

# Parley & Plunder

YOU ARE THE CREW OF THE PIRATE FRIGATE *DAUNTLESS*, bearing an English letter of Marque. Your mission is to sail the Caribbean Sea, plunder ships of enemy nations, and maintain the crew. **CAPTAIN MAYNARD** was injured in your last battle and is unconscious in his quarters, leaving you to fend for yourselves. No matter your role, you have the most experience, so the rest of the crew look up to you.

## PLAYERS: CREATE CHARACTERS

1. Choose a style for your character: Adventurous, Dedicated, Grizzled, Naive, Tactical, Roguish, Savvy
2. Choose a role: Carpenter, Cook, Helmsman, Officer, Gunner, Navigator, Rigger, or Swabbie
3. Choose your number, from 2 to 5. A high number means you're better at **PARLEY** (negotiation, navigation, combat strategy). A low number means you're better at **PLUNDER** (swordsmanship, feats of strength, looting)
4. Give your pirate a thematic 18<sup>th</sup> century name, like Thaddeus Thompson

**You have:** the clothes on your back (including a cool hat or bandana), standard-issue cutlass, flintlock pistol (short range, one shot per reload) and six shots.

**Player goal:** Get your character involved in high seas adventures and probably say "Arr" a lot.

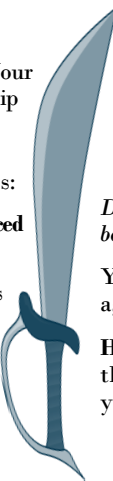
**Character goal:** Choose one or create your own: Become Captain, Woo in Port, Bury Your Treasure, Get a Peg Leg, Plunder a Merchant Ship

## PLAYERS: CREATE THE SHIP

As a group, pick two strengths for the Dauntless:

**Fast, Nimble, Loyal Crew, Extra Guns, Reinforced Hull, Experienced Medic, Durable Sails.**

Also, pick one problem: **Noisy** (squeaky planks and humming rudder), **Short on Ammo** (both cannon balls and crew's pistol ammo), **Infamous** (merchant ships know it on sight), **Inferior Cannons** (bad at long range)



## ROLLING THE DICE

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert (The GM will tell you how many dice to roll based on your character and the situation). Roll your dice and compare each die result to your number.

- ↓ If you're using Parley (tactics, charm) you want to roll under your number.
- ↑ If you're using Plunder (fighting, tenacity) you want to roll over your number.

- If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.
- 1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2 If two dice succeed, you do it well. Yarr!
- 3 If three dice succeed, you get a critical success. The GM tells you some extra effect you get.

**If you roll your number exactly, you Shiver Me Timbers!** You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

*Do they have answers? Who's behind this? What's the best way to \_\_\_\_? What's really going on?*

You can change your action if you want to, then roll again.

**HELPING:** If you want to help someone else when they roll, say how you try to help and make a roll. If you succeed, give them +1d.

## GM: CREATE A PIRATICAL ADVENTURE

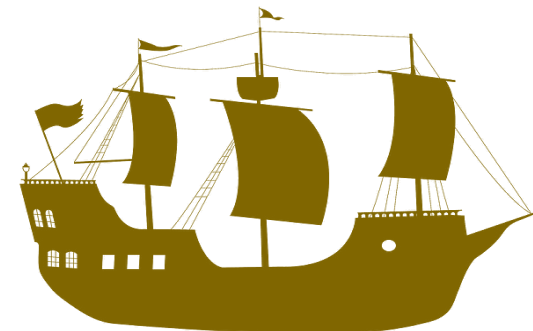
Roll or choose on the tables below:

A THREAT...	
1. The Dutch	4. Rival pirate
2. The French	5. Bounty hunter
3. The Spanish	6. Evil twin
WANTS TO...	
1. Destroy/kill	4. Fortify
2. Kidnap/steal	5. Control
3. Purchase	6. Manipulate
THE...	
1. Governor of Bermuda	4. Island of Tortuga
2. Sugar Trade	5. Treaty of Utrecht
3. Treasure Fleet	6. Shipbuilding Industry
WHICH WILL...	
1. Eliminate piracy in the Caribbean	4. Uncover a spy on the ship
2. Bankrupt the British Government	5. Spawn famine in the New World
3. Give area control to the Spanish	6. Trigger world peace

## GM: RUN THE GAME

Find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask what they do. "The merchant ship is running out their long guns, ready for a fight. What do you do?" "The tavern wench throws mead on your face. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes-let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Ask questions and build on answers. "Have any of you been to Tortuga before? When? What happened?"



**PARLEY & PLUNDER** is a hack of **LASERS & FEELINGS!**

LASERS & FEELINGS was written by John Harper, whose name sounds piratey.

oneseven@gmail.com  
onesevendesign.com

Like its forefather before it, this game is licensed under CC BY-NC-SA 4.0 International License: <http://creativecommons.org/licenses/by-nc-sa/4.0/sa/4.0/>

This is usually where the author of this hack would put a byline or something. Enjoy this spyglass instead.

