

MELEE WEAPONS

anchor	d10	60s	2 handed
bayonet	d4	15s	
belaying pin	d4	10s	
boarding axe	d6	20s	
boarding pike	d10	60s	2 handed
broadsword	d8	35s	
broken bottle	d2	-	
cat o' nine tails	d4	15s	
chain	d6	25s	
cudgel	d4	10s	
cutlass	d6	25s	
fine rapier	d8	50s	
grappling hook	d6	35s	
harpoon	d8	35s	
hatchet	d6	20s	
heavy club	d6	20s	
hook	d4	8s	
knife/dagger	d4	10s	
machete	d6	25s	
marlinspike	d4	10s	
officer's cutlass	d8	50s	
rapier	d6	30s	
scimitar	d6	25s	
smallsword	d4	20s	
tomahawk	d6	20s	
unarmed/insults	d2	-	
whale bone	d4	-	
wood plank	d4	-	

RANGED WEAPONS

blowpipe	-	30s	See darts
blunderbuss	d4(d10)	65s	Reload 2, d10 within 10'
buccaneer musket	2d8	100s	Reload 2
flintlock pistol	2d4	50s	Reload 2
harpoon gun	d8	60s	Strength DR 12 or pulled Reload 2
musket	2d6	80s	
throwing axes	d6	20s	
throwing knives	d4	8s	

AMMO

20 rounds of shot	-	10s	
10 berserk darts	d4+	20s	Toughness DR 12 or attack closest creature for d4 rounds
10 poison darts	d4+	20s	Toughness DR 12 or d6 damage
10 sleep darts	d4+	20s	Toughness DR 12 or sleep d6 rounds

BOMBS

Test **Agility DR 12** to hit an area. **Hit:** Creatures within 5' of the area test **Agility DR 12** or take damage. **Fumble:** hit self and/or d4 allies instead. **Crit:** x2 dmg.

smoke bomb	-	10s	Blind for d4 rounds
improv. grenade	d10	20s	
clay grenade	2d8	30s	
iron grenade	3d6	40s	
fire pot	d6	15s	d6/turn: 1-2 spreads, 6 fire goes out.
stink ball	2d4	20s	Toughness DR 12 or poisoned

NAVAL COMBAT

MOVEMENT

- Move at least 1 hex, up to speed in hexes.
- Rotate 60° (1 hex face) x2 anywhere along move. Limit 1 rotation per hex.

INITIATIVE

All ships roll **d6+Ship Agility** every turn. PCs win ties.

EACH TURN

- 0 Check point of sail if using *Wind Rules* (pg. 78).
- 1 Captain **moves** ship.
- 2 Non-captain PCs choose **1 crew action each**.
- 3 Ships that didn't take 2 crew actions take up to 2.

CREW ACTIONS (DR 12)

1 per PC or 2 per ship. (PC ability in Parentheses).

FIRE BROADSIDES*	Skill (+ Presence) *must be in arc of fire.
FIRE SMALL ARMS	Crew Skill (+ Presence)
FULL SAIL	Agility (+ Agility)
COME ABOUT	Agility (+ Strength)
REPAIR	Crew Skill (+Presence) Recover d6 HP (50% max) or fix misfired cannons.
DROP ANCHOR	Reduce ship speed to 0.
WEIGH ANCHOR	Ship is no longer anchored.
BOARDING PARTY	Switch to close combat.
RAM	All ships involved roll ram damage + hexes traveled.
SOMETHING ELSE	Ritual, Relic, abandon ship...

CRIT (NAT 20)

x2 dmg, then hull reduced one tier. Broadside or small arms **misfire**. Must **repair**.

SINKING

DERELICT (ZERO HP OR LESS)

Can't move or take crew actions while in combat.

DAMAGE A DERELICT: Roll a d8.

- 1-2 No effect.
- 3 Sinks in d2 rounds.
- 4 Sinks next round.
- 5 Sinks now.
- 6 Minor explosion. All aboard test **Agility DR 12** or take d6 damage.
- 7 Major Explosion. Ship sinks, all aboard take d8 dmg.
- 8 Magazine Explosion. Instant death to all aboard.

ABILITIES & TESTS

STRENGTH	Melee, lift, grapple, Come About
AGILITY	Defend, balance, swim, flee, Full Sail
PRESENCE	Smarts, perceive, charm, shoot, Repair
TOUGHNESS	Resist poison & rum, hold breath, fall
SPIRIT	Willpower, Use Ancient Relics, Arcane Rituals

TESTS

Roll d20 ± ability ≥ **than DR** to succeed.

Creatures: always roll raw d20 against the DR.

DIFFICULTY RATING (DR)

6	easy, even for a landlubber
12	normal
18	high impossible

ENCUMBRANCE

You can carry **8 + Strength** normal sized items. After that, Strength or Agility tests are DR + 2.

Max: **(8 + Strength) x2**

REST

Short	Recover d4 HP
Long	Recover d8 HP
Infection	No healing from rest, take d6 damage/day.
No Food/Drink	Restore 0 HP. After 2 days: lose d4 HP.

ANCIENT RELICS & ARCANES RITUALS

USING ANCIENT RELICS:

After using, Test **Spirit DR 12**.

Fail: Stunned 1 round, and can't use again it until dawn.

Fumble: Relic is destroyed or depleted!

USING ARCANES RITUALS:

Can use **d4 + Spirit** times a day.

Test **Spirit DR 12** before using.

Fail: Roll on the **Mystical Mishap** table (pg. 66).

Fumble: Roll twice and take the lower result.

DEVIL'S LUCK

USE 1 POINT TO:

- ☠ Deal max dmg. with 1 attack
- ☠ Lower dmg dealt to **you** by d6
- ☠ Reroll **any** die roll
- ☠ Lower one test's DR by 4
- ☠ Neutralize a Crit or Fumble

IF DEPLETED:

After resting at least six hours, roll class's designated die (d2 for Landlubbers) and regain that much Luck.

BROKEN (0 HP) D4:

- 1 Instant death.
- 2 Hemorrhage: Death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 3 Brain injury: You awake in 1 hour with a -3 to Presence for d8 days.
- 4 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 5 Unconscious for d4 rounds, awaken with 1 HP and 0 Devil's Luck.
- 6 Unconscious for d2 rounds, awaken with d4 HP and d2 Devil's Luck.

VIOLENCE

INITIATIVE (D6)

1-3 Enemies go first

4-6 PCs go first

Individual: **d6 + Agility**

MELEE	DR 12	STRENGTH
RANGED	DR 12	PRESENCE
DEFENSE	DR 12	AGILITY

Players roll for **Attack** and **Defense** in combat: *enemies don't roll*.

Standard difficulty is **DR 12**.

CRIT (NATURAL 20)

- Attack** x2 damage, then reduce armor one tier.
- Defense** PC gets free attack.

FUMBLE (NATURAL 1)

- Attack** Weapon breaks, is lost, or misfires.
- Defense** PC takes x2 damage, then reduces armor by 1 tier.

MISFIRE (D6)

- Fumble a black powder attack: 1-2 **Backfire** Take d2 damage.
- 3-4 **Broken** Weapon is broken.
- 5-6 **Both**

ARMOR

Roll when taking damage to reduce your loss. *Armor doesn't work against black powder weapons!*

LIGHT. (tier 1) -d2

MEDIUM. (tier 2) -d4, +2 DR
Agility tests, Defense +2 DR

HEAVY. (tier 3) -d6, +4 DR
Agility tests, Defense +2 DR

METAL LINED HAT. -1 damage

MORION. -1 damage or you can choose to ignore all damage from one attack but the helmet is destroyed.

NEGATIVE HP: DEAD