

ALL HANDS ON DICE

Table 40: Sailing

Roll	The day's voyage
12	Good weather; sail an extra 1-12 leagues
9-11	Smooth sailing
8	Bad food; loss of 10-120 total days' worth
7	Troubled crew; loss of 1-6 Morale
6	Storm
5	Reefs
2-4	Possibly lost; Navigation Check required
1	Encounter

Table 37: Crewmen

Roll	Level	Ability	Skill	Defense
12	6	9	4	10
11	6	8	3	9
10	5	7	2	8
9	5	6	2	8
8	4	5	2	7
7	4	4	1	7
6	3	4	1	6
5	3	3	1	6
4	2	3	1	5
3	2	2	0	5
2	1	2	0	4
1	1	1	0	4

Table 7: Group Searching

Searching party	Bonus
10+	+3
5-9	+2
2-4	+1
1	+0

Table 63: Character Fears

Roll	Character's fear	Penalty
12	No fear	-
11	Fire	-1
10	Strange or unknown noises	-1
9	Utter darkness	-2
8	Utter silence	-2
7	Heights (higher than any mast)	-2
6	Animal with scores (shark, etc.)	-3
5	Skeletons and human remains	-3
4	Storms at sea	-3
3	Magic	-4
2	Curses	-4
1	Roll twice on this chart	-

Table 8: Traveling

Roll	The day's travel
11-12	Clear weather; gain 1-3 leagues
5-10	No occurrences
3-4	Foul weather; lose 1-4 leagues
2	Lost; lose 1-12 leagues
1	Disease; poison level 1 to each person

Table 5: Common Ability Checks

Accomplishment	Ability	Modifier
Stack dead bodies	Brawn	+1
Force open a stuck door	Brawn	+0
Force open a sealed door	Brawn	-2
Swing between ships	Agility	+2
Swing through a window	Agility	+0
Change ships in a storm	Agility	-2
Walk a tightrope	Agility	-3
Take pain without sound	Endurance	+1
Make a floor 'slippery'	Endurance	+0
Eat spoiled food safely	Endurance	-2
Last all night in bed	Endurance	-4
Go a day without food	Girth	+2
Win a 'beauty' contest	Girth	+1
Feign death for 1 Round	Girth	+0
Translate a political spiel	Wits	+2
Recount a full speech	Wits	+1
Read weathered writing	Wits	+0
Memorize a single page	Wits	-2
Hear a PC call for help	Intuition	+3
Hear an NPC call for aid	Intuition	+1
Eavesdrop on tavern talk	Intuition	+0
Notice a trap just in time	Intuition	-2
Awaken when threatened	Intuition	-3
Woo a lovely lady	Charisma	+1
Tell a convincing lie	Charisma	+0
Pass for a gentleman	Charisma	-2
Pass for the opposite sex	Charisma	-4
Fall onto something soft	Luck	+1
Your cell left unlocked	Luck	+0
Name mistaken by guards	Luck	-1

Table 6: Combined Ability Checks

Help	Ability Check bonus
20+	+4
14-19	+3
8-13	+2
1-7	+1

DEAD MEN ROLL NO DICE

Table 11: General Critical Hits

Roll	Critical result
12	Death!
11	All of the target's armor is destroyed
10	Target knocked off nearest height
9	Arm lost
8	Hand lost
7	Leg lost
6	Foot lost
5	Eye lost
3-4	Target stunned; attacker receives free Turn
1-2	Penalty from wound is doubled

Table 12: General Critical Misses

Roll	Critical result
12	Fall over; next Turn getting back to feet
11	Runs out of gunshot (guns only)
10	Attacker falls off nearest height
9	Compromising position; enemy gets a Turn
8	Weapon lost (flung, disarmed, etc.)
7	Weapon breaks or explodes
6	Hits own self
4-5	Hits friend or ally
1-3	Defender's choice!

Table 74: Saving Throws

Situation	Save
Plague	6
Sinking ship	7
Explosions	8
Falling off a great height	9
Cave-in	10
Tortured 'to death'	11
Swim great distances	12

Table 10: Slow Death

Roll	The Character dies . . .
12	Another day; gains 10-120 Experience
10-11	Some other time; it's just a flesh wound
9	After 1-6 Rounds if his killer is not dead
7-8	When he fails a now daily Luck Check
5-6	As soon as the battle is finished
2-4	Instantly
1	In a horrific way that leaves no body

Table 43: Critical Salvos

Roll	Critical salvo
12	Hit's powder hold; enemy ship destroyed!
9-11	Enemy needs time to recover; loses Turn
7-8	3-36 crewmen killed
6	1-12 cannon destroyed
4-5	Triple normal Damage
1-3	Double normal Damage

Table 44: Critical Blunders

Roll	Critical blunder
12	Attacker's choice
9-11	Backfire; 1-12 crewmen killed
7-8	Disabled; enemy gets free Turn
5-6	Backfire; 1-12 cannon blow up
4	Ship afire; lose 1-3 Turns
3	Ship afire; 2-24 Hull lost or lose 3 Turns
2	Hits allied ship (if there is one)
1	Defender's choice!

Table 42: Ship Damage

Roll	Damage to the ship
12	No damage beyond normal Hull Points
10-11	1-12 crewmen killed
8-9	1-3 cannon destroyed
7	Crow's nest lost; -1 to Navigation Checks
6	Longboat or anchor lost (roller's choice)
4-5	Sail damage; -1 league to base speed
3	Lost a mast; -3 leagues to base speed
2	10-120 additional Hull Points lost
1	Hold hit; 1000-12000 in treasure lost!
0*	Hull drawing water; sinks in 1-12 Rounds

Table 48: Fort Damage

Roll	Damage to the fortifications
10-12	No damage beyond normal Defense Points
6-9	1-6 crewmen killed
3-5	1-3 cannon destroyed
2	10-120 additional Defense Points lost
1	Vaults hit; 1000-12000 in treasure lost!

Table 60: Defense Scores

Total Scores	Defense Score	Attack Bonus
28-36	10	+2
24-27	9	+1
20-23	8	+1

DAVEY JONES RULES



Table 13: Critical Hits Aboard Ship

Roll	Critical result
12	Gruesome death; 1-6 enemies surrender
11	Cannon fire; kills enemy plus 1-6 more
10	Stray shot hits the enemy captain!
9	Sets enemy ship afire; 3-36 Hull Points
8	Sets enemy ship afire; 1-12 Hull Points
7	Leg or arm lost; attacker's choice
6	Eye, hand or foot lost; attacker's choice
4-5	Chased up high into the rigging
1-3	Knocked overboard; 1-3 Rounds to return

Table 17: Critical Misses Aboard Ship

Roll	Critical result
12	Chased up into the rigging
11	Runs out of gunshot (guns only)
10	Falls overboard; 1-4 Rounds to return
9	Cornered; enemy gets free Turn
8	Weapon breaks or explodes
7	Caught in anchor chain and it's dropped!
6	Hits powder kegs; kill 1-6 fellow crewmen
4-5	Hits own self
1-3	Hits friend or ally

Table 14: Critical Hits Up High

Roll	Critical result
12	Death!
11	Arm, leg or eye lost; attacker's choice
10	Penalty from wound is doubled
6-9	Falls to hard surface; 1-6 Base Damage
4-5	Drops his weapon to places far below
1-3	Falls to water; 1-6 Rounds to return

Table 18: Critical Misses Up High

Roll	Critical result
12	Runs out of gunshot (guns only)
11	Drops weapon to places far below
10	Agility Check or fall to your death
6-9	Falls into water; 1-6 Rounds to return
4-5	Falls to hard surface; 1-6 Base Damage
1-3	Hits friend or ally

Table 15: Critical Hits In Caverns

Roll	Critical result
12	Horrifying death; +3 to next Initiative
11	Death!
9-10	Arm, leg or eye lost; attacker's choice
6-8	Hand or foot lost; attacker's choice
4-5	Target trips; attacker gets +3 to next attack
1-3	Breaks enemy's weapon

Table 19: Critical Misses In Caverns

Roll	Critical result
12	Trips; -3 to next attack
11	Runs out of gunshot (guns only)
10	Causes cave-in; 1-6 random people buried
6-9	Ricochet (guns only); hits random target
4-5	Hits own self
1-3	Hits friend or ally

Table 16: Critical Hits In Water

Roll	Critical result
12	Death!
11	Catches current; can flee without any roll
10	Hit and go under; +4 to next Initiative
6-9	Penalty from wound is doubled
4-5	Water stings wound; increase penalty by 1
1-3	Blood attracts 1-12 sharks (at sea only)

Table 20: Critical Misses In Water

Roll	Critical result
12	Blood attracts 1-12 sharks (at sea only)
11	Exhausted; Endurance Check or drown
10	Hits friend or ally
6-9	Weapon lost (powder wet for guns)
4-5	Caught on bottom; underwater 1-6 Rounds
1-3	Hits own self

Table 41: Cannon

Crew per cannon	Attack Roll modifier
5+	+2
4	+1
3	+0
2	-1
1	-2

Table 9: Poisons

Roll	Poison's speed
11-12	Every week
9-10	Every day
4-8	Every 1-12 hours
2-3	Every hour
1	Every Turn

ILL GOTTEN GAMES



Table 29: Weapons

Weapon	Found	Cost	Weight	Damage
Blunderbuss	8	18	14	9
Boarding axe	12	3	10	5
Chain	12	1	12	2
Club	12	1	8	1
Cutlass	10	10	10	7
Dagger	12	2	5	3
Gunshot	12	1	5	NA
Longsword	8	8	9	5
Machete	5	4	7	4
Musket	6	25	12	7
Pike	7	2	8	4
Pistol	9	20	5	6
Rapier	10	6	6	3

Table 30: Armor

Armor	Found	Cost	Guard	Weight
Buckler	1	10	1	30
Helmet	3	12	1	10
Spanish plate	1	90	4	45
Thick clothing	9	7	1	15
Wooden armor	2	15	2	20

Table 27: Clothing

Clothing	Found	Cost
Captain's coat (or hat)	11	10
Cloak	5	8
Eye-patch	12	2
False arm	3	12
False eye	1	15
False teeth	2	30
Fencing gloves	8	2
Hook	10	6
New clothes	12	3
Pegleg	10	4
Secret cache	1	6
Uniform	2	10

Table 31: Livestock

Animal	Cost	Found	Int.	Move	Carry
Burrow	20	10	2	100'	35
Horse	70	9	3	300'	40
Monkey	20	3	7	70'	3
Mule	30	10	2	80'	40
Parrot	10	5	6	150'	1
Snake	30	8	1	20'	0

Table 21: Coin Values

Type of coin	Nation	Domestic	Foreign
Crowns	Britain	+3	-2
Daalders	Holland	+2	-2
Doubloons	Spain	+2	-0
Ducats	Holland	+1	-0
Guineas	Britain	+2	-1
Louis d'ors	France	+2	-3
Nine deniers	France	+0	-1
Pieces of eight	Spain	+3	+1

Table 22: Bartering

Roll	Price change
12	Better by 20%
11	Better by 10%
10	Better by 10%
8-9	Better by 5%
5-7	No change
3-4	Price 20% worse
2	Price 40% worse
1	No longer interested in purchase

Table 28: Equipment

Item	Found	Cost	Weight
Backpack	10	3	3
Book	11	4	2
Candle	12	1	2
Canteen	12	3	10
Compass	11	10	1
Explosives	6	40	30
Hourglass	9	8	10
Lantern	12	4	6
Lock	12	5	4
Lockpicks	3	5	2
Oil flask	11	2	10
Parchment (5 sheets)	11	1	1
Pen and ink	11	1	3
Pocketwatch	4	20	1
Rations (10 days)	12	1	20
Rope (10')	12	2	2
Rum (1 bottle)	12	2	10
Sack	12	1	4
Scroll case	8	2	1
Spyglass	10	25	7
Tinder box	12	3	1
Torch	12	1	4

ARTICLES OF ABILITIES



Table 51: Brawn

Score	Melee Damage	Maximum lift
12	+5	300
11	+4	280
10	+3	260
9	+2	240
8	+1	220
7	+1	200
6	-	180
5	-	160
4	-	140
3	-	120
2	-	100
1	-	50

Table 56: Intuition

Score	Searching Checks	Defense Score
12	+4	+3
11	+3	+3
10	+3	+2
9	+2	+2
8	+2	+1
7	+1	+1
6	+1	+1
5	-	-
4	-	-
3	-1	-
2	-1	-
1	-1	-1

Table 52: Agility

Score	Missile Attacks	Defense Score
12	+3	+4
11	+2	+3
10	+2	+3
9	+2	+2
8	+1	+2
7	+1	+1
6	+1	+1
5	-	+1
4	-	-
3	-	-
2	-	-1
1	-	-1

Table 57: Charisma

Score	Crew's rolls	Base Morale
12	+3	55
11	+3	50
10	+2	45
9	+2	40
8	+2	35
7	+1	30
6	+1	25
5	+1	20
4	-	20
3	-	15
2	-	10
1	-	5

Table 54: Girth

Score	Prostitutes	Slow Death
12	+3	+2
11	+3	+2
10	+2	+1
9	+2	+1
8	+2	+1
7	+1	-
6	+1	-
5	+1	-
4	-	-
3	-	-
2	-1	-
1	-1	-

Table 58: Luck

Score	Finding purses	Crew parties
12	+2	+3
11	+2	+2
10	+1	+2
9	+1	+1
8	+1	+1
7	+1	+1
6	+1	-
5	-	-
4	-	-1
3	-1	-1
2	-1	-2
1	-2	-3