

PIRATES OF LEGEND

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INTRODUCTION

'A Pyrate is Hostis humanis generis, a common Enemy, with whom neither Faith nor Oath is to be kept... if Pyracy be committed on the Ocean, and the Pyrates in the attempt be overcome, the Captors may, without any Solemnity of Condemnation, hang them up at the Main-Yard; if they are brought to the next Port, & the Judge rejects the Tryal, or the Captors cannot wait for the Judge, without Peril or Loss, Justice may be done upon them by the Captors.'

— From A General History of the Robberies & Murders of the Most Notorious Pirates

The golden age of piracy lasted only three or four decades, yet its mythic legacy has endured now for two or three centuries. While piracy – taking and robbing ships at sea – is ancient, and continues to this day, the common concept of the pirate, with his devilish ways, his regalia of pistols and parrots and skulls, his cant and his cruelty, is defined by that golden age, by the period roughly from 1680 to 1720, when the pirates were hunted down by the English Royal Navy. This book brings the pirates of that era – and other times – to life in *Legend* campaigns.

The Players and the Games Master should familiarise themselves with the *Legend* rules as found in the *Legend Core Rulebook*. When they are happy they know how to play the game then it is off to *The Making of a Pirate* chapter to roll up their pirates, with visits to the *Reputation*, *Legendary Abilities & Vices*, *Chattels Blades & Curses* and *Crews & Sworn Companions* chapters to round out the Adventurers.

Both *Ships & the Sea* and the acts of *Piracy & Plunder* are described in the chapters of the same titles, while *Combat on the High Seas* gives rules for all manner of encounters and battles. *Ports, Trade and the Law* gives Adventurers a place to hide out and sell their ill-gotten gains. Finally there are several different styles of play open to the group, which are discussed in the *Campaigns* chapter.

Credits: Thanks to Sean Demory for the whole 'Pirates & Clockworks' section, Andrew Aulenbach & Wanda White for historical details and good advice, & Ian Sturrock for permission to plunder.

THE MAKING OF A PIRATE

Before touching the dice, discuss your pirate with the other players and the Games Master. A beginning Adventurer is a young pirate, at the start of his career. Maybe he has just joined a pirate crew, or maybe that will happen in his first adventure.

Adventurer Generation

Pirates of Legend are created using the standard rules from the *Legend Core Rulebook*, with the following changes.

Part 0: Initial Concept

Why is your Adventurer a pirate? Did he run away to the sea for plunder? To escape a cruel master? Out of desperation? Perhaps he was kidnapped by a pirate crew, because he is a talented carpenter or gunner? Does he dream of retiring from the sea when he has enough money to buy the hand of some pretty girl, or will he be satisfied only with a mansion and a title and a pardon from the King? Does he want revenge on a particular foe, or does he want to send all humanity to hell?

Part 1: Characteristics

No changes.

Part 2: Attributes

No changes.

Part 3: Basic Skills

There are two new basic weapon skills, Pistols and Longarms. See page 31 for descriptions of gunpowder weapons.

Many *Legend* weapons are no longer in common use in the era of pirates. Shields, spears, hammers, flails and most swords are now relegated to museums or primitive barbaric tribes, as are bows and crossbows. Common weapons are rapiers and cutlasses, daggers, pikes and other polearms, and guns of all sorts.

Part 4: Previous Experience

Primitives and Barbarians may add Longarms +10% to their list of available weapon skills.

Nomads may add both Pistols +10% and Longarms +10% to their list of available weapon skills. They may also add Courtesy to the list of Advanced skills they can pick.

Civilised may add both Pistols +15% and Longarms +15% to their list of available weapon skills. They also automatically get the Courtesy skill.

Mariner

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
All Mariner Adventurers gain the following bonuses: +30% to <i>Culture (Own)</i> and <i>Lore (Regional)</i> +20% to <i>Swim</i>	Mariner Adventurers choose two Combat Styles from the following and gain a 10% bonus to each: <i>Axe, Dagger, Pistol, Rapier and Unarmed</i>	All Mariner Adventurers gain the following Advanced Skills: <i>Language (native)</i> +50% <i>Boating</i> <i>Ship Handling</i>	Mariners begin the game with 4D6 x 25 Silver

Starting Money

An Adventurer's starting money is calculated in Spanish reales, which are roughly equal in value to *Legend* silver coins.

In addition to an Adventurer's starting money, he gets the set trappings of his profession and also some random equipment, reflecting the take-what-you-can-get randomness of the pirate lifestyle. See the Random Starting Equipment table.

A list of common Professions for pirate campaigns is given here but a follower of any profession at all could end up as a pirate. Among the pirates, a man's past life was considered irrelevant and many became pirates to escape some tragedy in their backgrounds.

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills	Magic
Apothecary	Civilised	Evaluate +10%, First Aid +10%, Lore (Plant) +10%	Lore (Chemistry), Healing	—
Blacksmith	Barbarian, Civilised	Evaluate +5%, Resilience +5%	Craft (blacksmith), Lore (mineral) Pick One Engineering, Mechanisms, Handiwork, Craft (Armourer), Craft (Weaponsmith), Craft (Gunsmith)	—
Buccaneer	Barbarian, Civilised, Mariner	Sing +5%, Stealth +5% Pick One Combat Style appropriate to your culture at a +10% bonus	Boating, Survival, Track Pick One Language (any), Lore (any), Shiphandling	—
Cabin Boy	Peasant, Civilised	Evade +5%, Perception +5%, Stealth +10%	Boating, Shiphandling Pick Two Disguise Language (any) Lore (any) Play Instrument Streetwise Survival	—
Cannoneer	Mariner Civilised	First Aid +5%, Perception +10%, Resilience +5%, Pick Two Combat Styles appropriate to your culture at a +10% bonus	Gunnery Engineering Pick Two Craft (Chemistry) Craft (Blacksmithing), Healing, Mechanisms, Shiphandling, Handiwork	—

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills	Magic
Clerk	Civilised	Courtesy +5% Evaluate +10%, Influence +10%, Lore (World) +10%, Persistence +5%	Language (any) Lore (any) +10% Pick Two Courtesy Lore (any) Language (any) Streetwise	—
Craftsman	Barbarian, Civilised	Evaluate +10%, Influence +5%, Persistence +5%	Craft (any) +10% Pick One Craft (other), Engineering, Mechanisms, Handiwork	—
Diplomat	Civilised,	Influence +20%, Lore (World) +10%, Perception +10%	Courtesy Pick One Dance, Language, Lore, Play Instrument	—
Doctor	Civilised,	Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%	Courtesy, Healing	—
Entertainer	Barbarian, Civilised, Noble	Influence +10%, Perception +5%, Sing +5%, Stealth +5% Pick Two Acrobatics +10%, Evade +5%, Lore (World) +10%, Sing +10%, Sleight +10%, Stealth +10%,	Pick Two Courtesy, Dance, Disguise Mechanisms, Play Instrument, Streetwise	—