

# Pirate's Log

name **WORKBORG**

class

features

Spells/Prayers Left  
SPIRIT+d2/day

## RELICS & RITUALS

Rituals Left  
SPIRIT+d4/day

**RELICS:** SPIRIT DR12 *after* using. Fail: Stunned 1 round, and can't use it again until dawn. Fumble: lose d2 HP & DESTROYED.  
**RITUALS:** SPIRIT DR12 *before* using. Fail: MYSTICAL MISHAP (pg. 66) and can't use that ritual until dawn. Fumble: up to GM.

Hit Points

current	max
---------	-----

Strength

Agility

Presence


Toughness

Spirit

DEVIL'S LVCK

d2 d4 d6

max damage, reroll anything, -d6 damage to self, one test DR-4, cancel crit/fumble

weapon 

armor/clothing/hat

Strength + 8 items or DR+2 on AGILITY/STRENGTH tests

## Equipment

pieces of eight (silver)

BACKGROUND (pg. 55)

DISTINCTIVE FLAWS (pg. 56)

PHYSICAL TRADEMARK (pg. 57)

IDIOSYNCRASIES (pg. 58)

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)

THING OF IMPORTANCE (pg. 60)

## Ship's Log

## Known Shanties

(pg. 68)

vessel name

## Hit Points

current max

Hull

-0 -d2 -d4 -d6

Crew Skill

attack, repair

Broadsides

damage (arc of fire)

Small Arms

damage (360°)

Agility

full sail, come about

Speed

inches/hexes

ram

vessel type

Cargo

max

1.

2.

3.

4.

5.

6.

7.

8.

Crew

min max