knockback)
AP 10 (note: firearms halve AP)
Axe 55%, 1D8+2+db (bleeding)
Self-Bow 55%, 1D6+1+1/2db (impaling)
Grapple 65% (special)
Fist 65%, 1D6+1D6 (crushing)

Skills: Climb 75%, Dodge 40%, Hide 45%, Jump 45%, Knowledge (Region: Senegal) 55%, Language (Wolof) 60%, Listen 55%, Sense 60%, Spot 65%, Stealth 60%, Swim 55%, Throw 65%, Track 70%.

Equipment: The common warriors are equipped with either a spear or axe and shield, or an axe and bow. They are dressed in loose white cotton clothing and a leather breastplate.

King's Guard

The King's Guard are the elite of Wolof warrior society. They are tall, handsome and proud. The King's Guard are the best equipped and trained of the Wolof warriors. They have undergone rigorous testing, each being not just an accomplished fighter, but a skilled hunter and courtier. Each is the son of a noble family.

The Guard obeys the king without question and will die for him. They are the vanguard of any Wolof attack, and seek to gain as much personal glory as possible.

King's Guard

STR 16	CON 16	SIZ 18	INT 12
POW 14	DEX 17	APP 15	EDU 10

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: 6 point chain vest (protects chest and abdomen), 2 point leather and bone helmet (protects head)

Attacks: Round Shield 75%, 1D6+db (knockback)
AP 20, (note: firearms halve AP)
Sickle Sword 85%, 1D8+1+db (bleeding)
Matchlock Musket 35%, 1D60+4 (impaling)
Grapple 75% (special)
Fist 75%, 1D6+1D6 (crushing)

Skills: Climb 75%, Dodge 40%, Etiquette 45%, Hide 55%, Jump 55%, Knowledge (Region: Senegal) 65%, Language (French) 45%, Language (Wolof) 60%, Listen 55%, Perform (Poetry) 55%, Sense 60%, Spot 65%, Stealth 65%, Swim 55%, Throw 65%, Track 70%.

Equipment:, They wear fashionable attire consisting of loose white clothes with fanciful embroidery. Under their clothes they wear vests of chainmail and over it all vibrant animal skins. They sport gold necklaces, earrings, and bracelets. They are equipped with the best shields, swords and muskets.

Jean La Sage

La Sage is a small, menacing man. His dress is flamboyant, though he is quiet and rather reserved.

Le Sage was sent by the King to resolve the problems in West Africa. Namely: he is to end piracy and interlopers poaching on the trade of the Royal West African Company. He will do anything, short of ruining relations with the natives, to achieve this. He is under the gun, and must send some proof of success home soon.

Jean La Sage

STR 14	CON 14	SIZ 13	INT 15
POW 14	DEX 15	APP 14	EDU 18

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Flintlock Pistol 75%, 1D6+1 (impaling) Small Sword 75%, 1D6+db (impaling)

Skills: Appraise 45%, Disguise 60%, Dodge 50%, Etiquette (Cultured) 65%, Fast Talk 75%, Insight 65%, Knowledge (Business) 65%, Knowledge (Espionage) 75%, Knowledge (Natural History) 55%, Knowledge (Politics) 75%, Knowledge (Region: Guinea Coast) 55%, Language (Arabic) 45%, Language (English) 65%, Language (French) 90%, Language (Portuguese) 55%, Listen 65%, Literacy (Arabic) 45%, Literacy (English) 65%, Literacy (French) 90%, Literacy (Portuguese) 55%, Persuade 55%, Sleight of Hand 55%, Spot 65%, Stealth 75%, Strategy 50%.

Equipment: La Sage is dressed in the finest clothes and carries a gilt small sword. Hidden in his pocket is a small flintlock pistol.

French Marines

French Royal Marines are some of the best soldiers in Europe. They are taller than average, clean shaven and in prime condition.

The marines are highly motivated and fight with intelligence and honor.

French Marines

STR 15	CON 14	SIZ 18	INT 13
POW 11	DEX 13	APP 13	EDU 8

Move: 10

Hit Points: 16

Damage Bonus: +1D6

Armor: none

Attacks: Flintlock Musket 75%, 1D60+4 (impaling)
Bayonet 55%, 1D6+1+1D6 (impaling)
Grenadoe 50%, 2D6/4 yards (knockback)
Fist 45%, 1D6+db (crushing)

Skills: Artillery (Swivel Guns) 45%, Artillery (Cannon) 65%, Brawl 45%, Climb 65%, Command 25%, Dodge 50%, First Aid 40%, Grapple 50%, Hide 35%, Jump 45%, Language (French) 65%, Listen 45%, Spot 45%, Stealth 40%, Strategy 30%, Swim 35%, Throw 50%.

Equipment: Their uniform consists of a blue coat lined with yellow, white waistcoat, white trousers and hose, leather shoes, white cross straps, white cravat, and black hat with a yellow feather. They carry a flintlock musket, a cartridge box, a powder flask, a haversack, and a one of those new-fangled plug bayonets.

French Royal Marine Officer

Officers are the younger sons of the aristocracy, or middle class men who have bought a commission. They are clean shaven and represent a cross section of French society.

Service with the Royal Marines is an honor, and many of the officers are aristocrats. Most join for the adventure, but some are seeking to increase their fortunes by taking prizes.

French Royal Marine Officer

STR 13	CON 15	SIZ 18	INT 16
POW 13	DEX 16	APP 14	EDU 12

Move: 10

Hit Points: 17

Damage Bonus: +1D6

Armor: none

Attacks: Small Sword 65%, 1D6+db (impaling)
Flintlock Pistol 55%, 1D6+1 (impaling)
Fist 45%, 1D6+db (crushing)

Skills: Brawl 45%, Climb 50%, Command 65%, Dodge 40%, First Aid 40%, Grapple 40%, Hide 35%, Jump 35%, Language (English) 65%, Language (French) 85%, Language (Latin) 40%, Listen 45%, Spot 45%, Stealth 40%, Strategy 65%, Throw 40%.

Equipment: An officer's uniform consists of a blue coat lined with yellow, white waistcoat, white trousers and hose, leather shoes, blue and gold sash, white cravat, periwig, and black hat with a yellow feather. He carries a brace of flintlock pistols and a gilt small sword.

The Crew of the Espoir

The crew of the Espoir are regular French Navy. They are dressed in normal sailor's clothes, with a few embellishments.

The Crew of the Espoir

STR 14	CON 15	SIZ 13	INT 11
POW 10	DEX 14	APP 13	EDU 10

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1 (impaling)
Musket 40%, 1D60+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+db (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Guinea Coast) 40%, Language (English) 40%, Language (French) 50%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. In the ship's arms locker there are 15 muskets, 12 braces of pistols, 10 boarding pikes, and 20 grenadoes. No single crewman has more than 2D8 pieces of eight on him.

Logbooks and Sea Shanties: Piratey Media

There have been numerous portrayals of the Golden Age of Piracy in nonfiction, fiction, cinema and song. Below is a sampling, not by any means exhaustive, of what is out there.

Nonfiction

BECK, HORACE; FOLKLORE OF THE SEA

This book is a treasure trove of myths, fables and outright lies native to the English maritime tradition. The stories range from the naming of ships to the sorts of monsters that sailors claim to have seen.

BRENNAN, STEVE, EDITOR; THE GIANT BOOK OF PIRATE STORIES

This huge tome contains fiction, songs, brief histories, biographies and firsthand accounts of piracy ranging from the ancient Mediterranean to the late nineteenth century. Most of the material covers the Golden Age and provides amble background and story hooks.

CORDINGLY, DAVID; UNDER THE BLACK FLAG: THE ROMANCE AND REALITY OF LIFE AMONG THE PIRATES

This is the premier debunking history of pirate myths, plus a great read. If you can't find a story hook (or a hooked hand) in here, you're just not trying.

DEETZ, JAMES; IN SMALL THINGS FORGOTTEN

The godfather of American Historical Archaeology unleashes a broadside of information about life in the early colonies. Well written and very enjoyable, this book introduces the reader to both the science of archaeology and how colonial Americans lived and worked.

DEFOE, DANIEL; A GENERAL HISTORY OF THE PYRATES

This is the source that almost all pirate nonfiction cites. There is some argument over rather or not 'Captain Johnson' was one of the many pseudonyms used by Daniel Defoe. A great deal of information, but sometimes a bit dry.

HERMAN, ARTHUR; TO RULE THE WAVES

As a history of the British Royal Navy, this book is priceless. Only the first few chapters and occasional snippets deal with piracy, but the detail, although daunting, is excellent.

KONSTAM, ANGUS; ELIZABETHAN SEA DOGS 1560-1605

This Osprey Military Publishing title is a good general overview of the exploits, personalities, and equipment of Elizabeth I's privateers. It contains many period illustrations and color plates by the great military illustrator Angus McBride.

KONSTAM, ANGUS; PIRATES, TERROR ON THE HIGH SEAS

This is a compilation of the Osprey Military Publishing titles Pirates 1660-1730, Buccaneers 1620-1700, and Pirates 1730-1830. Like most titles in the series, these provide a general overview of the exploits, personalities, tactics and equipment of pirates of the period. They contain many period illustrations and color plates by the great military illustrator Angus McBride.

LAWRENCE, RICHARD RUSSEL, EDITOR; THE MAMMOTH BOOK OF EYEWITNESS NAVAL BATTLES

Although covering naval battles from Ancient Greece to the First Gulf War, the bulk of Eyewitness Naval Battles is accounts from the age of fighting sail. No pirate battles are described, but eyewitness accounts of vessels ranging from ships of the line to frigates provide amble drama and scene information for role playing. Diagrams of representative ships from various time periods are a great aid to gaming.

ORSER, CHARLES, JR., EDITOR; IMAGES OF THE RECENT PAST

This book is only for the diehard interested in life in the seventeenth and early eighteenth centuries. It is a compilation of historical archaeology reports, mostly in North America. Good, but very dense and at times dry.

SHERRY, FRANK; RAIDERS AND REBELS, THE GOLDEN AGE OF PIRACY

Another good general history of the period, though a bit dated. Sherry spends more time looking at motivations and daily life of a pirate than Cordingly.

William Kidd

TALTY, STEPHEN; EMPIRE OF BLUE WATER

This is a good narrative of the life of Henry Morgan, and an excellent introduction to the buccaneering period in general. Empire of Blue Water contains some great detail on the life of a buccaneer and the connection between the colonies and European politics.

ZACKS, RICHARD; PIRATE HUNTER, THE TRUE STORY OF CAPTAIN KIDD

The latest and most well researched history of the privateering/piracy career of William Kidd. A large portion of the book describes the Indian Ocean theatre and Madagascar. A great cautionary tale of what can go wrong and how most pirates end up.

Fiction

MICHENER, JAMES A.; CARIBBEAN AND CHESAPEAKE

Both books cover a long period of time both before and after the Golden Age. They are great reads and help to set the stage and provide story hooks.

STEVENSON, ROBERT LOUIS; TREASURE ISLAND

This is the book to begin with as far as pirate fiction. A true classic that gave the genre many of its standard tropes, such as buried treasure and secret islands. Many, many novels, games, movies and television shows have been spawned from this single book.

Music

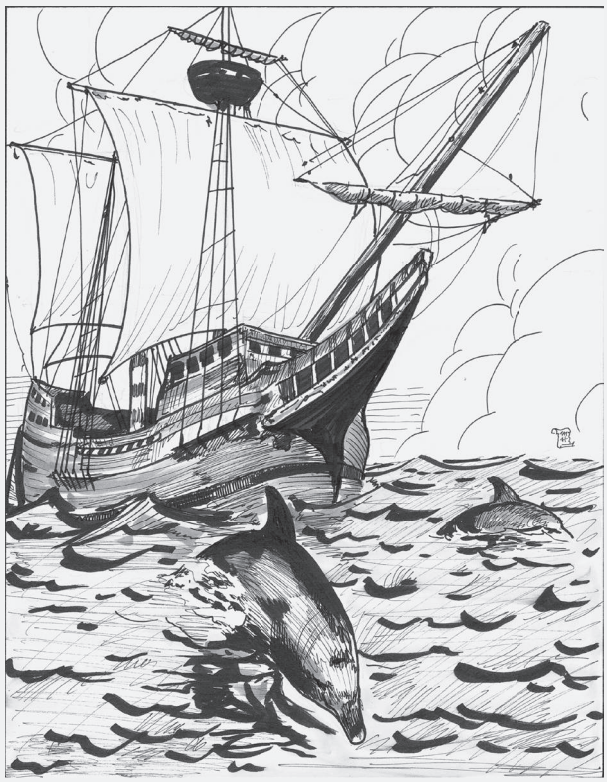
BUFFET, JIMMY

A White Sports Coat and a Pink Crustacean, A Pirate's Treasure, Banana Wind, Changes in Latitudes, Changes in Attitudes, Son of a Son of a Sailor, One Particular Harbor, and many more.

Jimmy Buffet's music is decidedly modern and doesn't pertain directly to the Golden Age of Piracy. He does however evoke a certain Caribbean charm.

CAPTAIN DAN AND THE SCURVY CREW

Authentic Pirate Hip Hop, Rimes of the Hip Hop Mariners, From the Seas to the Streets.



Yes folks, pirate hip hop. Captain Dan brings the fun and the funk on such tracks as "Chest o' Plenty." "Sea Weeds." "Flintlock Glock." and "Ladies in Scarlett." Foul mouthed and at times downright offensive, listen at your own risk.

HOGEYE NAVVY

Based on a True Story, Just for You, Poor Old Horse, Pirate 1-3.

An Indianapolis-based group that specializes in sea shanties and Celtic music. Of special interest are the songs, "Being A Pirate" and "The Smuggler" from the album Poor Old Horse. They are the house band at the Aristocrat Pub in Indianapolis, where the author can often be found with a stout in hand.

LIGHTFOOT, GORDON

"Ballad of Yarmouth Castle," "Christian Island," "Ghosts of Cape Horn," "High and Dry," "Ode to Big Blue." and "Triangle," "Wreck of the Edmund Fitzgerald."

These are just some of the songs by the Canadian folk singer. They invoke some of the romance of the sea.

THE PIRATES CHARLES

Live Scallywags, New Steez, Return of David Gale, 2nd Edition, Subsection B, New Steez the Second Volume Two.

The Pirates Charles are a performance rock band that plays updated traditional sea shanties and their own new material. Great fun, though not for the faint of heart or small children.

Cinema

PIRATES OF THE CARIBBEAN

The Curse of the Black Pearl, Dead Man's Chest, and At World's End

There is a lot said about these films, mostly that they are historically inaccurate, overly reliant on CGI, full of plot holes, and poorly written in places. That said, if you can ignore the flaws, these movies can be a lot of fun.

MUTINY ON THE BOUNTY

Although not a pirate movie, it does demonstrate the relationship between captain, officers and crew. Choose your favorite actors, and pick one of the many versions of this film produced. I prefer The Bounty (1984) for its accuracy, but Mutiny on the Bounty (1962) for Brando's acting.

CAPTAIN BLOOD, THE SEA HAWK, AGAINST ALL FLAGS

This trio of Errol Flynn swashbuckling films are a lot of fun, and some of the best swordplay you'll ever see on screen.

TREASURE ISLAND

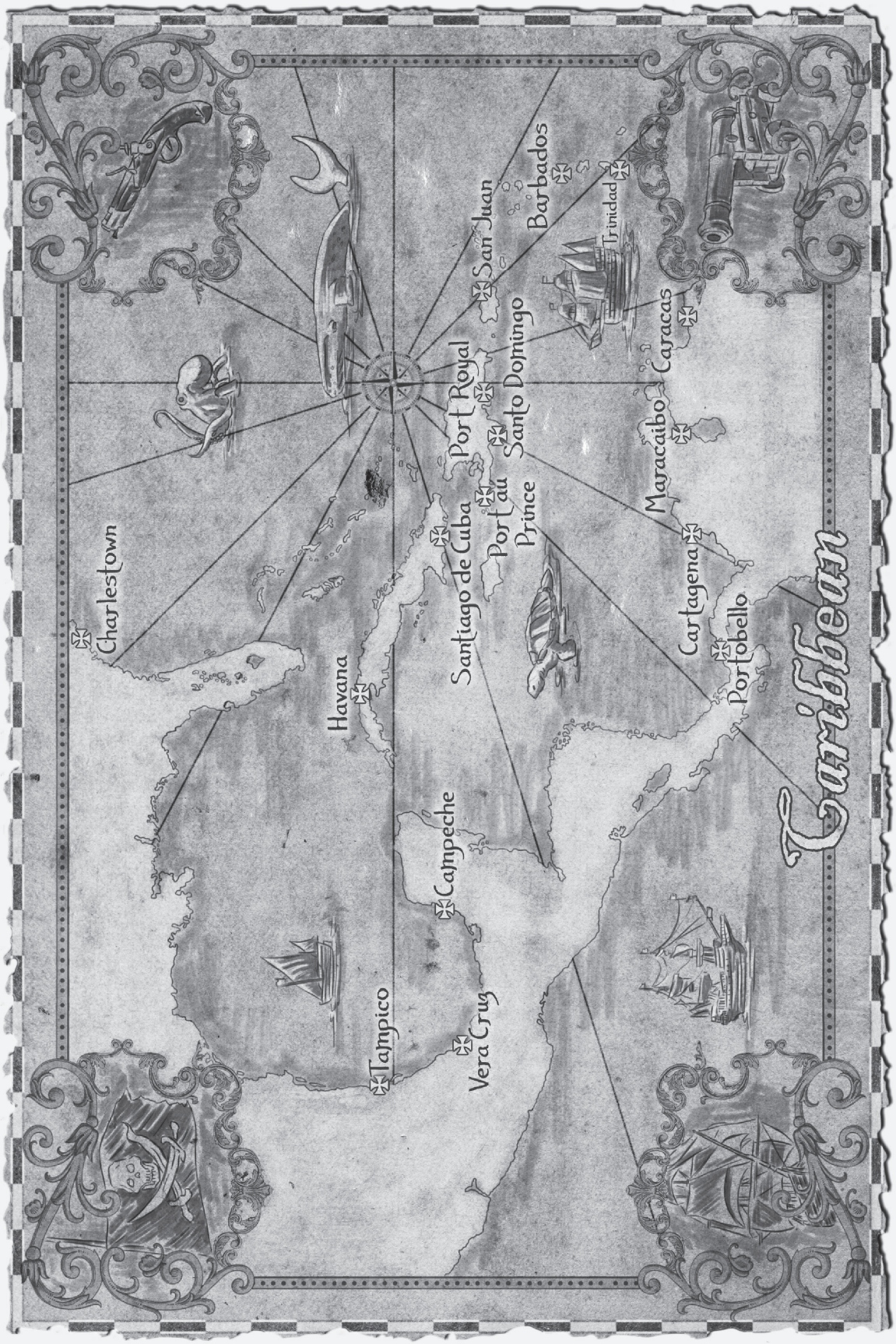
There have been many productions of this classic pirate tale. Most are passable, some are extraordinary. As with many of these movies, choose the one that fits your tastes.

CUTTHROAT ISLAND (1995)

Why. Oh why did they make this movie? This is only on the list because it is by far the worst pirate film produced in living memory.

Maps

Atlantic Ocean
Charlestown
Boston
New York
Williamsburg
Savannah
St. Augustine
Tampico
Vera Cruz
Campeche
Caribbean
Portobello
Maracaibo
Cartagena
Caracas
São Paulo
Rio de Janeiro
Canary Islands
Madeira
Seville
Cadiz
Bilbao
Le Havre
Portsmouth
Malaga
Cape Town
Madagascar
Libertalia
Zanzibar
Bombay


Caribbean
Charlestown
Havana
Tampico
Campeche
Vera Cruz
Santiago de Cuba
Port Royal
Port au Prince
Santo Domingo
San Juan
Barbados
Trinidad
Caracas
Maracaibo
Cartagena
Portobello

Indian Ocean
Liberfalia
Madagascar
Zanzibar
Bombay
Jacarta
Macao
Shangai