



ARMADA:

Expanded Sea Combat and Rules Sourcebook



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ARMADA: EXPANDED SEA COMBAT AND RULES SOURCEBOOK

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In roleplaying games, there are no two words that go together better than pirates and ships. A motley crew of piratical archetypes, abilities and equipment have been rounded up in the Pathfinder Roleplaying Game, naval combat has sailed to the forefront of gaming. To add to the great work done in that player's guide, LPJ Design presents Armada: Expanded Sea Combat and Rules Sourcebook. This sourcebook offers new possibilities to players and game masters alike engaged in naval-based adventures and battles. Users of these rules will need a copy of the naval Pathfinder Adventure Path's Player's Guide, and may find a copy of Ultimate Combat helpful as well.

Low-level characters do most of their traveling on their own two feet. At higher levels, magical travel becomes a common occurrence, as does travel by horseback, atop animal companions, or via more exotic mounts. Eventually, travel will probably involve a sea vessel of some sort.

Whatever the case, vehicles in roleplaying games are often treated as either mobile terrain or adventure sites in their own right. Many of the iconic motifs that inspire roleplaying games touch on sea-going adventures, from the voyages of Jason and the Argonauts to pirate tales, from slaves chained to galley benches, to buried treasure and terrible leviathans of the deep.

These rules expand on those devised by Paizo and other companies to aid you in running combats with boats and ships in the Pathfinder RPG. The following rules attempt to strike a balance between verisimilitude and ease and speed of play during ship combat. In areas where those two balancing points are conflicted, ease of use should always prevail.

NEW SHIP TYPES

Some of the new types of vessels described below have radically different hull plans and propulsion methods. Several are unlike any other vessel described in the naval Adventure Path Player's Guide, making them ideal options for unconventional pirates and privateers, or for campaigns set in exotic waters, or in more advanced or primitive milieus. Others are simply derived from non-Western or pre-industrial cultures.

BAOCHUÁN (TREASURE SHIP)

Colossal Ship

Squares 18 (3x6) (90 ft x 250 ft) **Cost** 90,000 gp

DEFENSE

AC 2 **Hardness** 5

HP 4,800 hp (2,040 hp Sails)

Base Save +12

OFFENSE

Maximum Speed 30 ft **Acceleration** 30 ft

CMB +8 **CMD** 18

Ramming Damage 12d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (Sailor)

Control Device tiller

Means of Propulsion 240 squares of sails (nine masts)

Crew ninety

Decks four

Cargo/Passengers 600 tons/ 600 passengers

Băochuán or treasure ships are a type of enormous junk fashioned in the empires of the Orient, used for deep sea voyages and exploration. These statistics represent the middle-sized variant, with truly behemoth-sized vessels serving as the flagships of treasure fleets, as much as twice as large in displacement.

Treasure ships are extremely stable, resisting even the most tumultuous storms. They add a +6 modifier to their captain's Profession (sailor) checks when navigating rough seas and hurricanes. Unfortunately, their average speed is about half that of a western sailing ship.

Treasure ships of this class can carry 3 times as many siege weapons or cannon as a standard sailing ship or warship.

CATAMARAN

Colossal Ship

Squares 2 (30 ft x 60 ft) **Cost** 8,000 gp

DEFENSE

AC 2 **Hardness** 5

HP 1,600 hp (80 hp Sails)

Base Save +8

OFFENSE

Maximum Speed 60 ft **Acceleration** 30 ft

CMB +8 **CMD** 18

Ramming Damage 8d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (Sailor)

Control Device tiller

Means of Propulsion 20 squares of sails (one mast)

Crew twelve

Decks one

Cargo/Passengers 200 tons/ 60 passengers

Catamarans are unique vessels with multiple, narrow hulls (*vaka*), joined by a framework containing the ship's main deck (*aka*). A catamaran's twin hulls slice through the water like daggers, and its design gives the vessel extraordinary stability and speed. Catamarans have little to fear from rough seas or heavy chop. Catamarans can also carry incredibly heavy loads, making them ideal for mercantile use.

Catamarans have one major disadvantage: their double hulled design makes it difficult for these vessels to change direction quickly. Captains of catamarans must learn to anticipate their turns far in advance of the movement.

- The ship's captain suffers a -4 penalty on Profession (Sailor) checks made to perform the Hard to Port/Hard to Starboard maneuvers.

DHOW

Colossal Ship

Squares 2 (15 ft x 80 ft) **Cost** 7,000 gp

DEFENSE

AC 1 **Hardness** 5

HP 1,600 hp (80 hp Sails)

Base Save +5

OFFENSE

Maximum Speed 60 ft **Acceleration** 30 ft

CMB +8 **CMD** 18

Ramming Damage 5d8

STATISTICS

Propulsion wind or current

Sailing Check Profession (Sailor)

Control Device tiller

Means of Propulsion 20 squares of sails (two masts)

Crew ten

Decks two

Cargo/Passengers 200 tons/ 20 passengers

Dhows (and their cousins, the feluccas) are the lanteen-sailed ships sailed in equatorial waters, used for long and short distance trade, as well as casual piracy by their owners. Dhows are not fastened by nails and pitch, but instead are sewn together with cord, making them more durable for the quiet non-monsoon weather when the

trading vessels left port, but more vulnerable than Western vessels to storms and cannon. The lack of ironmongery also makes them much cheaper to construct.

Because of their flexible construction and shallow draft, dhows are resistant to being reefed, or run aground, and can be drawn up onto the beach instead of moored offshore. A dhow grants a +4 equipment bonus to Profession (sailor) checks or Saves to avoid these dangers or navigate them safely.

They are too weakly made to handle siege equipment or cannon – mounting these weapons on a dhow causes the timbers to slowly come apart and water to enter the ship, causing damage equal to the maximum damage the weapon can inflict each day they are left on the ship.

KHEMETIC BARQUE

Colossal Ship

Squares 2 (10 ft x 75 ft) **Cost** 5,000 gp

DEFENSE

AC 1 **Hardness** 4

HP 400 hp (40 hp Sails)

Base Save +4

OFFENSE

Maximum Speed 30 ft **Acceleration** 30 ft

CMB +8 **CMD** 18

Ramming Damage 4d8

STATISTICS

Propulsion wind or current or oars

Sailing Check Profession (Sailor)

Control Device tiller

Means of Propulsion 5 squares of sails (one mast)

Crew thirty

Decks one

Cargo/Passengers 200 tons/ 10 passengers

Cedar and papyrus reed boats derive from the Black Land, being sailed both on the great river and in the nearby warm gulfs and seas. They are among the most ancient of all water-craft, and variations are still used in their homelands. Like dhows, reed boats are lashed together with rope. They are constructed of planking of cedar or tamarisk wood lashed with papyrus rope and with reed partitions. Like dhows, they cannot carry heavy weapons for long and suffer the same negative effects (the siege or cannon weapon's maximum damage in hp per day). Royal and military

ships were double in length and width (and appropriately greater in hp, etc.) than the ship detailed here.

Relative to their size, these craft are very light, and can be dragged across portages by their crews using sledges, as they weighed only about 60 tons (12,000 pounds).

STEAMBOAT

Squares 6 (30 ft x 175 ft) **Cost** 125,000 GP

DEFENSE

AC 2 **Hardness** 5

HP 1,850 hp (Paddlewheel **Hardness** 10, 50 HP)

Base Save +8

OFFENSE

Maximum Speed 120 ft **Acceleration** 30 ft

CMB +8 **CMD** 18

Ramming Damage 10d8

STATISTICS

Propulsion steam engine or current

Sailing Check Profession (steamship sailor)

Control Device steering wheel

Means of Propulsion steam engine and paddle wheel

Crew 50

Decks four

Cargo/Passengers 120 tons/300+ passengers

Steamboats are spectacles unlike any other vessel. Powered by a coal-fired boiler that turns a massive steel and wood stern wheel, they chug majestically across both narrow rivers and open seas. Steamboats have relatively low drafts, making these massive vessels capable of navigating even relatively shallow waterways.

Most steamboats have four decks. The main deck contains the ship's engines, which can consist of up to a dozen different boilers, each which contribute steam to power the massive vessel. The two below decks are reserved for cargo and provisions, and quarters for the ship's crew, while the top deck is usually reserved for passengers. Here, up to 50 lavishly appointed cabins, dining halls and entertainment venues promise exquisite luxury. In many lands, waterways are considered outside the jurisdiction of local law, which means steamships are taverns, gambling halls, theaters and bordellos as well as passenger liners.

NEW PROPULSION METHODS

Wind, wave and muscle are not the only ways to move a ship through the waters. These two new propulsion

methods draw upon either magic or steam-work science to propel some extraordinary vessels.

Elemental Fury: This enchanted ship is propelled by endlessly regenerating energies siphoned from one of the Elemental Planes. A massive globe of roiling elemental energy takes the place of the ship's rudder, kept fixed to the till by powerful magic. This globe of energy and matter churns endlessly, and extends several dozen feet above the main deck and beneath the keel. On sea craft, this elemental fury churns the seas beneath the craft, giving the vessel a spectacular wake.

The following qualities apply to all Elemental Fury vessels, regardless of what element powers the ship.

Cost: Add 4,000 gp to the cost of the vessel. Elemental Fury vessels are among the most costly ships at sea.

Sailing Check: Spellcraft. Controlling the elemental energies that course through the vessel's sigil-carved hull require an accomplished spellcrafter's mind and hand.

Maximum Speed 90 ft **Acceleration** 30 ft.

THE FOUR ELEMENTAL FURIES

There are four different kinds of Elemental Fury propulsion systems, one for each classic element. Each has its own strength, and its own weakness. Once a vessel chooses an Elemental Fury to power it, that decision can never be changed.

Fury: Air: This vessel is powered by summoned elemental air, making it both nimble and fragile.

- **Advantage:** Add +10 ft/round to the vessel's acceleration. Its nimbleness provides a +1 bonus on sailing checks made to 'gain the upper hand'.
- **Disadvantage:** Air Fury vessels have their Hardness reduced by 2, as the wood and brass comprising their hull and superstructure are weakened, as items strongly tied to Earth.

Fury: Earth: Earth Fury vessels are massive and ponderous, but as inexorable as a landslide.

- **Advantage:** Earth Fury vessels inflict an additional 2 dice of damage when ramming, and reduce the damage inflicted by other vessels ramming them by two dice.
- **Disadvantage:** Earth Fury ships have their acceleration reduced by 10 ft per round, and suffer a -1 penalty on all sailing checks made to gain the upper hand.

Fury: Fire: Vessels powered by elemental Fire are aggressive and powerful, but are dangerous to serve aboard.

- **Advantage:** All weapons placed aboard the Fire Fury ship inflict one point of fire damage per dice of damage inflicted.

- **Disadvantage:** If a fire breaks out aboard ship, it inflicts 4d6 points of damage to the vessel per round, as the elemental energies coursing through the vessel magnify and fuel the flames.

Fury: Water: Water Fury vessels slice through the water like dolphins, but if damaged, return to the sea all too quickly.

- **Advantage:** Water Fury ships add +20 ft to the vessel's maximum tactical speed and 10% to its waterborne speed.
- **Disadvantage:** Water Fury ships sink completely at initiative count 0 of the round they are reduced to zero (0) Hit Points.

STEAM ENGINE

Rather than depending on the vagaries of wind and current, or a motley crew of rowers, this vessel is propelled by the latest nautical innovation. A Dwarf-built boiler, feed by seemingly endless supplies of coal, boils sea water away to steam, which in turn is forced through a complex hydraulic engine. The engine drives a massive water wheel, located at the vessel's stern (or a pair of smaller paddle wheels located along either side of the steamship's hull). Steamships can travel under power for days, or even weeks at a time, so long as their supplies of coal hold fast, giving these smoke-belching vessels a speed and endurance that conventional sailing ships cannot hope to match.

Cost: Add +8,000 gp to the cost of the vessel. Steamships are expensive vessels.

Sailing Check: Profession (Steamship Sailor). Working aboard a steamship requires a unique set of skills, which do not translate well to service aboard more conventional sailing vessels.

Maximum Speed 120 ft **Acceleration** 30 ft. Steamships are very fast, but take time to accelerate to their maximum cruising speed.

Drawback: If the steam boiler is run for more than 18 hours, there is a cumulative 10% chance per each additional hour that the heat of the steam engine will ignite fire aboard ship. The decks nearest the boiler catch fire, and the conflagration may spread to other areas of the ship. The ship must allow its boilers to cool, which takes 4 hours, to reset this penalty to 0%.

NEW PROPULSION MECHANISMS

ELEMENTAL FONT

AC 8 Hardness 10 Hit Points 40

The Elemental Font is a brass and silver column, roughly ten feet tall, which rises from the ship's deck like a truncated mast. The Elemental Font glows with magical energies; an endless fountain of elemental energies erupt from the rune-etched obelisk's peak. If a ship's Elemental Font is destroyed, the elemental ring flickers and dies within seconds, and the vessel flounders.

STERN PADDLEWHEEL

AC 4 Hardness 12 Hit Points 50

This heavy steel and wood waterwheel is located at the stern of the ship and provides propulsion.

MIDWHEEL (PAIR)

AC 8 Hardness 8 Hit Points 50

A pair of smaller water wheels are fitted at the ship's midsection, one wheel on each side of the hull. If one wheel is destroyed, the ship gains the broken quality. Further, the ship's mobility is compromised. The ship suffers a -10 penalty on sailing checks to Heave To either Port or Starboard, depending on which sidewheel is damaged.

SCREWS (1-3)

AC 9 Hardness 10 Hit Points 50

The most advanced form of propulsion for a steamship, screws are turned by a crankshaft connected to the boiler, and are located at the ship's stern, beneath the waterline. Screws are extremely difficult to hit intentionally, at least by other surface craft. Each bronze or steel screw is nearly the size of a man, and far heavier.

Screw propulsion is extremely expensive. Add an additional +1,000 GP cost, per screw, to any steamship equipped with screws.

SHIP TEMPLATES

The following templates can be added to one or more kinds of vessel, fitting them out for a particular purpose.

BARGE

Barge is an acquired template that can be added to a Keelboat or other river or coastal craft outfitted with one or less masts, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 110% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: -100 hp

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: +30 ft (current, in shallow waters only);

Acceleration: Same as the base vehicle

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: 125 tons/50 passengers

Weapons: One Large direct-fire or indirect-fire siege engine positioned on the forward or aft side of the ship. This siege engine can be swiveled to fire out either side of the ship, or either forward or aft, depending on its position.

Features: Barges gain the Flat Bottomed modification.

A barge is a flat-bottomed cargo boat, used for hauling goods and merchandise to various port duties.

BOMB KETCH

Bomb Ketch is an acquired template that can be added to a Warship or Keelboat, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

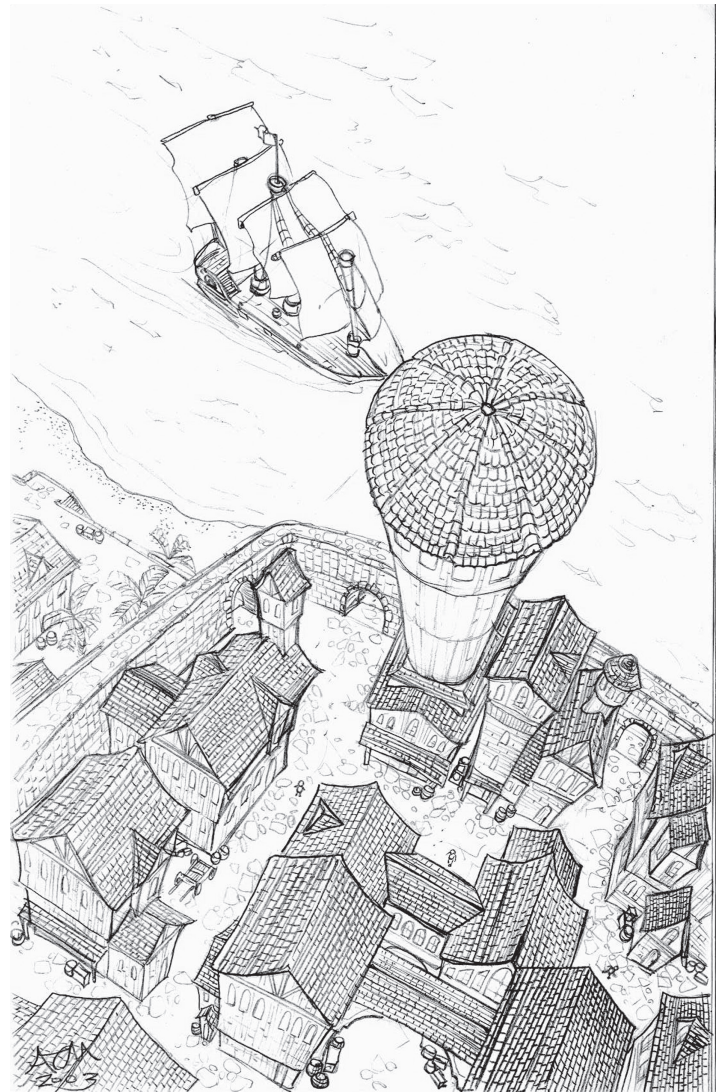
Squares: Same as the base vehicle; **Cost:** 140% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** +2.

Hp: +150 hp

Base Save: Same as the base vehicle.



OFFENSE

Maximum Speed: Same as the base vehicle;

Acceleration: -30 ft, to a minimum of 30 ft.

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: +1d8.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: 30 tons/40 passengers

Weapons: Up to eight Large direct-fire siege engines in banks of four positioned on the port and starboard sides of the ship, or up to four Huge direct-fire siege engines in

banks of two on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

Because Bomb Ketches are designed to bear the weight and recoil of these weapons, they grant a +1 equipment bonus to attack rolls made with large or greater siege engines.

Bomb Ketches are heavy, slow type of ship designed to carry siege weapons and traditionally, firedrakes and mortars, close to enemy fortifications and serve as escorts in coast waters. They may be moored to form temporary defenses for a harbor as well.

CORVETTE

Corvette is an acquired template that can be added to a ship outfitted with at least three masts, but no more than four, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: 2 (20 ft. by 60 ft.); **Cost:** 85% of the base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: -200 hp (sails 280)

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: Same as the base vehicle;

Acceleration: Same as the base vehicle

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: 75 tons/75 passengers

Weapons: Up to eight Large direct-fire siege engines in banks of four positioned on the port and starboard sides of the ship, or up to two Huge direct-fire siege engines on the port and starboard sides of the ship. The siege engines may

only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

In addition, up to two Large direct-fire or indirect-fire siege engines may be positioned one each on the forward and aft sides of the ship (one Huge direct-fire or indirect-fire siege engine may be positioned on the aft side of the ship instead, but the forward side can only fit a Large siege weapon). These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

This military ship is normally tasked for escort duty of larger vessels, scouting and chasing down smugglers and pirates. Squadrons of corvettes are often sent out as pirate-hunters.

CRUISER

Cruiser is an acquired template that can be added to a Sailing Ship or other vessel with three masts, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 115% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: +200 hp

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: Same as the base vehicle.;

Acceleration: Same as the base vehicle

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: 35

Decks: Same as the base vehicle.

Cargo/Passengers: 125 tons/135 passengers

Weapons: Up to 14 Large direct-fire siege engines in banks of seven positioned on the port and starboard sides

of the ship, or up to four Huge direct-fire siege engines in banks of two on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

In addition, up to two Large or one Huge direct-fire or indirect-fire siege engine may be positioned on both the forecastle and sterncastle of the ship. These siege engines can be swiveled to fire out the sides of the ship or either forward or aft, depending on their position.

Cruiser class vessels are important capital ships, and often command fleets, act as regional flagship or perform other command duties. The cruiser, like the typical sailing ship, is used for ocean travel, a task it carries out with speed and panache.

DWARF-CRAFTED

Dwarf-crafted is an acquired template that can be added to a ship of size Gargantuan or smaller, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 125% of the base vehicle.

DEFENSE

AC: Same as the base vehicle; **Hardness** +3

Hp: +150 hp

Base Save: +2

OFFENSE

Maximum Speed: -30 ft. (wind) or Same as the base vehicle (muscle) or +30 ft (steamship);

Acceleration: -10 ft

CMB: Same as the base Vehicle; **CMD:** As Base Vehicle +2

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle. If Steamship propulsion or Elemental Fury (Earth) are chosen, reduce the cost of the unusual propulsion method by 25%- dwarven sailors take comfort in the strength of invincible earth and modern steam.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: Same as the base vehicle.

Weapons: Same as the base vehicle.

Features: Dwarf Crafted vessels gain the Excellent Armory feature.

Dwarf Crafted vessels are small, durable and rugged ships of the line. They are commonly used for patrol, border defense and as escorts to larger warships. They are almost as well-armed as larger ships, but are more maneuverable and able to operate in shallower waters.

ELF-CRAFTED

Elf-crafted is an acquired template that can be added to any ship, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 125% of the base vehicle.

DEFENSE

AC: Same as the base vehicle; **Hardness** +1

Hp: +75 hp

Base Save: +1

OFFENSE

Maximum Speed: +40 ft. (wind) or +20 ft (current) or Same as the base vehicle (all other methods); **Acceleration:** Same as the base vehicle.

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: Same as the base vehicle.

Weapons: Reduce the amount of Large direct-fire siege engines aboard by four and the amount of Huge direct-fire siege engines aboard by two.

Features: Elf Crafted vessels gain the Junk Rigging and Rapid Deploy Sails qualities.

Elf Crafted vessels are nimble ships that have been designed by ancient Elven artisans who have made these vessels impressive works of art. Elf Crafted ships are built

with an emphasis on speed, maneuverability and control above raw power and armament.

FRIGATE

Frigate is an acquired template that can be added to a Sailing Ship or other three or four-masted vessel, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 110% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: +100 hp (sails 400)

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: +30 ft; **Acceleration:** Same as the base vehicle.

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: Same as the base vehicle.

Weapons: Up to 10 Large direct-fire siege engines in banks of 5 positioned on the port and starboard sides of the ship, or up to six Huge direct-fire siege engines in banks of three on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship.

In addition, up to two Large direct-fire or indirect-fire siege engines may be positioned one each on the forward and aft sides of the ship (one Huge direct-fire or indirect-fire siege engine may be positioned on the aft side of the ship instead, but the forward side can only fit a Large siege weapon). These siege engines can be swiveled to fire out either side of the ship, or either forward or aft, depending on their position.

Frigates are often found on patrol duty on the shipping lanes, either alone, or acting as a command vessel for a squadron of corvettes.

GALLEON MERCHANT

Galleon Merchant is an acquired template that can be added to a Sailing Ship, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: 5 (20 ft. by 150 ft.); **Cost:** 125% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: +250 hp

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: Same as the base vehicle;

Acceleration: Same as the base vehicle.

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: +20 additional crew

Decks: Same as the base vehicle.

Cargo/Passengers: 65 tons/200 passengers

Weapons: Up to 24 Large direct-fire siege engines in banks of 12 positioned on the port and starboard sides of the ship, or up to eight Huge direct-fire siege engines in banks of four on the port and starboard sides of the ship. The siege engines may only fire out the sides of the ship they are positioned on. They cannot be swiveled to fire toward the forward or aft sides of the ship. These weapons cannot be used while the warship is being rowed.

As with a typical Warship, for an additional 10,000 gp, a galleon merchant can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Each of these firing platforms can hold a single Large or Huge direct-fire or indirect-fire siege engine. Siege engines on the fore and aft firing platforms can be swiveled to fire out the sides of the ship or either forward or aft, depending on their posi-

tion. A siege engine on the amidships can be swiveled to fire out either side of the ship.

The legendary prize-ships of many fleets are used to cart gold, silver and other various valuables from location to location. These vessels represent the ultimate goal of anyone looking to acquire treasure and valuables. The galleon merchant is also viciously armed with massively powerful weapons making it also prized as a deadly combat vehicle. The galleon merchant is used for ocean travel.

IRONCLAD

Ironclad is an acquired template that can be added to any vessel powered by a steam or elemental fury engine, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 250% of base ship cost

DEFENSE

AC: 6; **Hardness:** 10.

Hp: Same as the base vehicle

Base Save: +2.

OFFENSE

Maximum Speed: -30 ft **Acceleration:** -30 ft (to a minimum of 30 ft)

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: +1d8.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: -1, minimum 1.

Cargo/Passengers: -100 tons/-50

Weapons: Two Large direct-fire or indirect-fire siege engines positioned on both the forward or aft side of the ship. This siege engine can be swiveled to fire out either side of the ship, or either forward or aft, depending on its position.

The logical development of the steam age was the ironclad – a metal-armored monstrosity, made from the cut-down hull of a standard sailing ship. Even if its propulsion is

magically based, the notion of an armored ship is sound. Most campaigns will have little need for such a behemoth, but they may make an effective challenge for a truly hardened crew, or may be commonplace in Steampunk setting.

If steam per se is not developed in the setting, the ship requires 100 gp in alchemical reagents to fuel its boilers. Crew within the ironclad have total cover, unless they are manning the surface weapons and viewing platform; in this case they have partial cover.

Ironclads are typically outfitted with cannons and other siege weaponry, making them perhaps most effective as a means for attacking a coastal fort or settlement, though they are also effective as blockade vessels.

Figureheads cannot be placed on Ironclads.

LUXURY VESSEL

Luxury Vessel is an acquired template that can be applied to any craft of Gargantuan or greater size, referred to hereafter as the base vehicle.

Vehicle Size: Same as the base vehicle.

Squares: Same as the base vehicle; **Cost:** 110% of base ship cost

DEFENSE

AC: Same as the base vehicle; **Hardness:** Same as the base vehicle.

Hp: -100 hp

Base Save: Same as the base vehicle.

OFFENSE

Maximum Speed: +30 ft **Acceleration:** Same as the base vehicle

CMB: Same as the base Vehicle; **CMD:** Same as the base vehicle.

Ramming Damage: Same as the base vehicle.

STATISTICS

Propulsion: Same as the base vehicle.

Sailing Check: Same as the base vehicle.

Control Device: Same as the base vehicle.

Means of Propulsion: Same as the base vehicle.

Crew: Same as the base vehicle.

Decks: Same as the base vehicle.

Cargo/Passengers: 75% of base vehicle

Weapons: Luxury vessels may not carry siege weapons greater than large in size.

Features: Passengers – but not crew – of a luxury vessel regain 1 additional hp per day in natural healing due to the relaxing and comfortable setting they enjoy. Captains and owners of a luxury vessel receive a +2 equipment bonus to Diplomacy checks when hosting the target of the check aboard their ship.

A luxury vessel, outfitted with luxury accommodations, is a toy of the wealthy. Every surface, from the floors to the walls to the upholstery on the crew stations and passenger couches, is covered in only the finest of materials. Every square inch of the ship, including maintenance access points and storage closets, is gone over by experts in style until the ship is a mobile palace. A ship equipped with luxury accommodations is rarely used as a common workhorse but is, instead, a pleasure ship, a yacht, if you will.

SHIP MODIFICATIONS

A captain with a plain ship is no captain at all. The more unique the vessel, the greater legend it develops, and, hopefully, the more engagements it will survive before it plunges into the deep.

ADAMANTINE BOWSPRIT

A princely decoration usually only adorning legendary flagships, an adamantine bowsprit is a specially made needle, longer than the length of a man's body, forged from indestructible silver metal.

A ship equipped with an adamantine bowsprit inflicts piercing damage equal to its base ramming damage when ramming. This damage is considered Adamantine for the purpose of overcoming damage reduction. This modification otherwise duplicates the function of a basic Ram.

Requirements: Craft Wondrous Items, Craft (ships) DC 28

Cost: 15,000 gp

BILGE PUMP

A manually operated pump is used to remove water from the bilge, the lowest part of the interior of the boat where water first collects if it is sinking. When this ship gains the sinking condition, the bilge pump provides it with an additional D4+2 rounds before it completely sinks.

Requirements: Craft (ships) DC 18

Cost: 5% of base ship cost. Cannot be applied to rafts or catamarans.

BRANDED BY THE ELEMENTS

Elemental runes have been etched into the masts and hull of this vessel, and the ship's Figurehead is a fanciful and masterful sculpture of a creature or concept most associated with the element. A ship often bears cosmetic effects related to its branded element: a Fire-branded ship's rigging is host to bluish ghost-fires, a Cold-branded ship's deck is covered with a rime of crackling frost, and so forth.

The vessel has Energy Resistance 10 against one particular type of energy. A ship may only be branded by a single Element; once chosen, this decision cannot be changed. If applied to a ship with the Elemental Fury propulsion method, the Fury and Brand must correspond.

A ship with this modification must also have a Figurehead worth at least 1,000 GP, which must represent the brand somewhat.

Types of Elemental Brands

- **Acid:** Acid Resistance 10. Figurehead is usually some venomous creature, such as a cobra, basilisk, spider, wasp or black dragons.
- **Cold:** Cold Resistance 10. Figurehead is usually a creature native to the arctic or tundra- Kodiak bears, wolves, snow owls, or more fantastic creatures like polar worms or white dragons.
- **Electricity:** Electricity Resistance 10. Figurehead is often a thunderbird, electric eel, celestial eagle or hawk, blue dragon or other lightning breathing predator.
- **Fire:** Fire Resistance 10. Masthead is often an especially ornate red or gold dragon, salamander, hellhound, or phoenix.
- **Sonic:** Sonic Resistance 10. Figurehead is usually an ornately painted songbird, siren or nude human, Gnomish or Elven female.

Requirements: Craft Wondrous Item, Craft (ships) DC 20. Ship must have a Figurehead worth at least 1,000 GP of a relevant type.

Cost: 2,500 gp per square of ship

BRIG

This ship is equipped with a brig that can be used to detain prisoners or mutineers. This small holding cell capable of holding up to four Medium-sized characters or creatures. Included within the cell are two cots, a chamberpot, and absolutely nothing else. The cell's iron door is equipped with an excellent lock (Disable Device DC 35).

Requirements: Craft (ships) or Knowledge (engineering)
DC 25

Cost: 5% of base ship cost

BRIGANTINE RIGGING

Brigantine Rigging is a hybrid lanteen aft and forward square-sailed set of masts, used in warm waters and especially favored by pirates – hence its name, from the word *brigand* – but also used by merchants and regular navies.

Sailing checks made by the captain of a brigantine receive a +2 equipment bonus, to reflect the easy way the ship adapts to different types of wind and weather. The speed of a ship bearing a brigantine rig is

Requirements: The ship must bear at least two masts, and cannot be fitted with a different type of rig, such as Junk Rigging. Craft (sails) or Knowledge (Engineering) DC 25

Cost: 5% of base ship cost per mast.

CROW'S NEST

A small platform rising high above the main mast provides a look out spot for whichever unfortunate sailor has watch duty. The advance warning provided by a lookout sitting in the crow's nest can be a lifesaver.

Whenever the ship is attacked, and the gamemaster chooses to randomly determine the distance between the ship and its attacker(s), as described on page 12 of the *Skull & Shackles Adventure Path Player's Guide*, add +2 to the number of squares rolled.

Requirements: Craft (ships) or Knowledge (engineering)
DC 14

Cost: 5% of the base ship cost. Cannot be applied to ships without masts.

DEW CATCHERS

The ship has specially designed drains built into the masts, which empty into hoghead barrels (64 gallons) spaced throughout the main deck. These collect morning dew and rainwater for use by the crew.

Each day the ship automatically collects ¼ day's ration of water for the crew per square of the ship.

Requirements: Craft (ship) DC 16

Cost: 50 gp per square of the ship

DIVING BELL

A diving bell is a hollow brass bell, large enough to accommodate two Medium sized humanoids, that allows limited exploration of the sea floor. Heaved into the sea, the diving bell is fed oxygen through a thick 50 ft tube connected to a muscled-powered pump. Those within the bell can observe the sea floor (which is prevented from entering the bell by an air pocket) or peek out through portholes spaced around the bell's circumference.

These explorers can signal to be heaved back aboard by a bell-pull, or can move the diving bell through their own muscle. It requires a DC 22 Strength check to move the diving bell one 5 ft square as a full round action. It requires 1d4+1 rounds to heave a diving bell back aboard.

Requirements: Craft (metalworking or ships) DC 20

Cost: 1,500 GP

DRAGON PLEASING SAILS

These silk sails are the deep crimson and rich gold of a sunset on the open ocean, and are embroidered or painted with stark black runes or kanji. A common seafarer's tradition holds that great, heavenly dragons cause storms, but are pleased by vessels that show proper respect with fine red sails.

Anytime the GM rolls to randomly determine weather in an area occupied by a vessel with Dragon Pleasing Sails, the PC captain of the ship can add or subtract up to 10% from the roll, modifying the weather slightly to suit their needs. In addition the Dragon Pleasing Sails act as Silk Sails. They provide a +1 bonus on sailing checks to gain 'the upper hand' during a naval battle, and provide a +10% increase to the ship's waterborne speed (but not tactical speed).

Requirements: Craft (sail) DC 18 and Knowledge (religion)
DC 12

Cost: 25% of the base ship's cost.

DAGGER PROW

The ship's hull has been radically designed to make it more hydrodynamic. The vessel's prow narrows to a needle point, increasing its speed dramatically. The vessel's maximum speed and acceleration are both increased by +30 ft. Its waterborne speed is increased by 15%.

The ship's cargo capacity is reduced by 20%, due to the lost space in its forward holds. This improvement must be added at the time of construction and cannot be added

latter. This improvement is often chosen in conjunction with Narrow Hull, and the two qualities complement one another.

Requirements: Craft (ships) DC 28

Cost: 25% of the base ship cost.

EXCELLENT ARMORY

This sailing vessel is equipped with the best weaponry and armament that can be purchased. All siege weapons added to the vessel have their damage die size increased by one step. For example, a cannon that previously dealt D6s in damage, would now deal D8, D8 damage dice become D10 and so on.

Requirement: Knowledge (engineering) DC 30

Cost: 15% of the base cost of the ship, plus an additional +1,000 GP per siege weapon aboard.

EXCELLENT GALLEY AND STORES

The vessel has an above average galley, a ship's cook who is actually competent, and well designed stores that keep better than average provisions fresh longer. Thanks to this quality, those serving aboard the vessel receive a +4 bonus on FORT Saves against shipboard diseases and malnutrition. Due to the efficient use of provisions, reduce the cost of provisions for the crew by about 10%.

Requirements: Craft (ships) DC 25

Cost: 5% of base ship cost

EXCELLENT SICKBAY

Unlike most sailing vessel this one is equipped with an expert surgeon with all the necessary tools. Injured crew members recover an additional +1d4 HP for each day of natural healing, +2d4 HP per day of healing under a physician's care, and an additional +1 point per spell level worth of healing for any Conjuraction (healing) spells cast aboard ship.

Requirements: Craft (ships) or Treat Injury DC 25

Cost: 10% of base ship cost

FIRING PORTS

The ship has several firing ports sufficient to let crew and passengers fire out of the ships with their own ranged weapons. These firing ports provide improved cover to those firing from the ports. Each port is equipped with a locking, mostly watertight hatch (Disable Device DC 25)

that must be opened before it may be used; opening or closing one of these hatches is a standard action.

Requirements: Craft (ships) or Knowledge (engineering) DC 20

Cost: 10% of base ship cost

FLAGSHIP

The majestic flagship is primarily used as command vessel for a small fleet or even an entire armada.

When traveling with allied vessels, all vessels within 500 ft of the flagship may use the flagship's Armor Class and Base Save in place of their own, if those scores are higher. This modification must be placed on a vessel of Colossal size which must have any one of the following modifications: Adamantine Bowsprit, Figurehead (worth at least 1,000 gp) or Silk Sails.

Requirements: Craft (ship) or Knowledge (tactics) DC 30.

Cost: 30% of base ship cost.

FLAT BOTTOMED

The vessel has a flattened keel which makes it ideal for service in shallow waters, rivers and coastal areas. The vessel can safely navigate channels too shallow for other vessels of its size. This modification may only be added when the ship is constructed, and cannot be applied later.

Requirements: Craft (ships) DC 22

Cost: 10% of base ship cost

JUNK RIGGING

The ship's sails are rigged in an extremely simple manner, which allows the sails to be quickly adjusted. This method of rigging is traditionally used on junks, hence the name. A vessel equipped with Junk Rigging can make a DC 12 Profession (Sailor) as a full round action when 'in irons'. If the check is successful, the vessel shifts its sails and can act normally.

Normal: A wind driven vessel moving into the wind is said to be 'in irons' and can only take the Uncontrolled action until it turns to face another direction.

Requirements: Craft (sails) or Knowledge (Engineering) DC 25

Cost: 5% of base ship cost per mast. All masts must be Junk Rigged to gain any benefit.

STREAMLINING

Hardness Lost	Cargo Capacity Lost	Bonus on Upper Hand Checks	Additional Move Actions per Turn
<i>Two</i>	<i>-10%</i>	<i>+1</i>	<i>One</i>
<i>Four</i>	<i>-20%</i>	<i>+2</i>	<i>Two</i>
<i>Six</i>	<i>-30%</i>	<i>+3</i>	<i>Three</i>

KRAKEN BANE SPINES

All sailors fear these great sea monsters and their like, that can surface beneath a ship, and send it to the bottom without a second's warning. This modification attaches several long, jagged steel blades and hooks to the vessel's keel.

Any creature that attempts to sink the vessel by surfacing beneath it automatically takes piercing damage equal to the vessel's ramming damage.

Drawbacks: The drag from kraken bane spines reduces the ship's waterborne speed by 10%, though not its tactical speed. The kraken bane spines are destroyed if the ship is ran aground.

Requirements: Craft (ships) or Knowledge (engineering) DC 15

Cost: 500 gp per square of the ship

REINFORCED AND BRACED

The ship's beams and superstructure are reinforced, making the vessel much more durable.

The vessel's Hit Points are increased by 100 each time this modification is purchased. Each time this modification is purchased, reduce the vessel's cargo capacity by 10%, representing the hold space lost to the reinforcements.

Requirements: Craft (ships) or Knowledge (engineering) DC 25

Cost: 15% of base ship cost.

SHIP'S CAT(S)

Most ships have a motley band of semi-feral felines aboard that serve as mousers. These mangy, ill-tempered felines aren't pets- they are hardworking members of the crew.

A ship's cat protects the stores from rodents. By reducing waste and loss, the cat(s) effectively reduces the provisions necessary to sustain the crew by 10%.

Drawback: Woe betide any spellcaster dumb enough to bring a rodent of any kind aboard as a familiar. Unless extraordinary precautions are taken, 1d6 days after first

coming aboard any mammalian or avian familiar of less than size Small will die at the claws of the ship's cats.

Note that this drawback only applies to allied crewmembers and passengers. Spies, stowaways or saboteurs aboard ship are not affected, as the ship's tend to stay away from such dangerous people. Likewise, if an enemy spellcaster is brought aboard as a prisoner, his or her familiar is not automatically killed.

Requirements: None.

Cost: Negligible

SMUGGLER'S TOWLINE

Some ships have a fixed hidden rope to the underside of the ship that smugglers use it to haul contraband materials beneath the water. Vessels with this feature can hide an additional 10% of their total cargo weight in watertight casks lashed to the ship's keel. For example, if a junk has a cargo of 100 tons, an additional 10 tons of weight can be lashed to the smuggler's towline.

Requirements: Craft (ships) DC 22

Cost: 15% of base ship cost

STREAMLINING

A captured vessel would sometimes have its rails cut down, its decks lowered and some of its heavy superstructure beams removed in an effort to make the ship faster.

Depending on how severely streamlined the vessel is, it permanently loses between 2 and 6 points of hardness, and a percentage of its total cargo capacity. For each point of hardness lost to streamlining, the vessel becomes more maneuverable, gaining a bonus on checks to gain the upper hand, and the ability to take an additional move action per turn.

Once a vessel is streamlined, it can only become more streamlined. The effects of streamline are not cumulative, use only the values for the most severe degree of streamlining.

Requirements: Craft (ships) DC 22

Cost: 10% of base ship cost per 2 point of hardness lost

TRAWL NETS

These huge fishing nets trail out behind the vessel, and catch everything swimming through that part of the ocean.

A ship equipped with trawl nets can make a DC 12 Survival check to catch fish. If the check is successful, the ship catches fish worth 1d4x50 gp worth of trade goods, plus an additional 25 gp worth of fish for every point the check results beats the DC by. The ship receives a +2 bonus on this check for every square over 1 that it occupies.

Trawler nets are indiscriminate. They may catch non-prey creatures, such as dolphins or turtles, but on fantastic worlds, that is hardly the worst danger. Fishermen are wary when they bring the nets up, because anything from giant crabs to juvenile dragons to murderously enraged mer-folk might be tangled in the nets.

Requirements: Craft (ships) or Profession (fisherman) DC 15

Cost: 350 gp per square of the ship

TRYWORKS

A massive cast-iron boiler system is fitted on the ship's foredeck. The blubber from sea creatures such as whales can be rendered down into oil on site, rather than forcing a ship heavily laden with fresh kills to return to port. With a day's work and a successful DC 15 Profession (whaler) or Survival check, a ship that has captured a whale can produce trade goods worth 1d4x100 gp, plus an additional 50 gp per point by which the whaling ship beats the check DC by.

Requirements: Craft (ships) or Profession (whaler) DC 20

Cost: 15% of the base ship cost

VENTILATED HOLD

The below decks areas of the ship are exceptionally well ventilated. Rowers in the ship's bowels can work harder and longer.

When this ship travels under muscle power, its travel day is considered to be 12 hours, not 10 as normal. Increase its waterborne speed proportionately.

Requirements: Craft (ships) or Knowledge (engineering) DC 18

Cost: 2,000 GP per square

WHALING MOUNT

The ship's harpoons are mounted on specially reinforced mounts connected firmly to the vessel's reinforced superstructure.

The ship receives a +5 bonus to its CMB and CMD scores when grappling with a harpooned creature.

Requirements: Craft (ships) DC 22, Ship must be equipped with at least one Harpoon.

Cost: 1,000 GP per square

WINCH

This towing cable consists of 500 ft. of thick rope; capable of supporting up to 2,000 lbs. of weight; which ends in a heavy-duty iron hook on one end and connects to a muscle-powered drum on the other. The cable must be manually extended; a full round action starts and stops the winch. The rope deploys at the rate of 50 ft. per round. The rope has a Hardness of 3 and 45 hit points. Multiple winches can be used simultaneously to lift heavier weights.

Requirements: Craft (ships) or Knowledge (engineering) DC 18

Cost: 5% of base ship cost

NEW WEAPONS

Whaling ships invariably mount the new siege-weapon listed below, the fearsome, deck mounted harpoon gun.

WHALING HARPOON

A gunpowder charge fires a wickedly barbed harpoon trailing a 200 ft length of heavy gauge rope or cable (Break DC 35). The harpoon embeds itself in the blubbery flesh of a whale or other great sea creature, tying it to the ship. Prey caught with a harpoon must remain within a 200 ft radius of the ship unless they can successfully break the cable with a DC 35 Strength check.

If the sea creature attempts to submerge, it must make a grapple check against the ship; if successful, the sea creature may drag the ship under. A harpoon's crew may release the cable as a standard action.

SPECIALIZED HARPOONS

In addition to standard harpoon ammunition (which costs 10 gp per harpoon), whalers sometimes use specialized harpoons to hunt special prey.

ARMADA: EXPANDED SEA COMBAT AND RULES SOURCEBOOK

Siege Engines	Cost	Damage	Critical	Range	Type	Crew	Aim	Load
Whaling Harpoon (direct fire)	600 gp	3d8	X3	200 ft maximum	Piercing	1	0	2

BARBED

Barbed harpoons are designed to latch into the flesh of their prey and inflict horrific wounds as the prey struggles to free themselves.

Each time a harpooned creature fails a Strength or CMB check to free itself from the harpoon, it suffers an additional 2d6 points of piercing damage, as the hooks work deeper into its flesh.

Cost per Barbed Harpoon: 60 gp

GUNPOWDERED

A slow burning, water proof fuse is lit just before the harpoon is launched, eventually exploding within the wound track the harpoon causes.

1d4+1 rounds after the harpoon is embedded in its prey, it explodes, inflicting +4d6 points of fire damage to the victim. The harpoon (unlike many other specialty harpoons) is destroyed after use.

Cost per Gunpowdered Harpoon: 200 gp

SPECIES-SPECIFIC

Species-specific harpoons are based on long anatomical study of a particular species of prey. These specially forged harpoons take into account quirks of biology and nature. Select a specific species of whale (such as sperm whale, wright whale), or some other prey species common in your world (giant King crabs, blue-banded leviathans, etc), not merely a creature type or subtype. When used against a member of that particular species, the harpoon is +3 to hit and inflicts an additional +2d8 damage.

However, this harpoon is -5 to hit other species, even similar species, and will not ‘hold’ on members of other species. It merely deals damage and either falls out or breaks in the skin.

Cost per Species-specific Harpoon: 120 gp

ENCHANTED CANNONBALL

This particular cannonball looks like any other cannonball – it’s a large metal sphere made of dirty iron. The only indication that something may be different about this particular cannonball is the deeply engraved sigil or personal *mon* that has been carefully painted white or blood red.

It is not an uncommon practice for wizards and other spellcasters in coastal cities to craft magical cannonballs. Though expensive, many a ship’s captain has found it useful to have a small cache of enchanted cannonballs on board – just in case. After all, you can never be too sure of what you’ll encounter while sailing the open ocean.

Enchanted cannonballs are available with enhancements ranging from +1 to +5. Additionally, any effect that can normally be applied to arrows, crossbow bolts, or other types of ammunition may also be applied to cannonballs.

Enchanted cannonballs are constructed by use of the Craft Arms and Armor feat. *Market Price:* Varies by degree of enhancement.

TRAITS FOR PIRATES AND SEADOGS

Pirates and privateers usually grow up in slums and rogue’s ports- they grow up fast, hard and greedy. Many of these starting talents often start sailors out ‘on the pirate’s account’.

JACK-TAR

Type: General

You are accustomed to the heaving of a deck beneath your boots. You receive a +1 bonus on all Ref Saves and a +2 bonus on Acrobatics checks made aboard a vessel in motion.

LEGALLY DEAD

Type: Social

Due to a quirk of the law, in your home nation, you are considered legally dead. Perhaps you were declared legally dead after being lost at sea, perhaps the gallows rope broke during a pervious execution attempt, or perhaps you died and returned to life by magic. As such, you cannot be legally executed for any crime, no matter how vile. The worst punishment you can receive is lifetime imprisonment (which a player character will usually find a way to escape from). This talent has no effect in regions that do not follow your homeland’s legal code, and doesn’t actually prevent your captors from just slitting your throat and dumping your body in a swamp, if you really annoy them.

LETTER OF MARQUE

Type: Social

You are a pirate of the crown- a privateer. You have a document giving you and your shipmates permission and amnesty from piracy laws, so long as you plunder the ships of a specific enemy nation or its allies. Once per week, you can attempt a Diplomacy check by displaying your letter of marque to attempt to change to Helpful the attitude of a member of the issuing government.

You can lose the letter of marque if you commit piracy or other crimes against the issuing government, or if that government's diplomatic relationship with the target nation changes. After a war ends, many would be privateers may find themselves out of a job.

NAVAL OFFICER

Type: Social

Requirements: Profession (sailor) 1 rank

You have been trained to lead a ship's crew in the day-to-day activities of sea duty. This trait may be taken both by officers and senior enlisted men, or "petty officers".

When using the aid another action to assist any sailor, that sailor receives a +4 bonus on a successful check, if the action taken directly relates to running a ship, either in or out of combat.

PEARL DIVER

Type: General

You grew up as a free diver in a coastal or island region, and from an early age learned to brave the depths in search of tiny pearls hidden in the shallows. You can hold your breath automatically for two (2) minutes, before needing to begin making Con checks to hold your breath. You also receive a +2 bonus on Perception checks while underwater.

FEATS OF THE SEA

In addition to these new feats, pirates and merchant seamen often select combat feats with an emphasis on speed and precision. Most favor cutlasses, boarding axes and black-jacks- weapons that can easily be used in the close confines of a ship's hold or in a scummy port's darkest alley way. In campaigns with firearms, pirates favor flintlock pistols over rifles or long arms, and most carry a brace of pistols concealed beneath their long coats.

BLUFF THE MIGHTY

You are especially adept at lying to bullies, muscular thugs and those too proud of their own strength. You use a mix of flattery, feigned helplessness and well practiced guile to get what you want.

Prerequisite: Bluff 1 rank, Deceitful

Benefit: When attempting a Bluff check against a target with a higher total melee attack bonus (Base Attack Bonus + Str modifier) than your own total melee attack bonus, you add the difference between scores as an insight bonus on your Bluff check result.

Limitation: You may not use this feat on Bluff checks made to feint in combat.

BRIGAND'S TATTOOS

You are visibly scarred, pierced or tattooed as a memento of your criminal dealings. While criminal scars and tattoos vary wildly, most are obvious, many are crude or vulgar, and all are as intimidating as a drawn blade.

Benefit: You receive a +2 bonus on Intimidate checks, Escape Artist checks and Knowledge: local checks, all useful skills for a canny criminal. If you have the Leadership feat, you gain a +2 bonus to your Leadership score for the purpose of recruiting followers and cohorts with rogue levels.

Drawback: Your obvious prison marks impose a -2 circumstance penalty on Bluff and Diplomacy checks made against agents of the law or the government, especially among the people who first sent you to prison.

CHILD OF THE GALLOW (BIRTHRIGHT)

As a child, either you watched one of your parents die at the end of a rope or by the headman's blade, or were one of the gallows-children were conceived during a condemned man's last sexual encounter, or were birthed by a woman who went to her death shortly there after.

Prerequisite: Wis 13+, Character level first only

Benefit: Your early, intimate connection with death grants you a strange supernatural insight. With a glance, you may make a DC 18 Sense Motive check. If the check succeeds, you instantly know if the target has ever killed a sentient creature or creatures, if the target is a professional assassin or paid executioner (though not which one), and if the target has ever been lawfully sentenced to death.

You cast spells from the Necromancy school at +1 caster level.

FOUNDLING (BIRTHRIGHT)

As a newborn, you were abandoned and left to die. Some well meaning soul found you and raised you; you spent your early years in a reformatory, a church's orphanage or workhouse or living in obscurity with some foster family, your real heritage a mystery.

Prerequisite: character level first only

Benefit: Your early experiences have hardened you, and growing up poor and unwanted has given you some useful skills. Select any three skills on the Rogue class list; these skills are always considered class skills for you. If you select a skill that is a class skill for you at first level, you receive a +1 competence bonus with that skill.

You receive a +4 bonus on Fort saves made to resist dehydration or starvation.

Additionally, since your true origins are a mystery, even to yourself, you may select other birthright feats at any point in your heroic career.

LOVERS IN EVERY PORT

You know how to seduce your way to the information you want, and can probably find a friendly face and comfortable bed in any settlement you visit.

Prerequisite: bardic knowledge class feature, Knowledge (local) 1 rank, Diplomacy 1 rank

Benefit: If you can change the attitude of an NPC who would be sexually attracted to your species and gender to friendly, you can seduce that character, as if asking for simple aid. If you return to that NPC later for aid, each additional request does not increase the Diplomacy check DC.

Each NPC lover in a settlement provides you with a +1 circumstance bonus on Knowledge (local) and Diplomacy checks made within that settlement. The maximum possible bonus is +5, if you have 5 or more lovers in a particular settlement. If you have five or more lovers in a particular settlement, Diplomacy checks made to gather information require half the usual time.

MERFOLK'S GILLS (BIRTHRIGHT)

One of your parents or grandparents had a tumultuous romance with a sea-born lover- a siren, merfolk, naiad or some even more exotic sea creature. As a result of your strange heritage, your body is adapted to life both above and below the waves.

Prerequisite: character level first, elf, half-elf, human or half-orc races only

Benefit: You have both gills and lungs, providing you with the Amphibious special quality. You can breathe water indefinitely. Your sea-born heritage provides you with a +4 racial bonus on Swim checks.

NATIONALISTIC PRIDE (COMBAT)

Convinced of the superiority of your nation, church or clan, you fight even more effectively with your countrymen at your side.

Prerequisite: Base attack bonus +1

Benefit: When using the aid another action in combat or flanking an enemy in conjunction with an ally that shares your national, racial or tribal origin you both receive a +4 bonus.

Normal: Flanking a creature or aiding an ally provides a +2 bonus.

Limitation: You must wear or carry some small token of your homeland, such as a locket of a lover's hair, a vial of soil from your home, a regimental tattoo or an intricately carved hilt that resembles your nation's seal to benefit from this feat. This feat is considered inactive when you do not carry a token of home.

NAVAL EXPERTISE (COMBAT)

You can judge more quickly than most commanders what the enemy captain is likely to do.

Prerequisite: Naval Strategy

Benefit: The ship you are in command of gets a +4 bonus on Initiative checks made as part of a naval combat as long as you are on deck and conscious, and in command of the specific ship. Your vessel also gains a +4 bonus on checks to 'gain the upper hand'.

NAVAL STRATEGY (COMBAT)

Your crew unquestioningly trusts in your judgment as commander.

Prerequisite: Naval Officer starting talent, Profession (Sailor) 5 ranks

Benefit: Your crew gets to add your INT modifier to all Profession (Sailor) checks they make under any circumstances. You must be on deck, conscious, and in command of the vessel to grant this bonus. Your crew need not clearly see or hear you as long as you meet these conditions (or they believe you do and are carrying out your last orders).

PORT SAVVY

You know all the ins and outs of life in the seedy ports of call that sailors use as stopover points in their journeys.

Benefit: You get a +4 bonus on all Knowledge (Local) checks when used in a seaside port. If you have 10 ranks in Knowledge (local) this bonus increases to +6.

RAMMING SPEED (COMBAT)

You are brutally efficient at making ships under your control more effective in ramming other ships.

Prerequisite: Profession (sailor) 5 ranks

Benefit: When a ship under your command rams a target, it inflicts an additional +2d8 points of damage. If you have 10 ranks in Profession (sailor), this bonus damage increases to +4d8 points of damage.

SHIP'S MUSICIAN

You know how to sing shanties or work songs, bang a ship's drum, blow a bugle or trumpet or play some other instrument to keep your ship's crew working efficiently and in unison.

Prerequisite: Perform (sing or percussion or other acceptable) 1 rank, Profession (sailor) 1 rank

Benefit: You may use your Perform skill for sailing checks when using muscle or current power rather than a Diplomacy or Intimidate check. You may not use this ability in place of Handle Animal, if using non-intelligent creatures to provide power.

TIDEBORN (BIRTHRIGHT)

You were conceived on the rocking deck of a ship, born in some village at the edge of the sea, grew to adulthood on the open ocean, and are as at home beneath the waves as a fish. You're one of the best natural sailors and deep-sea divers in the kingdom, and you make your living at sea.

Prerequisites: character level first only

Benefit: Your lifelong connection to the sea has changed your body and mind in unexpected ways. If you are cut, you bleed saltwater and sea-foam, not blood like a normal creature.

You receive a +2 racial bonus on Swim checks, Profession (sailor) checks and Acrobatics checks made to balance on the deck of a rocking ship. In addition, you may hold your breath for a number of minutes equal to your CON score before needing to begin making FORT saves to resist suffocation or drowning.

TIDEBORN MARINER

Your connection to the sea and its creatures has served you well. Thanks to your tideborn gifts, you are a competent and respected merchant seaman.

Prerequisites: Tideborn

Benefit: You receive a +4 racial bonus on Survival checks made to navigate while at sea. When plotting a nautical course to a known destination, you may make a DC 20 Survival check at the beginning of the journey.

If the check is successful, you can take advantage of favorable winds and ocean currents to cut the total time required for the journey by 25%. Failure on this check indicates the journey requires the normal amount of time. Failure by five or more points extends the journey by 10%.

You may take 10 or 20 on this check.

TIDEBORN CAPTAIN

Your connection to the sea has made you an incredibly effective and revered leader. You may be a prosperous merchant seaman, a decorated admiral in your kingdom's navy, or a fierce pirate captain, but your reputation as a naval genius has spread far and wide.

Prerequisite: Tideborn Mariner

Benefit: You receive a +4 racial bonus on Diplomacy and Intimidate checks made while at sea, or made from the deck of a ship docked in port. If you possess the Leadership feat, you receive a +2 bonus on your Leadership score when recruiting followers or a cohort from the nautical community- such as other sailors, naval officers and able seamen, dock workers, inhabitants of coastal fishing villages, and aquatic creatures such as skrags and aquatic elves, among others.

DISEASES OF THE SEA

The sea has its dangers, some far less obvious than an enraged pirate, pain-maddened kraken or churning hurricane. Diseases are an ever-present threat aboard ship, and can lay waste to entire crews.

CALL O' THE SEA

Type: disease, contact

Save: DC 18

Onset: 1d6 days

Frequency: 1/day

Effect: 1d3 Con and 1d3 Wis. On the first day of the disease, the patient is fatigued, on the second, exhausted. On the third day, the patient's lungs collapse, and he loses the ability to breath oxygen, but gains the ability to survive indefinitely under water. If reduced to either 0 Con or Wis by the disease, the patient dies and returns to life several hours later as a mutant Shaugin, under the control of the

game master. The character retains no skills, memories or abilities from his or her former life.

Cure: 3 consecutive saves

Call o' the Sea is a virulent disease common in incestuous fishing villages and costal hamlets. This germ is secreted naturally by Shaugin and Aboleth slime, and often finds its way into the water table of places near such creatures' lairs. Some sorcerers with the aquatic or aberrant bloodline secrete this disease naturally in their sweat and bodily fluids, as do the slaves and surface-spies of these deep ocean horrors.

DYSENTERY

Type: disease, ingested

Save: Fort DC 22 to avoid infection, Fort DC 14 to negate

Onset: 1 day

Frequency: 1/day

Effect: 1d3 Str. The victim is *nauseated* while suffering the disease, and cannot hold down food. The target begins starving no matter how much he eats- he purges the food before his body can derive any nutrition from it.

Cure: 2 consecutive saves

Caused by parasites in impure water and spoiled food, dysentery causes nausea, vomiting and uncontrollable bouts of diarrhea. Shockingly easy to contract, dysentery is fairly easy for a healthy adult to recover from, but can easily kill a child or someone already struggling with illness or malnutrition.

SCURVY

Type: disease, ingested

Save: DC 15

Onset: 1d4+1 days

Frequency: 1/day

Effect: 1d3 Con and 1 Str

Cure: 3 consecutive saves or *goodberry* (see text)

Scurvy is a disease that afflicts most seamen at some point in their careers, and kills many. Scurvy is caused by malnutrition, and is endemic aboard poorly provisioned ships; slave ships lose much of their living cargo to scurvy or other plagues.

A sailor who has consumed relatively fresh citrus fruits (lemons, limes, oranges, or similar fantastic fruit) within the last week receives a +2 bonus on FORT Saves to resist or overcome scurvy. A character who has consumed the fruit from the *goodberry* spell within the last week becomes temporarily immune to scurvy. Eating fruit

created by the *goodberry* spell automatically cures scurvy, in addition to its usual effects.

MUTINY'S WIND

Type: disease, inhalation

Save: Will DC 14 to resist, Will DC 18 to overcome

Onset: 1d4+1 hours

Frequency: 2/day

Effect: 1d4 Wis, target cannot use skills requiring concentration or focus while afflicted, similar to Barbarian rage. Afflicted crew members are considered Hostile for the purpose of sailing checks.

Cure: 2 consecutive saves

A stinking yellow wind blows in from the east, turning crackerjack crews into quarrelsome, blood-thirsty mutineers. Those afflicted by this magical disease are distracted, irritable and prone to violence. They'll take to fists and cutlasses to settle disagreements that a harsh word would settle in saner times. When the disease finally runs its course, the sufferer coughs up yellow bile and cries urine-like tears for several days as a 'memento' of the disease.

GLOSSARY OF NAUTICAL TERMS

Abeam: At right angles to, or beside, the boat.

Aboard: On or in the boat.

Aft: Toward the stern.

Aground: When the hull or keel is against the ground.

Aloft: Overhead or above.

Amidships: The middle of a vessel, either longitudinally or transversely.

Anchor: An object designed to grip the ground, under a body of water, to hold the boat in a selected area.

Astern: Behind the boat

Athwartships: Across the ship from side to side; perpendicular to the keel.

Backstay: A support wire that runs from the top of the mast to the stern.

Bail: To remove water from the boat.

Ballast: Weight in the lower portion of a boat, used to add stability

Battens: Thin, stiff strips of wood, placed in pockets in the leech of a sail, to assist in keeping its form.

Beakhead: A platform or projecting structure forward of the forecabin.

Beam: The width of the boat at its widest. Also a timber mounted athwartships to support decks and provide lateral strength; large beams were sometimes called baulks.

Beam reach: a point of sail where the boat is sailing at a right angle to the wind.

Bearing: A compass direction from one point to another.

Belay: To make secure, or to stop an action: "belay that."

Bight: A loop.

Bilge: The lowest part of a boat, designed to collect water that enters the boat.

Block: A pulley.

Boat Hook: A device designed to catch a line when coming alongside a pier or mooring.

Boatswain: An officer in a ship who has charge of the rigging, sails, etc. and whose duty it is to summon the men to their duties with a whistle.

Bolt Rope: A rope sewn into the luff of a sail for use in attaching to the standing rigging.

Boom: The horizontal spar to which the foot of a sail is attached.

Boom Irons: An iron ring fitted on the yardarm through which the studding sail boom slides when rigged out or in.

Boom Vang: A line that adjusts downward tension on the boom.

Bore: Interior of a cannon barrel.

Bow: The front of the boat or ship.

Bowsprit: A spar extending forward from the bow.

Breast Line: A docking line going at approximately a right angle from the boat to the dock.

Broach: To spin out of control, either causing or nearly causing the vessel to capsize.

Broad Reach: A point of sail where the boat is sailing away from the wind, but not directly downwind.

Breech: The part of a cannon behind the bore.

Buoy: An anchored float marking a position or for use as a mooring.

By the Lee: Sailing with the wind coming from behind, and slightly to the side that the sails are on.

Capsize: To turn a boat over.

Cast off: To release lines holding boat to shore or mooring, to release sheets.

Centerboard: A fin shaped, often removable, board that extends from the bottom of the boat as a keel.

Chafe: Damage to a line caused by rubbing against another object.

Chainplates: Metal plates bolted to the boat to which standing rigging is attached.

Chock: A guide for an anchor, mooring or docking line, attached to the deck.

Cleat: A fitting to which a line is secured.

Clew: The lower aft corner of a sail.

Close hauled: A point of sail where the boat is sailing as close to the wind as possible

Close reach: A point of sail where the boat is sailing towards the wind but is not close hauled

Cockpit: The area below deck level that is somewhat more protected than the open deck, from which the tiller or wheel is handled.

Companionway: A stairway or ladder leading from one deck to another.

Displacement: The weight of the water displaced by the boat.

Dock: The area in which a boat rests when attached to a pier, also the act of taking the boat to the pier to secure it.

Downhaul: A line, attached to the tack, that adjusts tension in the sail

Draft: The depth of the boat at its lowest point, also the depth or fullness of the sail.

Drift: The leeway, or movement of the boat, when not under power, or when being pushed sideways while under power.

Ease: To loosen or let out.

Fairlead: A fitting used to change the direction of a line without chafing.

Fathom: A measurement relating to the depth of water, one fathom is 6 feet.

Figurehead: A carved bust of a person or mythical being at the foremost extremity of the bow below the bowsprit.

Foot: The bottom part of a sail.

Forward: Toward the bow of the boat.

Forecastle: A short, raised foredeck, the forward part of the upper deck between the foremast and the stem, or the quarters below the foredeck.

Foremast: The forward mast of a boat with more than one mast.

Foresail: The jib.

Fouled: Entangled or clogged.

Freeboard: The distance from the highest point of the hull to the water.

Furl: To fold or roll a sail and secure it to its main support.

Gallery: A balcony projecting from the stern or quarter of a large ship.

Genoa: A large foresail that overlaps the mainsail.

Gimball: A device that suspends a compass so that it remains level.

Gooseneck: A device that connects the boom to the mast.

Ground Tackle: The anchor, chain and rode.

Gundeck: The deck where the guns were located; large ships may have as many as three gun decks called the lower, middle and upper gundeck.

Gunport: Exit in a gunwale or bulwark for the muzzle of a cannon.

Gunwale: The railing of the boat at deck level.

Halyard: The line used to raise and lower the sail.

Hard Alee: The command given to inform the crew that the helm is being turned quickly to leeward, turning the boat windward.

Hatch: A rectangular opening in a vessel's deck.

Head: Top of the sail.

Head to Wind: The bow turned into the wind, sails luffing.

Headsail: A sail forward of the mast, a foresail.

Headstay: A wire support line from the mast to the bow.

Headway: Forward motion.

Heave To: To stop a boat and maintain position (with some leeway) by balancing rudder and sail to prevent forward movement, a boat stopped this way is "hove to."

Helm: The tiller or wheel, and surrounding area.

Helmsman: The member of the crew responsible for steering.

Heel: The leeward lean of the boat caused by the action of the wind on the sails.

Hike: Leaning out over the side of the boat to balance it.

Hoist: To raise aloft.

Hold: The interior of a hull, especially the part of a merchant ship's interior where the cargo and ballast were stowed.

In irons: Having turned onto the wind or lost the wind, stuck and unable to make headway.

Jib: A foresail, a triangle shaped sail forward of the mast.

Jibe: A change of tack while going downwind.

Keel: A fin down the centerline of the bottom of the hull

Knot: A unit of speed, one knot = 6,076 feet (one nautical mile) per hour.

Lanyard: A line attached to any small object for the purpose of securing the object.

Lateen: A triangular sail, or the style of rigging in which the sail is tied to a boom.

Latitude: Degrees north or south of the equator.

Leech: The back edge of a sail

Leeward: Downwind.

Lifeline: A rope fence surrounding the deck to help prevent crew from falling overboard.

List: The leaning of a boat to the side because of excess weight on that side.

Longitude: Degrees east or west from a fixed line which travels from the north to south pole along the surface of the planet.

Luff: The front edge of a sail, and the flapping in the wind of the front of the sail (luffing).

Mainsheet: The line that controls the boom.

Mast: A long pole or spar of timber set upright on a ship's keel to support the sails.

Mizzen: The shorter mast behind the main mast.

Mooring: An anchor or weight, permanently attached to the sea floor, with a buoy going to the surface, used to hold the boat in a certain area

Outhaul: The line that adjusts tension along the foot of the sail along the boom

Painter: A line tied to the bow of a small boat for the purpose of securing it to a dock or to the shore.

Pennant: A triangular flag.

Pinch: To sail as close as possible towards the wind.

Point: To turn closer towards the wind (point up).

Port: The left side of the boat.

Port tack: Sailing with the wind coming from the port side, with the boom on the starboard side.

Privileged vessel: The ship with the right of way.

Reach: Sailing with a beam wind.

Ready about: Prepare to come about.

Reef: To reduce the size of a sail.

Rhumb line: A straight line compass course between two points.

Rigging: The standing rigging is the mast and support lines, running rigging is the lines with which you adjust the sails.

Rode: The line and chain that connect the anchor to the boat.

Rudder: A fin under the stern of the boat used in steering.

Running: A point of sail, going directly downwind.

Scull: Moving the rudder back and forth in an attempt to move the boat forward.

Shake out: To release a reefed sail and hoist the sail aloft.

Sheave: The wheel of a block pulley.

Sheet: A line used to control the sail.

Shipwright: A master craftsman skilled in the construction and repair of ships. In many instances, the person in charge of a ship's construction, including the supervision of carpenters and other personnel, control of expenditures and schedules, and acquisition of materials.

Shrouds: Support ropes for the mast.

Spinnaker: A large, light sail used in downwind sailing.

Spreaders: Struts used to hold the shrouds away from the mast.

Spring line: Docking lines that keep the boat from drifting forward and back.

Starboard: The right side of the boat.

Starboard tack: A course with the wind coming from starboard and the boom on the port side.

Step: The frame at the bottom of a mast.

Stern: The back of the boat.

Stow: To put away.

Tack: The front, lower corner of the sail. Tack also refers to a course with the wind coming from the side of the boat, also to change course by turning into the wind so that the wind comes from the other side of the boat.

Tender: A small boat used to transport crew and equipment from shore to a larger boat.

Tiller: Controls the rudder and is used for steering.

Topping lift: A line that holds up the boom when it is not being used, also the line that controls the height of a spinnaker pole.

Transom: The back, outer part of the stern.

Traveler: A device that the mainsheet may be attached to which allows its position to be adjusted.

Trim: To adjust the sails, also the position of the sails

Tuning: The adjustment of the standing rigging, the sails and the hull to balance the boat for optimum performance.

Wake: The swell caused by a boat passing through water.

Whisker pole: A light spar which holds the jib out when sailing downwind

Winch: A metal drum shaped device used to assist in trimming sails.

Windward: Upwind.

NAUTICAL & UNDERWATER EQUIPMENT

Most of the equipment necessary to operate a ship is fairly standard and can be found on board. Any sea-coast merchant will have a goodly stock of such items for sale.

Binnacle: This is a large case attached to the deck of a ship designed to hold the ship's compass and a lamp. The binnacle keeps the compass safe from damage and the elements, and also contains a lamp so that the compass can be read at night.

Boatswain's Whistle: Also called a Bo'sun's pipe, this is a finely crafted brass handheld instrument. It is used to signal the arrival of the captain or any other high ranking officer or official on the quarterdeck.

Captain's Log: This large book is filled with more than just blank pages for writing notes. It contains tables used to keep careful track of a ship's progress. Each day, ship direction, speed, and duration of travel is noted in the log and used to mark the ship's progress and well as calculate current position. In addition, many captain's logs contain astronomical tables that allow a captain to calculate his current latitude by making observations with his sextant.

Captain's Speaking Trumpet: This is a trumpet shaped device used by the captain, or other commanding officer, to shout commands to the crew. The trumpet amplifies the volume of the commands so that they can be used across a long ship, or over the sounds of the wind and sea.

Ditty Bag: This is a small canvas sack designed to hold all of a sailor's gear and equipment. The ditty bag comes complete with scissors, sewing kit, jack knife, and shaving razor and is also used to carry a sailor's clothes and other personals.

Diving Grease: Smearing grease over one's clothes or skin is a simple way to provide some protection from cold water. Doing so provides a +4 enhancement bonus to Fortitude saves against damage from cold water. One packet of such grease is enough to cover one medium-sized creature. Each size category greater than medium requires double the number of packets, and each size category below medium requires half the number of packets.

Goggles and Masks: Goggles and masks can be used to improve vision underwater by trapping a pocket of air in front of the eyes. They are constructed from a watertight material that can make a reasonable seal against the skin and supporting a pane of glass or other rigid transparent material. The most basic of such equipment is made from heavily oiled leather and blown glass. Such masks are only usable down to 50 feet below the water's surface. Deeper than that, they cannot maintain their seal against the pressure. Some GMs may include rubber in their campaigns, which is a naturally occurring substance derived from rubber tree plants. Goggles and masks made from rubber make better seals and can be used down to a depth of 100 feet.

Log line: This is a flat piece of wood cut in the shape of a quarter circle (log) tied to a long knotted rope. The log is meant to be thrown overboard and dragged through the water, pulling out the line. The line has knots tied every 50 ft. 8 inches. Once thrown, 30 seconds are counted off a timepiece (usually a 30 second hourglass). The log will pull out one knot for every nautical mile per hour the ship is traveling. This is a necessary piece of equipment for

piloting across open ocean, without external reference to gauge speed.

Rations, Sea: One sea ration includes the amount of food and water necessary to maintain one medium sized creature per day. The food is designed to last on long sea voyages, and it therefore contains hardtack biscuits, dried and salted meats, dried fruits, nuts, and other durable foodstuffs. Sea rations are often bought in bulk (units of 100), rather than in individual servings, since they are designed to feed large crews. Therefore they will typically contain barrels of water or ale, sides of smoked meat, barrels or grain or nuts, etc.

Ship's Bell: A small- to medium-sized brass bell mounted either in a bracket or a small belfry on the deck. The ship's bell is used to signal the hour and half hour, and allows the crew to know when their shift begins or ends. For ships using hourglasses for timekeeping, the ship's bell is rung at every turning of the hourglass.

Sextant: The sextant is an instrument used for astronomical navigation. With it a navigator may determine his absolute latitudinal position. The instrument can only be used during weather with little or no cloud cover. Sextants provide a +2 circumstance bonus to Navigation skill checks when travelling across the open ocean. With a chart and a log of distance traveled, they also allow for a navigator to discern his approximate position even when completely lost and without other references (DC 15). Octants and quadrants are similar to a sextant in design and function. Their names derive from the portion of a circle used on their index. Astrolabes, back-staffs, and cross-staffs are slightly more primitive instruments used to measure the height of an object above the horizon. They are less versatile and less precise than sextants, and therefore provide only a +1 circumstance bonus for Navigation skill checks.

Nautical & Underwater Equipment		
Item	Cost	Weight
<i>Anchor, Heavy</i>	350 gp	400 lbs.
<i>Anchor, Light</i>	100 gp	150 lbs.
<i>Astrolabe*</i>	85 gp	4 lbs.
<i>Bilge Pump, One-manned</i>	200 gp	30 lbs.
<i>Bilge Pump, Two-manned</i>	300 gp	75 lbs.
<i>Binnacle</i>	800 gp	50 lbs.
<i>Boatswain's Whistle</i>	150 gp	-
<i>Captain's Log</i>	20 gp	3 lbs.
<i>Captain's Speaking Trumpet</i>	4 gp	2 lbs.
<i>Charting Tools</i>	15 gp	1 lb.
<i>Charting Tools, Masterwork</i>	50 gp	1 lb.
<i>Compass</i>	500 gp	12 lbs.
<i>Ditty Bag</i>	2 gp	2 lbs.
<i>Diving Grease</i>	5 gp	3 lbs.
<i>Goggles / Mask, leather</i>	15 gp	1 lb.
<i>Goggles / Mask, rubber</i>	40 gp	1 lb.
<i>Log line</i>	8 gp	15 lbs.
<i>Map / Chart</i>	variable	-
<i>Oar</i>	2 gp	10 lbs.
<i>Rations, Sea (100)</i>	30 gp	100 lbs.
<i>Sail, Great Lateen</i>	30 gp	45 lbs.
<i>Sail, Great Square</i>	25 gp	90 lbs.
<i>Sail, Large Lateen</i>	20 gp	35 lbs.
<i>Sail, Large Square</i>	15 gp	70 lbs.
<i>Sail, Medium Square</i>	10 gp	50 lbs.
<i>Sail, Small Lateen</i>	10 gp	15 lbs.
<i>Sail, Small Square</i>	5 gp	25 lbs.
<i>Sextant**</i>	500 gp	3 lbs.
<i>Ship Repair Material</i>	10 gp	100 lbs.
<i>Ship's Bell</i>	25 gp	12 lbs.
<i>Spyglass</i>	1,000 gp	1 lb.
<i>Telescope</i>	2,000 gp	1 lbs.
<i>Timepiece</i>	3,000 gp	2 lbs.
<i>* Same for Back-staff and Cross-staff; ** Same for Quadrant and Octant</i>		



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