

ALL HANDS ON DICE

Table 40: Sailing

| Roll | The day's voyage |
|------|--------------------------------------------|
| 12 | Good weather; sail an extra 1-12 leagues |
| 9-11 | Smooth sailing |
| 8 | Bad food; loss of 10-120 total days' worth |
| 7 | Troubled crew; loss of 1-6 Morale |
| 6 | Storm |
| 5 | Reefs |
| 2-4 | Possibly lost; Navigation Check required |
| 1 | Encounter |

Table 37: Crewmen

| Roll | Level | Ability | Skill | Defense |
|------|-------|---------|-------|---------|
| 12 | 6 | 9 | 4 | 10 |
| 11 | 6 | 8 | 3 | 9 |
| 10 | 5 | 7 | 2 | 8 |
| 9 | 5 | 6 | 2 | 8 |
| 8 | 4 | 5 | 2 | 7 |
| 7 | 4 | 4 | 1 | 7 |
| 6 | 3 | 4 | 1 | 6 |
| 5 | 3 | 3 | 1 | 6 |
| 4 | 2 | 3 | 1 | 5 |
| 3 | 2 | 2 | 0 | 5 |
| 2 | 1 | 2 | 0 | 4 |
| 1 | 1 | 1 | 0 | 4 |

Table 7: Group Searching

| Searching party | Bonus |
|-----------------|-------|
| 10+ | +3 |
| 5-9 | +2 |
| 2-4 | +1 |
| 1 | +0 |

Table 63: Character Fears

| Roll | Character's fear | Penalty |
|------|----------------------------------|---------|
| 12 | No fear | - |
| 11 | Fire | -1 |
| 10 | Strange or unknown noises | -1 |
| 9 | Utter darkness | -2 |
| 8 | Utter silence | -2 |
| 7 | Heights (higher than any mast) | -2 |
| 6 | Animal with scores (shark, etc.) | -3 |
| 5 | Skeletons and human remains | -3 |
| 4 | Storms at sea | -3 |
| 3 | Magic | -4 |
| 2 | Curses | -4 |
| 1 | Roll twice on this chart | - |

Table 8: Traveling

| Roll | The day's travel |
|-------|----------------------------------------|
| 11-12 | Clear weather; gain 1-3 leagues |
| 5-10 | No occurrences |
| 3-4 | Foul weather; lose 1-4 leagues |
| 2 | Lost; lose 1-12 leagues |
| 1 | Disease; poison level 1 to each person |

Table 5: Common Ability Checks

| Accomplishment | Ability | Modifier |
|-----------------------------|-----------|----------|
| Stack dead bodies | Brawn | +1 |
| Force open a stuck door | Brawn | +0 |
| Force open a sealed door | Brawn | -2 |
| Swing between ships | Agility | +2 |
| Swing through a window | Agility | +0 |
| Change ships in a storm | Agility | -2 |
| Walk a tightrope | Agility | -3 |
| Take pain without sound | Endurance | +1 |
| Make a floor 'slippery' | Endurance | +0 |
| Eat spoiled food safely | Endurance | -2 |
| Last all night in bed | Endurance | -4 |
| Go a day without food | Girth | +2 |
| Win a 'beauty' contest | Girth | +1 |
| Feign death for 1 Round | Girth | +0 |
| Translate a political spiel | Wits | +2 |
| Recount a full speech | Wits | +1 |
| Read weathered writing | Wits | +0 |
| Memorize a single page | Wits | -2 |
| Hear a PC call for help | Intuition | +3 |
| Hear an NPC call for aid | Intuition | +1 |
| Eavesdrop on tavern talk | Intuition | +0 |
| Notice a trap just in time | Intuition | -2 |
| Awaken when threatened | Intuition | -3 |
| Woo a lovely lady | Charisma | +1 |
| Tell a convincing lie | Charisma | +0 |
| Pass for a gentleman | Charisma | -2 |
| Pass for the opposite sex | Charisma | -4 |
| Fall onto something soft | Luck | +1 |
| Your cell left unlocked | Luck | +0 |
| Name mistaken by guards | Luck | -1 |

Table 6: Combined Ability Checks

| Help | Ability Check bonus |
|-------|---------------------|
| 20+ | +4 |
| 14-19 | +3 |
| 8-13 | +2 |
| 1-7 | +1 |

DEAD MEN ROLL NO DICE

Table 11: General Critical Hits

| Roll | Critical result |
|------|---------------------------------------------|
| 12 | Death! |
| 11 | All of the target's armor is destroyed |
| 10 | Target knocked off nearest height |
| 9 | Arm lost |
| 8 | Hand lost |
| 7 | Leg lost |
| 6 | Foot lost |
| 5 | Eye lost |
| 3-4 | Target stunned; attacker receives free Turn |
| 1-2 | Penalty from wound is doubled |

Table 12: General Critical Misses

| Roll | Critical result |
|------|-------------------------------------------|
| 12 | Fall over; next Turn getting back to feet |
| 11 | Runs out of gunshot (guns only) |
| 10 | Attacker falls off nearest height |
| 9 | Compromising position; enemy gets a Turn |
| 8 | Weapon lost (flung, disarmed, etc.) |
| 7 | Weapon breaks or explodes |
| 6 | Hits own self |
| 4-5 | Hits friend or ally |
| 1-3 | Defender's choice! |

Table 74: Saving Throws

| Situation | Save |
|----------------------------|------|
| Plague | 6 |
| Sinking ship | 7 |
| Explosions | 8 |
| Falling off a great height | 9 |
| Cave-in | 10 |
| Tortured 'to death' | 11 |
| Swim great distances | 12 |

Table 10: Slow Death

| Roll | The Character dies ... |
|-------|--------------------------------------------|
| 12 | Another day; gains 10-120 Experience |
| 10-11 | Some other time; it's just a flesh wound |
| 9 | After 1-6 Rounds if his killer is not dead |
| 7-8 | When he fails a now daily Luck Check |
| 5-6 | As soon as the battle is finished |
| 2-4 | Instantly |
| 1 | In a horrific way that leaves no body |

Table 43: Critical Salvos

| Roll | Critical salvo |
|------|------------------------------------------|
| 12 | Hit's powder hold; enemy ship destroyed! |
| 9-11 | Enemy needs time to recover; loses Turn |
| 7-8 | 3-36 crewmen killed |
| 6 | 1-12 cannon destroyed |
| 4-5 | Triple normal Damage |
| 1-3 | Double normal Damage |

Table 44: Critical Blunders

| Roll | Critical blunder |
|------|--------------------------------------------|
| 12 | Attacker's choice |
| 9-11 | Backfire; 1-12 crewmen killed |
| 7-8 | Disabled; enemy gets free Turn |
| 5-6 | Backfire; 1-12 cannon blow up |
| 4 | Ship afire; lose 1-3 Turns |
| 3 | Ship afire; 2-24 Hull lost or lose 3 Turns |
| 2 | Hits allied ship (if there is one) |
| 1 | Defender's choice! |

Table 42: Ship Damage

| Roll | Damage to the ship |
|-------|--------------------------------------------------|
| 12 | No damage beyond normal Hull Points |
| 10-11 | 1-12 crewmen killed |
| 8-9 | 1-3 cannon destroyed |
| 7 | Crow's nest lost; -1 to Navigation Checks |
| 6 | Longboat or anchor lost (roller's choice) |
| 4-5 | Sail damage; -1 league to base speed |
| 3 | Lost a mast; -3 leagues to base speed |
| 2 | 10-120 additional Hull Points lost |
| 1 | Hold hit; 1000-12000 in treasure lost! |
| 0* | Hull drawing water; sinks in 1-12 Rounds |

Table 48: Fort Damage

| Roll | Damage to the fortifications |
|-------|------------------------------------------|
| 10-12 | No damage beyond normal Defense Points |
| 6-9 | 1-6 crewmen killed |
| 3-5 | 1-3 cannon destroyed |
| 2 | 10-120 additional Defense Points lost |
| 1 | Vaults hit; 1000-12000 in treasure lost! |

Table 60: Defense Scores

| Total Scores | Defense Score | Attack Bonus |
|--------------|---------------|--------------|
| 28-36 | 10 | +2 |
| 24-27 | 9 | +1 |
| 20-23 | 8 | +1 |

DAVEY JONES RULES



Table 13: Critical Hits Aboard Ship

| Roll | Critical result |
|------|-------------------------------------------|
| 12 | Gruesome death; 1-6 enemies surrender |
| 11 | Cannon fire; kills enemy plus 1-6 more |
| 10 | Stray shot hits the enemy captain! |
| 9 | Sets enemy ship afire; 3-36 Hull Points |
| 8 | Sets enemy ship afire; 1-12 Hull Points |
| 7 | Leg or arm lost; attacker's choice |
| 6 | Eye, hand or foot lost; attacker's choice |
| 4-5 | Chased up high into the rigging |
| 1-3 | Knocked overboard; 1-3 Rounds to return |

Table 17: Critical Misses Aboard Ship

| Roll | Critical result |
|------|-------------------------------------------|
| 12 | Chased up into the rigging |
| 11 | Runs out of gunshot (guns only) |
| 10 | Falls overboard; 1-4 Rounds to return |
| 9 | Cornered; enemy gets free Turn |
| 8 | Weapon breaks or explodes |
| 7 | Caught in anchor chain and it's dropped! |
| 6 | Hits powder kegs; kill 1-6 fellow crewmen |
| 4-5 | Hits own self |
| 1-3 | Hits friend or ally |

Table 14: Critical Hits Up High

| Roll | Critical result |
|------|-----------------------------------------|
| 12 | Death! |
| 11 | Arm, leg or eye lost; attacker's choice |
| 10 | Penalty from wound is doubled |
| 6-9 | Falls to hard surface; 1-6 Base Damage |
| 4-5 | Drops his weapon to places far below |
| 1-3 | Falls to water; 1-6 Rounds to return |

Table 18: Critical Misses Up High

| Roll | Critical result |
|------|----------------------------------------|
| 12 | Runs out of gunshot (guns only) |
| 11 | Drops weapon to places far below |
| 10 | Agility Check or fall to your death |
| 6-9 | Falls into water; 1-6 Rounds to return |
| 4-5 | Falls to hard surface; 1-6 Base Damage |
| 1-3 | Hits friend or ally |

Table 15: Critical Hits In Caverns

| Roll | Critical result |
|------|-----------------------------------------------|
| 12 | Horrifying death; +3 to next Initiative |
| 11 | Death! |
| 9-10 | Arm, leg or eye lost; attacker's choice |
| 6-8 | Hand or foot lost; attacker's choice |
| 4-5 | Target trips; attacker gets +3 to next attack |
| 1-3 | Breaks enemy's weapon |

Table 19: Critical Misses In Caverns

| Roll | Critical result |
|------|------------------------------------------|
| 12 | Trips; -3 to next attack |
| 11 | Runs out of gunshot (guns only) |
| 10 | Causes cave-in; 1-6 random people buried |
| 6-9 | Ricochet (guns only); hits random target |
| 4-5 | Hits own self |
| 1-3 | Hits friend or ally |

Table 16: Critical Hits In Water

| Roll | Critical result |
|------|--------------------------------------------|
| 12 | Death! |
| 11 | Catches current; can flee without any roll |
| 10 | Hit and go under; +4 to next Initiative |
| 6-9 | Penalty from wound is doubled |
| 4-5 | Water stings wound; increase penalty by 1 |
| 1-3 | Blood attracts 1-12 sharks (at sea only) |

Table 20: Critical Misses In Water

| Roll | Critical result |
|------|------------------------------------------|
| 12 | Blood attracts 1-12 sharks (at sea only) |
| 11 | Exhausted; Endurance Check or drown |
| 10 | Hits friend or ally |
| 6-9 | Weapon lost (powder wet for guns) |
| 4-5 | Caught on bottom; underwater 1-6 Rounds |
| 1-3 | Hits own self |

Table 41: Cannon

| Crew per cannon | Attack Roll modifier |
|-----------------|----------------------|
| 5+ | +2 |
| 4 | +1 |
| 3 | +0 |
| 2 | -1 |
| 1 | -2 |

Table 9: Poisons

| Roll | Poison's speed |
|-------|------------------|
| 11-12 | Every week |
| 9-10 | Every day |
| 4-8 | Every 1-12 hours |
| 2-3 | Every hour |
| 1 | Every Turn |

ILL GOTTEN GAMES



Table 29: Weapons

| Weapon | Found | Cost | Weight | Damage |
|--------------|-------|------|--------|--------|
| Blunderbuss | 8 | 18 | 14 | 9 |
| Boarding axe | 12 | 3 | 10 | 5 |
| Chain | 12 | 1 | 12 | 2 |
| Club | 12 | 1 | 8 | 1 |
| Cutlass | 10 | 10 | 10 | 7 |
| Dagger | 12 | 2 | 5 | 3 |
| Gunshot | 12 | 1 | 5 | NA |
| Longsword | 8 | 8 | 9 | 5 |
| Machete | 5 | 4 | 7 | 4 |
| Musket | 6 | 25 | 12 | 7 |
| Pike | 7 | 2 | 8 | 4 |
| Pistol | 9 | 20 | 5 | 6 |
| Rapier | 10 | 6 | 6 | 3 |

Table 30: Armor

| Armor | Found | Cost | Guard | Weight |
|----------------|-------|------|-------|--------|
| Buckler | 1 | 10 | 1 | 30 |
| Helmet | 3 | 12 | 1 | 10 |
| Spanish plate | 1 | 90 | 4 | 45 |
| Thick clothing | 9 | 7 | 1 | 15 |
| Wooden armor | 2 | 15 | 2 | 20 |

Table 27: Clothing

| Clothing | Found | Cost |
|-------------------------|-------|------|
| Captain's coat (or hat) | 11 | 10 |
| Cloak | 5 | 8 |
| Eye-patch | 12 | 2 |
| False arm | 3 | 12 |
| False eye | 1 | 15 |
| False teeth | 2 | 30 |
| Fencing gloves | 8 | 2 |
| Hook | 10 | 6 |
| New clothes | 12 | 3 |
| Pegleg | 10 | 4 |
| Secret cache | 1 | 6 |
| Uniform | 2 | 10 |

Table 31: Livestock

| Animal | Cost | Found | Int. | Move | Carry |
|--------|------|-------|------|------|-------|
| Burrow | 20 | 10 | 2 | 100' | 35 |
| Horse | 70 | 9 | 3 | 300' | 40 |
| Monkey | 20 | 3 | 7 | 70' | 3 |
| Mule | 30 | 10 | 2 | 80' | 40 |
| Parrot | 10 | 5 | 6 | 150' | 1 |
| Snake | 30 | 8 | 1 | 20' | 0 |

Table 21: Coin Values

| Type of coin | Nation | Domestic | Foreign |
|-----------------|---------|----------|---------|
| Crowns | Britain | +3 | -2 |
| Daalders | Holland | +2 | -2 |
| Doubloons | Spain | +2 | -0 |
| Ducats | Holland | +1 | -0 |
| Guineas | Britain | +2 | -1 |
| Louis d'ors | France | +2 | -3 |
| Nine deniers | France | +0 | -1 |
| Pieces of eight | Spain | +3 | +1 |

Table 22: Bartering

| Roll | Price change |
|------|----------------------------------|
| 12 | Better by 20% |
| 11 | Better by 10% |
| 10 | Better by 10% |
| 8-9 | Better by 5% |
| 5-7 | No change |
| 3-4 | Price 20% worse |
| 2 | Price 40% worse |
| 1 | No longer interested in purchase |

Table 28: Equipment

| Item | Found | Cost | Weight |
|----------------------|-------|------|--------|
| Backpack | 10 | 3 | 3 |
| Book | 11 | 4 | 2 |
| Candle | 12 | 1 | 2 |
| Canteen | 12 | 3 | 10 |
| Compass | 11 | 10 | 1 |
| Explosives | 6 | 40 | 30 |
| Hourglass | 9 | 8 | 10 |
| Lantern | 12 | 4 | 6 |
| Lock | 12 | 5 | 4 |
| Lockpicks | 3 | 5 | 2 |
| Oil flask | 11 | 2 | 10 |
| Parchment (5 sheets) | 11 | 1 | 1 |
| Pen and ink | 11 | 1 | 3 |
| Pocketwatch | 4 | 20 | 1 |
| Rations (10 days) | 12 | 1 | 20 |
| Rope (10') | 12 | 2 | 2 |
| Rum (1 bottle) | 12 | 2 | 10 |
| Sack | 12 | 1 | 4 |
| Scroll case | 8 | 2 | 1 |
| Spyglass | 10 | 25 | 7 |
| Tinder box | 12 | 3 | 1 |
| Torch | 12 | 1 | 4 |

ARTICLES OF ABILITIES



Table 51: Brawn

| Score | Melee Damage | Maximum lift |
|-------|--------------|--------------|
| 12 | +5 | 300 |
| 11 | +4 | 280 |
| 10 | +3 | 260 |
| 9 | +2 | 240 |
| 8 | +1 | 220 |
| 7 | +1 | 200 |
| 6 | - | 180 |
| 5 | - | 160 |
| 4 | - | 140 |
| 3 | - | 120 |
| 2 | - | 100 |
| 1 | - | 50 |

Table 56: Intuition

| Score | Searching Checks | Defense Score |
|-------|------------------|---------------|
| 12 | +4 | +3 |
| 11 | +3 | +3 |
| 10 | +3 | +2 |
| 9 | +2 | +2 |
| 8 | +2 | +1 |
| 7 | +1 | +1 |
| 6 | +1 | +1 |
| 5 | - | - |
| 4 | - | - |
| 3 | -1 | - |
| 2 | -1 | - |
| 1 | -1 | -1 |

Table 52: Agility

| Score | Missile Attacks | Defense Score |
|-------|-----------------|---------------|
| 12 | +3 | +4 |
| 11 | +2 | +3 |
| 10 | +2 | +3 |
| 9 | +2 | +2 |
| 8 | +1 | +2 |
| 7 | +1 | +1 |
| 6 | +1 | +1 |
| 5 | - | +1 |
| 4 | - | - |
| 3 | - | - |
| 2 | - | -1 |
| 1 | - | -1 |

Table 57: Charisma

| Score | Crew's rolls | Base Morale |
|-------|--------------|-------------|
| 12 | +3 | 55 |
| 11 | +3 | 50 |
| 10 | +2 | 45 |
| 9 | +2 | 40 |
| 8 | +2 | 35 |
| 7 | +1 | 30 |
| 6 | +1 | 25 |
| 5 | +1 | 20 |
| 4 | - | 20 |
| 3 | - | 15 |
| 2 | - | 10 |
| 1 | - | 5 |

Table 54: Girth

| Score | Prostitutes | Slow Death |
|-------|-------------|------------|
| 12 | +3 | +2 |
| 11 | +3 | +2 |
| 10 | +2 | +1 |
| 9 | +2 | +1 |
| 8 | +2 | +1 |
| 7 | +1 | - |
| 6 | +1 | - |
| 5 | +1 | - |
| 4 | - | - |
| 3 | - | - |
| 2 | -1 | - |
| 1 | -1 | - |

Table 58: Luck

| Score | Finding purses | Crew parties |
|-------|----------------|--------------|
| 12 | +2 | +3 |
| 11 | +2 | +2 |
| 10 | +1 | +2 |
| 9 | +1 | +1 |
| 8 | +1 | +1 |
| 7 | +1 | +1 |
| 6 | +1 | - |
| 5 | - | - |
| 4 | - | -1 |
| 3 | -1 | -1 |
| 2 | -1 | -2 |
| 1 | -2 | -3 |