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Introduction

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

— Why, yes. Are you into boats, boy?

— 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.

— 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.

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

— Perfect! You know nothing and you don't think. If there's one thing I can not stand, it's when some cabin boy 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?

— A... Aye captain!

— Perfect, now let's find you a name. What about...

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

— 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.

— Chom... Chompers?

— 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?

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

— 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

— 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.

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

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

— Do you always put capital letters like that everywhere?

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

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

— 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.

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

— 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.

— Hmm, it seems important.

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

— Uh...

— 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.

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

— 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.

— Which one is the best, 0 or 5?

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

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

— 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?

— 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!

— Let me see?

Maraud	5	Devastate	0
Kill	3	Spring	4
Tease	2	Booze	1

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

— I used the scores you gave me!

— 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 hours 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.

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

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

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

bing!

— 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

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

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

— 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.

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

— 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

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

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

Maraud

— 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!

— How is the place chosen?

— 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.

— This skill is fun!

— And quite useful for the game master who wants to reveal things to the players!

— Talk about serendipity!

Kill

— Now I don't think this one takes many explanations.

— I guess it's used to kill one's fellow man. Is it bare

handed or with a weapon?

— 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

— This one looks useless.

— 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.

— Poultry? Do you grope chickens?

— 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.

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

— 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.

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

Devastate

— 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.

— 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?

— 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.

— The die? What die?

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

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

— 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!

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

— 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.

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

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

Spring

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

— Exactly! Whether on a boat or ashore, we like to climb everywhere and jump, Spring, and perform all sort of dare-devil nonsense. With style, always, 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.

— Gasp. That's quite a fall!

— 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

— Now this looks like a more peaceful activity.

— 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.

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

Tricks.

— 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

— 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?

— 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 six sided die and your action is successful if the result is equal or less than the score of that trick. It could not be easier!

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

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

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

Wounds

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

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

— 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...

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

— Ouch, I can barely move, I can't feel my legs, my vision blurs... Captain, I'm dying!

— 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.

— How long is a Scene? Ouch.

— 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. And as soon as we move on to something else everybody rises and here we go again.

Failure

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

— 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.

— How come?

— 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.

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

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

- Sure but... a truly living pirate.
- 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

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

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

— Luck o' what?

— 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!

— Ah! Hence your fondness for this trick!

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

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

— 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.

— Unless I spend a Luck point, right?

— Well, yes. Sounds stupid but you can do that, spending points when you're trying to earn some.

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

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

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

— 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

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

— Wait, you fool!

— What? What's wrong with you?

— You're not going to Booze, are you?

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

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

— Well, I know it's an Asian practice which induce risks of infection or allergic reactions due to the...

bing!

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

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

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

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

Breaking A Taboo

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

— W... What?

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

— How come?

— 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 comes from the Devil himself! As for the vanished Luck points, I suppose it's like a direct hit to the crew's morale, or maybe fate. Smells like sulfur, if you ask me.

— And, uh... What are the Taboos?

— Not so proud, now, are you?

Meddling With Doors

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

— The first Taboo!

— ...

— Why the long face?

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

— 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.

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

— 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 ax. There my poor laddie, you take that door in your face, or the ax! That's why you should not meddle with doors!

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

— 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

— What? Is this a joke? We have a Pirate Trick for

groping women and now...

— It doesn't mean you have to be rude, my boy! Remember we are gentlemen of fortune! You take your hat off, say a gallant "hello", tease her then leave her with a "good-bye." The last thing we want is people having a bad opinion of us.

— Yeah, that would be a shame.

Killing In Odd Numbers

— Veeeeeery important this one, very important!

— More than the others?

— 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.

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

— 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!

— OH!

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

— 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.

— So what?

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

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

— Oops, sorry captain.

Drinking Alone

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

— Or it is bad omen?

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

— 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?

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

Thinking Before Acting

— I must say those Taboos explain a lot.

— Yeah? What do you mean?

— 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.

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

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

— 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! 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

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

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

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

— 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

— One more thing about Taboos, captain.

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

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

— 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.

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

— When things are chaotic, like in the middle of a fight, every one has his own count. But when things are calmer and we just need a last victim to make the count even, you can help by killing someone, just like that. Don't wait too long or you might be the designated

victim!

— But what if...

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

— Uh, aye, good night captain.

TREASURE

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

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

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

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

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

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

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

— Is it... is it like puberty?

Daily Need

— 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.

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

— 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.

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

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

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

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

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

— Then you curse fate and pray for more luck the next day.

Spending Your Treasure?

— I believe those Treasure points are important.

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

— Hm? Where?

— There: "Treasures to bury."

— 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!

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

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

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

Bury A Treasure & Reputation

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

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

— And... What's the point?

— 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

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

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

Improving Pirate Tricks

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

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

— How does it work, exactly?

— 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.

— Uh, how much is too high?

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

trezur poynts	45	30	18	9	3
: eyest score	5	4	3	2	1

— I don't really understand.

— 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.

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

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

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

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

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

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

— What a waste...

— 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

— Can I dig out a Treasure I just buried?

— 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.

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

— Sure, there's always a fool to draw some. If you find a map you can use it, and if you're the first to get there you may find a treasure and gain 1D6 or maybe 2D6 Treasure points.

Pillage

— And are there other ways to earn Treasure points?

— 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.

— With Devastate, I guess...

— 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're more coins than usual in this place and it's not one but 1D6 points.

The Dead Man's Chest

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

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

— Cool, where can I find it?

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

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

— 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!

— And it works on any die roll?

— 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.

— The game must be chaotic when there's the marker, with all the players doing all sort of actions, eager to get the treasure...

— 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

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

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

— Which is what?

Rank And Captain Trick

— Don't you ever stop with the questioning? The Rank is used as a skill when you have to persuade 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.

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

— Now that's convenient, isn't it? Oh, and there's something else you must know: it only works if you have a hat, a genuine pirate hat!

— Really? That's strange.

— Nah, it's all right, you can't be the head without headgear! But using the Captain Trick is marginal, you don't use it as often as you use the Pirate Tricks.

Navigation Skills?

— 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...

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

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

— If you can find a prisoner to do that, good. Otherwise any pirate will make shift. For the food, you mix a thing or two and add some alcohol.

— And for the surgery?

— 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

— But if we need something very complex like uh... to read a book or to repair a door?

— 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

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

— Absolutely, young Chompers.

— But then... can't they die?

— Bah, who wants to die anyway? Now, there's always a way: 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.

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

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

Running The Game

— Captain, may I enter?

— Burp. Can't you leave a man alone?

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

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

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

— 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?

SMOKE AND MIRRORS

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

— 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.

— That's clever.

— And to be even more convincing you can throw some “port” and “starboard” in the conversation, instead of “up” and “down.”

— Uh, I think it's “left” and “right”, captain. By the way, I know a mnemonic to remember which one is the left. “A ship that is out on the ocean has ‘left port’.”

— 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.

— You don't say?

— There's another trick with the coins: you call them “eight-real coins” and there you are, the players think you're documented and all.



Language

— Also, I noticed we all understand each other, is this normal? Because some are Spanish, French, English, Portuguese...

— Our pirate language is an amalgam taking words from many languages, so we can gabble with almost everybody. The only circumstances where we don't understand a word is with a savage tribe, or maybe a poultry speaking in poetry.

BE LAZY

- Still, it must be some work to be game master.
- No, not with pirates: it's the dream job! For starters, you don't roll a die. Never!
- Really?

Non-Player Characters

— 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 your player characters.

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

Dead Man's What?

— There's also things you don't need to care, like the Dead Man's Chest. This one only concerns the players, to earn 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 can pick his nose.

Teach The Rules

— 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.

— Bah, our rules are progressive, you can learn them while playing. At the beginning your 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.

— But the Taboos demand some explanations!

— 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

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

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

— That's probably not very demanding.

Describe Wounds

— 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...

— 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.

— Of course, we want to have fun, not 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.

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

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

Scenario

— Does the game master need a scenario?

— 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 considerations, we are bloody pirates! And above all, don't forget to have the boat stop to bury Treasures, at least once every two hours.

— So what should a scenario contain?

— Treasures, ships, enemies, damsels, alcohol... Only things that matter, 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.

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

— Together is better, but they can have solo incursions as long as they stay in the same Scene 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.

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

COMBAT

- Dusk, already? How long did I sleep?
- Captain, captain, do you want to read the scenario I wrote?
- Hell no! Just send it to the author of this game, he'll put it in a collection.
- Still, there's one thing I don't get, it's combat.
- Well, you beat 'em until they don't move anymore and that's it. I would hardly call this complicated.
- But what can an enemy do with no stats at all?
- Usually the pirate is the one giving the assault, and he has the required stats. If he misses, it means the enemy successfully hits and the pirate takes a knock.
- Then the enemy can only react?
- 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.
- If the pirate does nothing he is automatically hit?
- Certainly! A guy tries to strike you and you don't move? What else could happen? It's act or be wounded.
- Yeah, it makes sense.
- 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!
- Kraken? I didn't sign for that!

Mass Combat

- 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.

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

— 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.

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

Big Boss

— 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 dozens of men to protect him is a real danger.

— I don't understand.

— If he decides to have the player characters wasted, or thrown at sea, or whatever, he just has to give the order and, tadam, 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.

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

— 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.

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

— Nope, 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

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

— 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.

— I suppose you meant "lax."

— That's what I said!

NAVAL BATTLE

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

— Captain! A boat!

— What? Who's talking?

- Up there, captain, I'm the lookout!
- Really? I thought you were dead. And where is that boat of yours?
- Uh... Starport?
- 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?
- The kind of...? Well it has... it has some kind of sails. And a funny statue on the front.
- Yeah, it's called a "faker head" or something. But I was referring to the flag!
- Oops sorry, captain. It's a Spanish ship!
- Okay, I'm going to conduct the maneuver.

Maneuvers

- What shall we do, flee?
- 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.
- How complicated is it to maneuver?
- 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.
- How can you get hurt when you miss a Captain Trick?
- 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.

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



Cannonade

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

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

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

— That's... That's true, captain.

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

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

— 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!

— Yay, here goes nothing...

boom!

- Now, you see? That was easy!
- I... I did it! I rolled a one on my die!
- And your cannonball went straight to the rear castle! I saw a man blown overboard.
- Only one?
- Remember, the result on your die is the number killed. Keep going!
- Uh, I was really lucky, I should stop now.
- With an odd count?
- Ah damn, I forgot. Okay I try again...

boom!

Boarding

- Chompers! Stop hiding under this cannon and go to the main deck, we're about to board!
- Argh, it hurts. Those things are so heavy!
- Next time you attach it! Never heard about recoil?
- It was attached! But I rolled a 4 so...
- 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.
- I'm coming. Ouch.
- Okay, go grab that rope and Spring to that ship.
- Captain, I'm so happy! My first boarding, like the novels, I...
- Get your weapon out, you stupid, we're not going for a picnic!
- Oops, sorry. I hut it hetween hy teeth, hike this?
- Perfect! And with those big teeth of yours your sword is not likely to fall. Now go get them!
- Yaaaaaaaaahihohihohiho!

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

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

splash!

— Chompers!

— Captain? Where are you, captain?

— Down here, in the water! Help me!

— But... What about the boarding?

— 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

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

— Enough with you! Stupid animal!

— You told me to help you!

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

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

— 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?

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

— Don't worry, they won't be long.

— Uh, what shall we do?

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

— Damn. How long does it take, usually?

— 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.

— Like, we find an island?

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

After-Effects

— 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.

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

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

— 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.

— But how could I lose a limb like that?

— After extremely hard times like a shipwreck, a fire, torture or a marriage, you might keep an After-Effect, but no more than your Rank. The game master picks one that seems appropriate, or the player 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.

- | | | | |
|---|---------|---|----------------|
| 1 | burnt | 4 | toothless |
| 2 | hook | 5 | eye-patch |
| 3 | peg leg | 6 | missing ear(s) |

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

— 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.

— 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!

— What? Don't be silly now, what do you know about sharks anyway?

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

— 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!

— 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

annexes, some random tables to find inspiration, before or during a game, and also a rules brief, 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 ax 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 ax 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 poultries 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, 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 no 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 many 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 before 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 deck, 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 deck. 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 deck 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 deck, 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 coming 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.



Note to Spanish Readers: thanks to the website <http://www.labsk.net/wkr/>, I received hundreds of visits from Spain, some of you seem to be interested in my game. I would like to apologize for the phony Spanish you'll find in some scenarios or random tables: truth be told, I don't speak a word of Spanish so I just made funny sounding names. By all means, take a just revenge and make them phony French names!

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 has a foot 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 marauding 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 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, no finesse, 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 in 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 the 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 stow-aways 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, kill a dude, another one to be sure, 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.

Characters

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, 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 found 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. 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 recruiting 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 relic: 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 is 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 Concepción! John sunk it himself during a naval battle, before taking Strabismo's remaining eye. Unfortunately his own boat was quite damaged and 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 Maraud, 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 deck 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 hair 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: feed 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, so 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 an experienced 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!

<i>D66</i>	<i>Peculiarity</i>
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
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 a die. If you need some inspiration, pick in the following tables, or point randomly and allow yourself to be surprised.

Events At Sea: dead calm, absolutely no wind / island in sight (with ruins and treasures) / a floating keg, it seems intact / it is not powder, it's pepper / merchant ship in sight / a large tropical storm arrives straight on them / a nasty epidemic breaks out aboard / one finds Inca gold hidden in the hold / explosion of the powder supply / thick fog doesn't let you see five yards afar / island in sight (populated with cannibals) / the boat creaks like crazy, it needs repairs / whale in sight, now that's a source of revenue / crack! coral damages the hull: waterway / no more alcohol aboard, not even a drop! / heavy rain, the sea moves a lot, the sky is gray / someone aboard breaks one or several Taboos / a giant whirlpool threatens the ship / a warship chases the pirates / goats flee throughout the ship / island in sight (a pirates' den) / food supplies are moldy or emptied / stowaway found aboard / procession of wealthy merchants ships, full of riches / island in sight (with a fort and several villages) / island in sight (deserted, maybe with shipwrecked) / a hurricane comes quickly on the ship / a sinking ship makes signals of distress / mutiny aboard! it had to happen, eh / one finds a hidden reserve of fine wine aboard / a sailor is accused of witchcraft / one catches a bottle containing a message / one of the sailors is actually a woman / it's fiendishly hot, the deck is scorching / the Kraken appears and breaks the ship in two parts! / the Flaying Dutchman comes from nowhere!

Events Ashore: there are only women, lonely, on this island / a monastery contains precious relics / a beautiful young girl catches the eye of the captain / the governor orga-

nizes a fancy-dress ball / a famous pirate crosses their path / a dictator requisitions all the ships / military funds pass through here / it is said there is a treasure in the mountains / a magnificent residence stands on top of this island / zombies guard a treasure in a cemetery / a famous pirate hid his treasure in the jungle / the governor's daughter falls into their hands / a treacherous pirate tries to debauch the crew / a tropical storm destroys everything / a population of tough guys, no poultry / all the crew goes to jail / a battle takes place between two factions / a legend speaks of a cave full of treasures / a very important hostage escaped / a religious festival creates animation / the population is starving / someone wants to sell them a treasure map / a shrew falls in love with the captain / a brothel said to be the best of the Caribbean / the governor owns an Inca object, all made of gold / find shelter, a tidal wave is coming! / a hidden valley contains a strictly guarded treasure / an earthquake shakes the entire island / a formidable admiral stops on this island / residents are in open revolt against a tyrant / this island is famous for its prison / the population is poverty-struck / zombies emerge from the nearby swamp / a whole crew of pirate has been hanged / the island is infested with super aggressive chickens / a volcano erupts!

Nationality: French / Spanish / English / Portuguese / Dutch / American

Ship: schooner / brigantine / caravel / frigate / corvette / galleon

Location: deck / mast & sail / orlop / caboose / cabins / prow

Crew: the leading seaman / the elder / the boatswain / the cook / a sailor / the captain

Treasure: Inca objects / jewelry / gold & silver / precious

fabrics / eight-real coins / gemstones

Alcohol: wine / beer / whisky / hooch / absinthe / rum

Pirate Names: The Clap / Castrato / The Irish / The Dirt / Cannonball / Froggy / Le Maggot / Rottenteeth / Fouleye / The Bastard / Potbelly / The Artist / Wimpy / The Jig / Slobbery / Bignose / Gibbous / The Spaniard / Bushed / Halfwit / Shitty / Scuffle / The Mascot / Chompers / The Fly / Wrinkly / Big Rod / Porpoise / Boris / Smally / Nantes / The Dwarf / The Gam / The Sardine / Left-Hooked / Lucky

Captain Names: Wind Beard / John Bruman / Red / Trackass / McCrappy / El Loco / El Rapido / Van Brudfok / William le Fou / Zoucardo / Adam Milburn / Yellow Beard / Marcel le Rouge / Dragan / One-Eyed Antonio / Von Geshlöpff / Millemort / Black Beard / The Bull / Yellow Bob / Jan Killboy / McDorty / Jim the Jackal / Da Costa / Quincy Lockhead / El Magnifico / Scraped / Van Kerflew / Constantini / Yann le Gloussec / Georges / Melinda / Ricardo / Francis the Six / Piccus McPranky / Van Hell

Ship Names: Crappy Mary / The Elegant / The Wroth / Unsinkable / Yellow Pearl / Lady Sophy / The Neptune / The Terrible / The Killer / The Taboo / Sea King / L'Alouette / The Dashing Grouper / Georgette / La Pucelle / Santa Augusta / The Sinful / The Black Death / The Reaper / The Swallow / The Biting / Unstoppable / Unflappable / Barely Floating / The Vulgar / Plump Mary / The Bounding / The Happy / The Swift / The Explosive / Bad News / La Murène / The Infernal / The Tyrant / El Boyo / La Marie Jeanne

Women Names: Maria / Pénélope / Josephine / Mary / Sophy / Eleganza / Bernadette / Lucy / Ludmilla / Elizabeth / Justine / Elody / Marcelle / Berthe / Camilla / Liz / Manon / Claudia / Christina / Esperanza / Conception / Angélique /

Lily / Perrine / Dora / Graziella / Michelle / Inès / Anne /
Constance / Léontine / Fernande / Augustine / Cécile /
Diane / Magdalena

Island Names: Mists Island / Dead's Island / Libertad /
The Triwhales / Black Island / Skulls' Island / Santa Rigola /
The Eglantines / Porto Giclo / Mortuad / Porto Pabo /
Rigolad / Mads' Island / Lost Island / Golden Island / Cursed
Island / Porto Porto / Porto Crado / Porto Toto / The Twins /
Monkey Island / Porto Muerto / Ghost Island / Les Belli-
dades / Santa Josia / Cod Island / Suave Island / Verde Loria /
Angelina Island / Santa Globad / Puerto Reglo / Puerto
Didal / De Catafoupe Island / De Dorimol / Wonderful
Island / Holly Island

Poultry Occupations: priest / lumberjack / writer /
librarian / innkeeper / usher / farmer / peasant / trader /
baker / butcher / pork butcher / alcoholic / florist / dentist /
doctor / dyer / carpenter / shepherd / domestic / docker /
fisherman / hunter / barber / judge / hangman / tanner /
tailor / milliner / shoemaker / lord / musician / actor /
singer / dancer / roadman

RULES BRIEF

Pirate Tricks:

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

Captain Trick: Rank to persuade a crew, conduct the ship, take an advantage during a naval battle. A pirate hat is mandatory.

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

Success: a pirate (or captain) trick is successful if the D6 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.

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.

Breaking a Taboo: take a Wound and remove 1D6

Luck points.

Taboos:

1. meddling with doors
2. being rude with ladies
3. killing in odd numbers
4. drinking alone
5. thinking before acting
6. stealing from a friend

After-Effects: after very hard times, the GM may inflict an After-Effect to a pirate, but no more than one per Rank. After-Effects are:

- | | | | |
|---|---------|---|----------------|
| 1 | burnt | 4 | toothless |
| 2 | hook | 5 | eye-patch |
| 3 | peg leg | 6 | missing ear(s) |

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

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.

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

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:

trezur poynts	45	30	18	9	3
: eyest score	5	4	3	2	1

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.

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

Rank and Reputation:

<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

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.

