



Name \_\_\_\_\_

### 1. GEAR (PG. 27):

**D6 CONTAINER** 6

- 1 bucket (4 items)
- 2 bandolier (6 small items)
- 3 satchel (8 items)
- 4 backpack (10 items)
- 5 large sea chest (20 items)
- 6 dinghy (pg. 80)

### D12 CHEAP GEAR

- 1 lantern (d6 hours of oil)
- 2 d4 candles (1 hour each)
- 3 30' of rope
- 4 shovel
- 5 medical kit
- 6 weighted dice
- 7 flint & steel
- 8 hammer & nails
- 9 mess kit
- 10 pipe & tobacco pouch
- 11 d6 torches (1 hour each)
- 12 **Pet (d10)**

- 1 snake
- 2 rat
- 3 lizard
- 4 monkey
- 5 parrot
- 6 cat
- 7 dog
- 8 hawk
- 9 hermit crab
- 10 fish in a jar

### D12 FANCY GEAR

- 1 compass
- 2 spyglass
- 3 fishing rod
- 4 1 random Relic (pg. 62)

- 5 bottle of fine rum
- 6 old pocket watch
- 7 blanket & pillow
- 8 ink, quill, parchment
- 9 worn out book
- 10 tent
- 11 whelstone
- 12 **Instrument (d10)**

- 1 concertina
- 2 drum
- 3 flute
- 4 fiddle
- 5 banjo
- 6 horn
- 7 hurdy-gurdy
- 8 guitar
- 9 mandolin
- 10 voice of an angel

### 2. ROLL ABILITY SCORES: 3D6 X 5 (PG. 28)

3d6 Total	3-4	5-6	7-8	9-12	13-14	15-16	17-18				
<b>SCORE</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>+0</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>	<b>+4</b>	<b>+5</b>	<b>+6</b>	
<b>STRENGTH</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>AGILITY</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>PRESENCE</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>TOUGHNESS</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>SPIRIT</b>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

### 3. ROLL OR CHOOSE A CLASS

**LANDLUBBER** D6 (OR D8 IF USING OPTIONAL CLASSES)

<b>LANDLUBBER (NO CLASS)</b>	<b>HIT POINTS</b>	<b>DEVIL'S LUCK</b>
<b>Ability Scores</b> Roll 4d6 instead, drop the lowest result	<input type="text"/>	<input type="text"/>
<b>HP</b> d10 ± Toughness	<input type="text"/>	<input type="text"/>
<b>Devil's Luck</b> d2	Current Max	Current Die

### D10 WEAPON (PG. 50)

- 1 Marlinpike or Belaying Pin (d4)
- 2 Knife or Bayonet (d4)
- 3 Smallsword or Machete (d4)
- 4 Cat O' Nine Tails (d4, range 10')
- 5 Boarding Axe (d6)
- 6 Cutlass (d6)
- 7 Flintlock Pistol (2d4, reload 2 actions, range 30', ammo: 10 + Presence shots)
- 8 Finely Crafted Rapier (d8)
- 9 Boarding Pike (d10, reach 10')
- 10 Musket (2d6, reload 2 actions, range 150', ammo: 10 + Presence shots)

### D10 CLOTHING (PG. 52)

- 1-2 Rags
- 3-4 Common clothes
- 5 Old uniform
- 6 Fancy clothes
- 7 Leather armor (-d2)
- 8 Hide armor (-d2)
- 9 Chain shirt (-d4, DR +2 on Agility tests including defense)
- 10 Conquistador plate (-d6, DR +4 on Agility tests, defense is DR +2. You'll most likely sink and drown in water.)

### D12 HAT (PG. 52)

- 1-4 none
- 5 wig
- 6 bandanna
- 7 cavalier
- 8 bicorne
- 9 plain tricorne
- 10 fancy tricorne
- 11 metal lined hat (-1 dmg.)
- 12 morion (-1 dmg. Break helmet: Ignore all damage from one attack.)

### 4. ROLL BACKGROUND INFO

<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">00</span>	<input type="text"/>	<b>SILVER</b>
<input type="text"/>	d100 Background & Silver (pg. 55)	<input type="text"/>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">20</span>	<input type="text"/>	<input type="text"/>
<input type="text"/>	d20 Distinctive Flaw (pg. 56)	<input type="text"/>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">20</span>	<input type="text"/>	<input type="text"/>
<input type="text"/>	d20 Physical Trademark (pg. 57)	<input type="text"/>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">20</span>	<input type="text"/>	<input type="text"/>
<input type="text"/>	d20 Idiosyncrasies (pg. 58)	<input type="text"/>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">20</span>	<input type="text"/>	<input type="text"/>
<input type="text"/>	d20 Unfortunate Incidents & Conditions (pg. 59)	<input type="text"/>
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">00</span>	<input type="text"/>	<input type="text"/>
<input type="text"/>	d100 Thing of Importance (pg. 60)	<input type="text"/>

### 1 BRUTE (PG. 34)

Can't use Rituals.

**Strength** +1

**Toughness** +1

**Presence** -1

**Spirit** -1

**HP** d12 ± Toughness

**Weapon d6**  1 Brass Anchor, d8\*  
 2 Whaling Harpoon, d8\*  
 3 Meat Cleaver, d4\*  
 4 Broken Mast, d8\*  
 5 Runic Machete, d6\*  
 6 Rotten Cargo Net\*

**Clothing** d10

**Hat** d12

**Devil's Luck** d2

\*see pg. 34

### 4 SWASHBUCKLER (PG. 40)

**Strength** +1

**Agility** +1

**Presence** -1

**Spirit** -1

**HP** d10 ± Toughness

**Weapon** d10

**Clothing** d10

**Hat** d12

**Devil's Luck** d2

**Fight Style d6**  1 Ostentatious Fighter  
 2 Flintlock Fanatic  
 3 Scurvy Scallywag  
 4 Inspiring Leader  
 5 Knife Knave  
 6 Black Powder Poet

### 7 HAUNTED SOUL (PG. 46)

Roll an **ailment (d6)**, then roll another class (d6).

1 **Ghost**. Apparate: Spirit DR 14, d12.

2 **Conduit**. Random Ritual each dawn.

3 **Eldritch Mind**. Might panic in combat.

4 **Zombie**. Must eat flesh daily. Brains = good.

5 **Vampirism**. Must drink blood to heal.

6 **Skeleton**. Might reform if killed.

### 8 TALL TALE (PG. 48)

Roll a d6:

**1-2**  **Merfolk**  
Gills, all DRs -4 underwater. Must submerge in seawater. Roll d6 for a normal class.

**3-4**  **Aquatic Mutant**  
d8, then d6 for a normal class.

1 **Anglerfish** Bite d4.

2 **Crab** Pincher d6.

3 **Jellyfish** Tendril d2 + Stun.

4 **Octopus** Tentacles 2d4.

5 **Sea Turtle** -d2 armor

6 **Electric Eel** +1 Agility, Electric skin d6.

7 **Shark** Bite d8.

8 **The Great Old One** Random ritual.

**5-6**  **Sentient Animal** d6 (no normal class)

### 2 RAPSCALLION (PG. 36)

**Agility** +2

**Strength** -1

**Toughness** -1

**HP** d8 ± Toughness

**Weapon** d6

**Clothing** d6

**Hat** d10

**Devil's Luck** d2

**Specialty d6**  1 Back Stabber  
 2 Burglar  
 3 Skylarker  
 4 Sneaky Bastard  
 5 Lucky Devil  
 6 Grog Brewer

### 5 ZEALOT (PG. 42)

**Spirit** +2

**Agility** -1

**Toughness** -1

**HP** d8 ± Toughness

**Weapon** d8

**Clothing** d8

**Devil's Luck** d4

**Prayer d10**  1 Heal  
 2 Curse  
 3 Death Ward  
 4 Control Weather  
 5 Blessed Guidance  
 6 Holy Protection  
 7 Divine Light  
 8 Silence  
 9 Sanctuary  
 10 Commune

### 3 BUCCANEER (PG. 39)

**Presence** +2

**Agility** -1

**Spirit** -1

**HP** d8 ± Toughness

**Weapon** musket, reload 1

**Clothing** d10

**Hat** d12

**Devil's Luck** d2

**Feature d6**  1 Wildlife Tracker  
 2 Crack Shot  
 3 Fix Bayonets!  
 4 Focused Aim  
 5 Buccan Cook  
 6 Survivalist

### 6 SORCERER (PG. 45)

**Spirit** +2

**Strength** -1

**Toughness** -1

**HP** d8 ± Toughness

**Weapon**  wooden knife d4 or  belaying pin d4

**Clothing** d6

**Devil's Luck** d4

**Spell d6**  1 Dead Head  
 2 Spiritual Possession  
 3 Protection  
 4 Clairvoyance  
 5 Necro-Sleep  
 6 Raise the Dead

### 1 FOUL FOWL

**STRENGTH** -2

**AGILITY** -2

**PRESENCE** -2

**TOUGHNESS** -2

**SPIRIT** +3

**HP** d4 ± Toughness

**Weapon** Beak Peck, d2

**Devil's Luck** d4

### 2 JAGUAR

**STRENGTH** +2

**AGILITY** +2

**PRESENCE** -2

**TOUGHNESS** -2

**SPIRIT** -2

**HP** d8 ± Toughness

**Weapon** Bite/Claws, d8

**Devil's Luck** d4

### 3 CROCODILE

**STRENGTH** +3

**AGILITY** -2

**PRESENCE** -2

**TOUGHNESS** +1

**SPIRIT** -2

**HP** d10 ± Toughness

**Weapon** Bite, d10

**Devil's Luck** d4

### 4 BILGE RAT

**STRENGTH** -2

**AGILITY** +3

**PRESENCE** -2

**TOUGHNESS** +2

**SPIRIT** -2

**HP** d2 ± Toughness

**Weapon** Dis eased bite, d2\*

**Devil's Luck** d4

### 5 LUCKY PARROT

**STRENGTH** -2

**AGILITY** +1

**PRESENCE** +2

**TOUGHNESS** -2

**SPIRIT** -2

**HP** d2 ± Toughness

**Weapon** Beak Peck, d4

**Devil's Luck** d6

### 6 CLEVER MONKEY

**STRENGTH** -1

**AGILITY** +2

**PRESENCE** +0

**TOUGHNESS** -2

**SPIRIT** -2

**HP** d6 ± Toughness

**Weapon** d10 & Bite, d4

**Devil's Luck** d4