

M20 Pirates:

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The Year is somewhere between the 1650s and the 1730s. Piracy is in its golden age on the American coast. (known as the Spanish Main.) You embark your quest as a lone privateer (or captain of a small ship instead, if you want). The time period is also roughly the age of Napoleon Bonaparte as well if you want to use the muskets, cannons and ships for that type of scenario the rules should also work.

Creating a Character:

Every new player starts out as an aspiring pirate captain.

New Characters Pick 1 Trait 2 stats and 5 skills. Pick 1 skill every level and Pick 1 stat and 1 Trait every 3 levels. (3,6,9,12,15,18,21 etc.). You get +1D6/Per Level HP. At every 3 levels (starting on level 3) you go up a rank. The Ranks are: Captain, Major, Colonel, Admiral, Baron, Count, Marquis, Duke. Maximum 6+ to any rolls.

Traits:

Bloodthirsty (+2 to damage with melee attacks)

Quick (+2 to Init)

Excellent ship pilot (+2 to pilot ship)

Dead eye(+2 to hit Ranged attacks)

Swordsmanship(+2 to hit/defend with melee)

Charismatic (+2 to Communication)

Strong(+2 Physical)

Learned(+2 to Knowledge)

Stealthy (+ 2 to subterfuge)

Dual-wield (Level 1 (-2 to hit) Level 2 (-4 to hit) Level 3 (+2 to hit)

Sapper (+2 to use/throw explosives)

Cannoneer (+2 to hit with cannons)

Navigator (+2 to navigation)

*You can level up a trait instead of choosing a different one for the same bonus. (up to a max of 3 times)

Weapons:

Close Combat	Damage	Cost	2 Handed Guns	Damage	Cost
Dirk	1D4		7 Musket	3D8	21
Dagger	1D4		8 Musketoen	3D8+1	20
Boarding Axe	1D10		9 Blunderbuss	2D10	18
Boarding Pike	1D8		7 Pistols	Damage	Cost
Marlinespike	1D8		7 Flintlock Pistol	2D6	20
Throwing Axe	1D6		4 Multi-Barrel Pistol	2D4	25
Swords	Damage	Cost	(x2 or 4 barrels)		
Cutlass	1D6		13 Volley Pistol	2D4 x (1,2 or 4)	21
Rapier	1D6		13 (x2 or 4 barrels)		
Broadsword	1D8		11 Pocket Pistol	1D8	15
Short Sword	1D6		10 Blunderbuss Pistol	2D8	20
Long Sword	1D6		12 Dueling Pistol	2D6	22
Saber	1D6		10 Cannons	Damage	Cost
Bording Hook	1D6		2 Swivel Gun	1D12	22
Small Sword	1D4		3 Carronade	8D12	32

*Guns take 2 rounds to reload after each shot. (It takes 1 Turn to switch multibarrel before refire and 2 turns to reload it.

Table: Alchemical items	
d%	Name
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks, 20 gp each)
13–24	Acid (2d4 flasks, 10 gp each)
25–36	Smokesticks (1d4 sticks, 20 gp each)
37–48	Holy water (1d4 flasks, 25 gp each)
49–62	Antitoxin (1d4 doses, 50 gp each)
63–74	Everburning torch
75–88	Tanglefoot bags (1d4 bags, 50 gp each)
89–100	Thunderstones (1d4 stones, 30 gp each)

Table: Armour	
d%	Name
01–12	Chain shirt (100 gp)
13–18	Masterwork studded leather (175 gp)
19–26	Breastplate (200 gp)
27–34	Banded mail (250 gp)
35–54	Half-plate (600 gp)
55–80	Full plate (1,500 gp)
81–90	Helm (100 gp)
01–50	Buckler (205 gp)
51–100	Shield (257 gp)
91–100	Masterwork shield (400 gp)
01–17	Buckler (165 gp)
18–40	Light wooden shield (153 gp)
41–60	Light steel shield (159 gp)
61–83	Heavy wooden shield (157 gp)
84–100	Heavy steel shield (170 gp)

Table: Weapon Quality	
d%	Name
51–83	Weapons
01–50	Common weapon
51–70	Uncommon weapon +1
71–100	Rare weapon +2

Table: Mundane Items 5-6

d%	Name
84–100	Tools and gear
01–03	Backpack, empty (2 gp)
04–06	Crowbar (2 gp)
07–11	Lantern, bullseye (12 gp)
12–16	Lock, simple (20 gp)
17–21	Lock, average (40 gp)
22–28	Lock, good (80 gp)
29–35	Lock, superior (150 gp)
36–40	Manacles, masterwork (50 gp)
41–43	Mirror, small steel (10 gp)
44–46	Rope, silk (50 ft.) (10 gp)
47–53	Spyglass (1,000 gp)
54–58	Artisan tools, masterwork (55 gp)
59–63	Climber's kit (80 gp)
64–68	Disguise kit (50 gp)
69–73	Healer's kit (50 gp)
74–77	Holy symbol, silver (25 gp)
78–81	Hourglass (25 gp)
82–88	Magnifying glass (100 gp)
89–95	Musical inst., masterwork(100 gp)
96–100	Thief tools, masterwork (50 gp)

Name	MPH	MPD	Can	Crew	Cargo	Cost	Man	Hard	HP	#	Size
Pinnacle	2	48	8	64	20	500	-4	15	66	C	VS
Sloop	2	48	12	96	40	1000	-4	15	68	C	S
Sloop of War	3	72	12	100	50	1250	-4	15	70	C	S
Royal Sloop	3	72	20	125	60	1500	-4	15	72	V R	S
Coastal Barque	3	72	12	75	60	1250	-6	15	70	C	S-M
Barque	3	72	16	128	60	1500	-6	15	70	C	M
Ocean Barque	3	72	16	125	80	1650	-6	15	70	U	M
Brigantine	2	48	20	125	60	2000	-6	15	68	C	M
Brig	2	48	24	150	70	3000	-6	15	70	U	M
Name	MPH	MPD	Can	Crew	Cargo	Cost	Man	Hard	HP	#	Size
Brig of War	2	48	32	200	70	3500	-6	15	72	U	M-L
Cargo Fluyt	3	72	20	160	80	2000	-4	15	70	C	M-L
Merchantman	3	72	24	198	100	2500	-4	15	70	C	M
Frigate	3	72	28	224	120	3000	-6	15	72	C	L
LFrigate	3	72	40	250	90	3500	-6	15	76	V.R	L
Fast Gal	4	96	24	160	80	2800	-8	15	74	U	L
War Gal	4	96	32	200	90	2800	-8	15	76	C	L
Galleon	4	96	40	250	100	3500	-8	15	78	R	L
Raft or Barge	1/2	5	0	10	0	0	-8	15	20	C	VS

Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, you can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. **MPH = Miles per Hour, MPD = Miles Per Day, Can = Number of Cannons, Man = Maneuvers, Hard = Hardness, # = Number in appearance**

Size:

- VS = Very Small
- S = Small
- M = Medium
- L = Large

Table: Treasure Values		per Encounter	
Encounter Level	Treasure Per	Encounter Level	Treasure Per
1	300	11	7,500
2	600	12	9,800
3	900	13	13,000
4	1,200	14	17,000
5	1,600	15	22,000
6	2,000	16	28,000
7	2,600	17	36,000
8	3,400	18	47,000
9	4,500	19	61,000
10	6,000	20	80,000

Table: Treasure	Results (GP)	Table: Treasure	Results (GP)
Gem	275	Min. Magic Item	1,000
Art Object	1,100	Med. Magic Item	10,000
Mundane Item	350	Maj. Magic Item	40,000

Table: Gems			
d%	Value GP	Average	Examples
01–25	4d4	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli
26–50	2d4 x 10	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper
51–70	4d4 x 10	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade
71–90	2d4 x 100	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel
91–99	4d4 x 100	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow
100	2d4 x 1,000	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown

Table: Art Objects			
d%	Value in GP	Average	Examples
01–10	1d10 x 10	55 gp	Silver chain; carved bone or ivory statuette; small gold bracelet
11–25	3d6 x 10	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines
26–40	1d6 x 100	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10 x 100	550 gp	Silver comb with moonstones; silver-plated steel longsword
51–60	2d6 x 100	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems
61–70	3d6 x 100	1,050 gp	Gold dragon comb with red garnet eye
71–80	4d6 x 100	1,400 gp	Eyepatch with mock eye of sapphire and moonstone
81–85	5d6 x 100	1,750 gp	Velvet mantle with numerous moonstones; sapphire pendant
86–90	1d4 x 1,000	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000	3,500 gp	Golden circlet; a string of small pink pearls (necklace)
96–99	2d4 x 1,000	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 x 1,000	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Table: Horses						
Horses	HD	AC	Attack	Attack 2	St	Mr
Horse (Riding)	2D8	12	bite +2	kick +2 (1d4)	17	7
Horse (War)	3D8	12	bite +2	kick +3(1d4)	16	9

Table: Enemies							
Name	HP	AC	Weapon 1	Weapon 2	St	Mr	Gold
Swabbie	6	10	Dagger (1D4)	N/A	0 (10)	10	5
Crewman	8	11	Short Sword (1D6)	Dagger (1D4)	1 (13)	12	10
Pirate	14	14	Cutlass (1D6*	Dagger (1D4)	2 (16)	15	15
Gunner	12	13	Musketoon (2D8)	Dagger (1D4)	2 (16)	15	15
Rifleman	13	13	Musket (3D8)	Dagger (1D4)	1 (13)	13	15
Captain	20	16	Flintlock Pistol (2D6)	Cutlass (1D6)	3 (19)	20	25
First Mate	18	15	Flintlock Pistol (2D6)	Rapier (1D6)	2 (16)	15	20
Treasurer	8	10	Dagger (1D4)	N/A	0 (10)	10	25