

# SCREAMING SEAS X!



# Welcome to Screaming Seas - X!

*Raging Sea Battles! Pillaging! Buried Treasure! Scary pirate action on the High Seas using familiar rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about "Golden Age" comic book pirate adventures. (Adventurous rules through a retro lens). They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Yo ho ho and a bottle of rum. Cutlasses out me hearties!*

## Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below:

**Strength** – You can use your Str bonus to modify your “to-hit” and damage results in melee.

**Intelligence** – You can use your Int bonus to give you bonus languages.

**Wisdom** – You can use your Wis bonus to protect your *Sanity* against horror saving throws

**Constitution** – You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d6.

**Dexterity** – You can use your Dex bonus to modify your “to-hit” number with ranged (also called “missile”) weapons and modify your character’s armor class.

**Charisma** - Shantyists can use their Cha bonus to reduce the saving throw of their target when using their spells.

## Attribute Bonus

Attributes scores of 13-15 have a bonus of +1; 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

## Sanity

This statistic represents the PC’s descent from a stable and healthy mental state into confusion and mental instability. As characters encounter abnormal creatures, witness horrific events and master forbidden knowledge, their sanity score, and their ability to function as a normal member of the human race, deteriorates.

A characters starting sanity (San) is Cha x 5. This score represents a starting character’s current San, as well as the upper limit of San that can be restored by medical treatment. After creation, a character’s current San often fluctuates considerably and might never again match starting sanity. A change in a character’s Cha score changes his or her starting San in terms of what treatment can restore. Current San, however, does not change if Cha rises or falls.

Each time a character advances in level he or she recovers 1 San and raises starting San by 1 point.

## Armor Class

Armor Class (AC) rates how difficult it is to hit and be hit. It is set out as AC XX; the XX represents the armor class and determines how easy/difficult it is to hit that AC.

**Example:** An unarmored man would be AC10, while one wearing a *padded jacket* would be AC11.

## Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2<sup>nd</sup> level in their chosen class. Upon completing three more adventures, a character progresses to 3<sup>rd</sup> level and so on.

## Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, horror, falls and evasions, toxins, environmental dangers and so on.

# Buccaneer

*Buccaneers are rough, tough fighting' types who can fight with just about anything they can get their hands on*

**Hit Dice:** 8HP at 1<sup>st</sup> level, and 1d6+1 at each level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup> level, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup> and 10 at 6<sup>th</sup> level. Buccaneers also get +1 on *Saving Throws* vs. death, illness and poison

**Basic Hit Bonus (BHB):** +1 at 2<sup>nd</sup>, +2 at 4<sup>th</sup> and +3 at 6<sup>th</sup> level.

**AC Bonus:** +1 at 2<sup>nd</sup>, +2 at 4<sup>th</sup> and +3 at 6<sup>th</sup> level.

**Armour & Weapons:** Buccaneers can wear any armour and use any weapon. They start with studded leather, a pole arm, a cutlass, a dagger and a musket. They also have a pouch of 1d6 doubloons.



Buccaneers get the following class abilities:

- **Combat Machine:** Buccaneers gets one attack per level each round against foes of 1 HD or fewer.
- **Dirty Fighting Stunts:** Buccaneers have learned from experience that it pays to play dirty. Carrying out such a stunt (sand cast into the eyes, feigning a fatal injury and other distracting techniques) gives the enemy -2 on their next to hit roll or the character +2 on their next to hit roll. This ability can be used only once per combat (the foe has wised up to it by then).
- **Weapon Master:** Buccaneers can choose one weapon type (sword, cutlass, dagger, musket, fists) with which they receive +1 to hit and damage.

# Sawbones

*A steady hand an iron constitution and a bottle of rum are the only requirements for the ship's Sawbones*

**Hit Dice:** 6 HP at 1<sup>st</sup> level and 1d6 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup> level, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup> and 10 at 6<sup>th</sup> level. Sawbones' get +1 on *Saving Throws* vs. death and fear effects

**Basic Hit Bonus (BHB):** +1 at 4<sup>th</sup> level.

**AC Bonus:** +1 at 3<sup>rd</sup> and +2 at 6<sup>th</sup> level.

**Armour & Weapons:** Sawbones' can wear padded or leather armour and use daggers, cutlasses, hatchets, small pistols, pistols and blunderbusses. They start with padded armour, cutlass, dagger and a pouch of 2d6 doubloons.

Sawbones have class abilities as follows:

- **Amputation:** When a character has "died" as a result of injuries received in combat (see damage and death later in this book), a Sawbones has a chance of saving him by amputation (for the purposes of this rule, it is assumed the character is actually still alive and immediate and drastic surgery might actually save him). The Sawbones declares "I can save him!" and whips out his saw (or some other equally nasty implement). The player of the Sawbones chooses which body part to remove from his victim and a grisly scene ensues (which we won't elaborate on here). This provides the nearly dead character with another Death Save. Success means he lives, minus the body part.
- **Heal Wounds:** Sawbones' can stitch up wounds and prevent infection using rum or other alcohol, healing 1d3 points per level per day. It takes 5 minutes to do a decent patch-up job (probably leaving horrible scars in the process).
- **Recover Sanity:** Sawbones' can help characters who have fallen mad from the horrors they have witnessed. They can recover 1d3 lost San by treating the character for a whole day in a quiet place.
- **Restoration:** Sawbones' can rehabilitate characters that have lost levels as a result of the level draining abilities of Undead. The roll is 1 in 6, rising to 2 in 6 at 3<sup>rd</sup> level and 3 in 6 at 5<sup>th</sup> level. If successful, the

character is restored back to the level he was at prior to being level drained. It takes 1d6 days of bed rest to completely recover.

- **Treat Disease/Poison:** Characters who have contracted a disease or fallen ill due to poison (not dead) can be saved if the Sawbones makes his roll (2 in 6, rising to 3 in 6 at 4<sup>th</sup> level).

## Rogue

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*A rogue is a trickster, a thief, a gambler and a cheat. But they are a useful member of the crew because of their special set of skills.*

**Hit Dice:** 6 HP at 1<sup>st</sup> level, and 1d6 per level thereafter.

**Saving Throw:** 14 at 1<sup>st</sup> level, 13 at 2<sup>nd</sup>, 12 at 3<sup>rd</sup>, 11 at 4<sup>th</sup>, 10 at 5<sup>th</sup> and 9 at 6<sup>th</sup> level. Rogues get +1 on *Saving Throws* vs. being cheated or lied to and evasion.

**Basic Hit Bonus (BHB):** +1 at 2<sup>nd</sup> level, +2 at 4<sup>th</sup> level and +3 at 6<sup>th</sup> level.

**Armour & Weapons:** Rogues can wear padded, leather armor or studded leather and use a buckler. They can use daggers, swords, cutlasses, cudgels, clubs, small pistols and pistols. They start with leather armour, buckler, cutlass, dagger, small pistol and a pouch of 2d6 doubloons.

Rogues have class abilities as follows:

- **Rogue Stunt:** Rogues can choose to have one of *Dirty Fighting Stunt* (Buccaneer) or *Acrobatic Stunt* (Swashbuckler).
- **Back Stab:** When attacking from behind or by surprise, Rogues get +4 to hit and x2 damage. This rises to x3 damage at 6<sup>th</sup> level.
- **Rogue Skills:** Rogues have a 2 in 6 chance to succeed at *Climbing, Gambling, Opening Locks, Finding/Removing Traps, Listen, Pick Pockets, Hiding in Shadows* and *Moving Silently*. At 3<sup>rd</sup> level this rises to 3 in 6 and at 5<sup>th</sup> level this rises to 4 in 6.

## Swashbuckler

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*The Swashbuckler is a heroic, dashing and idealistic swordfighter.*

**Hit Dice:** 7 HP at 1<sup>st</sup> level, and 1d6+1 at each level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup>, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup> and 10 at 6<sup>th</sup> level.

Swashbucklers also get +1 on *Saving Throws* vs. death, drowning and evasion.

**Basic Hit Bonus (BHB):** +1 at 2<sup>nd</sup> level, +2 at 3<sup>rd</sup>, +3 at 4<sup>th</sup>, +4 at 5<sup>th</sup> and +5 at 6<sup>th</sup> level.

**AC Bonus:** +2 at 1<sup>st</sup>, +3 at 3<sup>rd</sup> and +4 at 5<sup>th</sup> level.

**Armour & Weapons:** Swashbucklers can wear padded or leather armour and use a buckler. They can use daggers, swords, cutlasses, small pistols, pistols and musketoons. They start with leather armour, a buckler, sword, dagger, pistol and a pouch of 1d6 doubloons.

Swashbucklers get the following class abilities:

- **Acrobatic Stunts:** These stunts involve acrobatic-style maneuvers – swinging on ropes, leaping the gap between two ships, swinging on chandeliers and so on. A successful roll (2 in 6 rising to 3 in 6 at 3<sup>rd</sup> and 4 in 6 at 5<sup>th</sup> level). The stunt gives a temporary combat advantage to the character +2 on their next to hit roll or -2 on the enemies next to hit roll. As long as the character uses a different stunt, the ability can be used a number of times up to the character's level per combat.
- **Combat Machine:** Swashbucklers gets one attack per level each round against foes of 1 HD or fewer, using any bladed weapon.
- **Weapon Master:** Swashbucklers can choose one melee weapon type (sword, cutlass, dagger) with which they receive +1 to hit and damage **or** they can use a sword/cutlass in one hand and dagger in the other and attack with both without penalty.



# Shantyist

*Shantyists are lorists, musicians and storytellers; valued and respected on board a ship, with their ribald style of entertainment.*

**Hit Dice:** 5 HP at 1<sup>st</sup> level, then 1d6 at each level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup> level, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup> and 10 at 6<sup>th</sup> level. Shantyists get +1 on *Saving Throws* vs. magic.

**Basic Hit Bonus (BHB):** +1 at 3<sup>rd</sup> level, +2 at 5<sup>th</sup> level.

**AC Bonus:** +1 at 2<sup>nd</sup>, +2 at 4<sup>th</sup> and +3 at 6<sup>th</sup> level.

**Armour & Weapons:** Shantyists can wear padded or leather armour and can use daggers, cutlasses, hatchets, cudgels, clubs, small pistols, pistols and blunderbusses. They start with padded armour, a dagger, small pistol, a musical instrument of choice and a pouch of 1d6 doubloons.

Shantyists get the following class abilities:

- **Magic Lore:** Shantyists have learned many mysteries and have a deep knowledge of the weird and the supernatural. They receive 2 in 6 chance to succeed (rising to 3 in 6 at 4<sup>th</sup> level) to rolls involving these mysteries.
- **Performance:** Shantyists can sing, dance and entertain. Using this ability, Shantyists can attract and hold an audience. People must be able to hear and understand the Shantyist to be affected. They don't spot or hear things they would normally otherwise notice as they are so fascinated by the performance of the Shantyist. This creates a distraction for many purposes. The chance of success is 2 in 6 rising to 3 in 6 at 3<sup>rd</sup> and 4 in 6 at 5<sup>th</sup> level.
- **Sea Lore:** Shantyists know lots of tales of the sea and legends of sea monsters, pirates, ghost ships and buried treasures. Some are just rumors and tall tales but others have a basis in truth. They receive 2 in 6 chance to succeed (rising to 3 in 6 at 3<sup>rd</sup> and 4 in 6 at 6<sup>th</sup> level) to rolls involving these legends.
- **Spellcasting:** Shantyists are able to cast spells through their poetry, dance, words and music. They get a level 1 spell at 1<sup>st</sup> level. They gain a further level 1 spell at 2<sup>nd</sup> level, a level 2 spell at 3<sup>rd</sup> level, a further level 1 spell at 4<sup>th</sup> level, another level 2 spell at 5<sup>th</sup> level and a level 3 spell at 6<sup>th</sup> level.

## Shantyist spells – Level 1

### Detect Magic

**Range:** 60 ft

**Duration:** 20 minutes

Caster can perceive the presence of magic.

### Charm Person

**Range:** 30 ft

**Duration:** 10 minutes per level

This spell puts a person under the direct influence of the Shantyist. The target gets a saving throw.

### Disguise Self

**Range:** Self

**Duration:** 10 minutes per level

You can alter your appearance (and clothing) to look like a specific individual that you know or can see or to that of a "generic" person.

### Magic Hand

**Range:** 30 ft

**Duration:** Concentration

You point your finger at a small object (about the size of a sword or firearm) and can lift it and move it at will from a distance.

### Magic Light

**Range:** Touch

**Duration:** 1 hour+10 min/level

The target object produces light about as bright as a lantern, to a radius of 30 ft.

### Magic Sleep

**Range:** 60 ft

**Duration:** Gm's discretion

This spell puts 1d6+1 normal people of 1HD or less (citizens, thugs, cops etc.) into an enchanted slumber with no saving throw. Alternatively, it can be aimed at a single npc who will get a *saving throw*.

## Summon Sea Creature

**Range:** 30 ft                      **Duration:** 1 minute per level

The spell summons a normal sea animal that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

## Ventriloquism

**Range:** 30 ft                      **Duration:** 1 minute per level

You can make your voice appear to issue from somewhere else.

## Shantyist spells – Level 2

### Alter Self

**Range:** Self                      **Duration:** 10 minutes per level

You can make yourself look like an animal (you gain no benefits; you just resemble the critter in question).

### Knock – Lock

**Range:** 30 ft                      **Duration:** Permanent until dispelled

The targeted door, gate, chest or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Targets locked by this spell can be unlocked by this spell or broken by brute force (GM's discretion).

### Invisibility

**Range:** Touch                      **Duration:** Until dispelled or an attack is made

The object of this spell (being or thing) becomes invisible and cannot be seen. Someone who is invisible cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible person makes an attack, the invisibility is ended. Otherwise it lasts until removed by the caster.

### Mirror Image

**Range:** 60 ft                      **Duration:** 1 minute per level

Several (1d4) illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

### Silence

**Range:** 200 ft                      **Duration:** 1 minute per level

Upon the casting of this spell, complete silence prevails in the affected area of 20 ft radius.

### Sound Burst

**Range:** 60 ft                      **Duration:** Immediate

You blast an area of 10 ft radius with a tremendous thunder burst of noise. Everyone in the area gets a saving throw or is stunned and unable to act for 3 rounds.

### Water Breathing

**Range:** Touch                      **Duration:** 2 hours per level

The subject can breathe underwater as they can on land. The spell also provides complete protection against the pressures of deep water.

## Shantyist spells – Level 3

### Dispel Magic

**Range:** 60 ft                      **Duration:** Immediate

This spell cancels magical spells, curses and effects (even from amulets). It will only negate the spells of a lower level caster.

### Fear

**Range:** 30 ft                      **Duration:** 1 round per level

Fear affects the people or creatures in the area that can hear the Shantyist. If they fail their saving throw, they either run as far as possible or stand still, unable to do anything.

## Good Hope

**Range:** 30 ft

**Duration:** 1 minute per level

This spell instills powerful hope in the subjects (one person per 2 full levels), giving them +2 on all to hit rolls, saving throws, task checks and damage. This spell completely negates the “Misery” spell.

## Misery

**Range:** 30 ft

**Duration:** 1 minute per level

This spell instills powerful grief in the subjects (one person per 2 full levels), giving them -2 on all to hit rolls, saving throws, task checks and damage.

## Summon Supernatural Creature

**Range:** 30 ft

**Duration:** 1 minute per level

The spell summons a creature from the “supernatural & weird” list that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

## Witch Sight

**Range:** 150 ft

**Duration:** 1 minute per level

This spell makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM’s discretion.



# Sailing Ships

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*Screaming Seas covers the "Golden Age" of piracy, a wide period spanning the 1650's to the 1720's or so. Factors contributing to piracy during the Golden Age included the rise in quantities of valuable cargoes being shipped to Europe over vast ocean areas; leading to constant battles with pirates by the colonial powers. There were a wide range of ships used in this period and these mentioned below are just very broad types to give a flavor of the period in question. The guns mentioned are "per broadside" so the ship will actually have at least double the number of guns mentioned (some also have 1-4 "stern chasers" and/or 1-4 "bow chasers"). Crew numbers are the minimum to handle the ship, the normal crew complement and the full complement. As this is a simple rpg I have not included any ship combat rules but may publish a supplement later if sales of this game warrant it.*

## Corsair

**AC:** 12    **HP:** 25    **Crew:** 6/70/100    **Attacks:** 6 medium guns, 8 small guns    **Move:** 4 mph

A corsair is a small, highly maneuverable type of ship that is favoured by smugglers and pirates. Some ship types which fall into this category are cutters, sloops, small brigantines, and schooners. It has a small cargo hold for up to 10 tons of goods.

## Small Trader

**AC:** 11    **HP:** 15    **Crew:** 4/15/30    **Attacks:** None    **Move:** 3 mph

A small trader is a small nimble ship, used largely between the islands rather than for longer sea voyages. It is relatively easy prey for most pirate ships if caught as it is rarely armed (some might have a small cannon) and generally has a crew of 30 or fewer. Normal cargo is 5 tons.

## Merchant

**AC:** 13    **HP:** 28    **Crew:** 12/90/110    **Attacks:** 4 medium guns, 4 small guns    **Move:** 3 mph

A merchant is a sturdily built ship, designed to carry large commercial cargoes. Ships in this category include brigs, brigantines and medium capital ships. Merchant have deep drafts and will not carry a crew of more than 110. Normal cargo is 18 tons.

## Merchant, Large

**AC:** 13    **HP:** 35    **Crew:** 15/100/160    **Attacks:** 6 medium guns, 6 small guns    **Move:** 2½ mph

A large merchant is a sturdily built ship, designed to carry large commercial cargoes. Ships in this category include brigs, brigantines and medium capital ships. Merchants have deep drafts and will not carry a crew of more than 160. Normal cargo is 25 tons.

## Small Warship

**AC:** 13    **HP:** 32    **Crew:** 10/120/160    **Attacks:** 6 long guns, 8 medium guns    **Move:** 3 mph

A small warship is a sleek naval ship, designed to carry many guns without sacrificing maneuverability. Typical ships in this category include corvettes, sloops-of-war and frigates. Small warships have fairly shallow drafts (except for frigates) and will not carry a crew of more than 160. Normal cargo is 15 tons.

## Large Warship

**AC:** 14    **HP:** 47    **Crew:** 12/170/200    **Attacks:** 12 long guns, 12 medium guns    **Move:** 2½ mph

A large warship is a big, bulky type of ship, designed to carry heavy batteries of guns. Ships that fall into this category are ships-of-the-line. Large warships are characterized by deep drafts and will carry a maximum crew of 200. Normal cargo is 20 tons



# Galleon

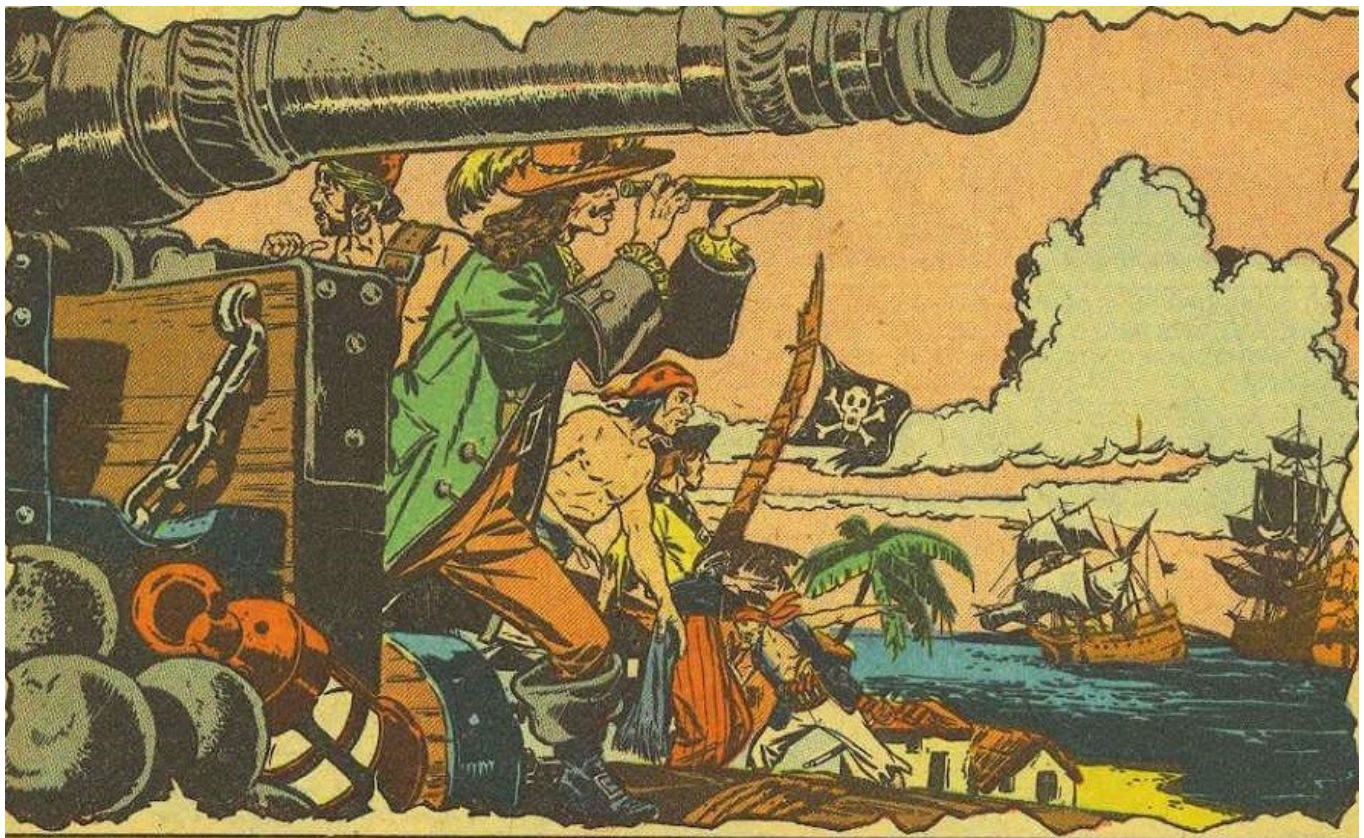
**AC:** 22    **HP:** 58    **Crew:** 18/200/300    **Attacks:** 36 medium guns    **Move:** 2 mph

A Galleon is a huge, slow, hulk of a ship, bristling with guns. This type of ship is the legendary 'treasure ship.' Galleons have deep drafts and can carry no more than 300 crew. Normal cargo is 32 tons. Many galleons are engaged in transporting valuable treasures back to Spain or Portugal. These are the galleons that most of the pirate captains would like to capture.

## Ship Weapons

Weapon	Damage	Rate of Fire	Range	Cost
Small guns	1d6+6	1/2	medium	200 d
Medium guns	2d6+6	1/2	far	350 d
Long guns	3d6+6	1/2	far	500 d

*Note: PCs can operate these weapons as if they were their personal weapons (see combat charts). Ranges for sea combat are abstracted as it's hard to create without going into a lengthy new system for sea combat (which isn't the purpose of this rpg).*



# Playing the Game

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## Time

A turn represents ten minutes, and a combat round is 1 minute.

## Movement Rate

Base movement rate for all races is in terms of feet per combat round.

Characters move at 12ft.

Careful movement halves the rate, running doubles it.

## Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save. Otherwise they are knocked out.

**Note:** *If any of the damage is from fists or stun weapons, the character doesn't die but is knocked out.*

## Healing

In addition to the Sawbones' means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

## Saving Throws

A hazard may require you to make a *Saving Throw*. A successful *Saving Throw* means that the individual avoids the threat or lessens its effect. Each character class has a *Saving Throw* target number based on level. Roll that number or higher to succeed.

**Monster Saving Throw**—target number is calculated by subtracting the monster's HD from 19.

## Horror

### **Sanity and insanity**

Whenever you encounter a gruesome, unnatural or supernatural situation that requires a San roll, you must make a saving throw to resist losing San (usually called a San save). The TN of the situation or horror indicates the San save needed to resist the effects when you are initially exposed to it. Sometimes, even if you make the roll you lose some San, but not as much as you would if you had failed. Potential San loss is shown as two numbers separated by a slash, e.g. 1/1d6. In this case, if you fail the roll you lose 1d6 San and if you succeed you lost just one point. The monster descriptions set out how much San you lose when you encounter them.

### **Temporary insanity**

If a character loses 5 or more San as the consequence of a single San save, he or she has suffered major emotional trauma. The player must then make an Int ability roll; success means the character fully understands what has been seen and goes temporarily insane for 1d6+2 hours.

If your character is temporarily insane, the GM gets to add a temporary phobia or mania to your sheet, most likely being something related to what drove you mad in the first place (such as “fear of the dark”, “fear of confined spaces” or “fear of blood”).

### **Permanent insanity**

A character whose San falls below zero has become permanently insane; the character becomes under the control of the GM. Such a character can never become sane again – they will probably be taken away by the authorities to be locked in a padded cell never to see the light of day again.

### ***Recovering sanity***

The primary way you can recover sanity is through long periods of rest and recuperation in a quiet and safe location. This is assumed to happen between adventures (unless you state your character is doing anything else in that time); your character can recover 1d3 San lost from past experiences. Otherwise, one point of lost SAN is recovered when a character goes up a level.

## Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine Initiative.
2. Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
3. Party that lost Initiative acts and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

### Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6—high roll wins. The winning side acts first—moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, player characters act first.

### Melee Attack

A melee attack is an attack with hand-held weapons such as a blade, gun, or cane. Two combatants within ten feet of each other are considered to be “in combat.”

### Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; *except Swashbucklers, who can always avoid shooting their friends.*

### The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

***Creature attack***—*attack as a level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1<sup>st</sup> level characters.*

### Two-Weapon fighting

A character can choose to use a sword, cutlass or dagger in one hand and a dagger in the other. Or, they can fire with two pistols in one round, or a pistol and one-handed melee weapon. If they do this, they can attack with each weapon at -2 to hit.



# NPCs and Foes

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## Citizens

**AC:** 10      **HD:** 1d6-1      **Attacks:** None or by weapon      **Move:** 12

## Soldier

**AC:** 11      **HD:** 1d6      **Attacks:** Musket 1d6+1      **Move:** 11

## Sergeant

**AC:** 12      **HD:** 2d6      **Attacks:** Pole arm 1d6+2      **Move:** 10

## Officer

**AC:** 15      **HD:** 1d6+1      **Attacks:** Sword 1d6+1, Pistol 1d6      **Move:** 8

## Governor, bureaucrat

**AC:** 10      **HD:** 1d6      **Attacks:** By weapon  
**Move:** 12

## Governor, veteran

**AC:** 15      **HD:** 3d6      **Attacks:** Sword 1d6+1, Pistol 1d6  
**Move:** 8



## Sea Dog

**AC:** 11      **HD:** 1d6      **Attacks:** Cutlass 1d6      **Move:** 12

## Sea Captain

**AC:** 12      **HD:** 2d6      **Attacks:** Cutlass 1d6, Pistols (2) 1d6      **Move:** 12

# Sea Creatures

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## Alligator

**AC:** 14      **HD:** 4d6+2      **Attacks:** Bite 2d6      **Move:** 9/12 (swim)

## Caiman

**AC:** 13      **HD:** 2d6+2      **Attacks:** Bite 1d6 +1      **Move:** 9/12 (swim)

## Croc-Man

**AC:** 13      **HD:** 1d6+1      **Attacks:** Bite 1d6 or spear 1d6      **Move:** 12/6 (swim)

A vicious race of crocodile-headed men inhabiting a lost island in the middle of nowhere.

## Dolphin

**AC:** 12      **HD:** 1d6      **Attacks:** Buffet 1d4      **Move:** 18 (swim)

**Special:** Friendly sea mammals that will sometimes (1 in 6) aid a drowning sailor get to shore.

## Ghoul

**AC:** 13      **HD:** 2d6+1      **Attacks:** Claws 1d3 (x2), bite 1d3      **Move:** 10      **San Loss:** 1/1d3

**Special:** Immune to charm and Magic sleep spells. Paralyzing bite causes victim to become unable to act for 6 rounds. Saving throw allowed for just one round of immobilization.

## Lizard Man

**AC:** 12      **HD:** 2d6      **Attacks:** Claws 1d3+1      **Move:** 12/9 (swim)      **San Loss:** 0/1

**Special:** Adapted to live under water

A race of marsh (and other remote places) dwelling creatures that have remained hidden from humans for thousands of years, developing their own evil culture in readiness to become strong again as they once were. They just need a strong queen to lead them.

## Mermaid

**AC:** 12      **HD:** 3d6      **Attacks:** Bite 1d6\*      **Move:** 3/12 (swim)      **San Loss:** 1d3/1d6

**Special:** Charm Person, immune to charm and sleep spells, half damage from mundane weapons.

A type of fiend, these seemingly attractive women have fishy tails, sharp teeth and claws. Their song is a charm to lead sailors to be drawn to them, when they will bite them to bring them completely under their control and drown them to consume in their lairs at the bottom of the sea.

## Octopus

**AC:** 12      **HD:** 1d6      **Attacks:** Tentacles\*      **Move:** 2/12 (swim)

**Special:** Ink cloud (darkness)

If target hit by the octopus tentacles it is grappled

## Octopus, giant

**AC:** 11      **HD:** 7d6      **Attacks:** Tentacles\*      **Move:** 3/16 (swim)      **San Loss:** 1/1d3

**Special:** Ink cloud (darkness)

If target hit by the octopus tentacles it takes 1d6 damage and is grappled

## Shark

**AC:** 14      **HD:** 3d6+2      **Attacks:** Bite 1d8+2      **Move:** 22 (swim)

**Special:** Follow blood trail (scent +4)

## Large Shark

**AC:** 14      **HD:** 6d6+4      **Attacks:** Bite 1d8+6      **Move:** 22 (swim)

## Seawitch

**AC:** 14      **HD:** 6d6+3      **Attacks:** Claws 1d4 (x4), bite 1d6+1

**Move:** 3/12 (swim)      **San Loss:** 1d3/1d6+2

**Special:** Immune to Charm and Magic Sleep, poison bite

A macabre and repulsive monster; the Seawitch is a weird cross between an octopus, starfish and squid. Its two necks end in a human female head that can cast any level 1 Shantyist spell and a hideous green head that can cast any level 2 Shantyist spell. Each head can cast separately each round.



## Sea Demon

**AC:** 16      **HD:** 8d6      **Attacks:** Trident 2d6      **Move:** 3/12 (swim)      **San Loss:** 1d6/2d6

**Special:** Immune to level 1 and 2 Shantyist spells. Immune to level 3 spells on 2 in 6. Alter form. Animate Dead.

A macabre and repulsive monster; the Sea Demon has a vaguely man-like shape but is green scaled, has a large fish-like head with small tentacles around the mouth, bulging yellowy eyes, sharp teeth and webbed feet and hands. The Sea Demon often alters his form to that of a sea captain to take control of a ship to lead it ultimately to its doom. The Sea Demon can make the dead (3d6 skeletons or zombies) awaken from their watery graves up to three times a day.

## Sea Serpent

**AC:** 17      **HD:** 12d6      **Attacks:** Bite 3d6      **Move:** 3/12 (swim)      **San Loss:** 1d3/2d6\*

**Special:** Swallow whole

A massive snake-like creature capable of dragging down small ships; these stats represent a relatively small sea-serpent. If the serpent bites a character, a saving throw is allowed; otherwise they find themselves inside the serpent losing 2d6 San in the process!

## Skeleton

**AC:** 12      **HD:** 1d6      **Attacks:** Claws 1d3 (x2) or by weapon      **Move:** 12      **San Loss:** 1/1d3

**Special:** Immune to Charm Person and Magic Sleep spells. Half damage from bullets and edged weapons.

## Wight

**AC:** 14      **HD:** 3d6      **Attacks:** Touch\*      **Move:** 9      **San Loss:** 1/1d4

**Special:** Immune to mundane attacks. Silvered weapons do half damage. Unaffected by Magic Sleep and Magic Charm. Touch causes a level drain (saving throw allowed)

## Wraith

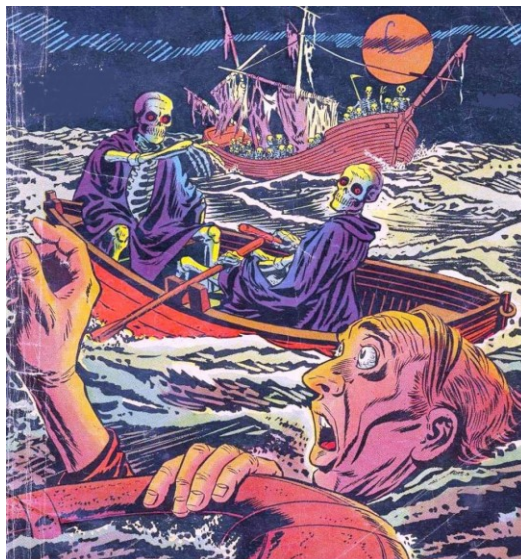
**AC:** 16      **HD:** 4d6      **Attacks:** Touch\*      **Move:** 24      **San Loss:** 1/1d6

**Special:** Immune to mundane attacks. Unaffected by Magic Sleep and Magic Charm Touch causes a level drain (saving throw allowed).

## Zombie

**AC:** 11      **HD:** 2d6      **Attacks:** Strike 1d6, Bite 1d4 +special      **Move:** 6      **San Loss:** 1/1d3+1

**Special:** Immune to Charm Person and Magic Sleep spells. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A saving throw is allowed to prevent this.



## Missile Weapon Table

<b>Weapon</b>	<b>Damage</b>	<b>Rate of Fire</b>	<b>Range*</b>	<b>Cost (doubloons)</b>
Small pistol	1d6-1	1/2	15ft	5 d
Pistol	1d6	1/2	20ft	8 d
Musketoon	1d6+1	1/2	30ft	12 d
Musket	1d6+1	1/2	50ft	20 d
Blunderbuss	1d6+2/1d6/1d3*	1/2	15ft	15 d
Swivel gun	1d6+6/1d6+1/1d3*	1/2	30 ft	70 d
Thrown dagger	1d6-1	1	10ft	1 d
Bow	1d6	1	100ft	10 d
Crossbow	1d6	1/2	150ft	5 d

*At up to this base range to hit rolls are at no penalty. At x2 base range, to hit rolls are at -2. At up to x3 the base range, to hit rolls are at -5.  
\*Damage falls off at longer ranges (each range band equates to the range bands for "to hit" rolls).*

## Melee Weapon Table

<b>Weapon</b>	<b>Damage</b>	<b>Cost (doubloons)</b>
Dagger	1d6-1	1 d
Hatchet	1d6	2 d
Sword	1d6+1	30 d
Cutlass	1d6	15 d
Club	1d6	2 d
Cudgel	1d6-1	1 d
Pole arm	1d6+2	30 d
Fist	1d3*	-

*\*Causes KO damage only. Silvered weapons cost x10.*

## Armor Table

<b>Type</b>	<b>AC</b>	<b>Move</b>	<b>Cost (doubloons)</b>	<b>Notes</b>
None	10	12	-	The character is wearing no protective covering
Padded	11	11	10 d	A gambeson or jacket of thick layered cloth
Leather	12	10	15 d	A buff coat or similar
Studded leather	13	9	25 d	Leather studded with bronze or iron discs
Mail	14	8	75 d	A chainmail corselet
Breastplate	15	7	150 d	Steel armour for the chest and abdomen
Buckler	+1	-	5 d	This is a small shield



## Class Combat Tables

<b>Class - Level</b>	<b>Armor Class</b>										
	<b>20</b>	<b>19</b>	<b>18</b>	<b>17</b>	<b>16</b>	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>10</b>
Swashbuckler 1 Buccaneer/Rogue 1 Sawbones 1-2 Shantyist 1-3	20	19	18	17	16	15	14	13	12	11	10
Swashbuckler 2 Buccaneer/Rogue 2-3 Sawbones 3-4 Shantyist 4-6	19	18	17	16	15	14	13	12	11	10	9
Swashbuckler 3 Buccaneer/Rogue 4-5 Sawbones 5-6	18	17	16	15	14	13	12	11	10	9	8
Swashbuckler 4 Buccaneer/Rogue 6	17	16	15	14	13	12	11	10	9	8	7
Swashbuckler 5	16	15	14	13	12	11	10	9	8	7	6
Swashbuckler 6	15	14	13	12	11	10	9	8	7	6	5

## Other Equipment & Gear

<b>Item</b>	<b>Use</b>	<b>Cost (doubloons)</b>
Bata	A type of double drum played by hitting with the hand	3 d
Candle	To light a 10 ft area	1 d /6
Carpenters tools	For repairs to the ship	8 d
Cart	To carry people or goods	15 d
Chest	For storing your treasures	20 d
Flute	A wind instrument made from a reed	1 d
Horn	A wind instrument made from an animal horn	2 d
Ink	From a squid	5 d
Jingle	A cluster of small bells played by shaking the hand	2 d
Lamp	To light a 20 ft area	1 d
Lantern	To light a 30 ft area	3 d
Lock picks	Required by rogues for getting through doors or opening treasure chests	5 d
Lute	A type of stringed instrument	12 d
Manacles	To stop captives escaping	2 d
Navigators tools	For avoiding shallows or dangerous reefs and to get where you are going	25 d
Parchment	For letters or treasure maps	1 d
Pipe	For smoking	1 d
Pipes	A line of flute-like reeds joined together	2 d
Quill pen	From a goose	1 d/4
Rope	Useful for tying things or people up or climbing over walls	1 d
Spectacles	To see better, especially whilst reading	4 d
Telescope	For sighting land or other ships at a distance	7 d
Zither	A type of stringed instrument	10 d





# Adventure Ideas and Pirate Lore

- Port Royal has grown to become one of the two largest towns and the most economically important port in the English colonies. The city has one drinking house for every ten residents. Nearly 6,500 people live in Port Royal. In addition to prostitutes and buccaneers, there are four goldsmiths, forty-four tavern keepers, and a variety of artisans and merchants who live in two hundred buildings crammed together. Hundreds of ships visit the seaport. The city's wealth is so great that coins are preferred for payment rather than the more common system of bartering goods for services.

- Booty Bill a Port Royal merchant recently agreed to purchase a chest of gems and jewelry from Sickbeard (his booty from a recent act of piracy). Sickbeard can't bring the loot into Port Royal as there is a British warship in the area, so Booty Bill has agreed to send a ship to make an exchange at Corsair's Rock, a small uninhabited island a hundred miles or so out to sea from the port. The merchant doesn't like sea-travel, so wants to hire the PCs to take one of his smallest ships to make the exchange. He will send two of his best bodyguards with the PCs to look after his interests. Is Sickbeard planning a double-cross? Will the PCs just flee with the merchant's money and his ship?



- Whilst gambling in a tavern in Port Royal, one of the characters overhears a rather drunken sailor talking about a treasure map he found that mentions an island called Dead Man's Cay and marks the spot on the island with a big cross. He appears to be trying to raise a few men to travel with him to the island. Will the characters join with him to get the hoard? Will they follow him home to rob him of the map to recover the treasure themselves? Or will they do something else? What the sailor didn't mention was that there are rumored to be dead men wandering the island guarding their treasure hoard.

- Following Henry Morgan's appointment as lieutenant governor, Port Royal began to change. Pirates no longer needed to defend the city. Upstanding citizens disliked the reputation the city had acquired. In 1687, Jamaica passed anti-piracy laws. Instead of being a safe haven for pirates, Port Royal became noted as their place of execution. Gallows Point welcomed many to their death, including Charles Vane and Calico Jack Ransom, who were hanged in 1720. Two years later, forty-one pirates met their death in one month. There are rumors that some of the hanged pirates haunt Gallows Point and that, if dealt with fairly, they may tell of the loot they buried whilst they were alive.
- There are rumors of an island of Croc-Men somewhere off the coast of Cuba. A ship that chanced upon the island recently came into port and its remaining crew talk of fighting their way to the centre of the island looking for fresh water and chancing upon a huge idol made of solid gold, worshipped by the Croc-Men. Are the reports true? Is the idol really made of solid gold or were the sailors delirious from lack of water and imagined the whole thing?

• Tortuga became a safe haven for buccaneers for a while – Pierre Le Grand being noted for being the first to use it as a base of operations. The island changed hands several times between France, Spain and Britain. The buccaneers were used to help defend the island, especially whilst in French hands.

- Pirates are adept at acquiring a ship to serve their needs. On rare occasions they purchase one. Some acquire their vessel through mutiny. Most just take them, whether while anchored at a port or after attacking another vessel on the open sea. Once pirates have a ship, they form a council comprised of every member of the crew and draw up a Code of Conduct outlining what rules they would obey and the consequences for ignoring them. The next step in the venture is to elect officers. Since every pirate is equal to every other pirate, these measures ensure no single person could usurp power and become a tyrant. Any officer deemed unsuitable is replaced with someone else the crew elects, thus creating a democratic means for governing the ship.

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