

SHIPBOARD

name
"Crimson" Hockridge

class
Swashbuckler

features
Inspiring Leader: Once each combat, roll a d4. Each of your allies may add or subtract that value from any one roll during this combat.

Spells/Prayers Left
SPIRIT+d2/day

RELICS & RITUALS

Rituals Left
SPIRIT+d4/day

DEVIL'S LVCK
d2 d4 d6

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. 60) and can't use that ritual until dawn. Fumble: up to GM.



Hit Points
6
current | max

weapon
Rapier d8
Flintlock pistol 2d4, reload 2 actions, range 30'

weapon
Fancy clothes, fancy tricorn

armor/clothing/hat
-0 -d2 -d4 -d6

Equipment

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

Bandolier
12 rounds of pistol shot
Pipe & tobacco (4 uses)
Spyglass
Speaking trumpet
Manacles



BACKGROUND (pg. 55)
Captain: a spyglass

DISTINCTIVE FLAWS (pg. 56)
Cocky

PHYSICAL TRADEMARK (pg. 57)
Gnarly facial scar

IDIOSYNCRASIES (pg. 58)
Why pay for anything when you can steal it?

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)
You wronged an infamous pirate lord.

THING OF IMPORTANCE (pg. 60)
an animal pelt

Ship's Log

Known Shanties
(pg. 68)

The Red Queen
vessel name

Hit Points
48
current | max

Hull
-0 -d2 -d4 -d6

Crew Skill
attack, repair +0

Broadsides
damage (arc of fire) 2@d8

Small Arms
damage (360°) d4

Agility
full sail, come about +1

Speed
inches/hexes 4



“Crimson” Hockridge

Captain of the *Red Queen*

Age 28

Coming from an old English family, a fierce determination to live a fast, colorful, and free life drove Hockridge to the sea and from there quickly to piracy. They were not intimidated by setbacks, even when captured by French troops. Hockridge managed to be enlisted as a privateer to the Crown and so be able to sail on unharmed — albeit without having the slightest interest in any observance of this treaty! Instead, they now have a nimble ship and a capable crew of pirates whom they are determined to lead to fame and fortune.

BRUTE

name **Brown**

class **Brute**

features
 You begin with your trusted meat cleaver [d4]. It has a name (what is it?). It will never break (but can be dropped). It is DR -2 to attack: It's caked in layers of dried blood. d4 damage; on a 1, a disease from one of its prior victims infects the target. It dies in d6 hours unless cured.

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 d4 HP & DESTROYED.
 RITUALS: SPIRIT DR12 before using. Fail: MYSTICAL MISHAP (pg. 60) and can't use that ritual until dawn. Fumble: up to GM.

Hit Points
 7
 current max

Strength +1
 Agility +0
 Presence +1
 Toughness +0
 Spirit +1

DEVIL'S LVCK
 d2 d4 d6
 max damage, reroll anything, -d6 damage to self, one test DR -4, cancel crit/fumble

weapon **Meat cleaver d4**

Musket 2d6, reload 2 actions, range 150'

weapon

Common clothes, bandanna
 armor/clothing/hat
 -0 -d2 -d4 -d6

Equipment

Satchel
 11 rounds of musket shot
 Medical kit
 Mirror
 Bottle of fine rum



BACKGROUND (pg. 55)
 Cook: some fine cooking spices

DISTINCTIVE FLAWS (pg. 56)
 Loud

PHYSICAL TRADEMARK (pg. 57)

Obese

IDIOSYNCRASIES (pg. 58)
 "Functioning" alcoholic. You're probably drunk right now.

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)
 You betrayed former crewmates. Now they hunt you.

THING OF IMPORTANCE (pg. 60)
 a conch shell

Ship's Log

Known Shanties
 (pg. 68)

vessel name

Hit Points
 current max

Hull @ 1 2 3 4
 -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

1-8

Crew
 min max

Brown

Cook, Carpenter & Doctor

Age 31

Brown has probably the most varied tasks on board in personal union: they provide the crew with food, repairs around the ship, and uses the same tools to treat wounds. It's just unfortunate that they're bad at all three. Nevertheless, the obese Brown is a constant part of the team — simply too much now depends on them! In addition, they become really menacing in their mood swings: within seconds they can escalate into a frenzied rage. Only one thing can appease Brown then: large amounts of spirits and whores! In short: it is a guarantee of success on every shore leave.

APRIL 2011

name **Decker** *COMPANION: MÖRK BORG*

class **Rapscallion**

features
 Rope Monkey: You're as nimble in the rigging as you are on the deck. If you attack after swinging, jumping, or making an acrobatic maneuver, test Agility DR 10 to automatically hit and deal +2 damage.

Spells/Prayers Left
 SPIRIT+d2/day

RELICS & RITUALS

Rituals Left
 SPIRIT+d4/day

DEVIL'S LUCK
 d2 d4 d6

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.



weapon **Cutlass d6**

Pistol 2d4, reload 2 actions, range 30'

weapon **old uniform**

armor/clothing/hat
 -0 -d2 -d4 -d6

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

Belt pouch
 10 rounds of pistol shot
 Compass
 Candle (1 hour)
 Metal file



BACKGROUND (pg. 55)
 Orphan: a longing for new parental figures

DISTINCTIVE FLAWS (pg. 56)
 Aggressive

PHYSICAL TRADEMARK (pg. 57)

Many, many tattoos

IDIOSYNCRASIES (pg. 58)
 Extremely obsessive with tasks and relationships

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)
 The last three ships you crewed all sank.

THING OF IMPORTANCE (pg. 60)
 a missing eye

Ship's Log

Known Shanties (pg. 68)

vessel name _____

Hit Points

current max

Hull ① ② ③ ④
 -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



Decker

Lieutenant & Helmsperson

Age 36

From the humblest of circumstances in the New World, harbors and ships have been Decker's home since childhood. Orphaned at an early age, it was only fitting that they hired on as a youth and went to sea as soon as possible. Decker worked hard and found their place on every crew, soon becoming an able sailor, then a sailing master and finally even a helmsperson. Loyalty to their captain was always a matter of honor for them, even when a pirate took over this post and instead of trading, privateering became a way of earning a living. Decker also made themselves indispensable as a powerful corsair under Captain Hockridge.

WIKIPIKA

name **García** *MURKBORG*

class **Buccaneer**

features
 Crack Shot: All ranged attacks are -2 DR.
 Reloading your musket only takes 1 round instead of 2.

Spells/Prayers Left
 SPIRIT+d2/day

RELICS & RITUALS

Rituals Left
 SPIRIT+d4/day

DEVIL'S LVCK

d2 d4 d6

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

7

current max

Strength +0

Agility +1

Presence +0

Toughness +2

Spirit +1

weapon Iron ramrod, 1d10, 10' reach

Musket 2d6, reload 1 action, range 150'

weapon

armor/clothing/hat
 common clothes, wig

-0 -d2 -d4 -d6

Equipment

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

Small sea chest
 10 rounds of shot
 2 days dried food
 2 torches (1 hour)
 Flint and steel
 Ink, quill, paper

pieces of eight (silver)

13

BACKGROUND (pg. 55)

Gunner: skill at shooting

DISTINCTIVE FLAWS (pg. 56)

Stubborn



PHYSICAL TRADEMARK (pg. 57)

Short

IDIOSYNCRASIES (pg. 58)

Voluntary insomniac. Sleep is for the dead.

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)

You escaped captivity, and will never go back.

THING OF IMPORTANCE (pg. 60)

a wanted poster of an enemy

Ship's Log

Blank lined area for the ship's log.

Known Shanties (pg. 68)

Blank area for known shanties.

vessel name

Hit Points

current max

Hull ① ④ ② ③
 -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

García

Master Gunner & Quartermaster

Age 56

The captain may be in charge of the ship, but García is in charge of the guns and the affairs of the crew and is at least the second most important person on board! They are of the opinion that this should also be reflected in the percentage of shares of booty. The small but tough García feels most comfortable below deck and maintains close contact with the regular crew members. They are humorous but slow-moving, but once they have made a decision, it is carried out with all efficiency — García learned this from their work with the cannons. They only have no sense of humor about one thing: the supernatural! That's no laughing matter.