PIRATES

OF THE
CARIBBEAN

™

BY: MATT DEMILLE

ROLE-PLAYING GAME SOURCEBOOK

NEW DIMENSION
GAMES

For Errol Flynn,
    that real-life rogue...

Pirate Adventures

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G1) The Spanish Main
G2) The Barbary Coast
G3) The Seven Seas
G4) Hellish Havens
G5) The Bloodiest Yarns
G6) Endless Enemies
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G8) Legendary Wars
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Caribbean Adventures
C1) The Forbidden Gold
C2) The Fabled Treasures
C3) Blood and War
C4) Love and Duty
C5) The Lost Treasures
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Mediterranean Adventures
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M3) Holy Wars

Open Seas Adventures
O1) The Devil's Fleet
O2) Master's Voyage

Novelettes
N1) Treasure Island
N2) Captain Blood
N3) Howard Pyle
N4) The Sea Hawk

CARIBBEAN BOOK

Credits

Game Designer: Matthew deMille
Cover: Howard Pyle (historical picture)
Editing, Graphic Design, Typography: Matthew deMille
Producer: James deMille
Website: www.NewDimensionGames.com

The Pirate King

Ohhh . . . It's better far
to live and die, under the
brave black flag I fly
Than play a sanctimonious
part, with a pirate head
and a pirate heart!

Foreword

Avast there! Ye be sailin ta the best pirate waters in the world, matey. Ahh, the golden coasts and shimmerin' waters a' the Caribbean be a pirate's paradise! A few too many voyages on the Caribbean with ol' capin' Disney got into me own blood, and no mistake. After sailin' there I never wanted ta leave, and it's this part a the world that gave me heart enough ta write me memoirs and this 'ere game in the first place.

The Caribbean be a boundless world of adventure, matey. There be no end ta the gold, and new ships are commin' all the time with treasures aboard and blood ta spill! Ain't no pirate ever got the better o' the Caribbean in time, but rather it got the better o' him! Wether he be a joinin' Davy Jones or his blessed heart wouldn't let him leave makes no difference, fer this be Heaven matey, and now that yer here ya ain't gonna want ta leave.

Better then to be prepared, and that's what this 'ere book is all about. The Caribbean is an amazin' place, full a' strange people, black magic, and gold! Gold! GOLD! This book be a' bounty a' charts and tales 'bout the Spanish Main and all the lands around it. Took me years ta gather all these 'ere tales and put 'em all together, but tried and true here they be. Use 'em well, learn from 'em, and share 'em with youngbloods still to set sail.

Now, don't be a thinkin' this 'ere is a rule expansion, 'cause it's not. Sure, there be some optional rules to advance yer game, but this game isn't 'bout rules. It's 'bout adventure! Most a' this 'ere book gives opportunity fer adventure, outlining lands an' legends, buccaneers an' beasts, giving you what you'd expect to find in the Carribean and more besides!

So, if yer ready to hoist yer sails and flip these pages, then I'll leave ya fer the time bein', and I'll be waitin' fer ya in me own home…

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Book 4

The Caribbean Sourcebook

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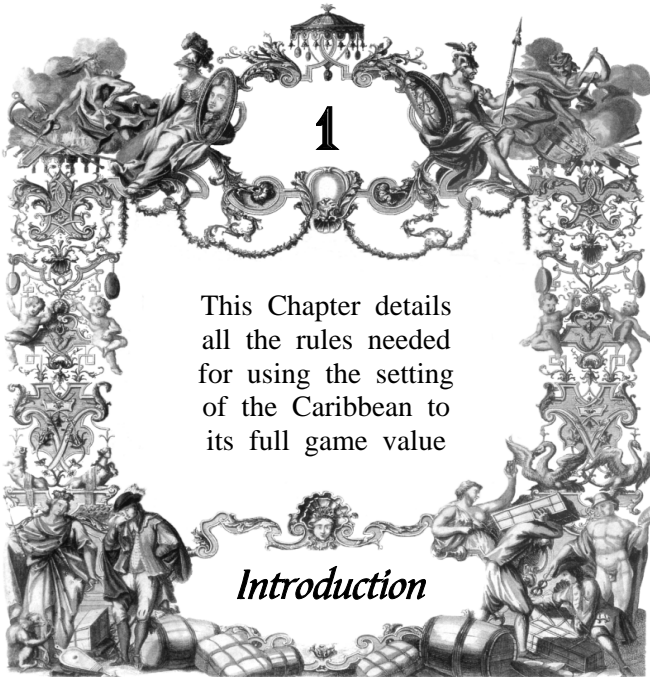
This Chapter details
all the rules needed
for using the setting
of the Caribbean to
its full game value

Introduction

PRONOUN NOTE: The male pronouns ('he', 'him', 'his') are used throughout this 'ere book. Though women may be bad luck at sea, they're right fine for this 'ere game, and we're not be tryin' to exclude 'em, nor even imply their exclusion. Centuries of use have made these 'ere pronouns neutral, and they're use provides for clear and concise written next—nothing else does.

ABOUT THIS BOOK: This book is a supplement for the 'core rules' of the Pirates game. But rather than adding too many more rules, it adds more to the setting itself. But, like the rules themselves, this supplement does not offer needless details—all the elements of the Caribbean found within this book are provided in the same proportions as to their usefulness. Indeed, details not presented in this book are those that are either too trivial or too far from the themes of the game's storylines to be given the definitive telling of a rule—they are better left to the Players' impromptu description and preferences.

<u>What is in this book</u>: Within these pages are all the maps, lore, descriptions of lands, cities, even the superstitions, all the details of the setting one truly needs to tell any story in the Caribbean.

<u>Using this book</u>: This book is designed as a resource, to be referenced whenever a situation arises that requires a specific rule or piece of information relating to the Caribbean in particular. The vast history of piracy in the Caribbean has been condensed to but the few pages of this sourcebook, allowing for easy understanding and flexible scenarios, as Players and Game Captains alike write their own chapter in a history that could have been. Use the histories, settlements and other references in this book as inspirational material and as guidelines, but never as rules that must be set in stone.

GOLDEN RULES: Though the Game Captain is free to design Adventures as he chooses, and the Players are free to act according to their own hearts, there are none-the-less three rules that one must abide by when playing the game of Pirates in the Caribbean.

<u>Stay in the Caribbean</u>: Provided on Pages 62 and 63 of this book is a Map showing the Caribbean in full detail. And while ships regularly come and go from distant lands and seas (such as tradeships from Europe and vessels seeking Madagascar), the game should remain within the boundaries established by the Map. If the party seeks to go beyond the Caribbean, try to discourage them unless your Adventure plans for such a situation. For if ever the party leaves the waters charted by the Map in this book, all the rules contained within these pages no longer apply, and become options in your game. Normally, the only waters outside the Caribbean that ships are bound for are those around Europe, in the Mediterranean, and the pirate havens of Madagascar.

<u>Count the years</u>: Sometimes it is important to keep count of the passing years, especially in a Campaigned game. For in the years before 1560, there wasn't really enough civilization in the Caribbean to attract pirates, and after 1740 laws and pirate hunters became so strong that pirates simply could not survive. In any case, your game should not exceed the time ranges for piracy provided in this book.

The Caribbean is what it is: The Caribbean has a special feel to it, and that magic should be maintained, even at the sacrifice of some potential scenarios and plot twists. For example, though merchants and adventurers come from all parts of the world, fireworks from the Orient should be kept a wonder, a trinket for parties and festivals, not becoming some new magic that sets fire to galleons! Use the tools that the Caribbean provides to build your adventure, and only welcome bits from the rest of the world as merchants would welcome foreign ships in their great harbors.

CARIBBEAN HISTORY: The basic elements of the Caribbean relating to its history with pirates were researched and written for this game from the standpoint of fun and entertainment, though there are some exceptions that should be noted.

Historical impossibilities: The rules of this game allow for many historical 'flaws' or impossibilities, including the design and presence of some types of sailing vessels and weapons before their time. This was done in an attempt to make the game more flexible, and to encourage players to take more liberties when dealing with history so that the fun of their game is not stifled by any inclination to be historically accurate.

Animals: The few animals detailed in this book are the only ones foreseen to need game statistics. However there are certainly many, **many** more types of creatures, be they birds, beasts or aquatics, that one may encounter during his adventures in the Caribbean. These creatures are **encouraged** to be designed and used by the Game Captain, according to the needs of his Adventure.

Settlements: The cities, towns and villages that are detailed in this book were chosen according to their prominence and geographical location. They are not in any way the only settlements in the 16th and 17th century Caribbean—one can always research or invent another settlement as he needs.

A NOTE ABOUT MAGIC: Magic is used in this book as a means of providing an added element of fantasy and dark adventure to the game. The way that magic is used and displayed in this book is in no way an attempt to suggest any truth or falsehood about magical and/or superstitious practices in the 16th or 17th centuries.

A NOTE ABOUT RELIGION: The basic clichés and standards of Christianity as it was in the 16th and 17th centuries are used in this book for purposes of crafting stories and scenarios. This is not an attempt to preach any opinion about anyone's religious beliefs, past or present. It's only a game, after all.

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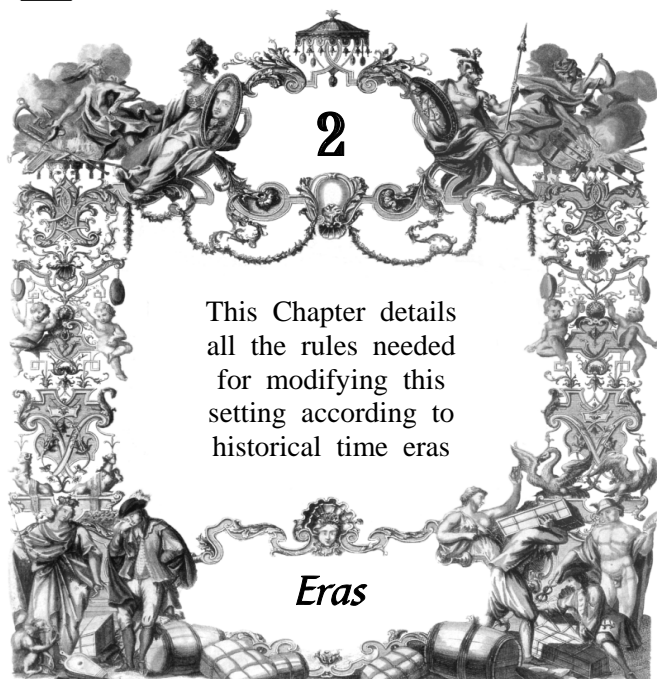
This Chapter details all the rules needed for modifying this setting according to historical time eras

Eras

A NEW AGE: Whenever a Pirates Campaign begins, the Game Captain will select (or roll if he prefers) the age of piracy in which his game will take place. Listed and detailed below are the seven great ages of piracy in the Caribbean, spanning almost two centuries. Once an age is determined, the Game Captain needs to decide the year, month, and day the game begins, and keep careful track of time thereafter.

Table 100: Time Periods

Roll	Time period	Years
12	Death in the Caribbean	1700-1740
8-11	The Pirates Sunset	1680-1700
6-7	Blood and Gold	1660-1680
5	The Spoils of War	1640-1660
3-4	The Merchant Kings	1620-1640
2	A World for the Taking	1600-1620
1	The Silver Age	1560-1600

The Silver Age: It is in this era that the Spanish empire in the New World reaches its peak. This empire is built upon mountains of silver plundered from New Spain and Peru. Along with other goods from the Indies, chiefly hides and leather, the fortunes of the New World offer Spain great power in Europe as well, but their glory is but the reflection of the poor management of their wealth, quick to fade as Spain's power waxes towards the turn of the century. Dutch trade causes unrest and England's animosity towards Spain increases as well. These countries, coupled with the ever anti-Spanish sentiment of the French, brings this empire to a close, as the once great mines can no longer support a strong enough military defense, and poor economic strategy diminishes Spain's glory, turning most into peasants, and leaving only clever landowners with any true power. The Spanish colonies become dominated by farms and plantations that rival the property of aristocrats in Spain itself. The age of silver ends with some fabulously wealthy, while most are poor and looking for a change in the world.

A World for the Taking: After the turn of the century, Spain's demise is imminent, and the other powers of Europe begin to seize power in the New World. The short-sighted aristocracy, poor political and economic decisions and powerful church doom Spain for the next century and beyond. Their colonies in the New World are still strong militarily, with greater forts and larger ships, however, men are scarce due to plagues brought from Europe, and food is scarce due to lack of workers. The crippling blow for Spain is that what Spaniards are left in government expect still to live the grandiose life of their fathers, without the money to support them, and so they let what power they have left wane considerably. Spain's salvation comes from an unlikely source—former enemies, England and France who, with new kings and new policies, seek alliance with Spain in order to establish a foothold in the New World. Many Spanish colonies are reborn under English and French flags, and Dutch trading thrives within them. By the end of the age, the three great Nations of Europe have equal power in the Caribbean.

The Merchant Kings: With Europe caught in the chaos of the Thirty Years War, the colonies in the Caribbean become more self-supportive. Trading thrives, especially along Dutch trade routes. Holland becomes a major power at last in the New World, as many companies capitalize on the

weakened state of Spain's colonies. As England looks more towards the West Indies for economic salvation, and France is in decline due to civil war, opportunities for merchants, smugglers and privateers rise considerably. Huguenots and buccaneers establish countless ports and pirate havens throughout the West Indies and along the Spanish Main. Many different ships sail from Europe and old designs of larger ships begin to change, favoring the smaller, lighter designs that can explore the countless coves and harbors where smugglers, pirates and pirate hunters alike can hide.

The Spoils of War: The aftermath of the Thirty Years War has taken its toll on Europe, leaving ruin, famine, and poverty the chief problems of once proud Nations. Civil war erupts in Spain, contesting the government that let the power of the world slip through its fingers. Their colonies are weak and easy targets for privateers, especially those trained and hardened by the war in Europe. The greatest advantage of the age—and the final blow to Spain's power—is that without European support, pirates and privateers can plunder the New World with impunity. However, Dutch trade goes relatively unhindered by them, and so new colonies appear throughout the Caribbean, many of them founded by retired privateers and pirates themselves, and supported by the Dutch traders, and few fly Spanish flags. The spoils of war bring many to the Caribbean, and most of them stay, gathering strength for the years to follow where all the gold will be shared and all their blood spilled fighting for it.

Blood And Gold: Once again the silver mines of Peru are flowing with fortune, and Spain's colonies in the New World gain new strength. With little political and bureaucratic interference from Europe, Spain's power waxes, though not as rapidly as before, ever contending with the now solid foundations of other European Nations in the Caribbean. However, the major European powers of the New World, once working alongside each other to rival Spain's power, now rival one another, and trade disputes throw them into the foils of war, allowing Spain greater opportunity to rebuild itself, and privateers the greatest opportunities of all.

England, Holland and Spain enter in and out of water constantly, offering endless opportunities for small, private crews to fight wars that Europe can neither fund nor assist.
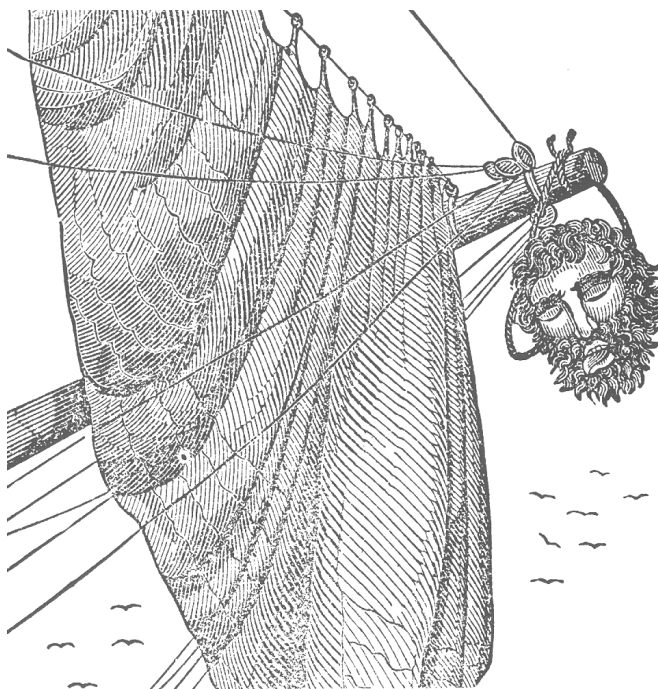
The Pirates Sunset: With Europe constantly in a state of war, governors in the Caribbean have begun to tire of ever-changing policies and enemies, realizing who the true victors are—the pirates. This allows for great funding of pirate hunters, and there is little opportunity left for privateering. Piracy survives for many decades still, and pirates become more intimidating in themselves, as they sail a world where only the most cunning and determined can survive. Some of their greatest exploits are realized in this age that forces them to try their hardest and be the most cunning men in history. However, the horizon is a sunset, for the future offers no storm of war, no chaos to distract pirate hunters and military assistance from Europe, no carnage with which to feed off of.

Death in the Caribbean: By the close of the 17th century, the Caribbean has become refortified, the garrisons in most major colonies replenished, and clever and loyal pirate hunters patrol the seas. The

silver mines are all but empty. The gold of legend has been plundered and taken back to Europe. All that remains for plunder are farm goods and small ships, hardly the booty pirates are interested in and have heard so many tales about. Crews become demanding and restless, and only the best of captains can keep them together, and then only for a little while. Privateering becomes too dangerous, and those who dare such a trade end up in some foul prison . . if they are lucky. The Caribbean becomes a place of death, not only to those who plundered it, but moreover to the great age their exploits had created, their great adventures now but a tale to be told, their profits scattered to the winds . . .

PIRATES IN THE CARIBBEAN: The pirates of the Caribbean are a grand collection of rascals, scoundrels, villains and knaves. They change with the ages, and yet stay the same as well. For as the world makes pirates of different sorts, with different pasts, different persuasions, it makes pirates indeed! All Player Characters are pirates, but, just what sort of pirates are they?

British pirates: The British tend to be the smartest and best educated of characters in the Caribbean, becoming pirates usually out of sheer need. Indeed, in a world so far removed from their island home, they need their wits more than anyone else. But history has a cruel way of forcing men into the worst of situations to become their best. And indeed, when forced into piracy, British men find their strengths.

In the 1560s British Sea Hawks roam the sparkling Caribbean waters, seeking to introduce their country's presence in the Spanish empire. Blessed with success, such Characters gain +1 to their Luck Score, as well as 1 free Skill Point.

In the 1600s British explorers of the Caribbean are cautious and careful, survival the most important thing on their minds, yet ever with the gleam of gold in their eyes. British Buccaneers in this age gain +1 to their Intuition Score.

In the 1620s British adventurers, feeling their country's presence strong in the Spanish Main, indeed strong enough to serve refugees from failed voyages, set forth and take great risks for Spanish gold. They are a stalwart lot, such Buccaneers of these days reflecting their strength with a +1 to their Endurance Score.

In the 1640s British born pirates take advantage of the tremendous opportunities that the war-torn Caribbean towns offer. Such Buccaneers go anywhere and fight alongside anybody. They are courageous, tough, and above all determined to survive and become rich at the same time. And though few ever do, these strengths are reflected by the +1 they gain to both their Brawn and Endurance Scores.

In the 1660s British born pirates are a grand collection of scoundrels and cutthroats, seeking their gold with impunity, without any concern for their king or their country. Survival and pleasure is of the highest (and only) importance, and they work hard at achieving their goals. Only the most ruthless of pirates can survive this unofficial war amongst each other. And the British, being better learned than most others, make the best pirates of their day. Scourge Characters in this age gain 3 extra Skill Points.

In the 1680s the Caribbean sees British born pirates set the stereotype for the classic brigands we would come to know in our literature, the Swashbucklers with their flamboyant and ingenious ways setting themselves so far apart from the greedy, brutal pirates of the last century. Such Characters in this age gain +1 to both their Wits and Charisma Scores.

In the 1700s only the most crafty pirate captains can survive against the growing numbers of pirate hunters and still find plentiful plunder amongst the stronger fortified towns and ports. It is the British captains who are the most successful at piracy at the end of the age, chiefly due to intelligent strategies, reflecting their +1 to their Wits Score.

Dutch pirates: As fugitive as the British and as diverse as the French, the Dutch pirates of the Caribbean are little effected by the course of history. Almost as much as the Spanish, the Dutch are stereotyped, but rather they are the tradesmen of the New World and the Caribbean especially. Dutch Characters throughout the ages are little different from each other.

In the 1560s very few Dutchmen sail as far as the Caribbean, and thusly very few setting forth from Holland know much about that world at all, reflected by a penalty of -1 to Dutch Characters' Luck Score.

In the 1600s Dutch traders first begin to appear on the Spanish Main, their ships laden with many goods and valuables brought from Europe or even found in obscure hamlets of the Caribbean itself. Any Dutch Characters in this age may re-roll two 'failed' rolls for their starting wealth.

In the 1620s Dutch privateers stray from their ships and businesses to join in the profiteering they have long missed out on. Such characters, new to piracy and believing all the legends of the Spanish Main are more eager than their wiser, more experienced shipmates. Dutch Characters who privateer in this age rely greatly on luck, and usually have it, with +1 to their Luck Score.

In the 1640s Dutch traders outnumber their pirates yet again, having returned to what they do best. Any Dutch Characters in this age may re-roll three 'failed' rolls for their starting wealth.

From the 1660s through the 1700s Dutch adventurers are more commonly heard of, though they are still rare by any measure. They are a cautious lot too, an interesting (and often valuable) package of skill and knowledge. Any Dutch Characters in this age gain 2 extra Skill Points.

French pirates: Though a good many Frenchmen flee to the New World as well as any fugitive from any other country for any other reason, many set sail for the Caribbean of their own accord, with thoughts of gold in their hearts, lulled by the legends of treasure beyond price and count. As so many come by choice, Frenchmen make for the greatest variety of pirates in the Caribbean.

In the 1560s French corsairs are rather vicious and unforgiving of their unfortunate enemies, making such men short-lived, their like few and far between, yet dangerous when encountered. French Buccaneers in this age gain +1 to their Endurance Score.

In the 1600s French adventurers on the Spanish Main are not so ruthless as those that had come before them, having heard the stories and learned well how to be crafty and cunning rather than impetuous and reckless. But they are no less of scoundrels. These characters are the beginning of the Buccaneers, allotting any and all French Characters in this age 3 extra Skill Points.

In the 1620s French Huguenots sail the waters of the Caribbean along with any allies that they can acquire. Such Characters gain 2 Ability Points to place where they will, though they cannot be placed on the same Score.

In the 1640s French privateers return to their old ways of quick, merciless attacks, and find themselves rather successful. Any French Character who privateers in this Age will earn +1 to his Defense Score.

From the 1660s through the 1700s French Buccaneers sail at will, with few ports to weigh anchor in and few goals, letting the winds guide their way. French Buccaneers trust to fate, an don't end up too badly off, as is reflected in their +1 to their Luck Score.

Spanish pirates: The Spanish, being the most dominant Nationality of the Caribbean, come to the New World in countless ways, and indeed many turn to piracy for equally diverse reasons. But being the most prominent people in the New World, the Spanish are also the wealthiest, the most envied, the most hated, the least trusted, and the most often plundered. The Spanish are at odds with everyone, including themselves, as their grand civilization slowly collapses throughout the ages of piracy in the Caribbean.

From the 1560s through the 1660s the Spanish Main sees its own as renegades if they are even slightly outside the law—anybody who isn't a part of the royal navy or a citizen of their struggling colonies **must** be a pirate (and they usually are). The Spanish thus have to learn well and fast the ways to survive. Any Spanish Characters in this age gain 2 extra Skill Points.

From the 1680s through the 1700s Spanish Coasta Guarda roam the Caribbean at will, seeking to rid their waters of pirates and privateers alike. They are well funded in their efforts, desperate as the Spanish are to reclaim the glory of their fading empire in the Caribbean—Spanish Characters need only a 2 instead of a 4 to continue rolling for starting wealth.

CHANGING WITH THE TIMES: As the game sails into the waters of history, certain elements of realism fly their flags and demand attention. This presents the Game Captain with a few unique choices of rules.

Towns by time period: In Chapter 7, each colony is given a time range within which it exists. The Game Captain may opt to remove a settlement from the Caribbean map if the game is played outside the colony's time range.

Quartermasters: Beginning about the mid 17th century, pirate crews often had a 'quartermaster' aboard. This station is mentioned here as it is the only officer that a Game Captain can choose not to have in the game prior to the 1660s.

Dutchmen: The Dutch came late to the Caribbean. While Spain dominated the New World for almost a century, and England and France soon established a foothold there, the Dutch, ever more peaceful than other European nations, were latecomers in seizing the rich plunder of the Caribbean. To this end, it is realistic to eliminate all modifiers for choosing the Nationality of Dutch, both positive and negative, until the year 1620.

Charts: The Caribbean, like any place on earth, is mapped over centuries of exploration, and thus this factor will increase the modifiers of charts to +3 (for having them) and -2 (for not) respectively.

Firearms: Firearms were not invented until the 1500s, and even then they were crude, clumsy devices that took a good two minutes to re-load. It wasn't until 1615 that the flint-lock was developed, and it wasn't in widespread use until almost the end of the era. For the sake of greater realism, pistols, muskets and blunderbuss rifles may be disallowed until the ages of war begin in 1640.

Wars: The nations of Europe were always changing alliances and enemies, so much that who is at war and who is at peace with each other remains entirely flexible for the Game Captain's needs of adventure design. Moreover, what the various Player Characters do may begin or end these wars!

To this end, it is assumed that war comes and goes by the Game Captain's storytelling alone. If (and only if) the Players wish to argue this on their behalf (for whatever gain), it falls upon them to dig out the history books and prove the dates of war and peace between nations, but even then it remains the Game Captain's choice to allow it. However, if he does, he holds a double-edged sword, for he must adhere to all other historical dates that come to light.

Adventure timelines: Normally, adventures are written to be 'timeless', in that they utilize cities and sites heedless of the realistic restriction of years. The Game Captain may opt to be specific what year an adventure takes place in. Packaged Adventures for this game account for this detail, and add Encounters and plot developments keyed to its specific time that are not otherwise used, making the game more historically based.

Ships in time: The ships found in the Captain's Book are a collection of all the designs of ships that came and went throughout the heyday of the pirates. However, as that era spans almost two centuries, some designs came and went before others. For the sake of greater realism, the Game Captain may impose the modifiers from Table 101 to any ship's Availability Check.

Table 101: Ships By Time Period

Ship	1560+	1620+	1660+	1700+
Barque	-1	+2	+1	+0
Brigantine	-2	+1	+0	+0
Dutch fluyt	-8	-3	+1	+0
Frigate	-2	+0	+1	+5
Galleon	+6	+1	-1	-2
Man-o-war	-2	+0	+2	+6
Mariner	+0	+1	+2	+2
Merchantman	+0	+1	+5	+5
Naval sloop	-7	-4	+0	+2
Navy snow	+1	+0	-1	-3
Schooner	+3	+1	-1	-4
Sloop	-7	-3	+1	+2
Spanish galleon	+6	+0	+0	-1
Sparrow	-4	-2	+2	+0
Square-rigger	-1	+0	+0	+1

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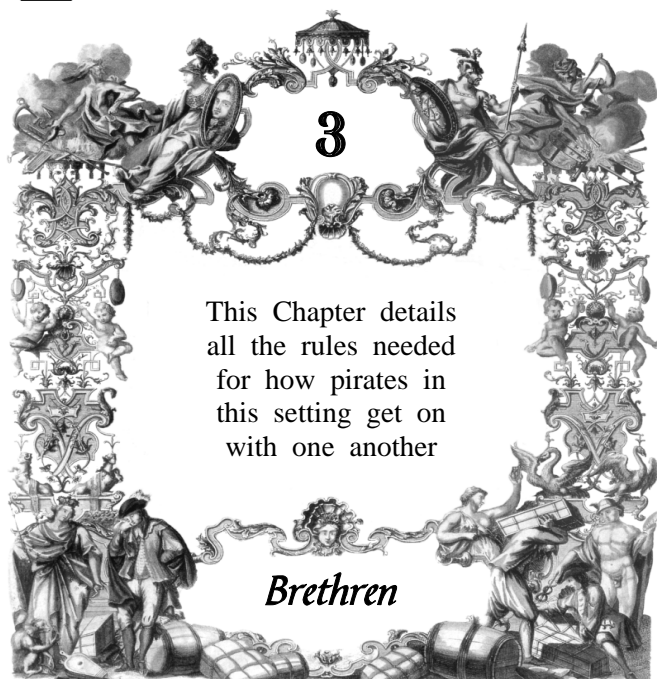
This Chapter details all the rules needed for how pirates in this setting get on with one another

Brethren

CHARACTER CREATION: The rules provided in the Player's Book cover pirates the world over, but for those exclusive to the Caribbean, there are a few options for Character creation. The following rules a Player may employ when generating a Character who begins his career in the New World. And even if he travels to other waters thereafter, that is fine.

Nationality: The Caribbean and its lands are full of new cultures and people, both those native and those born of European descent, creating a much more colorful palette of pirates. Given their prominence throughout the Colonies and their being more apt to dealing with this world, such peoples gain advantages that pure-bred Europeans do not. And thus, if a Player wishes to make a Character whose roots are in the Caribbean, while being limited to the Character Classes of Buccaneer, Madman, Rogue, Priest, Sailor and Swashbuckler, he will gain benefits of another sort.

Creole have the blood of both Africans and Europeans (usually French), making for an exotic, superstitious people of the New World. Such Characters require 1 Creation Point to select for one's Nationality. However, they gain +1 to their rolls to avoid being cursed (on Table 104) **or** +1 to their Endurance.

Natives can be Aztecs, Incas or any other peoples native to the Caribbean world. Such Characters require 2 Creation Points to select for one's Nationality. However, they gain +1 to their rolls to both cast and save against one type of magic (Table 108 or 109—Player's choice).

Americans are those of European heritage from the northernmost Colonies, rugged and rebellious yet strong in their own ways. Such Characters require 3 Creation Points to select for one's Nationality. However, they gain +1 to their Wits **or** +1 to their Defense (Player's choice)

History: Most pirates in the Caribbean began with less than nothing, and while the normal rules for rolling wealth usually result in a new Character having 0 gold, one questions remains—debt. For indeed, one can start the game with debt, that is if he uses this option. For when he makes a roll of wealth that results in him beginning with 0 gold, he may re-roll it, but if the new result again lands him with 0 gold, then he is definitely done rolling, but then the Game Captain must begin rolling as if for wealth in the normal manner, ceasing when he achieves '0', but keeping the total up until that point—that becomes the Player Character's debt to his own Nationality. Having debt will prevent one from gaining any promotions of any kind until the debt is paid in full.

Family: A common thread in the tales of many Caribbean pirates is that of having long lost family members. While a Player may decide upon such details in order to add depth to his Character, none of his family, if ever recovered, can be of any statistical value to him or his crew unless he uses this option. For if one spends Creation Points, he may have relatives that are worth something. In this case, every Creation Point he spends (at any time) is the effective number of lost children, cousins or whoever else he may eventually find that can help him out. These NPCs are to be rolled up using the normal abstracts on Table 37, and will only have gold or significance to the adventure for additional Creation Points spent.

Character, an inheritance gained in this manner still requires that the dead family member be found, such as finding the grave, or tracking down the trustee to his estate, or whatever the Game Captain decides is best for the adventure.

Adventurous family members, indeed those who are more than simple NPCs, offer a unique addition to the crew, but at the cost of 7 Creation Points. If a Player Character has such a family member, that individual is rolled up the same as a normal Character, save that they do not have any Creation Points of their own. This person will be like a secondary Character or sidekick, controlled by the Player. However, Players beware: storylines, ship articles and other situations may encourage a family member to betray their own, which if they ever do they become an NPC under the Game Captain's control.

Successful family members, with houses, farms or other holdings that can be used to the pirate crew's advantage require 2 Creation Points, but whatever city they are in, they will always have a safehouse for the Character and his crewmates, up to 10 people, plus 10 more for each additional Creation Point that is spent (which may indeed be added to later on).

Secrets of lost treasure, heirlooms, government caches and other wealth requires 3 Creation Points, but will allow one to roll on the following chart to determine the total gold value that the relative's secret map, knowledge or hearsay will indeed lead to, eventually. When rolling, if one rolls a '12' more than once, it indeed continues to give subsequent rolls, with no upward limit.

Table 102: Secret Wealth

Roll	Total gold value of treasure
12	Roll twice on this chart
10-11	10000
9	7000
8	5000
7	3000
5-6	1000
4	700
3	500
2	300
1	100

Dead family members, whether buried a day ago or a hundred years before the Character himself was even born, all may yet be able to help him, if he spends Creation Points. For then the dead will have left something to him, granting him a bonus of +2 for all rolls on Table 62 for every 1 Creation Point spent, in addition to the normal costs therefore. However, unlike a normal inheritance that automatically reaches the new

PARLEY: The fabled 'code of the brethren' set down by Barthalamel and his men is real, but different aboard every ship, though one aspect of it has remained unchanged, that of the 'Parley'. The work of the French, one can invoke this Right at any time, forcing a cease of all hostilities until the Parley is complete. The Parley itself is a quick negotiation between enemies, namely pirates, who will only try to use the negotiations to further their own ends by playing the chosen words for their maximum advantage. In the end, one calling for a Parley only manages to gain a cease-fire in battle until he sets himself in an even worse scenario than before, for rest assured the pirates he wishes to parley with—those who are winning—will not take kindly to having their bloodbath halted or ended prematurely. Indeed, by calling for a Parley, one may give his friends a chance to make Stealth Checks to flee or try some other skullduggery, but at the high price of his own fate, ending up in shackles, on the plank, or worse . . .

LANGUAGES: Sharing in life-and-death situations with so many people of so many diverse Nations, pirates and other seamen cannot help but learn languages faster than others. However, they also tend to blend those languages together, just as the blood of others mixes to make different ethnic backgrounds. In the end, the pirate world of the Caribbean is a place where languages are mixed up just as much as the definitions of right and wrong.

Learning languages: When Characters use Skill Points to acquire new languages or improve the Levels with ones they already know, they may find it easier or more difficult, depending on their experiences in the Caribbean. At a Player's option, he may roll when he gains a new Skill Level to any language, to determine how well he learned it. Table 103 provides the results of this roll.

Table 103: Learning Languages

Roll	How well the language was learned
10-12	Very well; no Skill Point cost
8-9	Pretty well; gain 1 Skill Point back
4-7	Normally
2-3	With difficulty; cost of 1 extra Skill Point
1	It wasn't; total loss of the Skill Points

Vocabulary: The motley, mixed languages of the Caribbean have created a fledging language in their own right, a sailor's slang if you will. Some of the more oft-used words and expressions of pirates are provided below (in English), helping one both to better understand the prepared narrative of Adventures, and to role-play with greater depth in his turn. Note that all terms commonly used in game play are not described here, as their normal context already explains them well enough.

Accord is an understanding or agreement, which is used mostly by pirates as it sounds formal while none-the-less referring to bargains of thievery, for the most part.

Aft is a catch-all term referring to moving back or behind, hence the 'aft-deck' being the rear deck of a ship.

Armada is a large fleet of ships, usually Royal Navy and almost always going to war.

Avast is a widespread, catch-all term for one to cease, stay, stop, or surrender.

Basket-hilt is a fashionable form of sword handle, a thin, metal cage much like a basket that protects the hand, usually filled with velvet or other expensive fabric and most commonly part of the design for broadswords.

Black-spot is the death-mark for a pirate, indeed a simple black blotch of ink, oil or blood on a scrap of paper delivered by a neutral party, meaning that those whom one betrayed or upset mean to kill him, and unless he surrenders to them he will be given a long, torturous death.

Blow refers to an oncoming storm, such as when seamen say "We're in for a blow."

Boom is the long, horizontal beam amongst the masts, which being so low to the deck the less experienced boarding parties tend to run into.

Boucaning is the practice of smoking meat which began in Hispaniola, those who cured their food in 'boucan houses' eventually becoming the 'Buccaneers' when driven out by the Spanish, and some of them still use this word when referring to what they do to their human prey.

Bow refers to the frontal structure of a ship or vessel of any kind.

Bowsprit is a large spar projecting forward from the bow of a ship.

Catheads are devices at the front of a ship where the anchors are secured.

Chain-shot is a specific kind of cannon 'ball', actually two smaller balls connected by a short length of chain, used specifically for taking down the mast of an enemy in a broadside battle, though such shot is used only when other cannons are firing normally and so acting as cover, and thus it is already accounted for in both stories and rules.

Chiseler refers to anyone who tries to cheat another in payment of a debt, the term coming from moneychangers who would 'chisel' the extra metal off poorly minted sides of coins.

Commodore is a title used both formally and informally alike, yet one that is equally respected by seamen on either side of the law, for it refers to any one person who has command of more than one ship.

Cooper is a term that differs between seamen and landlubbers, for while aboard ships this means the one who maintains the all-important barrels, on land such a name is more commonly given to the guards who keep prisoners 'cooped up' to feed the voracious appetite of government hangmen.

Cutter is another name for a longboat, as it cuts through the rollicking waves along the coast when some of the crew go ashore, while the ship stays anchored some distance away.

Ensign officially is the name of a flag or banner, but it is also the lowest rank in a Royal Navy, as such a petty officer is indeed little more than a standard-bearer.

Faith! is an oft-used expression by many pirates and other seamen, usually preceding a sentence or exclamation, either as a sign to others or to offer their own self some encouragement for what they are about to say or do.

Filibuster refers most commonly to a French adventurer, especially those of military background, so named for their swift 'flibote' ships.

Financier is a common profession in these days when controlling the sea means controlling the world, for private men cannot afford ships, and so they seek funding from a 'financier' whom they pay back in time.

Flotilla can refer either to a small fleet or to a fleet of small ships.

Fop is a slang term referring to anyone who is both wealthy and acts overtly homosexual, such as English and French aristocrats.

Forecastle names any part of a ship near the front that is built specifically for defense in close-quarters combat, a holdover from more medieval ship designs, used primarily by the Spanish.

Freebooter refers to a former French military man turned pirate, indeed one whose boots are free from formation and stationed duty to walk in any direction he wants, or rather, to be a pirate!

Gale refers to a strong winded storm or a sudden gust within one.

Grapeshot is a catch-all term for small scrap metal loaded into a cannon, earning its name from the first design of such shot, that of a collection of small metal balls like miniature cannonballs that looked like iron grapes.

Harpsichord is a large, wire-strung musical instrument with a keyboard, the precursor to the piano, whose music is favored both at Royal courts and in pirate havens fortunate enough to have plundered one without damaging it.

Helm is another name for a ship's wheel, but can refer to any apparatus to control any vessel, such as the rudder of a longboat.

H.M.S. is an acronym for 'His' or 'Her' Majesty's Ship, depending on whether a nation is currently run by a king or a queen.

Keel-haul is a preferred form of torture and punishment alike amongst pirates, which involves indeed hauling someone under the keel of the ship until he dies or agrees to talk.

Landsmen is exclusively a pirate term used to separate the way they dress from those who live on land, not for any reasons of being conspicuous, but simply that a sailor's attire is practical and they like to be recognized as such, as it helps for them convince merchants that they are not easily fooled into buying bad ship provisions, and that prostitutes recognize them more quickly!

Lee-shore is any land spotted off the lee of a ship in a storm that could become a danger if the ship draws too close to it.

Leeward is a nautical term referring to the lee side of a ship, indeed the protected side, this term usually reserved for enemies approaching it.

Limey is a slang term referring to a British sailor, due to the excessive amounts of lime-juice they kept aboard to prevent disease.

Malaria is one of the most common diseases on land in the Caribbean, caused by mosquitoes and other parasites, destroying the blood, leading to chills, fever, and eventually death.

Midships is the most common name for the middle of the ship, hence 'amidships' refers to being amidst that part of a vessel.

Mizzen-mast refers to either the aftermost mast of a ship with two or three sails, or the third mast of a ship with four or more sails.

Pedigree is the formal name for a wealthy, noble or otherwise respected family bloodline.

Poop-deck is a term used mostly by authors who never set out to sea, writing accounts of seamen, commanding ships from the 'poop-deck' rather than the aft-deck or helm.

Port-side refers to the left-hand side of a ship if one is on board it.

Privateer is the common title for any owner of a private ship who is authorized by his king to engage in piracy upon his nation's enemies.

Prow can refer to either the bow of a ship or an extension of it.

Quarter-deck is the more common name for the high deck at the end of a ship where the wheel is located and from where commands are given, hence the term 'quartermaster'.

Salmagundi is a huge, vinegar stew with meat, onions, pepper and everything else possible put in it, originating in Montserrat, but quickly becoming a favorite of pirate crews, as they had little choice in what they had to eat and thus mixing them all up made them taste better.

Scalawag often becomes the name for anyone who defies the political establishment, hence almost all pirates gaining such names.

Scurvy is a common disease at sea, caused by poor food preservation, leading to hemorrhaging and mucous membranes, cured best and quickest by eating pure foods such as vegetables.

Scuttle means to destroy and sink a ship, usually by means of setting it afire after it has been fully plundered and abandoned, though this term is sometimes used to refer to the similar destruction of towns and even people.

Snuff is a popular commodity, that of ground-up tobacco in a small box, inhaled in small but significant pinches.

Starboard-side refers to the right-hand side of a ship if one is on board it.

Stern refers to the very rear or end of a ship or vessel of any kind.

Swag is mostly a pirate's term, a catch-all name for gold, jewels, clothes, goods and all other plunder taken and treasured.

Sweeps are another name for the long oars that are sometimes run out from the sides of ships to gain extra speed for a short distance.

Swivel-gun is a smaller cannon mounted on the ship's railing, able to be turned and aimed swiftly and easily, making it ideal during close-quarters combat.

Waist is one of many names for the widest part of a ship.

Water-blood is a slang term amongst all seamen but amongst pirates especially, referring to someone whose lineage is weak or that he is shaming a strong family line by proving himself by lack of action to be a coward.

Wire-weenie is a name given to anyone who not only uses a rapier or similar sword but boasts about how it is better than all other weapons.

Yardarm is the very end of a square-sail's lowest, horizontal beam, from atop which most shipboard hangings are carried out.

CHAPTER FOUR

SUPERSTITION CAN BE SEEN AS MERELY A SHADOW OF FEAR BUT WHAT CASTS THAT SHADOW?

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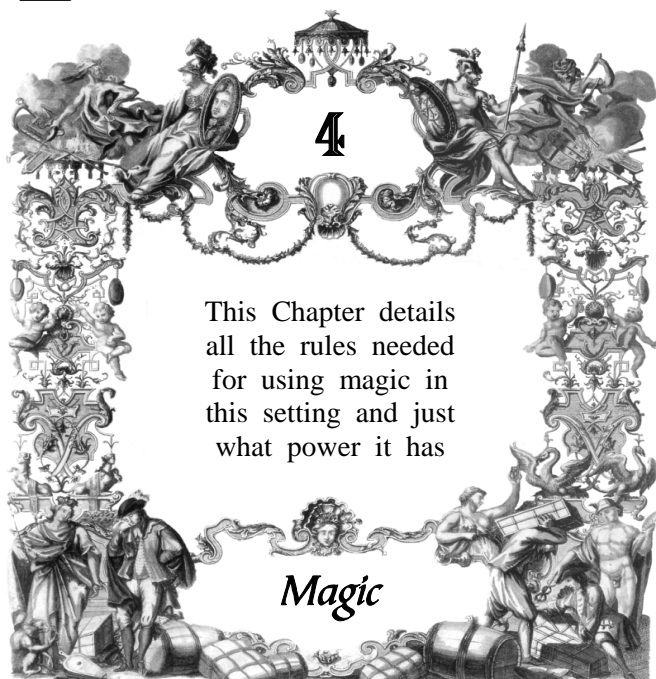
This Chapter details
all the rules needed
for using magic in
this setting and just
what power it has

Magic

A DARK WORLD: The Caribbean brings the promise of adventure, fame and fortune, but also a fleet full of dangers, deceptions, and enemies of Christ, and the deals that pirates make with them.

The devil's due: The shadow of the devil's claws is cast over every shady deal and every evil deed in the world, as he holds the globe in his hands. Whenever a Character does something vile, he places himself in the devil's game, and thus he might either suffer or perhaps even benefit further from what he has done. Indeed, many vile deeds stand a good chance of attracting the devil's attention. Table 104 displays the chance in 12 that various sins constitute one being caught in the storm of evil's embrace. This roll is made by the Player himself, and is not counted for NPCs.

Table 104: Vile Deeds

Vile deed	Chance
Breaking a promise	1
Hiding treasure from crew mates	2
Raping someone	3
Killing NPC friends and mates	4
Robbing the dead	6
Killing a Player Character	9

If one is indeed caught by the unrelenting power of the devil's eye, he will suffer for his sin unless he chooses to ward off the devil by 'paying' him. Payment must is determined at random on Table 105. If this price is not paid, the Character will suffer, as described in the individual descriptions of each vile deed, provided on the following pages. However, if the devil is indeed given his due, the Character will receive a bonus of +1 to his next Luck Check, cumulative in the same ratio as a proficiency (+1, then 2 more payments for a total of +2, etc).

Table 105: The Devil's Price

Roll	The devil's due
12	Lock of one's hair; -1 to Charisma for the next 1-12 weeks
11	Small body part of another person; -1 to a single Ability Score (of his choice)
10	Small body part; -1 to single Ability Score (of the Player's choice)
7-9	30 gold (or silver)
4-6	30 gold per Notoriety Level of the victim
2-3	All of the victim's carried wealth
1	The life of the sinner's captain

Giving the devil his due can be carried out in any number of ways, including casting the gold into the sea or burying it in a specific place, etc., and is the Player's option—he simply must lose beyond salvation what Table 105 describes, or suffer the consequences . . .

Breaking a promise is a good way to get ahead, but the Father of Lies knows this game better than anyone, and so do those who play with him always end up losing—a lie spoken by a Player **Character** (not a Player, mind you) will now suffer him a penalty of -1 to his next dice roll, whatever it may be, unless he pays the devil before he rolls.

Hiding treasure from the rest of the crew is a classic risk, ensuring a larger share later on, that is, if there is a later—whenever a Player Character hides treasure, every 100 gold he squirrels away (rounded up) is the total penalty to specific rolls that he then decides how to divide up, thus creating individual penalties that affect his next dice rolls on specific charts, his choices able to

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SUPERSTITION CAN BE SEEN AS MERELY A SHADOW OF FEAR BUT WHAT CASTS THAT SHADOW?

include only Tables 9, 10, 11, and 12, though all remaining penalties will disappear when the sinner at last pays the devil his due.

Raping someone is fun for the moment, but like the demonseed that may be spawned from the act, so may a terrible burden shadow the sinner from the moment he thinks he walks away free—a Player Character may suffer no immediate penalty from such an unholy act, but if he does not pay the devil before nine months pass, a child **will** be born, one whom the Game Captain should use to abuse its father in any conceivable way, unless of course mother or child are murdered, which automatically constitutes a higher price . . .

Killing NPC friends is inevitable, unfortunately, so is the attention of the devil if one does this often enough, for whether one stabs crewmates in the back, slaughters business associates or simply chokes his wife to death, he only kills their bodies, but not their spirit—whenever a Player Character intentionally kills an NPC that is part of his crew, family or immediate adventuring party, the total number of murdered NPCs in that isolated incident is the cumulative penalty to all future rolls for that Character on Table 105, as the spirits of the dead haunt him relentlessly, working their devil crafts, until the one who assists them is paid off.

Robbing the dead is pretty low, even for pirates, but the dead won't miss their gold, right? Wrong—whenever a Player Character takes any valuables from a corpse, skeleton or grave where a person's physical remains are visible, every 1000 gold value taken (rounded up) is the cumulative penalty to his Girth Checks, and thus his ability to avoid dying himself and becoming food for flies, that is, until he pays off the Lord of the Flies.

Killing Player Characters not only depletes one's crew, but it upsets the game for everyone, and perhaps that's way pirates are so cautious about performing such a vile deed, sensing the statistics of their sin—anytime a Player Character kills another PC for any reason, until he offers up the devil's price, he must endure a cumulative penalty of -1 to the next Check made with his Prime Requisite, and if this penalty exceeds that specific Ability Score, it carries over to one's next such Prime Requisite Check, on and on forever, and should such a failed Check result in his death,
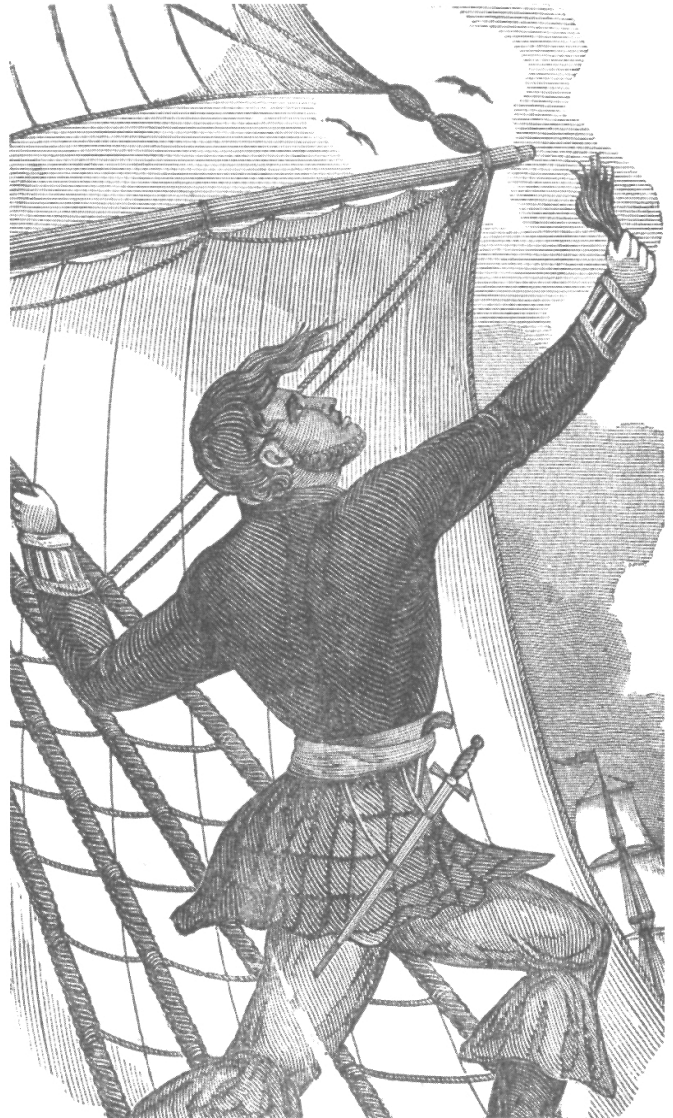
there is no chance of attracting the devil's attention for any Player Characters who violate this loner.

The end of the world: Even though Columbus proved the world is round, most sailors still know his 'discovery' to be false, and they fear the end of the world. Men are still mortal after all, and ancient superstitions don't die easily, especially at sea. Only pirates' love for the Caribbean and the lure of gold usually stays their fears. However, those fears can return easily—if ever a captain sails (or marches) outside the Caribbean on any course other than one bound for Europe, the crew's Morale will decrease by 1-12.

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SUPERSTITION CAN BE SEEN AS MERELY A SHADOW OF FEAR BUT WHAT CASTS THAT SHADOW?

Women and the sea: Since the earliest years of seafaring it has been known that women are bad luck aboard a ship. However, in the New World, this ancient fortune seems stronger than in the pure and blessed world of Christendom. Bringing females aboard a ship immediately lowers a crew's Morale by -1, likewise removing a woman from a ship and so making the vessel safe again will raise a crew's Morale by +1. Furthermore, whenever women are aboard, the maximum Morale a crew can have is 25.

CURSES: Dead men tell no tales. And dead are sure to be any who defy the power of curses. Curses are rare, but they are greatly feared, for they are devastating to the pirate who does not heed their warnings. Curses can come into the game for any number of reasons, at least not one that can be confined by specific rules in this book. Usually created by such story conventions as the bitter words of a dying man, the ominous warnings of a native people concerning sacred ground, or even set in place as the justice of the Sea Fates themselves, curses take hold only when the Game Captain sees fit in the grander design of an Adventure. However, the rest of the time, whispers and superstitions about curses are indeed only that, superstitions, ominous but not something that will truly take shape.

Creating a curse: Game captains should be very hesitant to put a curse into a game, as curses are rare and powerful. Curses should be stronger and/or more likely in locations where great many deaths have occurred, or upon treasure over which much blood has been spilled, or in places sacred to natives, for curses are safeguards against those who would defile what is at rest.

When designing a curse to guard some significant element of your adventure, the first thing to do is decide how well you want the place or treasure to be protected, indeed just how severe should be the consequences for anyone who violates it. All else should be based upon this, including how much people dread and thus talk about the curse, how blatant should be the warnings in the area's boxed description, etc.

In the Caribbean, each and every curse has a 'Magnitude' of 1-10, with 1 mere bad bad luck for he who violates it, to a 10 meaning outright death! Decide the curse's Magnitude, and then proceed.

Applying a curse: A curse should be easy to activate. Most curses involve nothing more than simply touching or so much as looking at the cursed place to be initiated. However, curses may be less risky, perhaps limited to touching a certain treasure amongst all the rest, or physically removing the treasure from a sacred temple. But whatever the case may be, curses should effect all Characters just as easily as any others.

Once a curse has been applied, the effects should be at the least ominous, but preferably sudden and unavoidable. Table 106 gives suggested effects for curses, depending on their Magnitude.

Table 106: Power Of Curses

Magnitude	Violators suffering
1	-1 to Luck Checks for a few days
2	Sharks swarming waters around ship
3	-1 to all rolls for a few days
4	Foul weather most days of sailing
5	Most of ship's food supplies spoil
6	Sudden earthquake around site
7	Entire crew concocts a plague
8	Freak storm destroys their ship
9	Violator afflicted with strong poison
10	Violator dies instantly

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Words versus statistics: As the Game Captain, you must never let the Players know what the exact statistics of a curse are. Curses should be left mysterious at best. Of course, Players may deduce the exact effects through time, but still they should never be confirmed. Always apply the curse's effects with carefully selected words and ominous overtones.

Removing a curse: When designing your curse, be sure to include 'Duties' that one must fulfill in order to lift it. Most curses should have such escapes, at least those curses of Magnitude 5 or less. Duties can be just as variable as the curse itself, but should be relatively simple to accomplish and simple to figure out. For example, a diamond that brings doom to whomever possesses it may continue to plague the ship with spoiled food or foul weather, but if one thinks about it, just getting rid of the diamond would take away the curse, hence throwing it overboard. Or perhaps someone is cursed with accelerating age, growing older in days instead of decades because he desecrated a temple. Paying for a new temple to the same deity to be built would surely please the gods and lift the curse.

Provided on Table 107 are sample Duties one must do to free himself from a curse. If you like, you may roll for these, penalizing the roll by -1 for every Magnitude of the curse.

Table 107: Removing Curses

Roll	Duty to remove curse
11-12	Have treasure blessed by a priest
7-10	Return treasure to its rightful place
6	Bare a child to purify himself
5	Sacrifice someone
4	Spend a year at sea (cannot touch land)
3	Cut off a limb
2	Destroy the treasure
1	Must kill all the other Player Characters

Ultimately however, the exact way to lift the curse (if indeed it is even possible) is up to the Game Captain's creativity. This should not necessarily be cruel or cunning creativity, but that which makes the Characters truly earn the treasure and prove their desire to keep it.

MAGIC: There are many strange and other-worldly powers in the Caribbean, and even stranger people who work their magic. Such people have many powers, and while they are all different from each other, they all work the same statistically.

Casting Check: For one to work their magic successfully, the Game Captain needs to roll a single dice. If the result is equal to or greater than the 'Casting Check' provided on Table 108 or 109 the spell has been cast indeed! If not, whomever were the intended targets cannot have magic worked upon them by the same person ever again.

Saving throws: If magic is successfully worked upon a person, he may make a roll to ward off its effects. This is a roll of a single dice, requiring equal to or above the 'Save' on Table 108 or 109 to be successful. This Check is only made once, when and where the Player desires, and is modified by several factors.

Having a son or daughter will give one greater worth in the eyes of God, offering him a bonus of +1 to his Save Check, this bonus increased by +1 if he has any additional children.

Being blessed or baptized by a priest will help protect one's aura from the devil's work, offering a bonus of +2 to his Save Check.

Praying in church will help one ward off a spell, offering a bonus of +1 to one's Save Check.

One's sins greatly hinder one's chances of being saved from the devil's dark magic, for whatever one's Notoriety Level is, he suffers an equal penalty to his Save Checks.

Ritual magic

The wealth of the Caribbean is mined and farmed with slaves brought from Africa, slaves who brought with them the magics of the devil, of voodoo and other forbidden arts. Witches infiltrate colonies everywhere. And, ghosts and even demons return from the neatherworld to posses natives and even once-pure Christian men. Ritual magic comes in many forms, and can be used by anyone, but doing so immediately and irrevocably costs one his next 1-12 Experience Point **awards**, whatever their amount, having sold his soul to the darkness until such time that living itself has purified it.

Table 108: Ritual Magic

Magic	Cast	Save
Raise the dead	12	18
Speak with the dead	9	16
Curse person	7	13
Curse object	5	10
Poison	8	8
Black hands	4	6

Black hands: If one is cursed with the Black Hands, his hands will indeed turn black, signifying to all that he is a thief, inducing a penalty of -2 to his Charisma and Pilfering Checks.

Curse object: A single object (such as a sword, a skull or a key) is cursed (as by the rules outlined earlier in this Chapter), of a Power equal to every point on the dice that **exceeded** the magic's base Casting Check of 5.

Curse person: A single person is cursed (as by the rules outlined earlier in this Chapter), of a Power equal to every point on the dice that **exceeded** the magic's base Casting Check of 7. This curse can only be lifted by the Character fulfilling the Duties required by the curse, specified at the time of the casting, or by being 'purified' (as the spell).

Poison: The spoils of one's thieving life makes it unsafe for him to drink anything but water—all other drink (rum, ale, etc.) effects him like a poison, of a random level of 1-6.

Raise the dead: The dead Character is buried in the ground, burned, or in some way 'purified of death', and will return to life after 1-12 days, however with a permanent loss of 1-6 Ability Points (the Player chooses which Scores they are deducted from), but if this ritual fails it results in the body being utterly destroyed.

Speak with the dead: The spirit of a dead man may be summoned up, and it will speak through the medium of the caster. The living are allowed 1-3 questions to ask of the dead. The dead will answer truthfully, but its knowledge is limited to what it knew in life.

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Ancient magic

The Caribbean is a vast and mysterious place, where legends spring to life and creatures crawl out of other worlds. The natives in their mountain temples speak to the sun, and mermaids call out to sailors from the depths of the tranquil, blue waters. Many strange powers await those who venture too far from Christian strongholds, powers that can only be gained individually by spending Creation Points equal to a chosen spell's 'Cast' difficulty.

Table 109: Ancient Magic

Magic	Cast	Save
Transformation	11	12
Soul stealer	10	10
Eternal sleep	6	9
Shrunken head	5	8
Zombification	5	6
Purification	7	4
The golden touch	9	3
Misfortune	8	3

Eternal sleep: Induced by a powerful potion, this spell will draw the Character down into a sleep from which he will not awaken by any natural means. He will not need food or water, but he will still age. He can only be awakened in one of three ways; by being submerged in a sacred well (and then he must still make a successful Endurance Check), being 'purified' (as the spell), or drinking 'water of youth' (as the treasure).

The golden touch: This magic sets the Character's destiny on a course bound for gold, but little else. The Character can no longer make Luck Checks, but he will 'know' where greater treasures lie, granting a +2 bonus to all rolls made on Table 84 if the Character with the 'golden touch' is present.

Misfortune: The ancient gods have been called upon, and their mischievous servants will begin to play with the Character's fortune. This will effectively induce a penalty of -1-4 to the Character's Luck Checks for a period of time rolled on Table 110. Once this spell has been cast upon a person, there is no way to get rid of it, save for being 'purified' (as by the spell).

Table 110: Days Of Misfortune

Roll	Suffers misfortune for . . .
11-12	1-12 days
6-10	1-12 weeks
2-5	1-12 months
1	1-12 years

Purification: Using herbs, blessings, powders and prayers, one can purify water, food, or even a person of any and all ill effects, thus making anything safe to eat or drink, or dispelling any magic cast upon a person.

Shrunken head: A pinch of this powder sprinkled on one's head will cause his head to dehydrate, shrivel and shrink to the size of a fist, killing the Character in a most slow and painful way.

Soul stealer: This is a ritual that will draw a Character's soul out of his body. The victim must be present in the ritual. A horrible fate indeed, the victim becomes forsaken by Heaven, gaining no bonus' from any Holy rites, places or treasures. This also reduces one's Charisma by -3.

Transformation: By casting this spell, one can turn any one object (or group of small objects) into gold! Table 111 displays the value this will raise an object to, multiplying its base value. However, if this magic fails, it costs the individual will lose a random Ability Point; '1' is Brawn, '8' is Luck, etc. with '9-12' being the Player's choice of loss.

Table 111: Golden Transformation

Item	Gold value
Coins	x1
Jewelry	x5
Metal equipment (up to 7 Weight)	x50
Weapon	x100

Zombification: One of the most feared magics of the Caribbean, this concoction is a potion that, when consumed, will numb the Character's mind, indeed making him mind**less** for the rest of his life, a living being who only obeys commands but has no will of his own. This turns the victim into an NPC that does only as he is told, and cannot earn any Experience Points.

5

This Chapter details
all the rules needed
for bringing all of the
lands and denizens
of this setting to life

Exploring
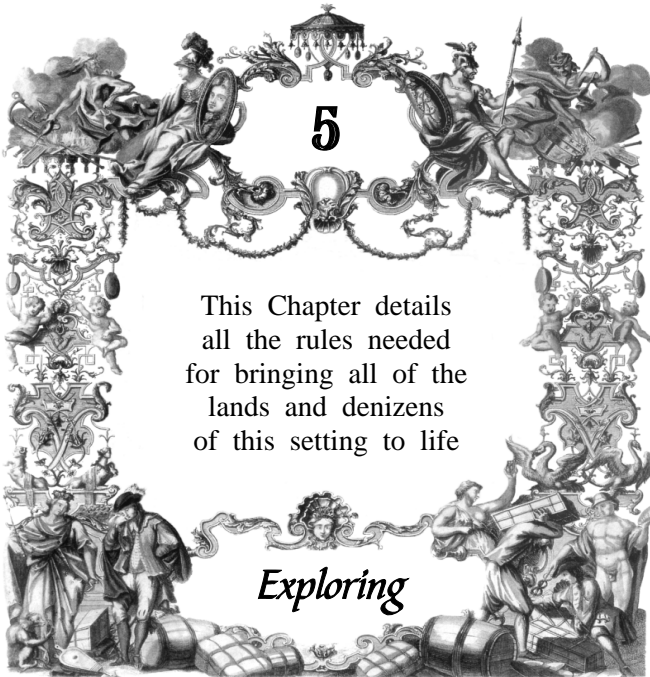
ISLANDS: The first thing that pirates are bound to discover and explore are the islands that dot the Caribbean. The more prominent islands of the Caribbean are explained below.

The Bahamas: Filling the sea off the northern coast of Cuba, this wide range of islands, shoals, reefs and caves is a pirate's haven—the shallow waters prevent larger, pirate hunting ships from even daring to approach the many pirate towns that dot the islands, where buccaneers, corsairs and cutthroats gather, gamble, trade and laugh at the law. The Bahamas are ripe with wild fruit and food, plentiful fishing, and very few enemies, either native or navy.

The Caribbee Islands: Running north to south along the eastern edge of the Caribbean, this series of islands is dominated by the colonies of the English, the French and the Dutch. This is the last stop before sailing back to Europe, where countless goods are traded and countless characters step out of the shadows. The constant disputes between governments make these settlements easy to be turned into smuggling havens, their true enemies indeed not each other, but pirates and privateers.

The Cayman Islands: A small set of islands south of Cuba, they are a strange place, the very nexus of the 'brutal paradise' of the Caribbean. Located along many major trade routes and at the center of many windward passages and currents, ships of all Nations constantly pass them, but only to wage war on each other, staining these lush islands with so much blood that no permanent settlements ever grow here. Indeed, only small fishing villages are ever found, and it seems they exist only to help battered and beleaguered ships that have fled from their enemies. The largest of these islands, 'Gran Cayman', is like the Caribbean's drain of blood.

Jamaica: One of the two smaller islands of the West Indies, Jamaica is an island built upon slavery, slaves who man the English cane fields and mines. The island's key location, being centrally located in the Caribbean, makes its one major harbor (of Port Royal) the main base for English royal navy.

Puerto Rico: The smallest island of the West Indies, this island has only one major city (San Juan). Dominated by the Spanish, this island and all the waters surrounding it are readily patrolled by pirate hunters, specifically the Coasta Guarda.

LANDS: Sometimes pirates' adventures will lead them inland, deep into the jungles and swamps and mountains of the New World. The better known and explored lands of the Caribbean are described below.

Caracos: The central province of Terra Firma, this land is well farmed and populated, mostly by slaves. The many Spanish ports that line the coast are outlets for all manners of goods that find their way out of the jungles of the south.

Cuba: The largest island of the West Indies, this is indeed a land to the Europeans. Dominated by the Spanish, this land is rich with gold and goods, and many roads connect the northwestern and southeastern coasts, where major Spanish ports do solid trade. Many rich plantations line the roads, safe from the coastal raids of pirate captains.

Florida: A strange and uncharted land in the north, the bayous and jungles of this peninsula are a place of mystery and superstition. The haunted swamps, murky mires and horrible diseases that guard many legends claim countless adventurers in search of golden temples and even eternal life! Scarcely populated by Europeans, most colonies keep to the coast and rely on shipping for trade and goods, rarely daring to venture inland.

Hispaniola: A great new land in the West Indies, these jungles and mountains are ever shadowed by the smoke of war, and the coasts are stained with the blood of the French and the Spanish, who hold the western and eastern ends of the land respectively. Many small villages and hamlets line the coast, appearing suddenly only to be destroyed quickly by privateers and pirates. This is a land of buccaneers, cutthroats and spies.

Louisiana: This vast, uncharted region is empty of civilization. A few small coves hold pirate towns, but these do not last long. The dense jungles of the north are empty of men and even legend, and few ever care to explore them, and this coast is too far from the rest of the Caribbean to make for a haven that can be reached in any good time.

New Andalusia: The easternmost province of Terra Firma, this land is lost in the jungles along the Atlantic coast, and has few major harbors, relying mostly on illegal trade and smuggling. This area is all but ignored by the Spanish kings, letting it fend for itself against the diseases and pirates that plague it.

New Granada: The westernmost province of Terra Firma, this land is governed by the mightiest city on the Spanish Main (Cartagena), and is the pride of the Spanish empire, with gold, silver and exotic goods brought down from the highlands.

New Spain: The westernmost land of the New World, this vast area is an unspoken pride of the Spanish empire, a place where aristocrats can live in luxury in relative safety from the terrors of the Caribbean. Most who live in this land are ignorant of the dangers of pirates, natives, and diseases.

REGIONS: The islands and lands of the Caribbean are ordered by larger regions, each of which are explained below.

Honduras: Being far too westwardly and far too hostile for anyone to settle, this dense jungle is empty of civilization. Those few settlements that survive along its borders are mostly English, making them preferred havens for many pirate crews.

The Spanish Main: With so many Spanish ports along the coast of Terra Firma, the name became synonymous with the trade routes and unexplored waters off the coast. The name of the 'Spanish Main' in turn became synonymous with the Caribbean, the waters of the Main the final destination for most adventurous souls coming from Europe, seeking the fabled gold and luxury of the New World.

Terra Firma: The southern lands of the Caribbean are a series of rugged hills and dense jungles, explored and populated mostly by the Spanish. The silver mines of Peru and the great many artifacts found in these lands became the greatest legends of the Caribbean. Terra Firma is a legend throughout the world (both the Old and the New), a world unto itself, easily accessible by the outside world but also independent of it.

The West Indies: The heart of the Caribbean, these large islands (Cuba, Jamaica, Hispaniola and Puerto Rico) are the greatest lands of the New World. Most trade routes flow in and around these islands, offering even greater trade than on the Spanish Main itself.

The Yucatan: This large peninsula reaches north by northeast into the Caribbean, forming a natural border to the Gulf of Mexico, thus protecting the major cities of New Spain. Few captains are willing to spend the months necessary to round this land, and moreover they fear the legends that come out of its dense jungles and rugged mountains, legends of man-eating beasts and ancient magics of the devil, and of swamps that no man returns from.

SHIPS: The Caribbean is a shallow sea, with mazes of underwater reefs, clashing currents and unpredictable weather, challenging the most tried and true vessels of European design, and thus new ships are called for. The costs of these vessels are listed on Table 112, alongside the cost of all other ship types when purchased in the Caribbean.

Table 112: Purchasing Caribbean Ships

Ship	Found	Cost
Sparrow	11	300
Schooner	10	1200
Naval sloop	7	2000
Navy snow	6	2500
Sloop	9	3000
Dutch fluyt	5	4000
Barque	10	5000
Brigantine	9	7000
Mariner	5	10000
Merchantman	4	15000
Square-rigger	4	20000
Frigate	3	24000
Man-o-war	2	30000
Galleon	1	35000
Spanish galleon	1	40000
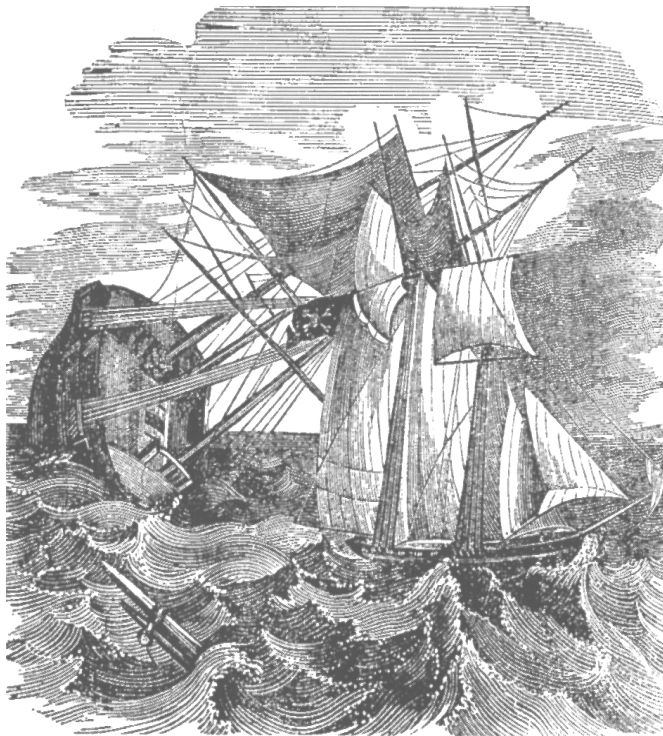
Spanish galleon

Value: 12
Crew: 30/400
Speed: 10 leagues
Guns: 20
Battle: 6
Hull: 500
Cargo: 25000

Spanish galleons are among the largest ships anywhere in the world! Originally they were created because one large ship was cheaper to build than two smaller ones. This most classic of ships boasts an enormous carrying capacity and powerful potential armorment, making her a formidable opponent for any ship, anywhere.

Special capabilities for a Spanish galleon are appearant in her sheer size, and so does the fame increase of those who sail them, increasing each Notoriety award for all aboard such a ship by +1.

Suggested Nationalities for a Spanish galleon include Spain alone, hence their name.

Sparrow

Value: 1
Crew: 1/12
Speed: 8 leagues
Guns: 2
Battle: 1
Hull: 30
Cargo: 400

Sparrows are very small ships, almost a mere longboat with a mast and single sail, designed for short, quick jaunts between the Caribbean islands. Named in honor of whom some have called the 'worst pirate they'd ever seen', the sight of such a small ship entering a harbor evokes more laughter from the guards than anything else. For indeed, one who would sail such a vessel is poor, either in gold or in luck, or both.

Special capabilities for a sparrow are a result of its very small size and shallow draft, able to completely avoid reefs as it simply sails over them just as a sparrow flies over the sea itself.

Suggested Nationalities for sparrow are English and Dutch, as they are exclusively island colonies and thus the only ones with need for such boats.

Square-Rigger

Value: 6
Crew: 15/140
Speed: 10 leagues
Guns: 20
Battle: 7
Hull: 300
Cargo: 15000

Suitable as the flagship of any fleet (especially a pirate fleet), the three-masted square-rigger is not so swift and maneuverable as other vessels normally commandeered by pirates, though it's quite large and sturdy, able to hold a sizable crew and many tons of goods and treasure. She's valued for her intimidating size (three hundred and fifty tons and a hundred and ten feet along her main deck on an average) and for seaworthiness for long voyages. When fully manned and armed, she's on par even with some naval frigates. Moreover, her large cargo capacity makes her an excellent transport for the collected swag of pirate flotilla.

Special capabilities for a square-rigger lie in her versatility at sea, adding +1 to all rolls made as a result of Table 40, including extra leagues gained for a day's speed, but also, unfortunately, extra food to be thrown away.

Suggested Nationalities for a square-rigger include England and France.

SAILING: The maze-like islands, reefs, shoals and storms of the Caribbean demand a different style of captaincy and crew to survive them. Provided below are some options that the Players may use to their advantage when sailing in the Caribbean.

Provisions: The Caribbean is a rich world with unexplored lands and islands everywhere, allowing pirate crews the luxury of putting ashore for provisions almost whenever they want. As a result, the normal rules for foraging are used, though with many bonus', as detailed below.

Lands near to civilization by a distance of 10 leagues or less are often farmed or at least settled because the land is abundant with food, water and other provisions, increasing the chance of success for a Foraging Check by +1.

Knowledge of the region will be able to discern between healthy provisions and unhealthy ones, a Foraging Check's odds increased by +1 for every 3 Experience Levels of the overall captain (rounded down).

Time spent foraging will deplete the resources in an area as game is frightened off, fruit is picked clean and water sources are polluted by pirates, effectively reducing the odds of successive Foraging Checks made on the same day by a cumulative penalty of -1.

Group caller: If the ship has a quartermaster, he may also serve as the 'group caller' in a manner of speaking, in that, when many Players are speaking all at once, the Game Captain will listen to the quartermaster only. The quartermaster is the mediator, even for the sake of his captain.

ANIMALS: The New World is rich with gold, land, and beasts! While pirates mostly fight against other humans, sometimes animals will be their prey (or the other way around). Provided below are statistics for the more commonly encountered animals in the Caribbean, either as beasts of burden or as dangers to be overcome.

Alligator

Group number: 1-6
Defense Score: 8
Survival: 12
Attack Rolls: Bite / 2 claws
Base Damage: 10 / 6
Movement Rate: 50' (in water) / 150' (on land)

Alligators are cunning and dangerous predators. They lay perfectly still in the shallows, easily mistaken for a log or filth upon the water, and jump up to surprise easily—alligators gain a bonus of +5 to their first Initiative Roll. Once they have chosen a target, they will attack him until they get a hold of him (a successful bite attack), and then drag him down under the water (no roll necessary), stuffing him in the shallows until he stops kicking, saving him for later. If an alligator is attacked by multiple enemies, it will use its claws to fight defensively. Since alligators can run swiftly on land, prey that tries to flee from them is easily overrun and taken down.

Boar

Group number: 1-3
Defense Score: 7
Survival: 10
Attack Rolls: Gore +1
Base Damage: 6
Movement Rate: 120'

A boar is a large, vicious swine that hunts alone, and once it's found its prey it charges them and gores them to death. If attacked, boars will attack random targets, goring them in hopes of driving them away or killing them outright—the first one to fall to a boar it will proceed to feed on, and will leave others alone unless they continue to attack it, in which case it will fight to the death.

Burro

Group number: Any
Defense Score: 2
Survival: 3
Attack Rolls: Hooves
Base Damage: 1
Movement Rate: 100'

Burros are simple-minded beasts of burden. They can carry up to 35 Weight in bags in sacks (or on their back), then each time that burden is equaled again, the burrow will slow down by 20'.

Cat

Group number: 1
Defense Score: 10
Survival: 10
Attack Rolls: Bite / 2 claws
Base Damage: 8 / 5
Movement Rate: 300' (on land) / 240' (in trees)

Great cats are mostly associated with the Old World—Africa, India and Asia—but there are many to be found in the Caribbean as well. These great cats hunt alone. If wounded, they will flee.

Jaguars are the largest great cats in the New World, these spotted animals usually hunting from the trees, leaping down on unsuspecting prey to gain +4 to their first Initiative Roll.

Pumas average two to three feet in height and four feet in length, with reddish coats and pale underbellies, and exceptionally long tails.

Horse

Group number: 1-12
Defense Score: 3
Survival: 4
Attack Rolls: Hooves
Base Damage: 3
Movement Rate: 200'

Horses are strong and can carry a great deal of weight. Between their rider and any equipment carried in saddlebags, a horse can support up to 40 Weight, then each time that burden is equaled again, the horse slows down 20'. If one rides a horse in melee battle, he may attempt a charging attack with a sword, pike or club, gaining +2 to his Attack Roll.

Mule

Group number:	Any
Defense Score:	2
Survival:	3
Attack Rolls:	Hooves
Base Damage:	2
Movement Rate:	80'

Mules are stubborn beasts of burden, but still strong and capable. A mule can carry up to 40 Weight before it slows down, then each time that burden is equaled again, the mule slows down 20'.

Octopus

Group number:	1
Defense Score:	9
Survival:	14
Attack Rolls:	8 tentacles / bite
Base Damage:	3 / 10
Movement Rate:	40' (in water)

An octopus will attack anything that comes within reach of its tentacles. It receives 8 attacks, with each tentacle attacking a random target. If one is successfully hit, the next Round the octopus has it will drag him towards its mouth, and instead of using its tentacles that Round it will crush its ensnared prey. Only by wounding the octopus before this happens will it let go.

Shark

Group number:	1-12
Defense Score:	10
Survival:	9
Attack Rolls:	Bite
Base Damage:	7
Movement Rate:	60' (in water)

Sharks are everywhere in the Caribbean, giving the sparkling blue waters a cold, deathly undercurrent, waiting for prey to enter their domain. There are dozens of different types of sharks in the Caribbean, so only those that would make for good pirate tales are provided here, and then only in generalized categories.

Cursed sharks are those devils of the deep who are true demons, unable to be frightened or lured away, because they are not hunting for food, but rather, they are hunting for human souls . . .

Great White sharks are the largest and most territorial of sharks, with 11 Girth and +1 to their Attack Rolls. Deathly gray or white, like ghosts of the unknown depths, these predators can grow up to sixteen feet in length. They will attack anything that they come across.

Reef sharks are the classic predators, about six to nine feet in length, hunting (and haunting) coral reefs, hence their name. They can hear things thousands of yards away, yet restrict their attacks to shallow water (five feet deep or less). They only attack when someone first enters their water (the first Round) and then only again when it's trying to leave.

Tiger sharks are terribly fearsome looking, with two dorsal fins and large teeth protruding from their mouth. Also called 'sand tigers', they travel in packs, yet they generally feed only on small fish. However, these sharks will attack anything if there is blood in the water.

Tropical sharks include such names as 'blacktips', 'hammerheads', 'lemon' and 'milk' sharks. Given their endless variety, this category is a catch-all for whatever strange description one may give to a shark. They have a random 8-10 Girth (one roll divided by 4, rounded up) and -1, +0 or +1 to Attack Rolls (one roll, with 1-4 being -1, 5-8 being +0, and 9-12 being +1).

Snake

Group number:	Any
Defense Score:	6
Survival:	5
Attack Rolls:	Bite / coil
Base Damage:	Poison / 10
Movement Rate:	30' (land and water) / 40' (trees)

Snakes come in endless varieties, and are always dangerous. Normally, snakes will not attack unless someone enters their nesting area. However, snakes are easily startled and found on accident, and attack just as quickly.

Constrictors are larger snakes that always use their coil attack, crushing the life out of their prey.

Vipers are smaller, more poisonous snakes. They are swift and deadly, striking faster than a man can see. They always bite their prey, inducing poison of level 1-6, with an equal penalty to the victim's roll on Table 9.

THE NEW WORLD

NATIVES: The lands and islands throughout the Caribbean are filled with treasure, as well as with those whom it currently belongs to, who also tend to treasure blood, skulls, and other bodily parts of white-men that come trespassing.

Amazon

Group number:	1-6
Ability Scores:	B2, A6, E7, G5, W2, I6, C3, L1
Defense Score:	8
Survival:	5
Attack Rolls:	Spear +3
Base Damage:	5
Morale:	9
Movement Rate:	150'
Treasure:	-3

Amazons are warrior-women who inhabit the reaches of the upper Amazon River, hence the name given to them by European explorers, after the Latin legends of women-cults in the ancient world. Some argue that these savages are, for their strength, actually men who wear their hair long, have no bodily hair, and cut off their breasts for better archery, which is also in accordance with their namesake. Whatever the truth is, however, they are effective hunters of all who trespass into their reaches of the jungle, remaining a mysterious people seldom seen by white-men.

Aztec

Group number:	1-4
Ability Scores:	B3, A3, E6, G6, W1, I7, C1, L1
Defense Score:	7
Survival:	6
Attack Rolls:	Spear +1
Base Damage:	3
Morale:	8
Movement Rate:	130'
Treasure:	+1

Aztecs are few in number now, as their entire civilization was all but destroyed by Cortes and the Conquistadors in the early 16th Century. They have an instinctual hatred for white-men, and tend to slaughter anyone they find in their territory, which is mostly in the upper reaches of New Spain. The gold of these people is legendary, but is now a part of the Spanish empire.

Cannibal

Group number:	Any
Ability Scores:	B2, A6, E5, G5, W1, I6, C1, L1
Defense Score:	7
Survival:	5
Attack Rolls:	Spear +2
Base Damage:	4
Morale:	8
Movement Rate:	130'
Treasure:	-4

Cannibals can be found anywhere, on any of the Caribbean's countless islands, and they are as bloodthirsty as legend has made them.

Inca

Group number:	1-12
Ability Scores:	B2, A8, E4, G5, W2, I5, C2, L1
Defense Score:	7
Survival:	5
Attack Rolls:	Spear +1
Base Damage:	3
Morale:	6
Movement Rate:	120'
Treasure:	+3

Incas once dominated the highlands and the mountains of Peru, but the Spanish have all but destroyed them. However, though their blood has slowed to a trickle, their treasure has not, and continues to come from Peru to feed the ports of the Spanish Main. Yet even the Incas who ambush invaders are the first to tell that the mountains have not given up any of their greater treasures.

Maya

Group number:	Any
Ability Scores:	B2, A4, E4, G4, W3, I5, C3, L1
Defense Score:	5
Survival:	4
Attack Rolls:	Spear +2
Base Damage:	4
Morale:	7
Movement Rate:	120'
Treasure:	+1

Mayans are a very advanced culture, with almost magical knowledge, whose civilizations run throughout Honduras and the Yucatan.

GHOSTS: There are times when a pirate crosses paths and even swords with the unknown, and while most Adventures provide their own statistics for both mortal and magical enemies alike, here are provided standard-setting statistics for ghosts to serve as a basis.

Hero

Group number:	1
Ability Scores:	B10, A8, E12, G12, W5, I9, C8, L6
Defense Score:	14
Survival:	12
Attack Rolls:	Spectral weapon +3*
Base Damage:	6*
Morale:	10*
Movement Rate:	180'
Treasure:	+4

Heroes are the ghosts of such famous men and women, such as Drake, Cortez, etc. When and why they appear depends entirely on the Adventure at hand. However, their spirits are so strong that they can never be vanquished—if defeated, the individual who dealt the victory-blow against such a spirit is forever immune to them should they return, but as for everybody else . . .

Lover

Group number:	1
Ability Scores:	B7, A7, E12, G9, W5, I9, C12, L8
Defense Score:	12
Survival:	7
Attack Rolls:	Grasping +5
Base Damage:	1*
Morale:	12
Movement Rate:	150'
Treasure:	-3

Lovers are the spirits of those who loved one of the Player Characters or NPCs personally—in this life or a former one! Indeed, when such spirits appear, they are usually amorous, seductive or like a dream, floating over one's bed or whispering to them when they are alone. Such a ghost 'attacks' by way of seducing the living, replacing one's Defense Score with their Luck Score directly, as successful 'hits' drain away one's will to live.

Ladies often return to haunt mortal men, even if the man knows not who they are.

Player Characters can return in spirit-form of an equal Level to their earthly Experience to aid one whom they loved in life, or to slay a single, specific individual for one wrong doing.

NPCs usually take spirit-form to aid or hinder their Player Character lover directly, their agenda depending entirely on how their life ended, be it an incomplete journey, betrayal or anything else.

Shadow

Group number:	1-4
Ability Scores:	B1, A10, E11, G1, W4, I9, C1, L6
Defense Score:	12
Survival:	1
Attack Rolls:	Sword +1*
Base Damage:	4
Morale:	9*
Movement Rate:	200'
Treasure:	-6

Shadows are the souls of those slain in total darkness, be it in a cave, underwater, etc. Such spirits cannot appear by day, and even when seen they appear as one's own shadow—if all light is extinguished, they will still have form, requiring 'blind fighting' for one to continue attacking them.

Skeleton

Group number:	Any
Ability Scores:	B6, A6, E10, G11, W3, I4, C2, L1
Defense Score:	8
Survival:	13
Attack Rolls:	Longsword +5 / Cutlass +1
Base Damage:	10 / 8
Morale:	8*
Movement Rate:	140'
Treasure:	+0*

Skeletons are often seen, whether they are real or not. They may continue to sail earthly ships, or simply lurk in the forgotten dens of long-dead pirates—themselves. Such ghosts can be any kind of people, including pirates, sailors, even natives.

Cursed men are still alive in a sense, with the appearance of the living save in specific conditions, such as standing before firelight, in moonlight, etc.

Forgotten men lay still like normal bones until disturbed, and then awaken with great wrath, intent on slaying all who were present when they awoke.

LEGENDS: There are times when a pirate comes across a legend, a sailor's yarn that becomes a noose, leaving his mortal life and skill hanging and certain to die, and while Adventures normally offer their own rules to tie unique knots in the thread of the Character's story, here are provided standard-setting statistics for legends to serve as a basis.

Angel

Group number:	1
Ability Scores:	B7, A10, E7, G12, W9, I8, C7, L12
Defense Score:	15*
Survival:	21
Attack Rolls:	Sword +7*
Base Damage:	10*
Morale:	12
Movement Rate:	100' (on land) / 250' (flying)
Treasure:	None

Angels are those Holy spirits that have taken on a physical form, for whatever purpose. They do not remain long in this mortal world, protecting or otherwise serving one specific individual, and once he achieves either his next Experience Level or the end of the current Adventure, the Angel will then depart. Such divinities will not be visible to any whom they do not wish to be, and are tangible only to those whom they have touched first.

Mermaid

Group number:	1-6
Ability Scores:	B3, A9, E11, G8, W8, I9, C12, L12
Defense Score:	10*
Survival:	5
Attack Rolls:	Spells +4*
Base Damage:	8*
Morale:	7
Movement Rate:	30' (on land) / 70' (in water)
Treasure:	+0

Mermaids are the lore of most sailors, and pirates are no exception, but what they are and what seeing one means depends entirely on he who is fortunate (or unfortunate) enough to come across them. Indeed, while most Mermaids appear only to beguile men, their 'attacks' which effectively drain away one's life made only in their own defense, there are many who 'attack' in many other ways, depending on who approaches them. For instance, a bloodthirsty Catholic may see such a creature as a devil, and thus she may do him harm outright, by some spell he cannot see. Whatever the case may be, a Mermaid can 'fight' from any distance, and her Attack Rolls are made against one's outright Luck Score rather than their total Defense Score.

Siren

Group number:	1-4
Ability Scores:	B2, A5, E5, G12, W11, I8, C12, L9
Defense Score:	9
Survival:	5*
Attack Rolls:	Song +3*
Base Damage:	3*
Morale:	5
Movement Rate:	100' (on land) / 50' (in water)
Treasure:	+2

Sirens are spirits of the sea, perhaps real and perhaps not, in the physical sense, but real enough to those whom they draw down into the watery depths to an unknown realm. For sirens lurk along coastlines and upon small, unknown islands, or even swim alongside ships, singing to those aboard with a charming, hypnotic voice. This 'attack' is made against one's outright Intuition Score rather than their total Defense Score, a defense increased by one's Religion Skill Level (if any). Those who are 'hurt' by a siren are losing their will to live in this mortal world, and when 'killed', they do not actually die, but either jump overboard or simply appear in the siren's arms, who then takes her 'playthings' down to a realm where the living cannot follow. However, the treasures of sirens are kept ashore as an additional lure, and thus lost crew can be paid for by what is left behind.

6

This Chapter details
all the rules needed
for employing the
laws of Europe
in this setting

Government
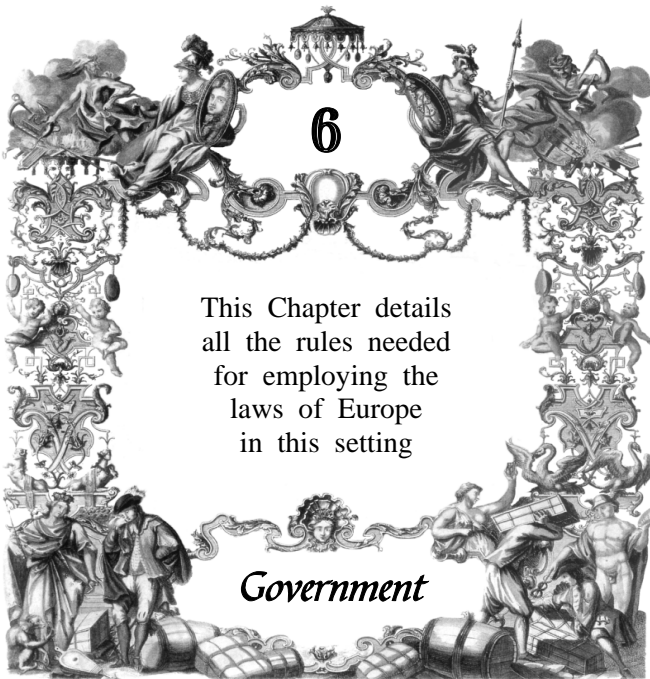
PRIVATEERING: The rather dubious career of the privateer was a wonderful short-term answer to problems for both the state and the individual, but as affairs of state change, privateers become the easy answer to new problems, and ultimately, the scapegoat in the piracy of politics, especially in the colonies of the Caribbean.

Revoking letters of marque: As wars and alliances constantly change, those who once opposed a king's new allies may quickly find themselves under the guns of a new privateer with a 'letter of marque', different to his own only by the date and signature—if one attacks a nation that is no longer at war with the one who issued his letter of marque, it will be revoked, effective the date of the alliance between nations, whether the privateer is aware of this or not! Thusly, Player Characters with such a document would do well to check in with ports and hail other vessels for news as often as possible, keeping up to date with the world.

Bounties: Governors are always ready to trade in pirates, indeed to both offer and pay ransoms for captains and their crewmen—but what **is** the price? Take the Character's total Promotion Points from Table 77, using the higher number if one is sold to his own nation and the lower number if he is sold to any foreign governor (if one has no rank, as most pirates do not, he is worth merely what his Experience Level is). This is his gold value to any governor, who can keep him in prison until he barters a better deal with other European powers. This price is **multiplied** by the **total** factors on Table 113. He who is 'selling' a prisoner must roll to determine what factors the governor (and indeed his government) currently consider important.

Table 113: Ransoms

Roll	Cumulative multipliers for a ransom
10-12	Seller's own Notoriety Level
8-9	+2 if his nation is at war with the buyer
3-7	+2 if his nation is at war with the buyer
1-2	Prisoner's Notoriety Level

Amnesty: On occasion, a governor will offer up a blanket of safety for pirates who wish to confess, repent, and most importantly pay for their crimes, and quite literally. At the Game Captain's option, usually in the interests of the current Adventure, a governor may offer such 'amnesty', though it falls upon the Players and their Characters to acquire it, which can be difficult. Indeed, one must first gain audience with a governor, which will involve the normal means of stealth as if one were attempting to assassinate him, unless he wishes to be taken in under house arrest, and then his situation becomes either amnesty or the hangman's noose! The price of amnesty is always equal to one's own bounty.

EUROPEAN LAW: Just as there are no limits to the depths pirates will go for gold, pleasure or crown, so is there no end to the means made to capture them, no limits to the lengths the courts will go to convict them, and no words enough in any language to describe to the living the horrors and pain of their punishment. Piracy, by far the most brutal and unpredictable of careers, has either a glorious end or an obscure one, or, if one is not clever enough, a horrible end for sure. Indeed, the Common Law of each nation extends to their colonies in the Caribbean, and so may the Game Captain use a Character's capture as an avenue for storytelling, or simply let the dice fall where they may and let the courts decide for him.

EUROPEAN GOVERNMENT

THE NECESSARY EVIL OF LAW THAT CREATES PIRACY IS READY TO STOKE THE FIRES OF HELL

Prison: When a Character is captured, a roll will be made to determine the conditions of his prison, though with many things to consider first.

Nationality differs greatly with the treatment of pirates, privateers and unfortunates, and especially when dealing with one's own blood—if it has been specified which Nations are at war, a foreigner whose crown is at war with the Colony's own will suffer -3 to this roll, while a native will gain +1.

Coasta Guarda will always gain +1 to their roll in a Spanish settlement.

Musketeers will always gain +1 to their roll in a French settlement.

Sea Hawks will always gain +1 to their roll in a British settlement.

Royal blood will be favored enough to gain +1 to this roll in any settlement.

Titles of the navy or of Royalty carry a lot of weight, granting one a bonus equal to his rank (if he has any), according to Table 77.

Treasure can buy one's comfort or a one-way pass into the uttermost Hell, if he's not careful, as every 10000 total gold value aboard the ship one was part of when captured (rounded down) is the chance in 13 he will gain a bonus of +1 to his roll, as the authorities try to get information from him on the whereabouts of more, and should they not, indeed should that chance in 13 prove fruitless he will suffer a penalty of -1 to the roll below.

Table 114: Prison

Roll	Prison conditions and effects
12	Political prisoner; all wounds healed
10-11	Normal imprisonment; no effects
8-9	Sent to back Europe; his trial takes place 1-12 months later
6-7	Rushed through due to crowded courts; his roll on Table 115 suffers a -2 penalty
4-5	Disease, ill feeding, and rats; permanent loss of 1-6 random Ability Points
1-3	Unlivable squalor; dies in prison

Trials: When a pirate finally goes to trial, it is usually a swift affair, with little room to breathe or speak on one's behalf, a fact reflected in the trial being summarized by a simple, single dice roll, and one weighed down by many modifiers before the verdict of Table 115 is finally passed.

Notoriety garners both respect and scorn from those presiding over a trial, a double-edged sword that ultimately lowers this roll by -1 for each Notoriety Level the individual currently has.

Bribes are usually a good way to be found innocent, or at least given over to such a prison as it is easy to 'escape' that very night, as every 1000 gold (every 500 for Coasta Guarda in a Spanish colony) offered on the side in turn offers a bonus to this roll of +1.

Testimony of the accused is usually worthless, and can even work against someone, and as thus most pirates simply do not testify of their behalf, but if one should choose to do so, he makes a Charisma Check, with success indicating that he gains +1 on his subsequent roll, but with failure rousing the court so much that his subsequent roll suffers a -3 penalty instead.

Table 115: Trials

Roll	Summary of legal trial
12	See free; +10 to Notoriety
10-11	Set free; -20 to Notoriety Score
7-9	Allowed to go for a price; total Notoriety Points multiplied by 10-120 gold
5-6	Verdict uncertain and sent back to prison; begin anew with Table 114
2-4	Convicted and sentenced; normal roll on Table 116
1	Convicted; -3 to roll on Table 116

Punishment: Once one has been found guilty, it is a simple matter of passing sentence, one which many governors, magistrates and other officials do on a daily basis, and thus are immune to any pleas, ploys and pirate tactics from this point on.

Table 116: Punishment

Roll	Fates of convicted pirates
12	Must swear allegiance to the king
11	1-6 days in the stockade; equal wound
8-10	Lots of lashes; wound penalty of 1-12
6-7	Slavery; arrives in 3-36 days
5	Blinding with irons; -3 loss to Intuition
4	Loss of hand; -2 loss to Agility
3	Loss of a leg or arm; -3 loss to Agility
2	Bound in a gibbet; dies after 1-3 days
1	Immediate execution

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LEGAL TRADE ROUTES: Unable to maintain full control of the Caribbean, Spain tolerates the colonies of other nations with only sporadic acts of reprisal, but also with one decided advantage; as the few watering places are under Spanish control, they regulate trade routes, which are known and protected, but at whose ports of call one must pay a tariff. Indeed, one can use these routes—mostly established by 16th Century raids—with impunity, indeed safe from all battles and harbor hostilities, but at a cost in each port along the line.

Wind speed: This lists the bonus (or penalty) any vessel shall have to their daily speed, due to reefs, currents and other factors when sailing along such a well established passage. Note that the conflicting factors of square-rigged ships versus other designs as well as the Caribbean currents flowing faster west than east are not specified here as they are accounted for by the abstracts of the game's rules. Indeed, the various types of ships are designed to compensate for such factors and so giving separate speeds for east-west travel would be redundant.

Nationalities: This lists what governments pay for the larger tax of these trade routes and thus what flags are allowed to safely sail them, indeed, what the pirate crew must disguise themselves as in order to be welcomed and not attacked, including: that nation's flag, and someone who can effectively pose as captain by reading that nation's language as well as having Leadership Skill. Lack of any of these specifications will result in the port realizing that the ship is not what it appears to be.

Tariff: This lists the price in gold that must be paid in each port along the trade route, per the Value of each ship.

Ports: This lists the ports along the route in their order from west to east, and north to south, which going against the Caribbean currents makes this passage's protection more important.

Distances: This lists the distance in leagues from one listed port to the next in the same order as they are presented above.

The Circle of Blood

Wind speed: +3
Nationalities: England, France
Tariff: 100
Ports: Tortuga, Petit Goave, Port Royal, Tortuga
Distances: 30, 70, 80

A roughly ring-shaped route connecting the most infamous buccaneer harbors, it gains its name from the ghost ship 'Dark Lady', who it is said sails unseen passages that crisscross this circle, and can be summoned by drinking a toast in one's own blood if one happens to be on her current route—the superstitious Spanish allow this route to go unguarded, as the ghosts do this well enough.

The Golden Horizon

Wind speed: +2
Nationalities: Spain, England
Tariff: 250
Ports: Puerto Bello, Cartagena, St. Kitts
Distances: 60, 280

Long ago, when the English made their first forays into the Caribbean to oppose Spain's power, this route was discovered early and used through to the end of that age, its landmarks and coastlines infallible, and so it is still used today, though most often as a trading route rather than one of war.

New Granada Windward

Wind speed: +0
Nationalities: Spain, France
Tariff: 150
Ports: Santo Domingo, Margarita, Caracas
Distances: 190, 50

This trade route is named for the land in ends at, upon the eastern shores of the Spanish Main, where all manner of goods and services remain available to those who pay due office to Spain.

New Spain Passage

Wind speed: +2
Nationalities: Spain, Holland, France
Tariff: 300
Ports: Campeche, Santo Domingo, Montserrat
Distances: 380, 150

Originally charted by Dutch invaders, this way through the currents and reefs proved too useful to abandon, and Holland even retains credit for it in the form of honorary right of passage.

The Ring of Fire

Wind speed: -2
Nationalities: England, Holland
Tariff: 100
Ports: Nassau, Florida Keys, Tortuga, Eleuthera, Grand Bahama, Nassau
Distances: 60, 170, 120, 60, 50

A narrow but sure channel through the mazes of reefs that form the northern Caribbean, this route earns its name from fleeing the fire of the Spanish ships which hunt the smaller pirate vessels to these shallow waters, where they cannot follow.

Straights of El Morro

Wind speed: -1
Nationalities: Spain, Holland
Tariff: 100
Ports: San Juan, Montserrat
Distances: 90

Named for the fort at its end in San Juan, this route is a zigzagging line through the reefs that form the northeastern corner of the Caribbean.

Straights of Florida

Wind speed: +0
Nationalities: Spain, Britain
Tariff: 200
Ports: Grand Bahama, Havana
Distances: 100

Passing through treacherous reefs as large as islands whose only trees are the masts of unwary ships rotting in the shallows, this trade route eventually leads to the open waters of the Atlantic.

Swedish Passage

Wind speed: +0
Nationalities: Spain
Tariff: 250
Ports: Vera Cruz, Havana
Distances: 230

Originally charted by Swedish ships, the name of this route stuck to it throughout the ages and is now the busiest passage between Spain's colonies the West Indies and the region of New Spain.

Terra Firma Windward

Wind speed: +2
Nationalities: Spain, France
Tariff: 200
Ports: Cartagena, Santa Marta, Rio de la Hacha, Santo Domingo
Distances: 40, 30, 130

This route was established over a long period of time, as Spain and France allied and became enemies repeatedly, though in times of war their privateers and smugglers kept this passage alive.
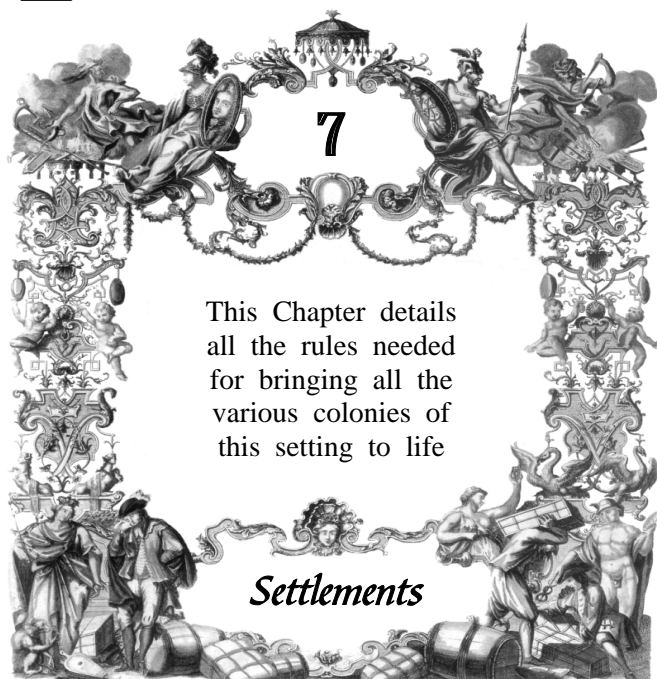
West Indies Straights

Wind speed: +3
Nationalities: Spain, France, Holland
Tariff: 200
Ports: Vera Cruz, Havana, Tortuga, San Juan, St. Eustatius
Distances: 280, 180, 140, 80

Taking a larger northern curve than the older Swedish Passage, this old trade route is marked by many regular stops along the northern coast of West Indies, hence its name.

7

This Chapter details all the rules needed for bringing all the various colonies of this setting to life

Settlements

SETTLEMENTS: All throughout the following pages, the various European settlements of the Caribbean are detailed as much as is needed for use in this game, with all necessary statistics for how pirate crews (both Player Characters and NPCs alike) may become involved with them.

Existence: The colonies of the Caribbean are never absolute in their placement in time, as they fluctuate in and out of existence. This score lists the years from which a settlement is prosperous enough to be included on maps and able to support its listed statistics to when it disappears.

Location: Two figures are provided here, both showing the general location of the colony by latitude and longitude.

Level: Each colony has a 'Level', ranging anywhere from 1-12. This Level represents the settlement's overall strength, including its size, its economy, its aristocracy and its religious institutions.

Population: This lists the colony's most average population throughout the various ages and eras. A Game Captain may increase or decrease a

population as he sees fit to account for such story developments as disease, attacks by natives, bursts of prosperity, etc.

Nationality: This lists which European country rules the colony, and more than likely who established it. As foreign policies are strong indeed, this also includes the Nationality of a majority of the colony's population.

Pirate status: This represents how friendly or unfriendly a colony is toward pirates, displaying the chance in 12 that they will open fire on any unknown vessels that enter their harbor. This roll is penalized by the captain's 'hostility modifier' from Table 76. However, this chance is negated for privateers who serve the king of the colony, for they are always welcome, provided that it is their own flag flying atop their ship's mainmast and not that of the harbor's enemy!

Fortifications: Each colony has a rating for the strength of its fortifications, ranging from 0-10. If the settlement decides to battle an approaching pirate, this level determines the strength of their defenses, as applied to Table 47.

Commodities: Some colonies are famed for specific commodities, making them an economic anchor, as well as a target for pirates. If any kind of 'goods' or 'jewels' are listed here, it means that when any such treasures are plundered from that settlement they will gain +1 to their dice roll to determine their value (of 100-1200).

Merchantiles: Goods are always in irregular trade, and so many are not always be available for purchase. The score given here is the penalty to Availability Checks for pirates.

CITIES: Cities are well established, major ports so vast in size or so wealthy that they are regular ports of call for royal navy ships and state officials. Cities live off of the gold plundered from the new world and extensive trade with Europe, and have little need (or care) for pirates. Cities always have a governor to watch over their affairs and report to the king.

Barbados

Existence:	1624 and on
Location:	13N 59W
Level:	9
Population:	2700
Nationality:	English
Pirate status:	Suspicious (3)
Fortifications:	7
Commodities:	NA
Merchantiles:	-0

Barbados was the first major English colony in the Caribbean. Though at the end of the Caribbee Islands, Barbados remains their economic capital for more than a century. Caribbean traders often find European goods and passage to the Old World in the port of Barbados.

Campeche

Existence:	Always
Location:	20N 90W
Level:	4
Population:	2100
Nationality:	Spanish
Pirate status:	Wary (7)
Fortifications:	6
Commodities:	NA
Merchantiles:	-5

Campeche is a very well established Spanish city designed with an 'old' look to it, suiting the aristocratic tastes of its many landowners and wealthy merchants. It is an important crossroads between the east and the lands of New Spain.

Caracas

Existence:	1600 and on
Location:	10N 67W
Level:	6
Population:	3000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	8
Commodities:	NA
Merchantiles:	-8

Caracas began as a small colony but quickly rose to prominence due to its easily defended harbor and roads to mines and plantations inland.

This city is home to many wealthy families and enjoys solid trade for luxurious European goods.

Cartagena

Existence:	Always
Location:	10N 75W
Level:	11
Population:	4500
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	10
Commodities:	NA
Merchantiles:	-10

Cartagena is the largest and strongest city on the Spanish Main, renowned for its impregnable forts and as a haven for Spanish ships. Merchants enjoy solid trade without having to risk bartering with privateers or smugglers. Cartagena is also the winter port for the Spanish treasure fleet.

Cumana

Existence:	Always
Location:	10N 64W
Level:	5
Population:	2100
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	7
Commodities:	NA
Merchantiles:	-9

Cumana forms the eastern anchor of the Spanish Main, a large port always filled with ships from Europe and from the West Indies alike. However, it is also well known for smuggling and trading with ships anchored not too far away...
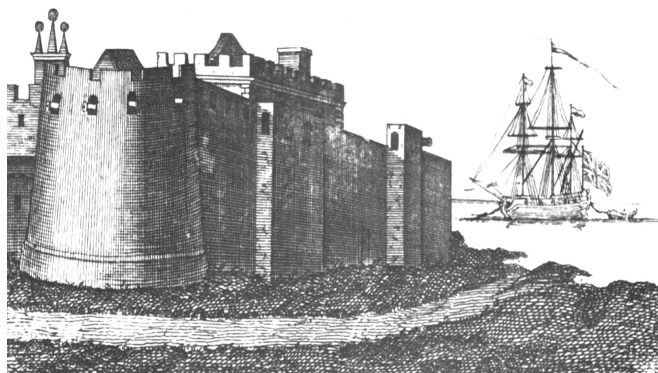
Havana

Existence:	Always
Location:	23N 82W
Level:	11
Population:	6000
Nationality:	Spanish
Pirate status:	Hostile (10)
Fortifications:	9
Commodities:	NA
Merchantiles:	-10

Havana is one of the oldest cities in Cuba and the Caribbean altogether. The last stop for the Spanish treasure fleet before setting sail for Spain, Havana enjoys strong military protection, and its merchants a solid trade with Europe as many ships sail northeast with the treasure fleet.

Maracaibo

Existence:	Always
Location:	10N 72W
Level:	6
Population:	1500
Nationality:	Spanish
Pirate status:	Wary (7)
Fortifications:	6
Commodities:	Rare animals
Merchantiles:	-8

Maracaibo guards the entrance to the Maracaibo Lagoon, where much trading and shipping takes place. Many aristocrats from Europe take their leisure in the this city, designed to cater to their lavish tastes and life at court. Maracaibo is small but luxurious.

Martinique

Existence:	1630 and on
Location:	15N 61W
Level:	4
Population:	2300
Nationality:	French
Pirate status:	Cautious (5)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Martinique began as a simple French colony like many others, but ideal farmlands and harbors far from pirate routes allow it to prosper. It becomes fortified in the 1660s, a stronghold of French power and influence in the New World.

Panama

Existence:	Always
Location:	9N 80W
Level:	12
Population:	5000
Nationality:	Spanish
Pirate status:	Hostile (10)
Fortifications:	1
Commodities:	Pure silver
Merchantiles:	-0

Panama is the richest city in the New World. Linking the wealthy Spanish families of Peru with the Caribbean, many roads cross the mountains,

guarded by Spanish soldiers. Endless are the tales of the wealth and glory of this great city, guarding the roads to the silver mines of Spanish vain.

Port Royal

Existence:	1655 to 1692
Location:	18N 77W
Level:	7
Population:	7000
Nationality:	English
Pirate status:	Wary (8)
Fortifications:	6
Commodities:	Hides, sugar
Merchantiles:	-5

Port Royal covers a long spit running out around the harbor. It is a booming buccaneer town with sin and slavery in every direction. All manner of goods and services can be found here. Priests who come to Port Royal leave, feeling their efforts of preaching God's word would be wasted.

Puerto Bello

Existence:	1600 and on
Location:	10N 80W
Level:	7
Population:	2000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	7
Commodities:	NA
Merchantiles:	-2

Puerto Bello began to replace the abandoned Nombre de Dios as the Caribbean road to Panama. The city booms when the Spanish fleets come through, but struggles for the rest of the year.

Puerto Principe

Existence:	Always
Location:	21N 78W
Level:	8
Population:	3000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	7
Commodities:	Spices, rare animals
Merchantiles:	-5

Puerto Principe was established by wealthy landowners, who quickly rose to prominence and became the toast of Spain, their large plantations reflecting the strength of the empire, and far from the coast where pirates could not bother them. And so the city remains a rich retreat.

Rio de la Hacha

Existence:	Always
Location:	12N 73W
Level:	6
Population:	1800
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	6
Commodities:	NA
Merchantiles:	-4

Rio de la Hacha is one of many major ports serving the Colombian highlands. A wide harbor always filled with Spanish ships, it is a regular stop for the Spanish pirate hunters, for there many governors take holiday and exchange valuable information about notorious captains.

San Juan

Existence:	Always
Location:	18N 66W
Level:	9
Population:	2300
Nationality:	Spanish
Pirate status:	Wary (8)
Fortifications:	8
Commodities:	Hides, sugar
Merchantiles:	-6

San Juan is one of the most fortified cities in the Caribbean, looking east out to the Atlantic and welcoming ships from Spain and their allies. The island has few exports, but its garrison is maintained none-the-less as a symbol of strength.

Santiago

Existence:	Always
Location:	20N 76W
Level:	10
Population:	4000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	9
Commodities:	NA
Merchantiles:	-6

Santiago is the original capital of the West Indies, a large and well populated city throughout the era of piracy. Rare goods are always available in its harbor, but strict trade laws are strongly enforced, and prices are high, maintaining the city's reputation for luxury.

Santo Domingo

Existence:	Always
Location:	19N 70W
Level:	9
Population:	3000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	7
Commodities:	Hides, sugar
Merchantiles:	-8

Santo Domingo is the largest and oldest city in the Spanish empire of old, though its size and strength fades in the 17th century. However, its aristocratic families have laid down strong roots, and much important business goes on in its harbor and council halls.

St. Kitts

Existence:	1623 and on
Location:	17N 63W
Level:	7
Population:	2300
Nationality:	English
Pirate status:	Cautious (5)
Fortifications:	6
Commodities:	Tea
Merchantiles:	-5

St. Kitts is the largest and strongest city in the Caribbee Islands, an outpost for English royal navy and privateers alike. It also serves as a strong trading port, where respectful French and Dutch traders do all kinds of business.

Vera Cruz

Existence:	Always
Location:	19N 97W
Level:	6
Population:	2600
Nationality:	Spanish
Pirate status:	Wary (8)
Fortifications:	7
Commodities:	NA
Merchantiles:	-2

Vera Cruz has a large island harbor for the vast number of Spanish ships that anchor here. When the royal navy (and the treasure fleet) arrive in mass, the city rises from otherwise poor business and becomes, for a short time, a rich, rollicking, booming town.

TOWNS: Towns are well established colonies that enjoy the fruits of the New World but keep their ties to European society very strong indeed. Such settlements do business with European merchants when they are present, but will just as readily consider the goods of pirate crews and their bloody gold. The importance of towns change so quickly in the wars and politics of Europe that at any given time, there is only a chance in 6 equal to the town's Level that there is a governor there.

Antigua

Existence:	1640 and on
Location:	17N 62W
Level:	1
Population:	1500
Nationality:	English
Pirate status:	Welcome (0)
Fortifications:	2
Commodities:	Flour
Merchantiles:	-0

Antigua is a small, pleasant, backwater town supported by many wealthy plantations in the hills that overlook the city. The harbor is often filled with ships of all different kinds. In the early 1700s this becomes a major port for the Royal Navy.

Borburata

Existence:	1560 to 1640
Location:	10N 68W
Level:	5
Population:	2200
Nationality:	Spanish
Pirate status:	Cautious (4)
Fortifications:	4
Commodities:	NA
Merchantiles:	-2

Borburata is a small settlement that only prospers for a few decades and then is abandoned. During its heyday this small, island outpost is known for its trade from southern ports.

Curaqao

Existence:	1634 and on
Location:	12N 69W
Level:	8
Population:	2500
Nationality:	Dutch
Pirate status:	Suspicious (2)
Fortifications:	5
Commodities:	Hides
Merchantiles:	-0

Curaqao began as an anchorage for tradeships, but quickly grew into a sizable city governed by rich tradesmen. Soon the large companies own land there, and Curaqao becomes the major trading port on the Spanish Main. Here trading and smuggling earn a reputation that anything can be acquired for the right price.

Gibraltar

Existence:	1560 to 1680
Location:	9N 71W
Level:	3
Population:	2000
Nationality:	Spanish
Pirate status:	Welcome (1)
Fortifications:	4
Commodities:	NA
Merchantiles:	-2

Gibraltar serves as an outlet for many plantations in the highlands, though it is also a haven for pirates that manage to evade the watchful eyes of Maracaibo. Gibraltar relies greatly on piracy for economic survival.

Gran Granada

Existence:	Always
Location:	12N 86W
Level:	4
Population:	1200
Nationality:	Spanish
Pirate status:	Suspicious (2)
Fortifications:	4
Commodities:	Diamonds
Merchantiles:	-3

Gran Granada is a vast and wealthy city, so far removed from the Caribbean waters that piracy is nothing more than news and folklore. Seated on the shores of the beautiful Lake Nicaragua, this city is a refuge for aristocrats from the intense political climate of cities further east.

Guadeloupe

Existence:	1630 and on
Location:	17N 61W
Level:	4
Population:	2300
Nationality:	French
Pirate status:	Suspicious (3)
Fortifications:	5
Commodities:	NA
Merchantiles:	-0

Guadeloupe began as a French colony but quickly rose as an outpost of French power and authority. In the 1660s the town is more heavily garrisoned and a fort is built to protect the harbor, both from pirates and from enemies of the king.

Leogane

Existence:	1640 and on
Location:	18N 73W
Level:	5
Population:	1400
Nationality:	French
Pirate status:	Cautious (4)
Fortifications:	3
Commodities:	NA
Merchantiles:	-0

Leogane is a town built by buccaneers. Originally settled by pirates, it serves as an unofficial port for French privateers. The town maintains a careful balance of smuggling and politics, and so is wary of anyone too notorious that might attracted unwanted attention or feuds.

Margarita

Existence:	Always
Location:	11N 64W
Level:	2
Population:	900
Nationality:	Spanish
Pirate status:	Cautious (4)
Fortifications:	3
Commodities:	Pearls
Merchantiles:	-0

Margarita was built upon fishing, but steadily rose into a major trading port, and then fell back down, its ruined mansions and weather-worn statues a ghostly reminder of its former wealth. There are few noble families left in the area, and the town is now ruled by the politics of privateers.

Matanzas

Existence:	1600 to 1700
Location:	23N 81W
Level:	4
Population:	1200
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Matanzas is a port where many Spanish ships break from their normal routes and find a safe anchorage when they are being pursued by their enemies, for the reefs that lead into this port are a trap for those who do not have charts for them, charts which the Spanish share with none.

Montserrat

Existence:	1640 and on
Location:	17N 62W
Level:	3
Population:	1500
Nationality:	English
Pirate status:	Cautious (4)
Fortifications:	2
Commodities:	Tobacco
Merchantiles:	-0

Montserrat was founded around 1640 to support the plantations and farms that thrive in the hills. There is little slavery and neighbors are on good terms with one another, and even better terms with merchants, keeping prices low in port.

Nevis

Existence:	1640 and on
Location:	17N 62W
Level:	2
Population:	1700
Nationality:	English
Pirate status:	Suspicious (2)
Fortifications:	2
Commodities:	NA
Merchantiles:	-1

Nevis is a pleasant island, with rich tilled fields and a light, well explored jungle. The many plantations on the island support the needs of other

islands nearby, and Nevis remains quiet and slow-paced. This is the first stop for many aristocrats arriving from Europe.

Nombre de Dios

Existence:	1560 to 1600
Location:	10N 79W
Level:	5
Population:	2000
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	1
Commodities:	NA
Merchantiles:	-0

Nombre de Dios is the Caribbean outlet for Panama in the early years of piracy. However, it is built in a swamp, and disease takes its toll on the population. Plundered time and again by the English Sea Hawks, this town soon becomes abandoned.

Panuco

Existence:	Always
Location:	22N 98W
Level:	3
Population:	900
Nationality:	Spanish
Pirate status:	Wary (8)
Fortifications:	5
Commodities:	NA
Merchantiles:	-0

Panuco began as a far-flung extension of the major Spanish port of Vera Cruz, but in time the cities become so great in size that they are almost one and the same.

Petit Goave

Existence:	1612 and on
Location:	18N 73W
Level:	3
Population:	1500
Nationality:	French
Pirate status:	Welcome (0)
Fortifications:	3
Commodities:	Sugar
Merchantiles:	+1
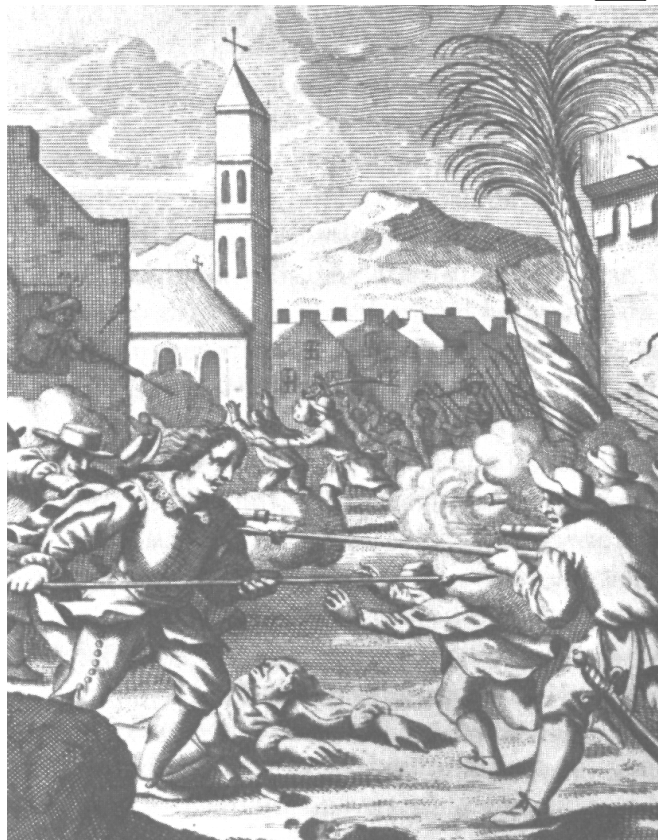
Petit Goave is one of many small settlements of the Huguenots, but the first to gain recognition as an important port. The buccaneers are the first to come, and the town thrives on pirate gold, but soon rich farmers wrest control of the economy.

Port de Paix

Existence:	1620 and on
Location:	20N 73W
Level:	4
Population:	2000
Nationality:	French
Pirate status:	Suspicious (2)
Fortifications:	6
Commodities:	NA
Merchantiles:	-1

Port de Paix is one many small settlements of the Huguenots, but by the middle of the 17th century becomes the unofficial capital of French power and influence in the West Indies, a major anchorage for privateers, and a favorite hiding place for those hunted by France's enemies.

Providence

Existence:	1600 to 1640
Location:	13N 82W
Level:	3
Population:	1200
Nationality:	English
Pirate status:	Welcome (0)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Providence is the farthest flung outpost of the English, begun as an anchorage for privateers making attacks on Spanish treasure ships. But it is too far from England's main colonies, who cannot support it militarily, and so it is absorbed by the Spanish in the mid 17th century.

Puerto Cabello

Existence:	1560 to 1620
Location:	10N 68W
Level:	4
Population:	1800
Nationality:	Spanish
Pirate status:	Hostile (9)
Fortifications:	7
Commodities:	NA
Merchantiles:	-5

Puerto Cabello was established as a trading port along the Spanish Main. However, its fields and mines weren't as rich as thought at first, and the rising trade in Caracas and Curaqao takes over the shipping lanes, and Puerto Cabello fades away.

Santa Catalina

Existence:	1640 and on
Location:	13N 82W
Level:	4
Population:	1500
Nationality:	Spanish
Pirate status:	Suspicious (2)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Santa Catalina was originally an English colony, but was captured by the Spanish and renamed. Although the island is virtually useless to Spain, a garrison is supported there none-the-less as a display of power (and to prevent the English from recapturing it).

Santa Marta

Existence:	Always
Location:	11N 74W
Level:	5
Population:	1200
Nationality:	Spanish
Pirate status:	Wary (8)
Fortifications:	5
Commodities:	Sugar, flour
Merchantiles:	-4

Santa Marta is one of the major ports serving the Colombian highlands. The large farms covering the hills make good trading, and fetch good prices for luxurious imports. The governorment sometimes welcome pirate crews as they're good for business.

Santiago Vega

Existence:	1560 to 1655
Location:	18N 77W
Level:	2
Population:	500
Nationality:	Spanish
Pirate status:	Welcome (1)
Fortifications:	2
Commodities:	Sugar
Merchantiles:	-2

The first (and for a long time only) colony in Jamaica, this little town is a popular port for pirates and privateers alike. However, smuggling prevents any political growth, and the town is seized by the English in the mid 17th century.

St. Eustatius

Existence:	1630 and on
Location:	18N 63W
Level:	5
Population:	1400
Nationality:	Dutch
Pirate status:	Suspicious (2)
Fortifications:	4
Commodities:	NA
Merchantiles:	-3

St. Eustatius was settled in the early 17th century as a haven for tradesmen from Holland. However, it is ever struggling to defend itself from the nearby English and French colonies. The best merchants in the port are pirates who can force their way through enemy shipping lanes.

St. Martin

Existence:	1640 and on
Location:	18N 63W
Level:	2
Population:	1200
Nationality:	Dutch
Pirate status:	Suspicious (2)
Fortifications:	4
Commodities:	NA
Merchantiles:	-3

St. Martin is a quiet, peaceful island living off the economy of the many plantations that adorn the hills overlooking the town. Established by the Dutch in the mid 17th century as a trading port, this town does moderate business for the rest of the pirate era.
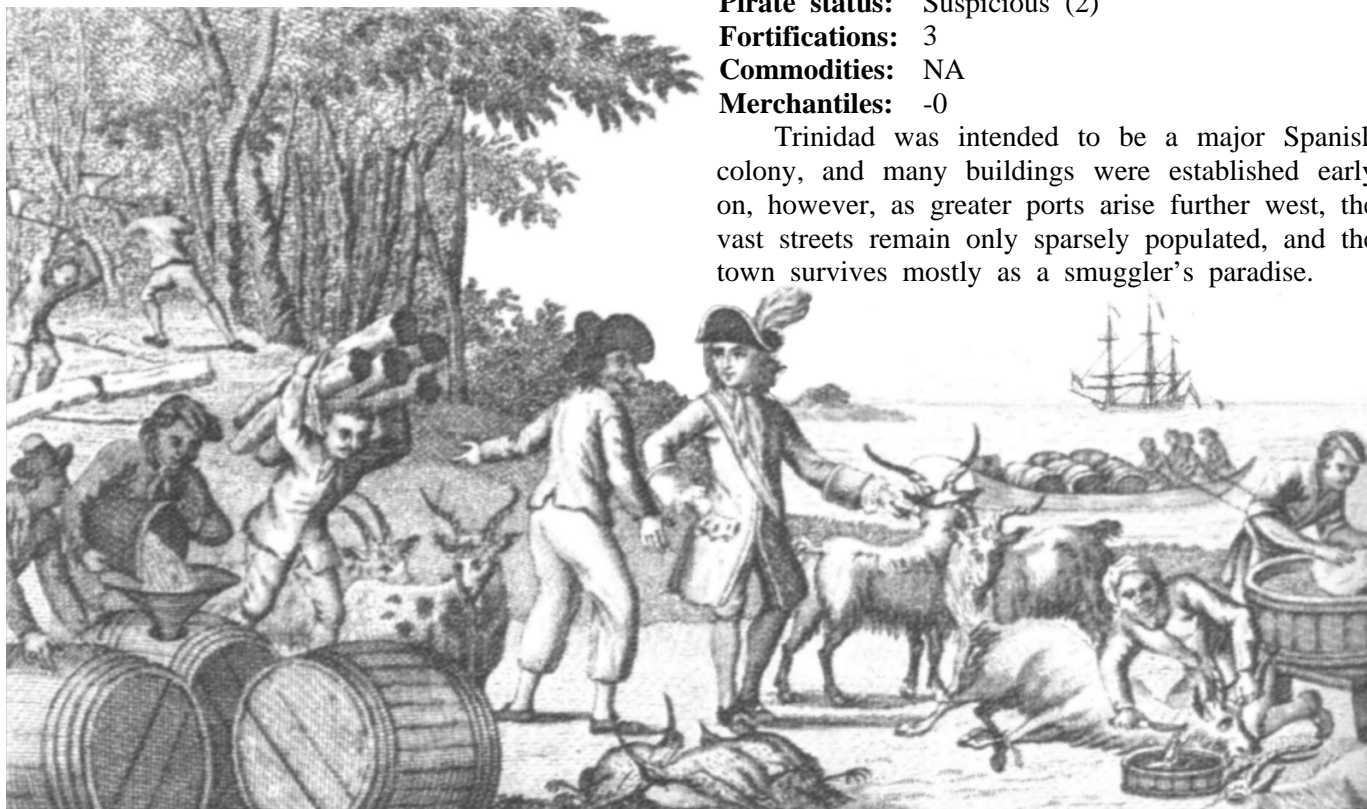
Tortuga

Existence:	1620 and on
Location:	20N 73W
Level:	5
Population:	1500
Nationality:	French
Pirate status:	Welcome (0)
Fortifications:	4
Commodities:	NA
Merchantiles:	-0

Tortuga was settled by French buccaneers and huguenots in the 1620s. Friendly governors who welcome pirates establish this as one of the greatest pirate towns in the Caribbean, where easy money consorts with easy virtue.

Trinidad

Existence:	Always
Location:	10N 61W
Level:	3
Population:	1000
Nationality:	Spanish
Pirate status:	Suspicious (2)
Fortifications:	3
Commodities:	NA
Merchantiles:	-0

Trinidad was intended to be a major Spanish colony, and many buildings were established early on, however, as greater ports arise further west, the vast streets remain only sparsely populated, and the town survives mostly as a smuggler's paradise.

EUROPEAN COLONIES

VILLAGES: Villages are more of the small, poor or undefended settlements, usually established by pirates themselves. While they usually fly the flag of their rightful king (or captain), villages are always so much in need of business and trade that they tend to do business with pirates without question. However, such settlements are so small and insignificant to kings that there are never any governors assigned to them. If there is any sort of recognized leader in a village, it is usually a pirate captain who rules from his ship in the harbor.

Belize

Existence:	1680 and on
Location:	18N 88W
Level:	1
Population:	900
Nationality:	English
Pirate status:	Welcome (0)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Belize is established in the late 17th century when ships are in greater demand than ever, and the timber of Europe isn't enough to keep up with the demand. Logging forms this small settlement which lasts throughout the rest of the pirate era. However, debate over who owns the land it sits on causes political unrest for many years, allowing smugglers and pirates a safe harbor in the west.

Bermuda

Existence:	1640 and on
Location:	30N 65W
Level:	2
Population:	800
Nationality:	Variable
Pirate status:	Welcome (0)
Fortifications:	3
Commodities:	NA
Merchantiles:	-0

Bermuda was built upon the misfortunes of others, indeed on shipwrecks, as many treacherous reefs surround the tiny island. Survivors established the camp that became a town, and eventually a major trading post between vessels coming from and bound for Europe.

Coro

Existence:	1560 to 1610
Location:	11N 69W
Level:	2
Population:	500
Nationality:	Spanish
Pirate status:	Welcome (1)
Fortifications:	1
Commodities:	NA
Merchantiles:	-0

Coro began as a simple trading port but thrives in the second half of the 16th century. A good source of rare goods from the New World, Coro's population is at any time doubled from the ships anchored in the harbor.

Eleuthera

Existence:	Always
Location:	26N 76W
Level:	2
Population:	700
Nationality:	English
Pirate status:	Welcome (0)
Fortifications:	1
Commodities:	NA
Merchantiles:	-0

Eleuthera began as an anchorage for privateers, and through time became a favorite haven for pirates, the surrounding reefs protecting their small vessels from larger, pirate hunting ships. Though officially an English colony, captains and governors allow pirates to have their way.

Florida Keys

Existence:	1600 to 1660
Location:	25N 81W
Level:	1
Population:	500
Nationality:	Variable
Pirate status:	Welcome (0)
Fortifications:	1
Commodities:	NA
Merchantiles:	-0

Florida Keys earned its name from the many tiny islands and harbors used as havens for pirates, and the settlements that arose remain a series of

small villages without any name of their own. No permanent colonies are established here, as the islands are too close to powerful Spanish cities.

Grand Bahama

Existence: Always
Location: 27N 79W
Level: 1
Population: 600
Nationality: Dutch
Pirate status: Suspicious (2)
Fortifications: 1
Commodities: NA
Merchantiles: -0

Grand Bahama is a small, backwater village far to the north, used primarily as a pirate anchorage, though many Dutch ships harbor here as well. Smuggling goes on just as much as legal trade, and the island houses smaller, hidden pirate camps not too far inland.
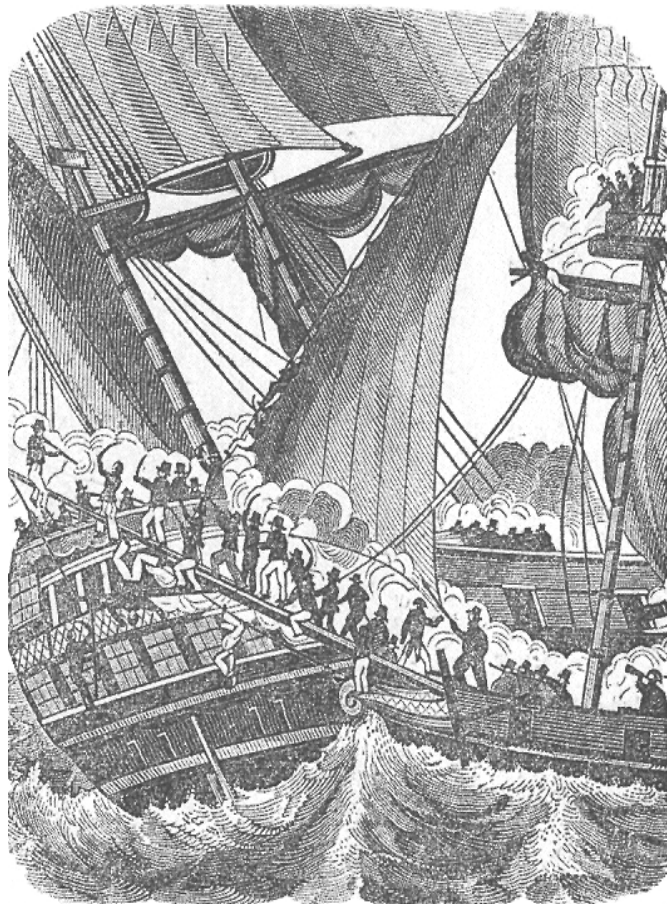
Grenada

Existence: 1600 to 1610
Location: 12N 61W
Level: 1
Population: 500
Nationality: English
Pirate status: Welcome (0)
Fortifications: 1
Commodities: NA
Merchantiles: -0

Grenada was established by English colonists hoping to build an economy on the rich fishing waters here. But disease and attacks by natives are too much for the struggling hamlet, and soon all fishing is done far from shore (and danger).

Isabella

Existence: 1570 to 1600
Location: 20N 71W
Level: 1
Population: 800
Nationality: Variable
Pirate status: Welcome (0)
Fortifications: 1
Commodities: Hides
Merchantiles: -0

Isabella is a tiny port established by Christopher Columbus himself. But disease takes its toll on this hamlet, and few colonists remain here, and so the village quickly becomes an obscure little harbor where pirates and smugglers of all sorts find refuge.

Nassau

Existence: Always
Location: 25N 77W
Level: 1
Population: 700
Nationality: Variable
Pirate status: Welcome (1)
Fortifications: 1
Commodities: NA
Merchantiles: -0

Nassau began like many other ports in the Bahamas, a pirate anchorage whose illegal trade eventually built a town, aided by the unofficial

backing of the English crown. However, in the late 17th century, the village degenerates into an unwanted pirate haven full of evil men.

St. Christophe

Existence:	1620 to 1623
Location:	17N 63W
Level:	1
Population:	300
Nationality:	Spanish
Pirate status:	Wary (7)
Fortifications:	3
Commodities:	NA
Merchantiles:	-1

St. Christophe began as a brave, Spanish outpost. However, as it is located too far from the main trade routes and protection, it soon falls into the hands of the English and is renamed St. Kitts.

St. Thome

Existence:	1600 to 1620
Location:	8N 61W
Level:	1
Population:	400
Nationality:	Spanish
Pirate status:	Cautious (4)
Fortifications:	2
Commodities:	Rare animals
Merchantiles:	-0

St. Thome is a tiny town located deep inland, accessible only by the Orinoco River. Located deep within the jungles, pirates seldom attack or can even find this outpost, and few dare sail down the river, as it is guarded by a considerable Spanish garrison.

Trujillo

Existence:	1590 and on
Location:	16N 86W
Level:	1
Population:	600
Nationality:	English
Pirate status:	Welcome (0)
Fortifications:	2
Commodities:	NA
Merchantiles:	-0

Trujillo was established out of necessity, as an anchorage for ships during their long voyages between the Spanish Main and either Cuba or the Gulf of Mexico. However, as it is also so far away from the established footholds of the various European powers, it is attacked again and again, preventing it from ever becoming a major harbor.

PLUNDERING COLONIES: What good are any settlements if they cannot be plundered? If and when the Player Characters are involved in the sacking of a colony, their captain may choose to roll on the charts provided below to gain extra booty. One chart leads to another, just like lies and bloodshed. Indeed, acquiring some of this extra treasure may require no less than torture . . .

Table 117: Colony Treasures

| Roll	Colony's potential extra treasure
10-12	Extra gold from Table 118; but known only to the governor who will not talk!
8-9	Extra stores of valuables; +1 to rolls for determining value of all 'goods' plundered
6-7	No additional treasure
1-5	They suspected an attack and destroyed much; -3 to all rolls here for Table 81

Table 118: Hidden Treasures

Roll	Colony's hidden treasures revealed
9-12	Gold cache from Table 119
4-8	Gold from Table 84
1-3	Gold from Table 84 minus colony's Level

Table 119: Gold Caches

Roll	Colony's secret gold cache
12	5000-60000 in gold bullion!
10-11	1000-12000 gold of colony's own nation
7-9	1000-12000 pieces of eight
4-6	500-6000 gold of colony's own nation
2-3	500-6000 pieces of eight
1	100-1200 pieces of eight

8
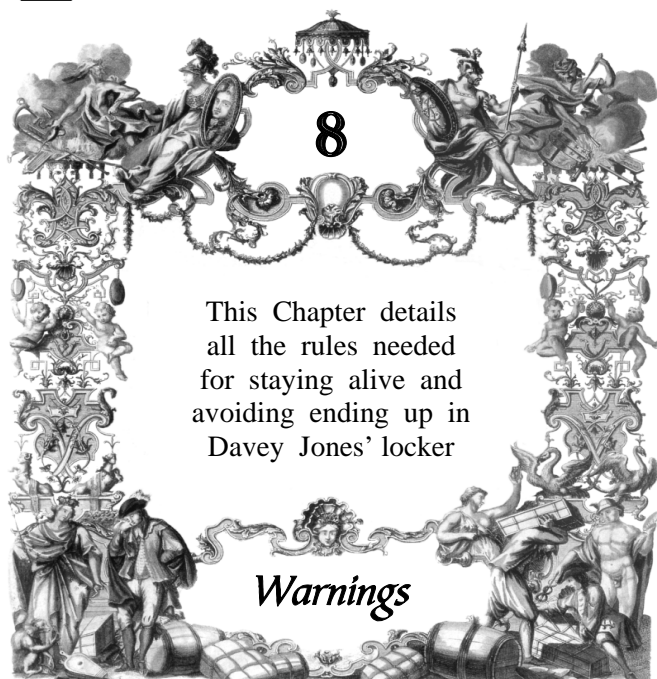
This Chapter details
all the rules needed
for staying alive and
avoiding ending up in
Davey Jones' locker

Warnings

PLAYING AN RPG: There is much more to playing a role-playing game than simply making Characters, learning rules and throwing dice. Indeed, there is the art of role-playing itself, that is the true skill of playing. The better a role-player one is, the more he will enjoy himself, regardless of any and all statistics and measures of success. Ye don't believe me? Well, ol' Davy Jones be waitin' for them what don't heed me words . . .

Getting into character: The most important thing that a Player needs keep in mind is to **be** his Character; one's Character is a role they have chosen to play. The more they think like, feel for and act like that Character the more rewarding the experience will be. It is tough to get into character at first, but it gets easier as time goes on.

Initially, you are likely to have 'stage fright', indeed you will feel uncomfortable and even embarrassed at the game table for acting anything unlike yourself. But it is a brave and true Player who will realize that everyone else feels exactly the same, and the sooner someone dives in the better. The best way to do this is to just start doing whatever comes to mind. Don't worry, you'll refine your performance with each and every act in character.

Speak like your Character. Perhaps even try an accent. Give a few growls and a few scowls. You'll find it can be a lot of fun, and addicting too—you may find yourself speaking like your Character outside of the game.

But getting into character runs deeper than just speaking and scowling. You may want to write your Character a history, and let your emotions flow from **his** desires and **his** goals, based on that history. If your plans and designs start to reflect your Character's life and what he would want rather than what makes for the 'best game move', you are in character.

But don't stop there. What else can you do? Perhaps next time you come to the game you'll be wearing an eye-patch, or have a bottle (of pop, beer or some other beverage). Arrr, there be pirate blood in us all! When you be pullen a (fake) flint-lock pistol on the other Players when they cheat, when your eyes shift from side-to-side and watch the other Players suspiciously, when you raise your fists high with every cannon salvo, when you squint or laugh aloud, when you adopt a foreign accent, when you forget your homework and worry more about how many Spaniards' blood you can spill, and when you forget your favorite television soap-opera and worry more about how many Englishmen you can send to Davy Jones, then you are more than just 'playing a game', indeed you are **role-playing**!

Translating rolls into reality: The dice maintain a balance of fair play with their random determination of all of life's variables. However, at the same time, they offer the most opportunities for role-playing. With their never-ending surprise results and supreme command of so many important issues, the dice build the story's drama and humor with each and every roll. And while a player may simply accept these results and move on, anyone with any imagination sees, at least for an instant, the scene that the dice created, in proportion to how much they succeeded or missed their target by. Good role-players can use any dice roll as the basis for a little impromptu storytelling, describing how the scene ended up, and why. You say people do this already? Good. Then they're role-playing. Easy, isn't it?

Ahh, but there's more to describing dice rolls than simply "Oooing" and "Awing." One must take care not to do this too much, or else the constant narration will slow the game down. Likewise, one should try not to repeat old descriptions to dice rolls—repetition can be annoying. So, there's a certain amount of skill to describing dice rolls.

Who would have ever thought that something so simple in seeming could be so complex? Well, the rewards are great. Once players get a feel for translating rolls into reality, you will find the game coming to life all around you. A little description here, a little insight there, and suddenly the game isn't black-and-white anymore, but the dice are something more than just a challenge of odds. Indeed, they **are** reality.

<u>The game must go on</u>: Worry about the moment. The role-player lives for the moment, just like an actor on stage realizes that the audience is watching him **now**. A good role-player will not worry about the past, but rather, take the mistakes (both in action and overlooking rules), and rather than argue them, work them into the story. And think ahead, but not too far ahead—you never know in what direction the story will go. Just take what you have at the moment, and carry on with the story.

FOLLOWING A BRUTAL CALLING:
He who is ready to set out in search of gold and adventure must ask himself: Is he **truly** ready? Ever the difference between the adventurer who survives and the one who will perish is that he does not 'learn as he goes', but anticipates the dangers ahead and is ready to meet them—luck only lasts so long. So, the best advice is to any adventurer to 'be prepared'. But there are indeed many things to prepare for, indeed, many perils one should anticipate.

Even the most confident and clever and experienced Players can make mistakes. And if you are still reading—good, for the first mistake is to discard advice. For the inexperienced the advice to follow is precious indeed, and for veteran Players this will be review—important review. Going back to basics for focus is always the sign of an advanced player.

Provided throughout the following pages are tips and bits of good advice garnered from five years of playtesting this game. These are indeed words of wisdom, so heed them well.

<u>Take your time</u>: Role-playing is a 'thinking man's game'. Time may run short for the Characters, but not necessarily for the Players themselves. Use this luxury to your advantage and take time enough to make the best decisions. Don't let the pressure of others force a decision. Don't be in too big a hurry to get killed.

Each and every peril, every Encounter, has its own pace, so don't become locked into thinking you can find a comfortable pace and stick with it. You can't. No, be ready to adjust your pace to meet each new challenge as it comes along.

And remember that, once you have stated an action, your Character has done it, or at least attempted it. Consider what you say before you say it and speak not in haste; remember, time is on the Player's side.

<u>Listen carefully</u>: When the Game Captain speaks, all Players are to become silent and listen carefully. His instructions are pivotal to the game, and he may not be inclined to repeat himself.

More than that, **listen** to what he says. Listen carefully. Countless hints and clues and omens are revealed every time a Game Captain speaks, not only those deliberately worked into the text, but from his own word choices as well. Learn to 'read' your Game Captain and see the hidden messages in the way he speaks, his gestures, his tone of voice, and most importantly **what** he says.

Now, some Game Captains like to deliberately mislead Players who rely too much on his performance and not what he's saying, so, don't! The Game Captain usually reacts **somehow** to text. Listen to the words, and judge their value based upon the Game Captain's own reaction to them.

<u>Search often</u>: Adventures lead to many mysterious places, with many secrets to discover. Now, searching may often be fruitless, but it's seldom dangerous. So, why not search everywhere one can? Successful adventurers aren't carrying all their gold as the plunder of battles, after all.

Since everyone only gets one Searching Check, one should be hesitant to use it. Indeed, one should ask his companions if they're going to search, and decide if chances for success would be better as individuals or as a group, and once decided, remember that ordering for the future. As for the search itself, let the dice do what it will.

However, if you have a suspicion or even an idea, act on it! Don't be afraid of not finding anything, for at least you will have explored an option. And, waiting for a dice to roll is only waiting to share your find with others—when you find something one your own, it's wonderfully reassuring as a Player, plus you get the first grab at whatever treasure or clue is found.

Fight with skill: Battle, it's exciting, inviting, and perilous. It's easy to want to run away with the mad dice-throwing and fantasy fighting that a role-playing game offers, but more Characters are lost in battle than in all other perils combined. So, don't be too eager to enter a battle (or start one). Like your Character, weigh the situation carefully, and try to anticipate the strength of your enemies.

It is wise to remember to parley, if you have the chance. Indeed, if you're not being attacked outright, it is always wise to size up the situation—you can always turn the situation into a battle if it becomes necessary.

And if it comes to fighting, always keep control—don't lose your head. Don't let the dice do everything for you! Players who just drop dice are about as effective in battle as the warrior who just blindly waves his sword. Remember the many rules and options that Chapter 4 of the Rule Book offers you. Don't just make one Attack Roll after another. If you do, you become used to just 'plowing through enemies' and, as soon as your Character meets up with something stronger than himself, you'll lose your head before you know it!

Keep focused: There is a great pitfall that is unseen by many Players, unseen indeed because they are paying too much attention to something else—Experience Points. Keep focused on the **adventure** and don't worry too much about XP. Easy to say. Not easy to do. But let you be guided well around this pitfall . . .

If a Player is indeed playing well, he will be surviving, and enjoying himself (nobody has too much fun in the grave). However, if the game to him is trying to rack up XP like some sort of 'score', then he is lost, blind indeed. For Experience Points are a measure of what one has already accomplished. They're there to make one feel better about his victories, to justify the Character he has, and uses. Phantom Points that haven't been earned yet are as hollow as pursuing a game without end—getting XP to get the ability to get more XP. Where's the fun in that? Proving that one can play a mere game 'better' than the others (his friends) that he is supposed to be enjoying it with?

Not only is the pursuit of XP unnecessarily competitive, it easily becomes an all consuming abyss. For one can easily fall into that bottomless pit of thinking XP grants one his skills and power, and therefore **needs** XP to appreciate his Character and his adventures. Again, why? If one simply survives, XP will eventually come to him. The true way to play (indeed the **better** way) is to focus on the actions that earn the XP, rather than the Points themselves.

Count them, feel good, indeed, but don't become obsessed with them. When one opens the book to see 'How much XP he needs to get to the next Level . . .' he's missing the true point of the game, and someone should remind him.

Dying is easy: Even while this game has a good deal of fantasy mixed with history, one aspect that is all too historically accurate is how easy it is to get killed. The rules have been carefully written to preserve the tremendous risk that pirates took with life and limb, and so Players should be wary and never underestimate how easily they can die. One should never let high scores or lucky breaks blind them to the all too real fact that any Attack Roll, any failed Ability Check, any surprise roll could be the sudden end to their Character.

Just as the pirates did, Characters are encouraged to take all the precautions against death that the rules allow—if one feels safer with six pistols tucked in his belt, then that's a smart move and the Character should do it!

Pieces of Advice

Trust nobody: This is a game of piracy after all, and one should always be on guard against treachery. While Players are encouraged to work together and not against one another—for the sake of good spirit at the game table—their Characters should still be wary, as adventures will present opportunities for betrayal, the Game Captain may even encourage this from time to time, and still the Characters should never trust all the NPCs that they encounter and share danger with.

Suspend disbelief: While this game is based on history, it is also built with fantasy. The best way to play this game, indeed the best way to enjoy it to its potential, is to suspend disbelief and simply take things as they come, never to argue whether something is 'historically accurate' or 'too historical' to be fun. The pirate genre is a classic piece of history that has been colored by the romances for several centuries, and what is truly 'accurate' and what is better fictionalized and exaggerated one could hardly be accurate about anyway. Just have fun.

Don't rely on the rules: The rules are merely guidelines for telling a story, and a way of interpreting storylines into 'fair play'. Rules are not the begin-all end-all of the game. Hence, one should not rely on them too much, or else one may cheat himself of ideas and opportunities. After all, not everything in the adventure is accounted for in the rules—very few things are, actually. Only the important rules of chance are turned into rules, while the story creates itself as one goes along. Rely on the rules for what they do, and nothing more. Put your effort into clever ideas and being a better role-player. **That** is true skill.

Learn the languages: Characters should be Skilled in at least one additional language. As the pirate world is made up of so many different cultures, the language barrier can quickly become a problem. When creating Characters, Players should agree upon a common language and for everyone to take that language at Level 1. Furthermore, the Characters should have as many different languages as possible, so that the party can communicate with whoever they come across in their adventures.

Diverse skills: The Player Characters should posses as wide a range of Skills as possible, as they cannot depend on NPC crewmen. When creating Characters, Players should decide what Skills are the most important, and spend their Skill Points to posses amongst their party as many as possible.

Know your ship: Luck with the dice can prove rather extreme in role-playing games, but the rules of this game lean towards reality when it comes to naval battle—despite all the dice can do, larger and stronger ships tend to win. So, when one is aboard a ship, he should think about his own neck, and be prepared to jump ship or even surrender if he needs to—survival is most important.

Be greedy: It may sound bad, but the Character who takes from his dead friends will have more equipment to use, the Character who hides treasure from his shipmates will have more gold to use, and the Character who thinks about himself first will avoid the pitfall of dying to be a hero. Don't be a hero. Be a pirate!

Louisiana

Grand Bahama

Florida

The Gulf of Mexico

Florida Keys

Nassau

Havana   Matanzas

Panuco

Cuba

Campeche

Cayman Islands

Vera Cruz

Puerto Principe

New Spain   Yucatan

Jamaica

Belize

Trujillo

Honduras
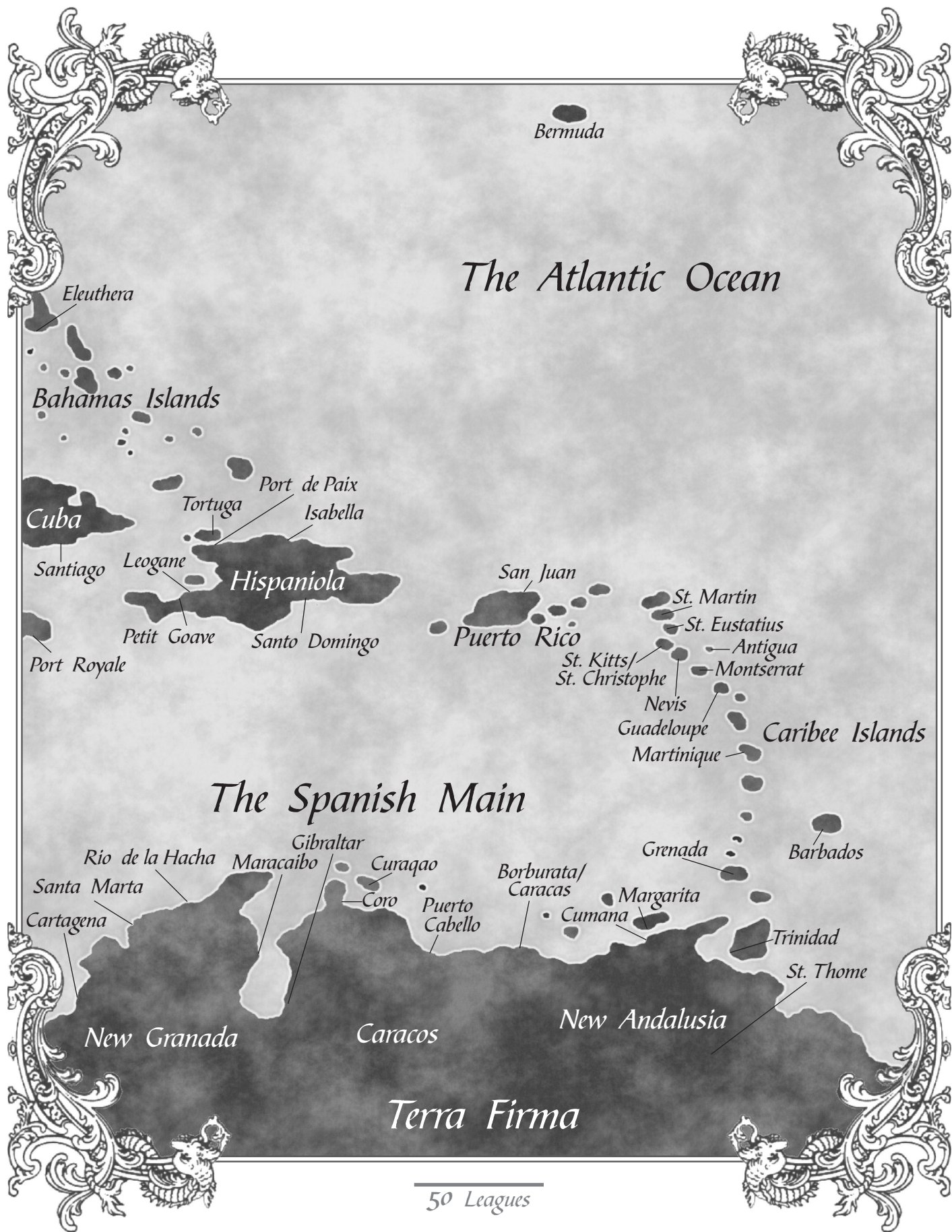
Santa Catalina/ Providence

Gran Granada

Nombre de Dios

Puerto Bello

Panama

N
W   E
S

50 Leagues

Bermuda

The Atlantic Ocean

Eleuthera

Bahamas Islands

Cuba

Santiago

Port de Paix

Tortuga

Isabella

Leogane

Hispaniola

San Juan

St. Martin

St. Eustatius

Puerto Rico

Antigua

Petit Goave

Santo Domingo

St. Kitts/
St. Christophe

Montserrat

Port Royale

Nevis

Guadeloupe

Caribee Islands

Martinique

The Spanish Main

Grenada

Barbados

Rio de la Hacha

Gibraltar

Maracaibo

Curaqao

Borburata/
Caracas

Santa Marta

Coro

Margarita

Cartagena

Puerto
Cabello

Cumana

Trinidad

St. Thome

New Granada

Caracos

New Andalusia

Terra Firma

50 Leagues