



Pirates!

Casual & funny adventures

Pirates!

Credits

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Inspiration Roman Polanski's movie, *Pirates* (1986)

Pirates! is a free table top roleplaying game, you can copy it and distribute it at will. You can also print it for your personal use. The game is not suitable for a younger audience.

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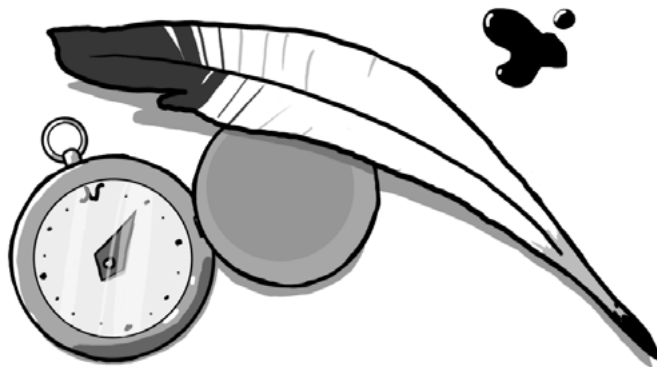


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Introduction

Young man — I beg your pardon, sir. Is it your ship?
Would you be the captain?

Captain — Why, yes. Are you into boats, boy?

Young man — Absolutely, sir! I decided to be a pirate, I quit everything: family, house, friends... I just took my bag and here I am, ready to board, if you want me.

Captain — Wowowow, not so fast! First tell me what you know of navigation, ships and the intricacies of maritime trade between the great nations of the 18th century.

Young man — Uh, what? Well I... I don't know, I did not think it was necessary to...

Captain — Perfect! You know nothing and you don't think. If there's one thing I can not stand, it's when some poultry come and shove his education under my mustache. All I want from my sailors is to own a six-sided die and to rush recklessly. D'you think you can do that?

Young man — A... Aye captain!

Captain — First I must tell you that to be a pirate, one has to know how to have fun, to drink and to endure all sorts of wallops. Now let's find you a name. What about...

Young man — I already have one, sir! My name is...

Captain — Chompers! Your name is Chompers. With those big teeth of yours, the nickname suits you perfectly. If ever you catch scurvy, we will find you another name. Me, I am captain Soft Beard.

Chompers — Chom... Chompers?

Soft Beard — That's it. And Soft Beard. Just forget the rest. Pirates like colorful nicknames, and it helps to bury the past. So you know absolutely nothing of piracy?

Chompers — Well I... I know the generalities, the stories told, I read some novels.

Soft Beard — Good! That's a good start. Therefore you can picture what it's all about. Don't go stuffing your brain with useless historical or maritime data, it just serves to break the mood. Learning

things, that's good; annoying comrades with it, that's bad.

Character Creation

Soft Beard — Well, let's start by creating your character. First you need a name, and we already got that: Chompers! Write this on your sheet so we can proceed to the next step.

Chompers — Right here? "This diary belongs to... Chompers."

Soft Beard — Quite so. Now let's look at the Reputation you have gained so far.

Chompers — Do you always put capital letters like that everywhere?

Soft Beard — Only for important game terms. Roll two dice, add them and note the result under "Reputation."

Chompers — I got 1 and 3, that makes... 4 in Reputation. How good is that?

Soft Beard — It sucks. A worthy sailor would have hundreds of Reputation points, and a captain... you have no idea! With only 4, you probably didn't do more than stealing money at the grocery store or pushing grannies in nettles. You need a lot more for the governors to quail when they heard your name and for their daughters to dream of you by night. That's why you start as a cabin boy: you must make a name of yourself and climb the ranks.

Chompers — Understood! So, for example, should I slap you and steal your purse, I would earn some Reputation?

Soft Beard — No, you would earn my saber through your belly. I will explain later how to proceed, meanwhile you keep your stupid ideas for you if you don't want to create a dead character. Shall we pursue? Okay, let's take care of the Pirate Tricks.

Chompers — Hmm, it seems important.

Soft Beard — And it is, boy, it's both the basics and the essence of piracy! I would even say the Essence, with a capital "H."

Chompers — Uh...



Soft Beard — Those Pirate Tricks are everything you need to know. They are a measure of a pirate's qualification. You can see the list on your character sheet.

Chompers — Really? It seems rather short. I see nothing about navigation, knots, surgery, peg leg crafting, swimming...

Soft Beard — And why not knitting, if you go this way? Look Chompers, it's a list for pirates, not for poultry! Content yourself with that list for now and trust me, it will be more than enough. As for the scores of those skills, you start with the scores 0, 1, 2, 3, 4, and 5, that you allocate as you like.

Chompers — Which one is the best, 0 or 5?

Soft Beard — It's 5! That's also the maximum value a skill can have.

Chompers — Really? Then I'll start being an expert in one of the Pirate Tricks?

Soft Beard — But you will also be useless with another trick: remember there's also a zero to allocate! So, how are you going to place them?

Chompers — Let's see... I don't know exactly what they mean so it's not easy... Hey, Maraud? I want 5 in Maraud, it looks fun! I have no idea for the others so I'll do it randomly. Say... 4 in Spring, 3 in Kill, 2 there and there... Okay captain, I'm done!

Soft Beard — Let me see?

<i>Maraud</i>	5	<i>Devastate</i>	0
<i>Kill</i>	3	<i>Spring</i>	4
<i>Tease</i>	2	<i>Breeze</i>	1

Soft Beard — My goodness, that's awful. You'll have a lot of work, my boy.

Chompers — I used the scores you gave me!

Soft Beard — Well, yes. Sure, when you start it's not that impressive, but those scores are going to grow eventually, don't you worry. In a few days you'll start to improve! Hey, we're almost done with that character creation, now we just need the name of the ship on which you start your pirate life! Normally you would ask the game master the name of that first boat, or find it while playing, but since you are under my command, it will be mine: the Crappy Mary. You write that on your sheet.

Chompers — Crappy... Mary. Done! What kind of ship is it?

Soft Beard — What? The kind of... Well, uh, hmpf, it's a... a kind of... it's a galleon with sails and that sort of things.

Chompers — A galleon? But the stern is not square, and its...

Bing!

Soft Beard — Remember, son, we want to have fun, not to learn encyclopedias. Enough talk now, you go on that boat on the double and throw your package someplace, we make sail!



Game Rules

Chompers — Good morning captain! I'm all settled now but... the hammock, it's temporary, right? I too will have a cabin?

Soft Beard — What? Being a cabin boy doesn't mean you'll have a bloody cabin!

Chompers — Not even a small one? Look, the guys are snoring, and the smell defies laws of Nature. Besides, I think one of them might be dead, by the smell of it, and there's an unspeakable liquid dropping on my hammock.

Soft Beard — Well, just make sure you don't sleep with that mouth open and you'll be fine. Damn, be a pirate!

Chompers — Easy to say! I don't have the first idea of what I'm supposed to do, since the day I boarded I'm just rotting, forgotten.

Pirate Tricks

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Soft Beard — Oh, listen to that baby cry, now! What do you want to know, exactly?

Chompers — Well I don't know. What about the Pirate Tricks? I have scores for them, I would want to use them.

Maraud

Soft Beard — Yeah, seems reasonable enough. Okay. When you are unoccupied, if nobody is paying attention to you and if you can move freely, you can use Maraud to wander aimlessly and find something of interest: a forgotten bottle, some hidden booty, a young lady performing her ablutions... Whatever. You can't predict where you'll end or what you'll find, but it will infallibly be where your presence is all but wanted! That's pirate bad instincts for you!

Chompers — How is the place chosen?

Soft Beard — The game master does that. The curious thing is, you don't know — nor care — exactly how you ended in this place. Forget the guards, the gates... all the obstacles, you just

strolled through everything! Of course the place must not be closed, if there's absolutely no way you can reach it you can't be there. This skill cannot be used when you know where you want to go or what you are looking for: in such a case, well... That's the regular way of doing things, you just tell how you go there, and if there are obstacles you must overcome them with Pirate Tricks.

Chompers — This skill is fun!

Soft Beard — And quite useful for the game master who wants to reveal things to the players! Better than any investigation.

Chompers — Talk about serendipity!

Kill

Soft Beard — Now I don't think this one takes much explanations.

Chompers — I guess it's used to kill one's fellow man. Is it bare handed or with a weapon?

Soft Beard — The method doesn't matter, as long as the other guy gives up the ghost. You can even use it to feed someone to the sharks! It's used both to fight and to murder. On the other hand when you fire a cannon at a crowded place, not particularly aiming at someone, you use Devastate. We shall see this one in a moment. To Kill is to take care of one particular person.

Tease

Chompers — This one looks useless.

Soft Beard — Blimey, it's one of the best! Sometimes you need to shake people a bit but without Killing them, so you just Tease them. You do it for fun, or to scare them. It can also be gentle, for example I like to Tease a damsel, with wandering hands here and kisses there. In short, Teasing is to bully people but with little damages. It is mainly used with poultry.

Chompers — Poultry? Do you grope chickens?

Soft Beard — Naaaay! When I say poultry, I mean those people who, when slapped, do not return the favor: priests, notaries, ladies... you know. Note that soldiers and pests like that do not fit into this category: they are no pirates, but no poultry

either.

Chompers — I see. Basically these are people who are not too keen on adventure! And is it useful to Tease them, or just fun?

Soft Beard — Both, Chompers, both! Bullying poultry is a joyful pastime for a pirate, but there might be a purpose as well: those people can do things—mostly—useless—but—sometimes—needed, like writing documents, raising vegetables or growing pigs. If you ever need this kind of service, you just grab a poultry and shake it until it squeals and agrees to help.

Chompers — So you get free services while having fun at their expense. Well, I'm glad I'm a pirate and not poultry!

Devastate

Soft Beard — Ah! When you need to let the cannon speak, use Devastate! Same thing when you need to blow up a powder keg or destroy anything. We use it to down doors, smash chests and so on... Some ruffians even use it to scuttle ships.

Chompers — My score is null for this Pirate Trick so I don't really feel like using it. But tell me, aren't some people killed when one destroys things in such a way?

Soft Beard — It happens, let's say it's a side effect. For big damages — mostly with powder or cannon — you can kill a number of people equal to the result of your die, even when the action isn't a success.

Chompers — The die? What die?

Soft Beard — Oh, the die used to test the skill, but we'll see that later.

Chompers — And you said people are killed even if we fail?

Soft Beard — Well, powder is a rather vicious thing, you know: if you're successful it explodes and if you fail... mostly it explodes as well. In both cases, people can die, but maybe not the same ones. For very big damages, you can multiply this number by three or by five!

Chompers — I don't really want to picture that...

Soft Beard — Otherwise, Devastate also allows

you to ransack a place or a person's clothes. You break, rip, smash, torn apart and topple... Actually blowing everything to smithereens in order to find possible valuables hidden there! In the end the place is utterly destroyed, or the person is half naked and bruised.

Chompers — I'm afraid it's a little bit conspicuous, isn't it?

Soft Beard — You bet! It does as much damage as a hurricane but is noisier.

Spring

Chompers — I guess it's used to swing from a mast, and this kind of things.

Soft Beard — Exactly! Whether on a boat or ashore, we like to climb everywhere and jump, Spring, and perform all sort of dare-devil nonsense. Always with style, and preferably staying alive. Of course there's a tumble here and there, but the mainmast is only one hundred feet high on this boat, so the worst case scenario is a scratch, or maybe a headache.

Chompers — Gasp. That's quite a fall!

Soft Beard — This skill is the fastest way to move from a point to another, not the safest. You can't make an omelet without breaking heads!

Booze

Chompers — Now this looks like a more peaceful activity.

Soft Beard — Think again, young Chompers. We pirates do not just pretend to drink! It's all about huge quantities, and it's not tea. More like beverage for tough guys: rum, wine, beer, perfume, absinthe... Everything that lightens the head and burns the guts. The sober pirate is all but prudent, and the drunk one is far worse so no, it's no peaceful activity.

Chompers — I suppose it's not as useful as the other Pirate Tricks.

Soft Beard — And you are wrong again. You'll understand later... Meanwhile, all I can say is that this trick should never be underestimated.



Success And Failure

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Chompers — Okay now I see what I can do with the Pirate Tricks. But I still don't know how to use them. What do the scores mean, exactly?

Soft Beard — Oh yes, the scores. You remember that the minimum is zero and the maximum is five? Well when you want to perform a Pirate Trick, roll a die and your action is successful if the result of the die is equal or less than the score of that trick. It could not be easier!

Chompers — Indeed. There's nothing else, no margin of success, no nothing?

Soft Beard — No nothing. Roll that die and succeed or fail.

Chompers — Well I... I guess I just need to try that! I'm going to Spring a bit, out of curiosity.

Wounds

Chompers — Ca... captain! Ouch, aw! Hell, the pain! Captain!

Soft Beard — Now, now, now, what's all the fuss about?

Chompers — It hurts, captain! The first time everything went well, I got a 2 on my D6 and since I have 4 in Spring, I properly swung from a mast to another. Then I wanted to go back to the first mast, I rolled again but this time I got a 6, fell, lost several teeth on a pulley, fell another forty feet and squished my nuts on the rail...

Soft Beard — Muhahaha ! Never mind, never mind! You'll get the hang of it.

Chompers — Ouch, I can barely move, I can't feel my legs, I... I think I'm going to die!

Soft Beard — Oh come on, don't be such a poultry! You just took a Wound, it means you won't do anything useful for a while (talk about a change...). Those things heal by themselves, just wait for the current Scene to end.

Chompers — How long is a Scene? Ouch.

Soft Beard — It depends, it might be a fight, a negotiation, the visit of a place, a carousal... During this time you can't roll a die, but you can crawl

and moan painfully, to the delight of your fellow pirates.

Failure

Chompers — Did I receive this Wound because I rolled a 6? Is it a critical failure?

Soft Beard — Nope, you took that Wound because you failed, that's all. There's no critical failure or, more precisely, all failures are critical! Failing with a 3 or a 6 is the same. When you fail it hurts. Always. So much that you can't do anything for a time but pray the Good Lord and apologize to your poor mother.

Chompers — How come?

Soft Beard — There's no mystery here. Since we rush headlong without an ounce of reflexion, when we fail it's epic! Even the safest action can cause a Wound when performed by a worthy pirate.

Chompers — And... Couldn't we exercise some caution, for a change?

Soft Beard — Not if you want to become a true pirate, Chompers. Do you want to become a true pirate, or not?

Chompers — Sure but... a truly living pirate.

Soft Beard — Oh, that's not an issue, it takes a lot more than a Wound to kill a pirate! You'll see that we are tough as nails, a Wound is merely a temporary annoyance.

Luck O' The Devil

Chompers — Captain, this Wound thing is bothering me. There must be a way to avoid it.

Soft Beard — There is, son, there is! You can use Luck o' the Devil!

Chompers — Luck o' what?

Soft Beard — Luck o' the Devil. Insane, undeserved luck that keeps the pirate alive and able while he just received an injury that would have killed an average whale. When you fail at a Pirate Trick, you can avoid the Wound by spending a Luck point. It won't change your failure into a success, it won't prevent you from being hurt, but you won't be disabled and thus, you will continue to fool around



as if nothing had happened. But beware! Luck points are shared among players, and comrades seldom appreciate mutts who spend those points like there's no tomorrow. And since this gauge is limited, you have to refill it from time to time, and that's why you need to Booze!

Chompers — Ah! That's why you said one should not neglect this trick!

Soft Beard — Yep! Know that Booze refills Luck o' the Devil.

Chompers — So if I drink a beer, I give back one Luck point to the crew?

Soft Beard — That's it, unless the gauge is full. Its capacity is the number of players, times three. And if you fail at Boozing, you gain nothing but a Wound, as usual.

Chompers — Unless I spend a Luck point, right?

Soft Beard — Well, yes. Sounds stupid but you can do that, spending points instead of earning some.

Chompers — And when the session starts, is the gauge empty, should we have a carousal?

Soft Beard — Nope, when the session starts the gauge is full! You shan't start a journey with half empty supplies!

Chompers — So if there is, say, 4 player characters around the table, they have 12 Luck o' the Devil points to start with?

Soft Beard — Wow, easy now, 4 times 3... Not so fast with numbers, since I received that cannonball in the forehead, I'm a lil' bit dizzy when I look too much into mathematics. Anyway, the initial value is also the highest possible value for that gauge!

Taboos

Chompers — Okay, I think I'm going to Booze a bit, just to be sure, because I don't want to receive another Wound.

Soft Beard — Wait, you fool!

Chompers — What? What's wrong with you?

Soft Beard — You're not going to Booze, are you?

Chompers — Now that's a good one... For hours you've been telling me to drink but now you...

Soft Beard — But not alone, you stupid! You never drink alone, never! Didn't anybody tell you about Taboos?

Chompers — Why would I care for armadillos when I need to drink a beer? Those mammals...

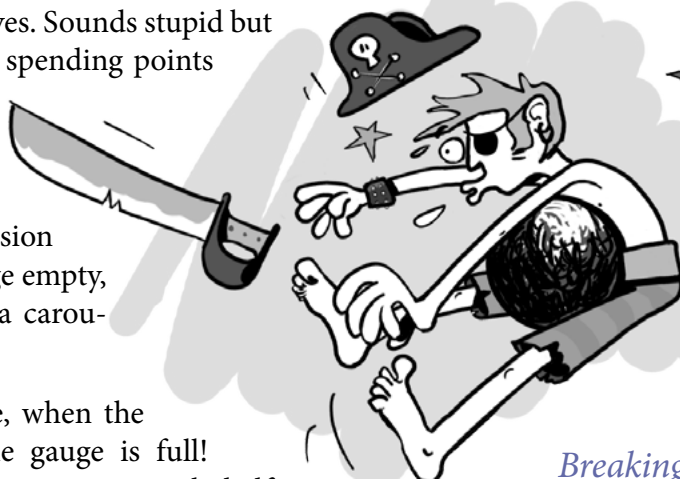
bing!

Soft Beard — Remember what I told you about showing off with your knowledge? Plus I said Taboos, not tatous! Being freemen doesn't mean we have no rules! As a pirate, you should never, ever...

Chompers — Wait, wait, wait! Are you talking about superstitious nonsense?

Soft Beard — Do not jest with Taboos, you rascal! You know nothing. It is not superstition, is science.

Chompers — Oh, come on captain, you can't be serious?



Breaking A Taboo

Soft Beard — I'm deadly serious! Do you know what happens when one breaks a Taboo? The whole crew immediately loses 1D6 Luck points!

Chompers — W... What?

Soft Beard — As I said, Chompers! Plus the one who broke the Taboo receives a Wound!

Chompers — How come?

Soft Beard — For the Wound, most of the time it's the rest of the crew expressing his gratitude for taking off their luck. But sometimes it just comes from nowhere... A mystery. As for the vanished Luck points, I suppose it's like a direct hit to the crew's morale, or maybe fate. It's the Devil, if you ask me.



Chompers — And, uh... What are the Taboos?

Soft Beard — Not so proud, now, are you?

Meddling With Doors

Chompers — Uh, what's that, "meddling with doors"?

Soft Beard — The first Taboo!

Chompers — ...

Soft Beard — Why the long face?

Chompers — Well, "meddling with doors" doesn't smell much of sulfur to me. Plus, when you want to open a door, you have to...

Soft Bread — Destroy it! Kick it, put a bullet in the lock, blow up a powder keg... Whatever, as long as you're not putting your dirty hands on that door! This is how a true pirate makes his entrance.

Chompers — Still, I don't see what harm could come from...

Soft Bread — Then imagine: you're facing a door, looking through the lock, touching the handle, wondering if you must push or pull, or maybe putting you hear against the door... And then, blam! A true, tradition respecting pirate comes from the other side and smashes the door with his axe. There my poor laddie, you take that door in your face, or the axe! That's why you should not meddle with doors!

Chompers — I... I'm not wholly convinced by this example.

Soft Beard — I don't care, you don't touch those doors and that's it!

Note from the author: now you know why doors open and close automatically on futuristic space ships. Taboos die hard!

Being Rude With Ladies

Chompers — What? Is this a joke? We have a Pirate Trick for groping women and now...

Soft Beard — It doesn't mean you have to be rude, my boy! Remember we are gentlemen of fortune! You take your hat off and you speak gallantly, while touching and kissing to your heart's content. The

last thing we want is people having a bad opinion of us.

Chompers — Yeah, that would be a shame.

Killing In Odd Numbers

Soft Beard — Veeeeery important this one, very important!

Chompers — More than the others?

Soft Beard — Well, no, not really, but it is one that is most often forgotten in the fury of combat or for lack of a second victim at hand.

Chompers — Just to be sure I understood: I can kill two guys, or four, or six, but not one, or three or five?

Soft Beard — You got it, Chompers boy. Even when you kill people with a cannon — using Devastate — you have to count the bodies. Kill them two by two and you'll be fine!

Chompers — OH!

Soft Beard — Hey, don't startle me like that. What's wrong with you?

Chompers — I know! For the multiplier. Sooner you told me that for a big explosion, you could multiply the number by three or by five, but not by two or by four.

Soft Beard — So what?

Chompers — Well it's for parity, we don't want the number of bodies to be automatically even, that would be too easy!

Soft Beard — Argh, my head, the pain... Enough with the maths!

Chompers — Oops, sorry captain.

Drinking Alone

Soft Beard — There, do you still want to drink alone, now? That's another Taboo! You must find one or several companions to drink with you.

Chompers — Or it is bad omen?

Soft Beard — Let's say it creates a bad atmosphere when someone alone drinks the supply.



Chompers — And that way the player characters will cooperate to refill the Luck o' the Devil. By the way, I still need a drink. Would you care to join me, captain?

Soft Beard — Let's finish with the Taboos and then we will have this drink.

Thinking Before Acting

Chompers — I must say those Taboos explain a lot.

Soft Beard — Yeah? What do you mean?

Chompers — This morning I was asking you if it was possible to be a little more careful, sometimes, just to be safe, but you told me it wasn't exactly the pirate way.

Soft Beard — That's true! Damn, you're smart! Or I'm a good teacher. The later, probably.

Chompers — And it also explains why pirates are so stupid! I mean, sometimes, it seems more reasonable to delay or abandon, but no, not you! Always being...

Soft Beard — Easy Chompers, easy! Before turning unpleasant, try to understand the philosophy of a pirate. As the late captain Fleepow used to say, the fact that something didn't work a thousand times before should not prevent you from trying it again! Thinking leads to inaction, and inaction will earn you no Reputation. We don't need bloody sailors with brains but bloody sailors with guts, who do not wait for an order to rush!

Stealing From A Friend

Chompers — Hey! This one actually makes sense. How do you define a friend, exactly?

Soft Beard — It's a member of the crew. There's no way you will steal his treasure, or search his pockets when he is drunk.

Chompers — Of course, I understand perfectly. So there is no robbery aboard?

Soft Beard — Well, it happens. The thing is, there are player characters and other pirates. This Taboo really applies to player characters: they don't steal from each other. But they can freely rummage in the belongings of other pirates, which is a shame,

if you ask me. Okay, let's have that drink, now.

About The Taboos

Chompers — One more thing about Taboos, captain.

Soft Beard — But we're drinking! Can't that wait?

Chompers — But it's quite important, isn't it? Like, what happens if I take a Wound which impairs me from killing one more guy?

Soft Beard — Nothing happens. As long as you are not wounded, you must try. But when you are in agony, you're kind of exempted, nobody will blame you.

Chompers — Cool! And, always about this parity Taboo, is the count common to all players, or individual?

Soft Beard — Usually it's individual, but a player character might help a newbie to make his total even, when it's taking too long.

Chompers — But what if...

Soft Beard — Enough! No more, I had my share for today. Drink that pint and go to sleep.

Chompers — Uh, aye, good night captain.

Treasure

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Soft Beard — Wake up, all of you! Are you going to sleep all day long?

Chompers — Good morning captain! I don't know why, but I'm full of energy this morning, I feel good!

Soft Beard — Really? And why are you looking at me like that? And why the happy idiot face?

Chompers — I don't know, it's like I... I need to Tease someone.

Soft Beard — Oh I see. Well, do me a favor and go Teasing somewhere else.

Chompers — Why do I have this impulse, all of a sudden?

Soft Beard — It means, Chompers, that you're growing into a pirate.



Chompers — Is it... is it like puberty?

Daily Need

Soft Beard — What? But... Of course not, it's your Daily Need! Puberty, really... Today you need to Tease, but it could be any other Pirate Trick. When you wake up, roll a die to see which one is your Daily Need.

Chompers — So some days I'll wake up with the need to Kill, to Devastate... any Pirate Trick?

Soft Beard — Yep. It's quite a source of chaos aboard, believe me. And it makes everybody nervous in the morning, a lil' bit paranoid. By the way, only a rookie would approach the captain so early in the day.

Chompers — Uh, yes, I see. But for the most unhealthy cravings I guess we refrains until it passes...

Soft Beard — What?! Of course not, you fool! You must assuage your Daily Need, you'll gain 1D6 Treasure points!

Chompers — Treasure points? Cool! So today, each time I'll Tease someone I'm going to earn money?

Soft Beard — Nay, only the first time you succeed at it. Then the Need is gone.

Chompers — And... if the Need is a Pirate Trick with a score of zero?

Soft Beard — Then you curse fate and hope to have better luck the next day.

Spending Your Treasure?

Chompers — I believe those Treasure points are important.

Soft Beard — You bet! As soon as you get some, you must write them on your character sheet.

Chompers — Hm? Where?

Soft Beard — There: "Treasures to bury."

Chompers — I see, I just check the box corresponding to the current amount. Hey, the gauge only goes up to 45? I'll have to spend some before it's full.

Bing!

Soft Beard — Blasphemy! To spend Treasure points, that's the silliest idea ever!

Chompers — But... when we go shopping, we have to pay, don't we?

Soft Beard — Never! Or maybe with funny money, but never spend Treasure points: you must bury them.

Bury A Treasure & Reputation

Chompers — Is this not a stupid thing to do, to bury a treasure? I never understood why one would do that.

Soft Beard — Bah! You known nothing. That's how you climb the ranks: each time you bury a treasure, you add the amount to your Reputation.

Chompers — And... What's the point?

Soft Beard — To stop being a cabin boy, for starters. On a boat, the pirate with the highest Reputation may take command, voluntarily or forcibly.

<i>Rank</i>	<i>Reputation</i>	<i>Title</i>
0	0	cabin boy
1	50	sailor
2	120	pirate
3	250	old salt
4	500	older salt
5	1000	floating legend

Chompers — With my crappy Reputation I'll still be a cabin boy in years.

Soft Beard — Assuredly. Also, burying treasures lets you improve your Pirate Tricks.

Improving Pirate Tricks

Chompers — Can I... Can I improve my crappy Devastate score?

Soft Beard — Truly! The bigger the Treasure, the higher the score you can reach in a Pirate Trick.

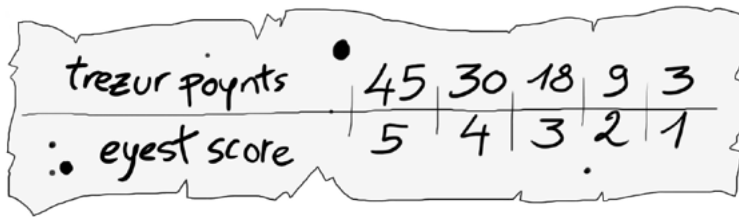
Chompers — How does it work, exactly?

Soft Beard — Well when you bury a Treasure, you can add one point, only one, to one of your Pirate Tricks, provided it is not too high already.



Chompers — Uh, how much is too high?

Soft Beard — Wait, let me sketch a little table on this piece of paper:



treasure points	45	30	18	9	3
eyeball score	5	4	3	2	1

Chompers — I don't really understand.

Soft Beard — If you bury 45 Treasure points, you can improve a score up to 5, the maximal value! If you only bury 30 Treasure points, you can improve a score up to 4, and so on. Always one point at a time, of course.

Chompers — I see. I'm going to note those values.

Soft Beard — Don't bother! It's already on your sheet, look at the Treasure gauge: it's all there!

Chompers — Perfect! Then to improve Devastate from zero to one I need... three Treasure points?

Soft Beard — That's it. Not really a hard thing to do, to find three Treasure points.

Chompers — Say, if I have seven points, I suppose I only have to bury three of them and keep the remaining for later?

Soft Beard — Unfortunately, no: when we bury, it's all the Treasure points, that's how it works.

Chompers — What a waste...

Soft Beard — No it's not, those points always count for your Reputation. And of course once the Treasure is buried you empty the gauge on your sheet.

Dig Out A Treasure

Chompers — Can I dig out a Treasure I just buried?

Soft Beard — What? Of course not! You leave it there, for your retirement, kind of. And don't you go draw a bloody treasure map, it will only serve to have your gold stolen.

Chompers — But treasure maps do exist, don't they?

Soft Beard — Sure, there's always a fool to draw some. If you find a map you can use it, and if it's not a fake you may find a treasure and gain 1D6 or

maybe 2D6 Treasure points.

Pillage

Chompers — And are there other ways to earn Treasure points?

Soft Beard — Yep. We already talked about Daily Need and digging up a Treasure, but you may also find some by ransacking a place, or by frisking someone.

Chompers — With Devastate, I guess...

Soft Beard — Hoho! That won't be easy for you, with that crappy score... Whether searching a pile of bones, some pockets or an old trunk, you win a Treasure point, provided the roll was successful. Sometimes the game master reckons there's more coins than usual in this place and it's not one but 1D6 points.

The Dead Man's Chest

Chompers — I'll never progress with that Devastate score...

Soft Beard — Don't worry, you don't need much points to improve low scores. And let's not forget the Dead Man's chest.

Chompers — Cool, where can I find it?

Soft Beard — It's not "where" but "how." And the "how" is by rolling a five with the die.

Chompers — That easy? I roll a five and zap! I get money?

Soft Beard — Almost. At soon as a pirate rolls a five, we put some kind of marker in evidence in the middle of the table. A bottle opener for example, or a skull, a finger, whatever. The next player that rolls a five removes the marker and pockets the Dead Man's chest at once, that is to say five Treasure points!

Chompers — And it works on any die roll?

Soft Beard — Yep: Pirate Trick, number of Treasure points found in a trunk, calculation of the Reputation during the character creation... As long as the roll was required by the game master, it works.

Chompers — The game must be chaotic when there's



the marker, with all the players doing all sort of actions, eager to get the treasure...

Soft Beard — Hell yeah, it's happy hour! Actually it is the intended effect: to make player characters exuberant, like true pirates. There is one rule of courtesy though, saying that, when the marker is there, players should act one after the other: we don't want one of them to chain actions and thus steal the others' chance to get the treasure.

Other Skills

Rank And Captain Trick

Chompers — All in all, I think I should be able to earn some Reputation.

Soft Beard — Of course! A child could do it. And with Reputation comes the Rank.

Chompers — Which is what?

Soft Beard — Don't you ever stop with the questioning? The Rank is used as a skill when you have to lead or recruit a crew, or when you command a ship during a naval battle... In short, when you try to be a captain. That's why it is called the Captain Trick, and its score is the Rank.



Chompers — I see, it goes from zero to five, like a Pirate Trick!

Soft Beard — Now that's convenient, isn't it? But using the Captain Trick is marginal, you don't use it as often as you use the Pirate Tricks.

Navigation Skills?

Chompers — And I suppose there's something as well for the sailor, to furl sails, calculate a route, observe the stars, keep the boat in repair, swim...

Soft Beard — There isn't. No need to bother with these trifles, everybody aboard can do that, no need to roll.

Chompers — And meals? Or surgery? We need some specialists, don't we?

Soft Beard — If you can find a prisoner to do that,

good. Otherwise any pirate could make shift. For the food, you mix a thing or two and add some alcohol.

Chompers — And for the surgery?

Soft Beard — You cut a thing or two and add some alcohol. By the way, the cook is often in charge of the injuries: he already has the table and the tools.

Poultry Trick

Chompers — But if we need something very complex like uh... to dance a waltz or to repair a door?

Soft Beard — It never happens. And if it does, consider it poultry tricks and thus, make some poultry do it. That's what they are for, just don't forget to Tease a bit to keep them motivated.

Death

Chompers — Captain, as far as I can see the player characters can overcome any wound?

Soft Beard — Absolutely, young Chompers.

Chompers — But then... can't they die?

Soft Beard — Of course they can: wrap their neck with a good ol' noose and hang them high. They will gesticulate two or three days then give their last breath. Governors are quite fond of this kind of show.

Chompers — Two... two or three days? I always thought hanging to be much faster than that!

Soft Beard — Well pirates are tough, you know. And now it's lunch time, I'll be in my cabin.



Running The Game

the players think you're documented and all.

Language

Chompers — Captain, may I enter?

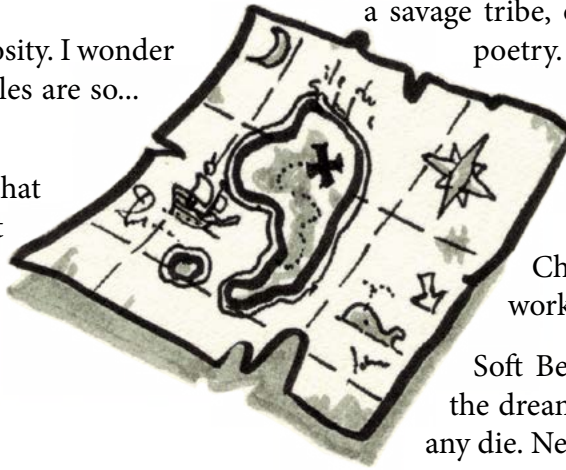
Soft Beard — Burp. Can't you leave a man alone?

Chompers — But I was wondering: is it complicated to be the game master?

Soft Beard — What? You're already a player character, isn't it enough? You should count yourself happy.

Chompers — It's just out of curiosity. I wonder how the world works, the rules are so... primitive.

Soft Beard — Hmm, I'm not that informed on the subject. But I can tell you a thing or two while waiting for the dessert. What do you want to know?



Be Lazy

Chompers — Still, it must be some work to be game master.

Soft Beard — No, not with pirates: it's the dream job! For starters, you don't roll any die. Never!

Chompers — Really?

Smoke And Mirrors

Chompers — To be a game master you need to know a lot about piracy, right?

Soft Beard — Not really: given the IQ of the average pirate, you can easily fool them with a few technical terms. For example you measure ship sizes in register tons! Nobody knows what it means but it's picturesque. You can also name some ship parts, like the bilge or the caboose.

Chompers — That's clever.

Soft Beard — And to be even more convincing you can throw some "port" and "starboard" in the conversation.

Chompers — Hey! I know a mnemonic to remember which one is the left. "A ship that is out on the ocean has 'left port'."

Soft Beard — Bah, forget the pyrotechnic, whatever you say player characters go where they want, they don't care a bit if it's left, right or middle.

Chompers — You don't say?

Soft Beard — There's another trick with the coins: you call them "eight-real coins" and there you are,

Non-Player Characters

Soft Beard — Of course, your characters have no stat so there's nothing you can roll. A character is merely a name. For some — usually captains — you may need the Reputation, or the Rank, just to see if they are more notorious than you player characters.

Chompers — To think that's all there is to a non-player character...

Dead Man's What?

Soft Beard — There's also things you don't need to care, like the Dead Man's Chest. This one only concerns the players, if they want it they have to take the trouble: spot the fives, place the marker, perform actions to get the treasure... during this time the guy behind the screen does nothing.



Teach The Rules

Chompers — Yeah, now I see how lazy the game master can be. Absolutely nothing to do. Oops, wait, he still has to teach the rules to the players. It's always a burden.

Soft Beard — Bah, our rules are progressive, you can learn them while playing. At the beginning you roll a Daily Need, then you use Pirate Tricks to fulfill the need. Failure will inevitably present itself, quickly followed by Wounds, and it's time to explain the Luck o' the Devil to endure, and later when the gauge is low they learn to Booze to refill it.

Chompers — But the Taboos demand some explanations!

Soft Beard — What for? They are on the sheet, quite explicit: if a player wants to fool around with them he will soon discover the limits, and the consequences as well. Later, when the players are comfortable with the rules you tell them about the Dead Man's Chest, and when they have tons of money you put the boat to a stop somewhere and you tell them about the burying. Ah, here comes the dessert! Put it here, cook!

But Not Too Lazy

Chompers — I'm starting to wonder whether the game master is needed or not.

Soft Beard — Chomp, slurp. He still has some tasks. For example he keeps accounts for the Luck points. Buurrrps!

Chompers — That's probably not very demanding.

Describe Wounds

Soft Beard — Well, yes. But his real task is to describe Wounds. The pirate often takes injuries and it must be described with love. No need to refrain, the pirate is tough: bend, slam, throw, crack, choke, bite...

Chompers — Yes, I had a taste of this part of the game. It certainly hurts but... in the end it's quite fun, not disgusting at all.

Soft Beard — Of course, we want to have fun, no to be disgusted. There's almost no blood, and yet we regularly lose useless body parts like fingers, teeth, ears, guts, kneecaps or bits of brain.

Chompers — Uh, I guess there's rapidly a shortage.

Soft Beard — Naaaay, when we throw things like this in a description it's just for the mood, no need to write that down.

Scenario

Chompers — Does the game master need a scenario?

Soft Beard — It's up to him. Some like to improvise, and here there's no difficulty since players are doing a good job by themselves, it saves time to think to what comes next. And there's those who like to follow a scenario, and they just have to write it as usual and that's it. But don't get it wrong: no investigation, no moral or philosophical conversations, we are bloody pirates! And above all, don't forget to have the boat stop to bury Treasures, at least once every two hours.

Chompers — So what should a scenario contain?

Soft Beard — Treasures, ships, enemies, damsels, alcohol... Only things that matter, as you see. And never forget that a non-player character can die at any moment, don't try too hard to protect them. Okay now, begone, I need a nap.

Chompers — Wait, are all player characters playing together or separately?

Soft Beard — Together is better, but they can have solo incursions as long as they stay in the vicinity and do not mobilize the game master too long. Anyway there isn't much to do but Pirate Tricks, therefore those pranks are quickly done.

Chompers — I think I'm going to write a scenario!

Combat

Soft Beard — Dusk, already? How long did I sleep?

Chompers — Captain, captain, do you want to read the scenario I wrote?

Soft Beard — Hell no! Just send it to the author of

this game.

Chompers — Still, there's one thing I don't get, it's combat.

Soft Beard — Well, you beat 'em until they don't move anymore and that's it. I would hardly call this complicated.

Chompers — But what can an enemy do with no stats at all?

Soft Beard — Usually the pirate is the one giving the assault, and he uses Kill. If he misses, it means the enemy successfully hits and the pirate takes a knock.

Chompers — Then the enemy can only react?

Soft Beard — Nope, he may attack the pirate, trying to skewer him for example. If the pirate does nothing, he takes a Wound. He'd best do something with a Pirate Trick.

Chompers — If the pirate does nothing he is automatically hit?

Soft Beard — Certainly! A guy tries to strike you and you don't move? What else could happen? It's Kill or be wounded.

Chompers — Yeah, it makes sense.

Soft Beard — This way the game master can create all sorts of hazards: the Kraken attacking the boat, an avalanche, a fire, a volcano waking up... Player characters must react with an appropriate Pirate Trick. If they don't or if they fail, they get hurt badly!

Chompers — Kraken? I didn't sign for that!

Mass Combat

Soft Beard — The same goes for mass combat. You take enemies one by one, but since you can't kill them all by yourself — that would be tedious — the game master decides the outcome.

Chompers — Then there's no point in fighting...

Soft Beard — There is! That nasty game master may watch how the players fare to make up his mind. It's not always written in the scenario.

Chompers — So just in case, it's better to throw yourself in the fray and make a good show?

Big Boss

Soft Beard — Yes, that's playing safe, sort of. And fun. Never forget that the game master will decide the outcome of mass combat, it's important. A guy with dozen men to protect him is a real danger.

Chompers — I don't understand.

Soft Beard — If he decides to have the player characters executed, or thrown at sea, or whatever, he just has to give the order and, there, it happens. Player characters may kill a few henchmen to express their disagreement but it won't change the outcome, unless they manage to escape.

Chompers — Can't we just Kill those guys? Or Tease them?

Soft Beard — If they are stupid enough to let you try, maybe. Before you can reach them you must take care of their minions: if there's a lot of them, it turns to a mass combat and you don't know what's going to happen; if there's only a few you might finish them all but meanwhile, the boss can find shelter. Never forget that normally he just has to snap his fingers to feed you to the sharks or to let you rot in jail.

Chompers — Only captains and governors have this kind of protection, right?

Soft Beard — No, any man with people under his command has this power: a king, a tribal chief, a lord... even a player character, if his Rank allows it: he just has to roll Captain Trick successfully.

Equipment

Chompers — Another thing, regarding the equipment: which one does most damage, a sword or an axe?

Soft Beard — Now that's exactly the kind of question a rookie would ask! There's not stats for the equipment, whether it's clothing, boats or weapons, therefore anything goes. Only the guy who handle them makes a difference. Guns are appreciated because they let you Kill from afar, but they can shoot only once, after that you need to reload. That said the game is very lax with equipment, especially weapons, so you can consider that a pirate has enough guns to shoot several times.



Chompers — I suppose you meant “lax.”

Soft Beard — That’s what I said!

Naval Battle

.....

Chompers — Hum, captain, do you think I could get a gun? I need one to...

Lookout — Captain! A boat!

Soft Beard — What? Where?

Lookout — Uh... Starport?

Soft Beard — My god... You see what I meant, Chompers? They really are idiots, don’t waste your nautical terms on them. Hey, up there, what kind of boat is it?

Lookout — The kind of...? Well it has... it has some kind of sails. And a funny statue on the front.

Soft Beard — Yeah, it’s called a gargoyle. But I was referring to the flag!

Chompers — It’s a figurehead, actually.

Lookout — Oops sorry, captain. It’s a Spanish ship!

Soft Beard — Okay, I’m going to conduct the maneuver.

Maneuvers

Chompers — What shall we do, flee?

Soft Beard — Are you serious? There’s only one, and barely armed... we shall take it! All we need is to get close enough to start a broadside.

Chompers — How complicated is it to maneuver?

Soft Beard — Not much. If the captain is a non-player character, like me, the game master decides the outcome. If it’s a player character commanding the ship, he rolls a Captain Trick. Should he succeed, he does what he wants: flee, chase, attack, board... If he failed he takes another hit, and the other ship gets the advantage.

Soft Beard — How can you get hurt when you miss a Captain Trick?

Soft Beard — If you position your ship poorly you

can receive a cannonball in the lower back, for starters. There’s also the crew expressing its displeasure if you let a ship full of gold escape, or if you manage to have your boat in the middle of an enemy armada.

Chompers — Damn, I thought I would be safe once captain...

Cannonade

Soft Beard — Loot at that, Chompers, I think we did good, now let the cannons speak! Come on, let’s go downstairs!

Chompers — Uh, you know, I still suck with Devastate...

Soft Beard — Don’t try to fool me, I saw you the other day, burying a Treasure!

Chompers — That’s... That’s true, captain.

Soft Beard — There, look through the hatch: the ship is just there, waiting to be shot!

Chompers — With my low score, I should leave the cannon to a more qualified person, shouldn’t I?

Soft Beard — There’s always enough cannons for everybody, plus it’s similar to mass combat: if player characters don’t participate, the game master might decide the cannons are understaffed, and the enemy ship gains the upper hand. I don’t want my ship to be damaged or sunk so shoot, goddammit!

Chompers — Yay, here goes nothing...

boom!

Soft Beard — Now, you see? That was easy!

Chompers — I... I did it! I rolled a one on my die!

Soft Beard — And your cannonball went straight to the rear castle! I saw a man blown overboard.

Chompers — Only one?

Soft Beard — Remember, the result on your die is the number killed. Keep going!

Chompers — Uh, I was really lucky, I should stop now.

Soft Beard — With an odd count?



Chompers — Ah damn, I forgot. Okay I try again...

boom!

Boarding

Soft Beard — Chompers! Stop hiding under this cannon and go to the main deck, we're about to board!

Chompers — Argh, it hurts. Those things are so heavy!

Soft Beard — Next time you attach it! Never heard about recoil?

Chompers — It was attached! But I rolled a 4 so...

Soft Beard — So you blew away four of our own guys, you mutton-head! And your count is still odd! Now hurry and follow me upstairs or we're going to miss the fight.

Chompers — I'm coming. Ouch.

Soft Beard — Okay, go grab that rope and Spring to that ship.

Chompers — Captain, I'm so happy! My first boarding, like the novels, I...

Soft Beard — Get your weapon out, you stupid, we're not going for a picnic!

Chompers — Oops, sorry. I hut it between hy teeth, hike this?

Soft Beard — Perfect! And with those big teeth of yours your sword is not likely to fall. Now go get them!

Chompers — Yaaaaaaaahihohihohi!

Soft Beard — Not bad, Chompers, not bad! My turn now, you just watch me!

Chompers — One moment, captain, I already have a Spaniard on me.

splash!

Soft Beard — Chompers!

Chompers — Captain? Where are you, captain?

Soft Beard — Down here, in the water! Help me!

Chompers — But... What about the boarding?

Soft Beard — Once you swung to their boat, it's just a normal combat, or mass combat, you know how it works. Just come and help me!

splash!

Shipwrecked

Chompers — That wasn't a nice thing to do, leaving without us!

Soft Beard — Enough with you! Stupid animal!

Chompers — You told me to help you!

Soft Beard — All you had to do was to throw a rope to let me climb back. Why the hell did you jump into the water?

Chompers — I had no idea we would be dragged so far, so fast.

Soft Beard — That's ocean current for you, ignorant! What's the point of teaching you all day long if you blunder at the very first occasion?

Chompers — Still, we were lucky enough to find this piece of wood to hang on. And it seems that there are no sharks, for once.

Soft Beard — Don't worry, they won't be long.

Chompers — Uh, what shall we do?

Soft Beard — Nothing. Swim, kick everything that moves under the water and wait 'til the game master as enough of us dipping in saltwater.

Chompers — Damn. How long does it take, usually?

Soft Beard — Days, but since it's quite boring he lets time flow quickly without detailing our misadventures more than necessary, just giving scattered memories about sun, thirst, hunger, fatigue... And then we move directly to the Scene where we are saved.

Chompers — Like we find an island?

Soft Beard — Yeah, that or we are rescued by a ship. After that life goes on. It's just a hard time to pass.



After-Effects

Chompers — Yay, sand, beach... It's good to be out of water! And indeed, that was quite fast, I barely remember our time lost in the sea. And now we are safe!

Soft Beard — Yep, that's routine, boy. Still, you'll have a nice souvenir with that leg.

Chompers — What, my leg? Oh God, my leg! My leg! The sharks ate it! My leg!

Soft Beard — Last time I saw it, it wasn't growing ears so I don't see the point of shouting like that, this leg won't ear you. We're going to find something to fix it, don't worry. There, three pieces of wood and a dirty string, enough to craft a nice peg leg and you will be good as new.

Chompers — But how could I lose a limb like that?

Soft Beard — After extremely hard times like a shipwreck, a fire, torture or a marriage, you might keep an After-Effect. The game master picks one that seems appropriate, or rolls a die to get a random one. You can see the list on your sheet. You just check that After-Effect and that's it. It won't reduce your capabilities, and could even help you.

<i>D6</i>	<i>After-Effect</i>
1	burnt
2	hook
3	peg leg
4	toothless
5	eyepatch
6	scars

Chompers — How the hell is that missing leg supposed to help me?

Soft Beard — Well from now on, each time the game master describes a Wound that seems to target your legs, you can happily shout "I've had worse!" and ignore it. No Luck o' the Devil, no nothing! With an After-Effect, you're like hardened to certain forms of damages. So you see, it's not a mere ornament.

Chompers — Ornament? It doesn't look like an ornament to me! It's all chewed! Look at those bites, those... Hey! But, they are not shark bites, they're too small!

Soft Beard — What? Don't be silly now, what do you

know about sharks anyway?

Chompers — It tell you it's too bloody small! And there, look, those hairs! They are like... beard hairs?

Soft Beard — Really? Now that's funny. Look, I'll just leave those pieces of wood and that string here, you craft that peg leg while I explore this island, okay? See you later!

Chompers — Those hairs, they're yours! Captain? Captain! Come back, let's see how tough you are without a crew to protect you!

Let's leave Chompers and the captain to their games, now you know enough to start your own adventures, as a pirate or as a game master. Go on, have no fear and don't forget that it's all for laughs. You'll find several scenarios in annexe, some random tables to find inspiration, before or during a game, and also all the rules on one page you can print, and a character sheet for your players. Godspeed!

Annexes

Replay

I usually record game sessions, it's useful to develop the game but it's also quite handy when you need a replay. Here's a transcription from an early session in 2011, with Dave, Marco, Adrien and Olivier as players.

GM — So, you are aboard the ship named El Bastardo, a ship commanded by Jim the Jackal. This captain has a reputation among the pirates, and not a good one. He is neither tender nor funny, and also has a reputation for exterminating his own equipage at a fast pace. When he fulfills his need to kill, he doesn't seem to think that a number under six or eight is even enough. For now you don't have a better captain to accept your service, which is unfortunate, so you have to cope with that. At last he is a true pirate, one that finds treasures and all.

Olivier — We just have to remember not to stay in his line of fire.

GM — You are at sea, somewhere in the Caribbeans, it's a nice hot day, the sun is burning and you have a good wind. Let's see your Daily Needs! Each of you roll a die.

(Players get their Daily Needs: Tease, Devastate and two Maraud)

Marco — Do we still have some poultry?

GM — You have five remaining ones in the bilge, but they won't last long.

Dave — I need to shake a leg. Maraud! Hmm, 6...

GM — That's a good start! Exploring here and there you find a purse, but when you tried to put your hand on it its owner saw you and stuck an axe in your head: plonk! Wound or Luck point, as you wish. Let me remind you you have twelve points for now.

Dave — I'm going to spend a point.

GM — On second thought you don't feel so bad, the axe is only two or three inches in the skull, it's a flesh wound! You can feel cold air but you

just need to adjust your scarf so that everything remains in place. "Don't touch my treasure, you ruffian!" shouts the pirate. Since you failed your need is always here. Who's next, Marco?

Marco — I'm going to the bilge, I need to Tease.

GM — In irons, dipping in saltwater and vomit, five poultrys are moaning. A priest, a baker and three others.

Marco — Okay, I'm going to scare the priest, for fun. I tie him to a rope and I play with him overboard, dipping him in water: "mind the shark!"

GM — There's actually a shark, it's Ronald, a good old friend, always following you. With all the pieces you threw him he is quite fat, almost as wide as he is long.

Marco — I Tease the shark too, removing the priest just before the shark has a chance to bite him. Sometimes I let it have a bite or two.

GM — Roll a die. 6? The shark grabs the priest and shakes it so much that you fall overboard, and now Ronald chomps your leg! The priest seems lost...

Marco — I don't want to spend a Luck point already.

GM — So, a few sailors take you aboard, your leg is damaged. Since there's quite a bit missing, someone repairs it with a piece of wood — nailed directly to the leg — and lets you dry by the sun. Next?

Olivier — I need to Maraud: 4, a success.

GM — At last, one manages to succeed! You visit Jim's ship, you didn't have a chance to do that before. You follow one corridor then another, randomly, and come by the door of the captain's cabin!

Olivier — Since I can't meddle with doors... I have to Devastate it? Okay let's go. 3, done!

GM — Crash! The door falls in pieces. By the way, your Maraud was a success so you can add 1D6 Treasure points at once. You're now in the cabin, there's a telescope here, a map there, a sword...

Olivier — I'm going to search a bit, with Devastate. Success.

GM — You topple the wardrobe, rip the bed open, break the portholes, rip the maps, take out the



baseboards, you even knock down a part of the wall and let it fall in the sea! All that gives you another 1D6 Treasure points. You're quite happy with yourself, and you leave with full pockets and no witness. And you Adrien, what do you want to do?

Adrien — I need to Devastate. I'm going to visit the caboose before the cook wakes up, I heard he has some fine wine hidden.

GM — That's it, but unfortunately he woke up already, he is cooking the lunch.

Adrien — I don't waste my time with him and I Devastate the stockpile. 1, success. It was my Daily Need so 1D6 Treasure points... 3.

GM — You break the crates, open the kegs and manage to find a cask of fine wine. You also find the cook's booty, that's another Treasure point for you. You have more than enough to get drunk. "What's that chaos?" The stockpile is not far from the kitchen and of course the cook heard your noise. He is coming with a big dipper in his hand. He is abashed by the carnage, the meat on the floor, the vegetables thrown overboard...

Dave — Vegetables aboard bring bad luck!

GM — ... and the other ingredients are covered with rat poison. Even the water supply was wasted. The guy is really pissed off, he's going to tell the captain.

Adrien — I grab a bottle and throw it at him. 1!

GM — Bing! The cook collapses on the floor, you killed him. He won't bother you anymore.

Adrien — I also take a knife and I Kill the cabin boy working in the kitchen, for parity. 5, success again.

GM — Success and it's a five! Someone put the marker in the middle of the table, for the Dead Man's Chest.

Dave — I'm going to Maraud again, I still need to. Success, so I add 1D6 Treasure points: 4.

GM — You find a nice piece of meat, nicely cooked with garlic, someone probably stole it in the kitchen and saved it for later.

Adrien — I'm going to see Marco with the cask of wine, and we drink!

GM — He is not fit to drink, not before the end of the scene.

Adrien — I just want to fill him with alcohol so I don't drink alone, I don't care if he does not roll. 6... Well I'm not going to waste anymore Luck point, I just collapse next to him.

GM — But not before you threw up on the boatswain who put his knife in your belly as a token of his gratitude. With all that alcohol you drank it should not become infected... Later this day the lookout shouts: "captain, a sail, sail!" And, indeed, when you look around you see a ship, not fifteen yards away... "Couldn't you warn us sooner?" yells the captain. The guy is a new lookout, still green, the captain killed the last one the day before.

Dave — I go to the cannon!

Adrien — So do I, until we know who they are. We're going to salute them!

Marco — Is it the same scene or another one?

GM — Another one, you can get up. Your leg hurts a bit but nothing serious. Remember the Dead Man's Chest is still here, waiting to be taken.

Dave — Devastate, done!

Adrien — Same here.

Marco — Let's try... 5! I take the Dead Man's Chest!

Olivier — I'm firing too: success!

GM — Don't forget that when you fire with a cannon, the die gives you the number of victims. You're firing at the boat, the sails, the deck, the rear castle... Destroying everything and killing sailors. Don't forget parity!

Dave — I can't stop, my count is odd. Boom! Ah damn... two more, but it's no good: "Bring me cannonballs, bring me cannonballs!"

(The players keep firing, counting bodies and trying to have even counts.)

Olivier — Soon there won't be a boat anymore...

Adrien — Are we close enough to board?

GM — You have always been, the boat is very close.

Dave — I'm not done with cannonballs. 6, failed...

GM — You load the cannon carelessly, putting three

cannonballs in it to make more damage but you add far too much powder and it explodes in your face. You bounce on the wall before being thrown to the ground, among white hot scraps of metal. Luck o' the Devil or not? If you are wounded you'll be excused for having an odd count.

Dave — I take one point.

Oliver — Yeah sure, you can't stay grounded during the boarding!

Adrien — I'm going to try to Spring to the other boat!

GM — Success? Good, you're on the other side, alone, and there you go. Men everywhere, you don't know who they are but you attack nonetheless.

Marco — I fly too: 2, I did it!

GM — Olivier?

Olivier — I can't Spring, my score is null...

Everybody — Do it! Do it!

GM — With some luck you'll hurt yourself on the other boat! Failed? What a surprise. You first climb the ropes, grab a free one and throw yourself... But your grip isn't that good and you let slide for a dozen yards, bare handed... Hot, hot, hot! And you end up with your front teeth deeply stuck in the rail! Up to the gum! And sadly it's on your own ship... Do you stay like this or do you use another Luck point?

Olivier — Hahaha! I spend a point.

Marco — I flew to the other boat, can I Maraud?

GM — Well, no, there's too much people paying attention. Right now there's only two of you tackling the enemy on his own ship, since nobody gave the order to board, or to attack...

The Players — Hahaha!

GM — ... you sent several dozens cannonballs and now you're aboard killing every living thing. Thus Marauding seems a bit forward, you're the focus of all attention.

Dave — We are the only ones to attack?

GM — That's it. (Laughter)

Dave — Who cares? We keep going. No thinking be-

fore acting!

Marco — Then I'm going to shoot at the powder keg a guy is carrying, over there. 4, that's good!

GM — The keg explodes, three guys are torn apart and a fourth is blown overboard.

Olivier — Would it be... historically unrealistic to hack down a mast?

GM — Of course not, this was a common tactic. (Laughter) You mean to hack down your own mast, to create a bridge to reach the other boat, that's it?

Oliver — My thoughts exactly. (Laughter) 2, a success.

GM — You take another powder keg, place it below the mast, fire it and run. Bam! Two guys from your crew are killed, the new lookout falls with the mast on the other ship. The poor guy, amid the main desk, takes his sword out and starts fighting. And now you can walk the mast to get to the other ship.

Adrien — I Kill another guy. Oops, 6... Luck point!

GM — He blocks your sword strike and lands his own in your mouth. It cuts, a part of your tongue falls but you don't care... you also spit a few rotten teeth, a bit of lip and another bit of mustache and there you go.

Marco — I cut a rope with my sword to drop a sail and a couple of yards on the enemy: 6!

GM — There were two ropes, and obviously you didn't cut the good one. Bing! A sail falls on you, a yard breaks on your head, your neck makes a loud, crunchy noise.

Marco — Luck point, I guess.

Adrien — I take another powder keg to dig a big hole and create a shortcut to the lower desk. 6... another Luck point.

GM — Boom! A part of your lower jaw is gone, as well as a few ounces of brain, some guts and a kneecap... another flesh wound, no big deal. Plus the hole in the desk is here and now you can bleed through it to the place of your choice.

Dave — I'm going to fly to the ammunition store, to blow it up! Failed! Luck point...



GM — You swing above the rail with a rope, rush to a porthole and bing! You break your nose on the bars. Damn! They knew someone would try that. You can see the powder kegs through the window, teasing you.

Dave — Can I shoot it through the window? Okay, then I Devastate and I'll think later.

GM — For the number of people killed you'll have a multiplier of five, since it will be one hell of an explosion.

Dave — 1!

Adrien — Could you stop with the ones? You're wasting a good multiplier!

GM — Approximately half the upper part of the ship is gone, together with five people. For an unknown reason the ship still floats. Dave, you are now on your own boat's desk, all of your face blackened but the parts that were protected by the bars — bars that are now stuck in the boatswain.

Dave — Is he dead? No? I have five bodies in my count so... I can't stop like that: I grab my gun and shoot him! Success!

GM — One less boatswain, and you feel better. Not two yards away stands your captain, watching you, thunderstruck. You're still smoking, with pieces of meat on your shoulder, the face paint in black and a happy smile on it. On the other ship the fight keeps going, you hear gunshots, explosions, the boat shakes and starts to take in water... (Laughter)

Dave — I'm gonna find something to drink.

GM — The captain is just watching you, still dazed, no reaction yet. Olivier, the part of the boat where you stood has disappeared, but somehow you survived it. You just killed a guy so you may have a craving to kill again.

Olivier — Quite so. I'm heading to the inside, and I'll shoot an oil lamp to start a fire, it has to kill someone. Devastate, success: 2.

GM — This part of the ship starts to burn and two guys die in the flames. On one hand you're quite happy to slaughter people just like that, on the other hand it's still odd and thus not fully satisfying. Fortunately a lot of people are still alive on this boat.

Olivier — Well I should be able to throw someone at sea, with the holes in the boat.

GM — No problem, but it's a test of Kill. Success? Good, you throw a wounded guy directly in Ronald's mouth. Anything else to do, with all those corpses, flames and all?

Olivier — I would like to Maraud a bit. Oops, 6, I failed.

GM — You wander here and there in the remains of the boat, kicking doors, but behind one of them a hidden guy unloads his gun on you, pointblank, giving you a second belly button. No Luck point? Alright, you fall on the floor, hands clenched on your belly, trying to keep the things inside. The guy hits your head several times with the butt of his gun then leaves you alone. For the rest of the fight you'll be moaning in this corridor. It's warm, if no comfortable.

Adrien — I try to go to the captain's cabin. If it's still here.

GM — You find it eventually, mostly destroyed but with things still standing, notably a door you'll have to destroy.

Adrien — 1! I only do 1 or 6 today...

GM — You're now in the cabin. Not that impressive but hey, there are trunks and nobody to bother you.

Adrien — I Devastate the cabin, looking for gold. 4, a success!

GM — You find 1D6 Treasure points, in coins and jewels, and you destroy the few remaining things in the cabin. Dave, you were back with a keg?

Dave — Yep, a keg of alcohol, to celebrate the assault. I swing to the other ship again, with the keg. Damn, 6...

Fortunately the keg was quickly saved, after what the player characters sat and drank to refill the Luck gauge, among flames and corpses. Then they discovered they had just attacked and killed William the Jackal, their captain's own brother, when the two of them had a rendez vous! Because of this little blunder the player characters were abandoned on a tiny rock, with Ronald turning around them. And it was only the first hour of the game.



Scenario: *The Pirate King*

Mutiny

Things get uneasy on the Santa Barbara, the crew mutinies against the captain and those who stand by him. Maybe the captain is a player character, unless they are only sailors in which case they can be part of the mutiny and revolt against captain Francis the Six, who wasn't able to lead them to any treasure in five months. Weapons show up quickly, the first bodies are already lying on the main deck, the captain is now on the plank when the lookout shouts: "Guys, there's a raft!"

Shipwrecked

This interruption is a perfect way to turn away the crew's attention and maybe save the captain. They pull up aboard the only person on the raft. The guy is quite dry, burnt by the sun and delirious, he probably had nothing to eat or drink for days. The crew quickly loses interest in him and, after having splashed some water at him they abandon him on the deck. Only those who stay close may hear that, in his delirium, he is speaking of the treasure of the Pirate King! The actual name of this king is Bigslap, a famous pirate known for his wealth: it is said that he found and plundered the Seven Cities of Gold and that it took him ten years to bury all his treasures, before self proclaiming himself King of the Pirates. According to this guy's delirium, the king's second has the treasure map tattooed on his head!

By Teasing the sick guy, one can obtain more info: Jack Pumpkin, the second, is currently held by governor Sambez in El Perfido, and should be hanged in a matter of days. This Jack is probably the only lead that can take them to the treasure, but his days are numbered...

Midnight Express

So the pirates must get this second before he gets a noose around his neck, or at least find his body. All sails out, they proceed to El Perfido and arrive the day before the hanging. No doubt the pirates will be able to invest a fort — by breaking it, by catapulting themselves above the rampart using trees, by marau-

ding inside or simply by attacking like madmen. This one is well defended, therefore the pirates must find what they want and leave quickly. Jack Pumpkin is in a jail, he's not very fond of following the player characters but he sure wants to escape. The player characters only need his head, so he'd better be compliant. The governor Sambez, if he is aware of the escape, will launch all his soldiers to try to stop the pirates. He knows nothing of the treasure map.

While they wreak havoc in the fort, Bigslap himself arrives in the port aboard his giant ship, the Hairy Triton. He boldly attacks the city with cannons, bluntly, he's here to free his second or, at least, to secure the treasure map. He probably wants the map back thus the players should take their leave as fast as possible, while the newcomers make such a diversion.

Misfortune

The following days are marked by incredible misfortune, dozens of incidents keep the pirates on their teeth: the rum is actually water, termites weaken the boat, the boat squeaks so much that nobody can sleep, the food is outdated and makes everybody sick, there's no wind, then too much wind and finally the ship crashes against cliffs on a wild island, on which the crew finds shelter. In the middle of this island stands a sleeping volcano, covered in jungle. They're quite surprised when they spot an old ship aground... on top of the volcano!

El Canone Giganto

When they visit this ship they have another surprise: a giant cannon, nicknamed El Canone Giganto, is aboard! This legendary cannon fires cannonballs eight feet in diameter, no ship can resist that. They don't know how that boat could land here, maybe a hurricane dropped it here? It seems to have been here for years, and only rotten skeletons remain of the equipage. This boat is still usable, even if it's quite far from the water, and this cannon would bring victory in any naval battle. Only they need to refloat the boat. If the pirates want to try the cannon, there's a supply of giant balls in the bilge and a rock needle approximately in front of the cannon, an ideal target.

Loading the cannon takes hours to the whole crew, it's not meant to be used more than once per



battle. With a ball ready they can fire the cannon, one player character has to roll Devastate. Success or not, the recoil will dislodge the boat and make it descend the volcano then cross the beach then put it afloat, all smoothly. Yeah! Now they can sail again. The boat's name is unreadable, therefore they can name it as they want.

End Of Misfortune

But the misfortune continues, endless troubles aboard. Then one day one finds that one of the crew members is actually a woman! She's the daughter of governor Sambez, disguised, she took place aboard their ship to escape a forced marriage. Well, that's all nice but stowaways are bad luck. Under the crew's pressure, or just to play it safe with fate, it is preferable to abandon the damsel somewhere, with all the courtesy befitting gentlemen.

Once the girl is gone, everything goes better! They were right to drop her.

Sirens

The pirates can now follow the lead to the treasure, following the map. On their way they find a small rocky island covered with seductive sirens, all smiling and attractive. The crew absolutely wants to stop (the captain should tame them a bit, just to show who's in charge.) If the player characters really don't want to visit this island, it's small enough to be eradicated with El Canone Giganto.

Anyway, the sirens are fakes, it's actually a crew of she-pirates, led by Big Melinda. They try to attract ships to kill their crew and get their wealth. They must be dealt with, with the tact young ladies should expect. They have quantities of food and alcohol!

The Chase

Satiated with food, alcohol and maybe more, the pirates take their leave. Following the map, they have to pass between reefs and are in the middle of this delicate operation when the Hairy Triton, the King

of Pirates' ship, is seen! Captain Bigslap knows the player characters are heading to his treasure and he sure wants to sink them before they can find it.

A naval battle starts, maybe a very short one if the player characters successfully use El Canone Giganto, which will send a giant cannonball straight through the giant ship, who will not endure such a treatment and start to take in water. If they miss, they won't be able to reload during the battle and will have to fall back to more traditional ways of winning a naval battle. Fortunately the ship also has a quite respectable number of regular cannons, which can be used at will.

Whatever the players do, the battle must end with the disappearance of the King of Pirates and his crew: their boat sinks. If nothing the player characters do justifies a victory, you may decide that just when it was about to finish them, the Hairy Triton hits the reefs and starts to sink.

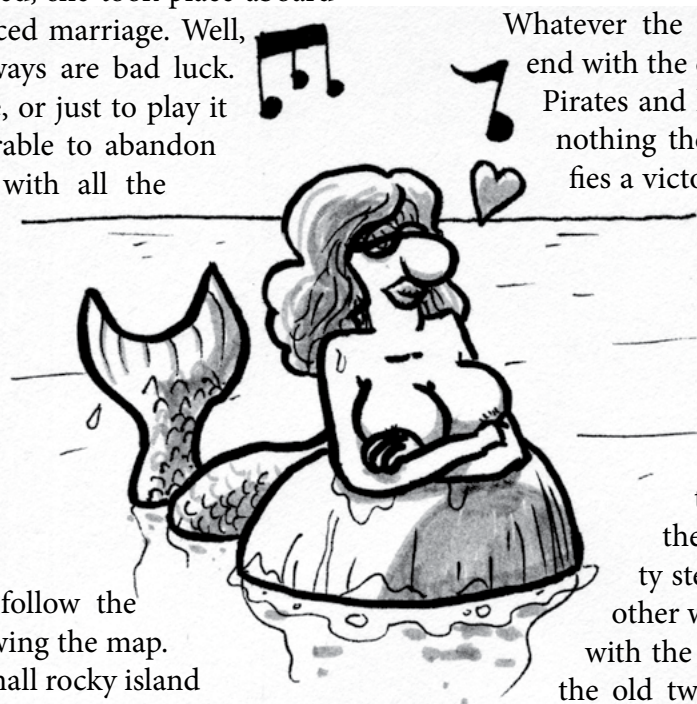
Treasure Island

At last they stop at the treasure island and can walk their way to the treasure: thirty steps this way, forty seven this other way, turn left next to the rock with the funny shape then dig below the old twisted tree, not minding the monkeys throwing rotten fruits at them.

Once the treasure is found, each pirate earns 2D6 Treasure points. If the player characters manage to get rid of their fellow crew members, they may get another 1D6 each.

The Return Of The King

But while they are going back to their ship or burying treasures, the King of Pirates reappears from nowhere! He is soaked, covered with seaweeds, tired and quite pissed off, but as vigorous as he has ever been. He'll try to hack down the pirates, who should seriously think about defending themselves. Unfortunately Bigslap was the only survivor and unless they have someone else to kill, one of them may have to break a Taboo.



Francis the Six (old salt) : he is tall and straight, has a mustache and black, greasy hairs, hiding his eyes. He has a reputation of misfortune that kind of displeases the crew. Mutinies are a frequent thing aboard, and it's a miracle he is still alive.

The shipwrecked: he ended up in water after a battle against an American ship, and was lost at sea for several weeks. He is very, very weak and — once his message given — you can dispose of him. His name is unknown, he's around thirty years old, balding and covered with scars.

Jack Pumpkin (pirate) : this guy always wears warm, dark clothes, whatever the season. He is skinny and has a big head, hence the nickname. His teeth have been carved sharp a long time ago by the King of Pirates himself. The map is tattooed on top of his head, hidden by his white hairs. He is fifty years old approximately, quite old for a pirate. He's still faithful to the captain and he won't follow the players voluntarily.

Bigslap, aka “The King of Pirates” (floating legend) : this beefy captain is Portuguese, and he is fearful. He criss-crossed the seas for years but was barely seen since he found that treasure. He has a long black beard stuffed with food remains and other detritus. This captain may seem flaccid but this look is a lure, when it's time to act he is as fast as a young cabin boy. And far more dangerous.

Consuela, daughter of governor Sambez: she's quite a savage young lady, and she has to, to dare embark on a pirate ship! Sixteen years old, good looking and well-educated, but she's a tomboy. The last guy who called her “poultry” was blinded, gelded and had his throat cut. It could have been worse if she had had a weapon at that time.

Big Melinda (older salt) : one of the few pirate women to be a captain. Her whole crew is made of women. They are all but poultry though, more like real pirates, with all the characteristics that go with it. Yet they have a kind of feminine touch with a penchant for frilly and perfumes. Some are really cute girls but Melinda is more like Bigslap, with a smaller beard. This solid shrew can take a man in one hand, like a potato sack, and throw him overboard. If a player character is Teased by this monster, he'll gain an After-Effect!

Scenario: Eye For An Eye

The following scenario is linear. Your player characters will probably modify the way things happen — for example they could take command of the ship and lead the expedition — but all in all, it should resemble the following.

Lost in the sea

In a pirate's life, there are ups and downs. The player characters are rather down now, and start this game on a paltry raft somewhere in the Caribbean sea. They have been cooked by the sun and had nothing to eat or drink for days. Plus it's hard to fulfill Daily Needs under such conditions. But before things turn nasty — one of them may have a craving to Kill — they spot a sail afar!

Saved

This frigate sails under the pirate flag. Player characters are probably going to try to be noticed and it works: the ship turns and comes to them. During its approach, the pirates can read the name painted on it: "April Foul." Not that sexy, but they are in no position to be choosy. They are quickly taken aboard and, before all, they have a chance to drink some water, a necessary evil. But unless they are really fast, they don't have time to assuage needs before the captain comes to see the new recruits. He introduces himself as being captain Picus McPranky, a name the player characters never heard before. He welcomes them without formality and tells the boatswain to integrate them to the crew. Soon the pirates detect a joyful mood aboard: sure pirates aren't of the sad type, but they hardly giggle like those ones. Even the captain always has a stupid smile on his face!

Jokes & Antics

The player characters quickly discover an evil inclination over pranks among that crew: hammock attached with elastics, farting sabers, water-shooting eye-patches, salt rum, ball o' fish — looks like a cannonball but explodes in rotten fishes with the foulest smell) and so on. Humor seems to be a re-

cruiting criteria on this boat. It's kind of friendly, but not exactly how the player characters imagined their life as pirates.

Picus McPranky's Quest

Fortunately their morale raises back when they learn that the captain is on a serious quest: he wants the immense treasure that disappeared with the Santa Contracepción, a spanish caravel. It was one of the black ships carrying gold back to Spain, but it never made it to home. It is said that the captain, Emilio Strabismo, kept the treasure for himself and took is retirement somewhere.

To find it, McPranky has a precious object: the eye of the captain! Strabismo lost it during a battle but strangely this relic is still "alive." And since Strabismo squints formidably, both eyes keep looking at eat other. McPranky managed to get one and only has to follow the gaze to find the treasure's owner.

That's how they come to find an island seemingly unoccupied. The captain makes some movements around it to be sure that the eye points to that island then decides to land. Some pirates must stay aboard while the rest takes the jolly-boats to explore the island. They walk deep in the jungle, devastating everything on their path to make a way. The captain exults, they are so close! And rightfully so, as they pass a rock...

John the Anchor

They find a small hut next to a waterfall. In front of this building stands a huge man, big, wild, a real size anchor standing on one shoulder and captain Strabismo's second eye in his open hand. Picus McPranky is speechless. Some pirates mutter, fearfully: "it's John the Anchor!"

McPranky is all but happy, since the treasure's track seems to end here. Apparently John has been shipwrecked on this island for months and lives here like Robinson Crusoe. Some pirates who already know him assess that he's a lot thinner than he used to be, which his hardly believable when you see him. No trace of a treasure here, but the shipwrecked claims he knows where it is and he is willing to lead them to it if he is accepted as captain. Picus McPranky



is outraged by such a proposition, but Anchor is far more famous than him and the decision is quickly taken. Picus is abandoned on the island, John takes command and the ship sets sail to the treasure!

The Treasure

A few days later the captain stops the ship, while there's nothing to see but water. He climbs the mainmast — who creaks under the charge — and inspects the water, a few dozen meters deep at this place. At last he finds what he was looking for and points with his finger: two shipwrecks, one of them being the Santa Contracepción! John sunk it himself during a naval battle, before taking Strabismo's remaining eye. Unfortunately his own boat was quite damaged and, unable to bear the huge captain anymore, sunk as well. Only John survived.

The captain gives orders: some crew members must carry bags of cannonballs and dive with this ballast to explore the wrecks, then replace the balls with coins and come back. The fact that the coins weight as much as the cannonballs doesn't seem to strike anyone, or at least nobody wants to think too much, this being a Taboo and all. Of course the player characters have to dive too. At their discretion, they can find a different way to go down, or take precautions, but they have to go. If necessary they will be bluntly thrown overboard, with a lot more cannonballs than necessary. "And don't bother coming back if you don't have enough gold!", yells the captain encouragingly.

Diving

Diving that deep — and that fast — gives quite a headache, but once again pirates are tough and do not formalize easily. They need to roll Spring to dive. They will go down anyway, but it is good to know if they choke with the rope, or if they drink water, if they dodge the sharks and avoid the break that opens to hundreds of yards into the darkness.

Once at the bottom the pirates can wander, kind of walking, thanks to the cannonballs. They can Kill the sharks that come too close. It's possible to Maudit, but they know the treasure is in the bilge and don't have much time to procrastinate. They'll have to Devastate to reach the bilge, but they should stay cautious or the ship may fall into the break. There's

no rule saying how long they can stay underwater, they can stay for the whole scene if they want, you just have a handy source of damage for their epic fails.

There's no way they can hide some coins on them, they know the captain will carefully frisk them back on the ship. But the most astute among the player characters will be able to bury 2D6 Treasure points underwater, before coming back with enough coins to satisfy the captain.

Bobby Nick

Unfortunately as they are coming back, Bobby Nick, the killing whale, appears from nowhere to kill them! She swallows a few pirates and smashes the wrecks, then comes after the player characters. They are climbing aboard when the whale comes out of the water behind them. She attacks the ship, biting the desk here and there, but this time the player characters can reply with the cannons! The balls don't do much damage on her — especially as half of them are balls o' fish.

While the whale is ripping a part of the rail, John commands to throw powder kegs in the beast's mouth, then they'll have to find a way to provoke the explosion. If they do, the whale really explodes, bombarding the ship with disgusting — and heavy — chunks of meat! For sure, they won't starve for days...

The Share

Now they just need to share the Treasure, they earn 1D6 points each and John makes a stop to bury all those coins. Then they can set sail again for new adventures!

Characters

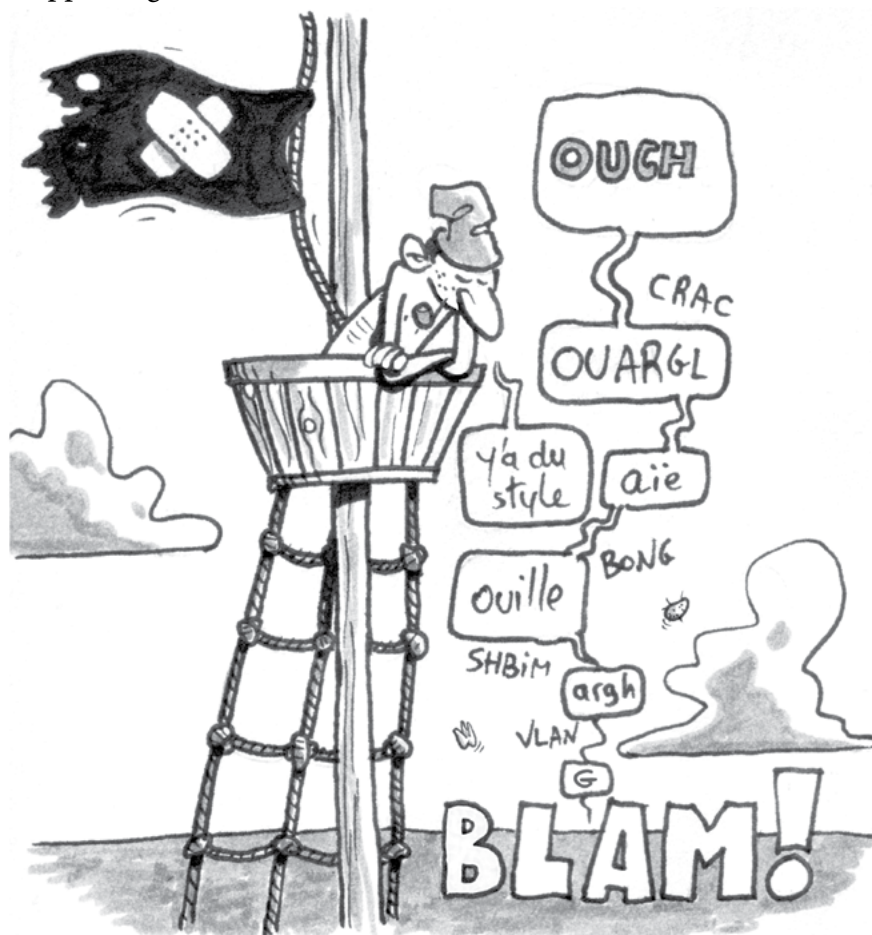
Picus McPranky (Old Salt) is a rare pirate captain: happy, kind, understanding... Not that unpleasant, if you can bear the ceaseless jokes he strongly encourages. He is a small man, in his mid life, trying to compensate his small size with a gigantic hat. Despite appearances, he is a capable captain and a good leader.

The Boatswain is probably the only person aboard (before the player characters arrive, at last) that does

not make jokes. This stoic, placid man does not seem to be able to smile. He does not react when he's the victim of a prank and doesn't talk unless it is necessary. He is built like a bull, his head is shaved and he has a low forehead. He is also a businessman, and has a complete supply of "jokes and hoaxes" in his cabin, selling them to the crew.

John the Anchor (Older Salt) is an uncommon pirate. For starters, he weighs as much as ten regular pirates, but that's not the only thing: it is said that he can survive any situation. He already has a reputation and doesn't want to stop there. He uses an anchor as a weapon — a genuine, big one — and handles it with dexterity. He frequently slaps grudging crew members with his weapon, seeing it as a gentle, inconsequential reprimand. He is approximately thirty years old, with long brown hairs and a piercing gaze.

Bobby Nick, the killing whale, is not exactly a character and thus cannot be killed by conventional means. The character players will have to Spring to avoid her attacks and to repulse the beast with the cannons to prevent her from breaking the ship. The only way to defeat the whale is indicated in the scenario: fed her with powder kegs and provoke an explosion. If the whale sinks the ship, she will eat a few more sailors before disappearing.



Option: Peculiarity

All the pirates, particularly the player characters, look quite the same. It's hardly possible to recognize them by their actions only, and you'll see it's easy to forget who is who. Here is an option for your player characters, and even for certain non-player characters: give them a Peculiarity, which will give a particular color to their actions, to differentiate them. For example a pirate can be shy, or allergic to alcohol, or even mute. It doesn't change the rules, those characters are not impaired, but they do things in a special, colorful, unique way: try to picture a blind man using a cannon! No way you'll give him a penalty or forbid him from doing something: only his descriptions will be changed.

If a player wants a Peculiarity for his character, he may roll 1D66 and refer to the following table to see what he just won. He may pick one instead. Never heard about "1D66"? Take a regular die, throw it once to get tens, throw it a second time to get units. Voilà, you have 1D66!



D66 Detail

- 11 narcoleptic
- 12 unbearable stench
- 13 two hooks
- 14 she-pirate
- 15 attracts flies
- 16 siamese twins
- 21 allergic to alcohol
- 22 dumb
- 23 blind
- 24 dwarf
- 25 giant
- 26 shy
- 31 preadolescent
- 32 no legs
- 33 fear of the dark
- 34 fear of dirt
- 35 can't count
- 36 pyromaniac

D66 Detail (continued)

- 41 squint
- 42 lepers
- 43 unknown language
- 44 cannibal
- 45 captain's snitch
- 46 compulsive liar
- 51 prehistoric man
- 52 crazy
- 53 poultry
- 54 orangutan
- 55 decrepit old man
- 56 obese
- 61 good hearted
- 62 never understands anything
- 63 ventriloquist
- 64 stylish
- 65 always giggling
- 66 zombie

Random Tables

This is where you may have to roll dice. If you need some inspiration, pick in the following tables, or roll dice and allow yourself to be surprised.

Events At Sea

- 11 dead calm, absolutely no wind
- 12 island in sight (with ruins and treasures)
- 13 a floating keg, it seems intact
- 14 it is not powder, it's pepper
- 15 merchant ship in sight
- 16 a large tropical storm arrives straight on them
- 21 a nasty epidemic breaks out aboard
- 22 one finds Inca gold hidden in the hold
- 23 explosion of the powder supply
- 24 thick fog doesn't let you see five yards afar
- 25 island in sight (populated with cannibals)
- 26 the boat creaks like crazy, it needs repairs
- 31 whale in sight, now that's a source of revenue
- 32 crack! coral damages the hull: waterway
- 33 no more alcohol aboard, not even a drop!
- 34 heavy rain, the sea moves a lot, the sky is gray
- 35 someone aboard breaks one or several Taboos
- 36 a giant whirlpool threatens the ship
- 41 a warship chases the pirates
- 42 goats flee throughout the ship
- 43 island in sight (a pirates' den)
- 44 food supplies are moldy or emptied
- 45 stowaway found aboard
- 46 procession of wealthy merchants ships, full of riches
- 51 island in sight (with a fort and several villages)
- 52 island in sight (deserted, maybe with shipwrecked)
- 53 a hurricane comes quickly on the ship
- 54 a sinking ship makes signals of distress
- 55 mutiny aboard! it had to happen, eh
- 56 one finds a hidden reserve of fine wine aboard
- 61 a sailor is accused of witchcraft
- 62 one catches a bottle containing a message
- 63 one of the sailors is actually a woman
- 64 it's fiendishly hot, the deck is super hot
- 65 the Kraken appears and breaks the ship in two parts!
- 66 the Flying Dutchman comes from nowhere!

Events Ashore

- 11 there are only women, lonely, on this island
- 12 a monastery contains precious relics
- 13 a beautiful young girl catches the eye of the captain
- 14 the governor organizes a fancy-dress ball
- 15 a famous pirate crosses their path
- 16 a dictator requisitions all the ships
- 21 military funds pass through here
- 22 it is said there is a treasure in the mountains
- 23 a magnificent residence stands on top of this island
- 24 zombies guard a treasure in a cemetery
- 25 a famous pirate hid his treasure in the jungle
- 26 the governor's daughter falls into their hands
- 31 a treacherous pirate tries to debauch the crew
- 32 a tropical storm destroys everything
- 33 a population of tough guys, no poultry
- 34 the whole crew goes to jail
- 35 a battle takes place between two factions
- 36 a legend speaks of a cave full of treasures
- 41 a very important hostage escaped
- 42 a religious festival creates animation
- 43 the population is starving
- 44 someone wants to sell them a treasure map
- 45 a shrew falls in love with the captain
- 46 a brothel said to be the best of the Caribbeans
- 51 the governor owns an Inca object, all made of gold
- 52 find shelter, a tidal wave is coming!
- 53 a hidden valley contains a strictly guarded treasure
- 54 an earthquake shakes the entire island
- 55 a formidable admiral stops on this island
- 56 residents are in open revolt against a tyrant
- 61 this island is famous for its prison
- 62 the population is poverty-struck
- 63 zombies emerge from the nearby swamp
- 64 a whole crew of pirate has been hanged
- 65 the island is infested with super aggressive chickens
- 66 a volcano erupts!

Miscellaneous

<i>die</i>	<i>nationality</i>	<i>ship</i>	<i>location</i>	<i>crew</i>	<i>treasure</i>	<i>alcohol</i>
1	French	schooner	deck	the leading seaman	Inca objects	wine
2	Spanish	brigantine	mast & sails	the elder	jewelry	beer
3	English	caravel	orlop	the boatswain	gold & silver	whisky
4	Portuguese	frigate	caboose	the cook	precious fabrics	hooch
5	Dutch	corvette	cabins	the second	eight-real coins	absinthe
6	American	galleon	proW	the captain	gemstones	rum



Pirate Names

d66	10	20	30	40	50	60
1	The Clap	Castrato	The Irish	The Dirt	Cannonball	Froggy
2	The Maggot	Rottenteeth	Fouleye	The Bastard	Potbelly	The Artist
3	Wimpy	The Jig	Slobbery	Bignose	Gibbous	The Spaniard
4	Bushed	Halfwit	Shitty	Scuffle	The Mascot	Chompers
5	The Fly	Wrinkly	Big Rod	Porpoise	Boris	Smally
6	Nantes	The Dwarf	The Gam	The Sardine	Left-Hooked	Lucky

Captain Names

d66	10	20	30	40	50	60
1	Wind Beard	John Bruman	Red	Trackass	McCrappy	El Loco
2	El Rapido	Van Brudfok	William le Fou	Zoucardo	Adam Milburn	Yellow Beard
3	Marcel le Rouge	Dragan	One-Eyed Antonio	Von Geshlöpf	Millemort	Black Beard
4	The Bull	Yellow Bob	Jan Killboy	McDorty	Jim the Jackal	Da Costa
5	Quincy Lockhead	El Magnifico	Scraped	Van Kerflew	Constantini	Yann le Gloussec
6	Georges	Melinda	Ricardo	Francis the Six	Piccus McPranky	Van Hell

Ship Names

d66	10	20	30	40	50	60
1	Crappy Mary	The Elegant	The Wroth	Unsinkable	Yellow Pearl	Lady Sophy
2	The Poseidon	The Terrible	The Killer	The Taboo	Sea King	L'Alouette
3	The Dashing Grouper	Georgette	La Pucelle	Santa Augusta	The Sinful	The Black Death
4	The Reaper	The Swallow	The Biting	Unstoppable	Unflappable	Barely Floating
5	The Vulgar	Plump Mary	The Bounding	The Happy	The Swift	The Explosive
6	Bad News	La Murène	The Infernal	The Tyrant	El Boyo	La Marie Jeanne

Island Names

d66	10	20	30	40	50	60
1	Mists	Dead's	Libertad	The Triwhales	Black	Skulls'
2	Santa Rigola	The Eglantines	Porto Giclo	Mortuad	Porto Pabo	Rigolad
3	Mads'	Lost	Golden	Cursed	Porto Porto	Porto Crado
4	Porto Toto	The Twins	Monkey	Porto Muerto	Ghost	Les Bellidades
5	Santa Josia	Cod	Suave	Verde Loria	Angelina	Santa Globad
6	Puerto Reglo	Puerto Didal	De Catafoupe	De Dorimol	Wonderful	Holly

Poultry Occupations

d66	10	20	30	40	50	60
1	priest	lumberjack	writer	librarian	innkeeper	usher
2	farmer	peasant	trader	baker	butcher	pork butcher
3	alcoholic	florist	dentist	doctor	dyer	carpenter
4	shepherd	domestic	docker	fisherman	hunter	barber
5	judge	hangman	tanner	tailor	milliner	shoemaker
6	lord	musician	actor	singer	dancer	roadman

Women Names

d66	10	20	30	40	50	60
1	Maria	Pénélope	Josephine	Mary	Sophy	Eleganza
2	Bernadette	Lucy	Ludmilla	Elizabeth	Justine	Elody
3	Marcelle	Berthe	Camilla	Liz	Manon	Claudia
4	Christina	Esperanza	Conception	Angélique	Lily	Perrine
5	Dora	Graziella	Michelle	Inès	Anne	Constance
6	Léontine	Fernande	Augustine	Cécile	Diane	Magdalena

Pirates!

Rules Brief

Pirate Tricks:

- *Maraud* to be “where you’re not wanted” (place chosen by the GM) when nobody pays attention to you,
- *Kill* to kill someone,
- *Tease* to annoy or frighten people,
- *Devastate* to ransack, pillage, search, frisk, fire a cannon or smash something,
- *Spring* to be a dare-devil and
- *Booze* to drink far too much, and earn one Luck point if the gauge isn’t full already.

Captain Trick: Rank to lead or recruit a crew, conduct the ship, take an advantage during a naval battle.

Poultry Trick: pirates don’t do poultry tricks (unless they are poultry themselves!), so they force the poultry to do it for them. Poultryies are people who do not hit back: notaries, priests, barbers, florists ...

Success: a pirate (or captain) trick is successful if the die is equal or lower than that trick’s score.

Failure: spend one Luck point or be Wounded. You’re hurt anyway.

Luck points: shared gauge, three points per player maximum.

Wounded: inactive until the next Scene.

Breaking a Taboo: take a Wound and remove 1D6 Luck points.

Taboos:

- meddling with doors,
- being rude with ladies,
- killing in odd numbers,
- drinking alone,
- thinking before acting,
- stealing from a friend.

Daily Need: roll a die when waking up, the first time the pirate successfully performs this Pirate Trick, he gets 1D6 Treasure points. He will have a new need each morning.

Explosions: when Devastate might kill people, the result of the die is also the number of kills, even when the action is a failure. You may apply a multiplier of three or five for very big explosions.

After-Effects: after very hard times, the GM may inflict an After-Effect to a pirate. After-Effects are:

- 1 burnt,
- 2 hook,
- 3 peg leg,
- 4 toothless,
- 5 eye-patch,
- 6 scars.

I’ve Had Worse: if an After-Effect justifies it, a pirate can shout “I’ve had worse!” and ignore a Wound.

Precedence: if necessary, consider that pirates with higher Reputation act first.

Booty: when he takes a booty a pirate earns one Treasure point, sometimes 1D6 for precious objects, or 2D6 for even more precious objects.

Dead Man’s Chest: when someone rolls a five, place a marker on the table. The next player to roll a five removes the marker and earns five Treasure points.

Bury a Treasure: you must bury all the points. They are added to your Reputation, and you can add one point to a Pirate Trick with a limit: 5 for 45tp, 4 for 30tp, 3 for 18tp, 2 for 9tp and 1 for 3tp.

Rank and Reputation:

0	0	cabin boy
1	50	sailor
2	120	pirate
3	250	old salt
4	500	older salt
5	1000	floating legend.

Character creation: chose a name, get 2D6 Reputation, allocate the scores 0, 1, 2, 3, 4 and 5 to the Pirate Tricks. The player may take a Peculiarity if he wants to, rolling with 1D66 or picking one.

Character death: you can kill a player character by hanging him, only it takes two or three days to kill him that way and he will probably escape in the meantime.





Pirates!

This diary belongs to

....., lawless pirate

born in 1700 and then some.

Ship

Rank	Reputation	Title
<input type="checkbox"/> 0.	0	cabin boy
<input type="checkbox"/> 1.	50	sailor
<input type="checkbox"/> 2.	120	pirate
<input type="checkbox"/> 3.	250	old salt
<input type="checkbox"/> 4.	500	older salt
<input type="checkbox"/> 5.	1000	floating legend

.....

Reputation

.....



Pirate Trick	Score
<input type="checkbox"/> 1. maraud
<input type="checkbox"/> 2. kill
<input type="checkbox"/> 3. tease
<input type="checkbox"/> 4. devastate
<input type="checkbox"/> 5. spring
<input type="checkbox"/> 6. booze



Taboo

meddling with doors
being rude with ladies
killing in odd numbers
drinking alone
thinking before acting
stealing from a friend



After-effect

- ☐ 1. burnt
- ☐ 2. hook
- ☐ 3. peg leg
- ☐ 4. toothless
- ☐ 5. patch-eye
- ☐ 6. scars

Treasures to bury

☐☐☐ 1 ☐☐☐☐☐☐☐ 2 ☐☐☐☐☐☐☐☐☐ 3 ☐☐☐☐☐☐☐☐☐ 4 ☐☐☐☐☐☐☐☐☐☐☐☐ 5

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Peculiarity

Player

Adventures

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Pirates!

Casual & funny adventures

Dirty, vile, lame, cheaters, liars and wicked, pirates roam the Caribbeans to plunder, booze, ransack and slap everything that moves.

This game uses a unique set of rules, very simple and entirely designed for the pirates' universe, playable with one die per player (*). You can create a character in less than five minutes, teach the rule while playing and perform all sorts of foolishness apace! Climb here and there, waste enemies, bury your treasures and join the ranks of the most famous pirates.

The Game Master will have an easy task, few things to prepare and few things to do while playing, apart from enjoying the adventure and giving a few objectives to the players. This book contains everything you need to play: rules, examples, scenarios, random tables for inspiration and a character sheet.

You can play *Pirates!* for free.

(*) *A regular, usual, friendly neighbourhood six-sided die.*