



PIRATES OF THE CARIBBEAN

VERSION 1.0 BY SPAZZWAVE

Welcome to the Caribbean, Jumper, where the age of piracy is in full swing and the seas are filled with adventure, danger, and more than a few curses. Many ships are ripe for plunder, the Royal Navy patrols the waters with increasing determination (and impressive wigs), and legends of cursed gold and immortal pirates are whispered in every port. Here, the legends are true: mermaids exist, Aztec gold is cursed and even the fountain of youth is real.

You'll spend the next ten years here, which should be plenty of time to acquire a ship, lose a ship, steal the ship back, lose it again, and maybe keep it on the third try. Will you be a pirate seeking fortune and freedom? An aristocrat trying to bring order to this chaos? Perhaps a blacksmith who just wanted to make swords but found out fate had other plans? Hoist the colors, take your **1000 CP**, and good luck!



Pirate

You're a pirate captain. Or at least you were one, or will be one, or are between ships at the moment. You live for the freedom, rum and the thrill of the chase. You begin with a small reputation, a battered vessel that has seen better days, and a crew whose loyalty is directly proportional to the quality of your last haul. You live by your wits, your charm, and your luck, and somehow, that's been enough to keep you alive this long.

Blacksmith

You're a commoner, one of the working class who keeps the colonies functioning through skilled labor and hard work. Despite your humble origins, you possess exceptional talent in your craft, and everything you have you earned through your own effort and talent. You start with a workshop or business, a solid reputation in your community, and practical skills that are valuable anywhere.

Aristocrat

You were born into the upper class, raised in the world of high society, fine clothes, and privilege. You've been educated in the finest schools, taught proper etiquette and refined manners, and groomed for a life of comfort and respectability. But something about this life always made you yearn for adventures beyond your world of ballrooms and tea parties. You start with wealth, social connections and a respectable family name.

Royal Navy

You're an officer in His Majesty's Royal Navy, sworn to uphold the King's law and bring order to the Caribbean. You believe in duty, honor and the rule of law (or at least you're very good at pretending you do while pursuing your own agenda). You start with a commission appropriate to your rank, a uniform that commands respect, and if you're high enough in the ranks, a ship and crew of your own. The Caribbean is far from the British Empire's oversight, and how strictly you interpret your orders to patrol these waters, protect British interests and hunt pirates is entirely up to you. You can also choose to be part of the East India Trade company instead.

Cursed [300]

You're a master of dark magic and forbidden knowledge, someone who has transcended normal mortality through curses and terrible bargains. Perhaps you removed your own heart and bound your life to a hidden object, delved into voodoo to command the dead, or made pacts with sea goddesses that changed you into something more than human. You start with a foundational understanding of the dark arts of the world and how they spread and circulate across the Caribbean.

You walk the line between human and monster, and now must decide whether to embrace the darkness or or cling to the last fragile threads of your humanity.



LOCATIONS



Port Royal, Jamaica

The jewel of the Caribbean and primary British naval base. A prosperous, well-defended port city with the Governor's mansion, Fort Charles, and a strong Royal Navy presence.

Tortuga

The infamous pirate haven. A lawless, drunken port where pirates spend their plunder, recruit crew, and avoid the authorities. Not safe, but very free.

Singapore

The eastern edge of the pirate world, home to the powerful pirate lord Sao Feng and many things not developed in the movies.

At Sea

You begin aboard a ship (one you've purchased or a free vessel from a background), already sailing the Caribbean waters.

GENERAL PERKS



He's a Pirate [Free]

Your life now has a soundtrack, and it's one of the best ever made.

Epic orchestral music will play during important moments, heroic themes will be heard during battles and even romantic melodies will accompany tender scenes. The music is only audible to you (unless you want others to hear it) and you will hear many of the Pirates of the Caribbean OSTs you know and love. Don't worry, you will be hearing new songs appropriate to whatever situation you find yourself in.

Romanticizing the Pirate's Life [Free, 200 to Keep]

Visiting the world of Pirates of the Caribbean is fun; actually living the life of a pirate in the 1700s is not. But there is no need to worry, for you will not suffer the inconveniences a pirate would suffer during this age. You stay perfectly clean and groomed at all times, your teeth remain healthy despite poor nutrition, and you will never need to fear scurvy, rickets or any type of vitamin deficiencies regardless of your diet. You will also not suffer from a psychological toll of long voyages, seasickness, and you rest perfectly in a hammock, deck or even the worst uncomfortable quarters. As for ailments, you are only immune to those a sailor would acquire, so while you are resistant to the daily grind of life at sea (and alcohol poisoning from rum) you aren't immune to disease or injury entirely. Don't worry, that includes STDs, so have fun during your stay here.

Salt of the Sea [100]

The ocean is your second home, and you move through water like you were born to it. You're an exceptional swimmer capable of swimming for hours without tiring and holding your breath for up to ten minutes. You also instinctively sense dangerous water hazards, and sea creatures don't treat you with aggression unless you provoke them. As a side-benefit, you can also sense when someone is drowning or in trouble in the water near you, even if you can't see them.

Light Fingers [100]

While it may not look like it, you are one of the most talented people alive at sleight of hand. Your hands are impossibly quick and precise, and you can perform acts of manual dexterity that border on the supernatural. In fact, you are so good you could even steal the key to Davy Jones's chest from around his neck without him noticing. As a side benefit, you instinctively know how to free your hands from any binding, be it ropes, chains or handcuffs.

Eternal Seas [100]

The mystery, magic, and piracy of the Caribbean follows you to every world you visit. You may choose, at the start of every jump, to add the equivalent of high seas adventure, supernatural curses, and age of piracy that makes Pirates of the Caribbean special. A fantasy world might have skyships and cloud pirates while a sci-fi setting might have space piracy and quantum curses. These additions reshape the edge of the setting ensuring there's always untamed waters and dangerous frontiers. There will always be magical mysteries to uncover, freedom to be found outside the law and the romance of a life of a pirate.

Master of a Trade [100]

Choose a mundane profession, like fisherman, banker or even tavern keeper. You are exceptionally skilled at your chosen trade, among the best practitioners in the Caribbean. A shipwright could design vessels that sail faster than other competitors, a banker would be an excellent investor and a ship's doctor would be able to perform complex surgeries even with the worst tools. Additionally, you also gain an excellent professional reputation, making people know your name and seek you out for your services. This can be bought multiple times.

Drawn to the X on the Map [200]

Knowledge of artifacts, items of power, cursed treasures, and legendary locations has a way of finding its way to you with only minor effort on your part. Instead of researching like mere mortals you might overhear a drunk sailor mention a map or stumble across a journal when looting a ship. And once you start looking, information will come to you through coincidental encounters and discoveries. You still need to put in some work, so don't expect for a map to fall in your lap while you sit on your ship.

Jack of All Stations [200]

You can take any position on a ship and perform it exceptionally well. Be it a navigator, carpenter, helmsman, cook or even a surgeon you can do it at a professional level. This doesn't make you a master of every role, but you're competent enough that no one would question your ability to fill in wherever needed. In future worlds this adapts to any vessel you find yourself in, like a spaceship.

Aztec Curse [200]

You gain the ability to place the same curse that afflicted the Aztec gold onto any items of significant monetary value that you own. By performing a simple ritual (takes about an hour per item or collection), you can declare something to be part of your cursed hoard. Once cursed, anyone who takes the item without your explicit approval becomes afflicted with a terrible curse: they become undead, unable to feel pleasure or sensation, appearing as skeletons in moonlight, and unable to die. They exist in torment, neither alive nor truly dead, suffering without the release of death until they return what they stole. You can curse as many items as you want and lift the curses at will if you wish to do so.

The Best Pirate I've Ever Seen [200]

You have all the qualities necessary to be an incredible captain: natural leadership, tactical thinking, the respect of rough sailors, and the personality to maintain discipline. People instinctively recognize you as someone worth following, and even hardened pirates will give you a chance to prove yourself as their captain. This doesn't guarantee you'll never face mutiny, but it means you have the skills to earn genuine loyalty rather than ruling through fear alone.

Fortunes Favor the Bold [200]

When trapped, stranded, or imprisoned somewhere, fate has a funny way of working in your favor. Something will always happen to either free you directly (quite rare) or keep you alive (always happens) until help arrives or an escape opportunity presents itself. Maybe the island you're marooned on happens to have a cache of rum smugglers use, or maybe a stray bone finds its way into your cell just in time to distract the dog holding the keys. This doesn't make you immune to being captured or trapped, but it ensures you won't simply rot away in a cell or die on a deserted island. And if someone asks how you survived getting stranded on an island, tell them it was the sea turtles.

Legendary Lothario [200]

Like Jack Sparrow, you have a legendary reputation with the opposite sex (or same sex, or however you prefer). People find you charming, attractive, and irresistible in ways that defy logical explanation. They fall for your charms even when they know they shouldn't, and you have an uncanny ability to talk your way into (or out of) romantic situations. The most important part is that you might make people angry or frustrated, but no one will ever truly despise you or be disgusted by you. Even ex-lovers who you left in less-than-ideal circumstances will retain some fondness for you, and angry paramours might slap you but won't stab you.

Swordsman's Balance [200]

You're an excellent swordsman, on par with the best in the franchise, but where you shine is on your balance and mobility across any terrain. You can fight on top of a narrow wall while moving at full speed, on a ship's mast in the middle of a maelstrom against a fish man or even inside a rolling mill wheel without losing accuracy, momentum or awareness. This combines beautifully with any other combat skill you have, making you incredibly difficult to fight in any environment.

Parley [200]

You've learned the ancient pirate custom of parley, and more importantly, you know how to invoke it in a way that actually gets people to listen. When you call for parley and offer a temporary truce, even the most bloodthirsty pirate or rigid naval officer will pause their attack and hear what you have to say. This doesn't mean you get a free pass or an automatic agreement. Parley only guarantees a moment of attention, not goodwill or mercy, and once talks conclude, all parties are free to act as they see fit. This can only be invoked sincerely, so you can't abuse this to stall endlessly or bait your enemies into lowering their guard. Used properly, this gives you a chance to negotiate terms or talk your way out of a situation.

Curse Breaker [200]

You have an intuitive understanding of how to break any curse. You can sense when something is cursed, identify the nature of a curse through observation and understand the conditions for breaking. This doesn't give you the ability to break any curse instantly, but you know if you need to return the cursed gold or make amends to a sea goddess to solve the problem. Even curses believed to be unbreakable are not beyond you; while they may demand extreme effort, rare circumstances, or dangerous bargains, you will always be able to discern a path forward if one exists at all. This also gives you a resistance to being cursed yourself, with minor curses sliding off you entirely and major curses being less effective.

Pirate's Luck [400]

Fortune favors you in small but consistent ways. You find coins in your pockets you didn't know were there, your pistol happens to be loaded when you need it, and that rope you're reaching for is just barely within grasp. Guards decide to take their break right before walking past your hiding spot and the ship you need happens to be in port when you arrive. These are never massive miracles, but it adds over time to you surviving situations where others would have fallen to simple bad fortune.

The Sea's Blessing [400]

The sea goddess Calypso has deemed you worthy, and she has granted you her protection. Every ten years, should you die, she will resurrect you. You'll return to life in the ocean, washing up on a beach or appearing on a ship, fully restored to health and vigor.. The sea goddess is capricious and her aid comes with expectations, but as long as you don't egregiously offend her, she'll continue to bring you back. This blessing follows you to other worlds, though the entity providing resurrection might change to whatever sea deity or ocean spirit is appropriate to that setting.



PIRATE PERKS



Worst Pirate I've Ever Heard Of [100]

But they have heard of you. Your reputation precedes you in the strangest ways. You're famous (or infamous) for things you may or may not have actually done, and the legends surrounding you grow increasingly absurd. Somehow, these stories always work in your favor, with people hesitating, underestimating you or assuming there must be more to you than meets the eye. Whether they expect a fool, a menace or a myth made flesh, you rarely end up being what they planned for.

You Cheated! [200]

You're a master at fighting dirty and using your environment against your enemies. You instinctively spot everything in your surroundings that can be used as an advantage and you always know how to use it. Fighting in a blacksmith shop? You know how to use anything inside the building to your advantage. Combat on a ship? Rigging, barrels and cannons are all tools. You also excel at dirty tricks like sand in the eyes, kicks on the balls and doing whatever it takes to win. Honor is for losers.

Disarming Manner [400]

You have a laid-back personality and manner of speaking that makes anyone who talks to you let their guard down. You don't seem threatening and people relax around you, share information they shouldn't, and generally don't suspect you of having ulterior motives. You could make guards chat with you instead of arresting, make enemies explain their plans because you seem harmless and even make Davy Jones himself show his key only to prove you wrong about already having it.

Fortune Favors the Foolish [600]

The most daring and insane your plans are, the more luck blesses you to make them work. Even your most impossible plans always have a chance of succeeding (though never a guarantee) when there should be none. Escaping a prison by hiding in a coffin and waiting for the bodies to be dumped at sea? Sure, why not. Making an improvised parachute with a torn sail and some ropes to fly away from a maelstrom? Completely plausible. You also possess an intuition that tells you the best decision to make, even when it makes no logical sense at the time (like making your friend the new Pirate King).

This only supports boldness, so overplanning and caution weakens its effects. Trust Lady Luck and she will deliver.



BLACKSMITH PERKS



Master Craftsman [100]

You have exceptional talent as a blacksmith and metalworker. You can forge swords, repair firearms, create intricate locks and keys, and work metal with a speed that borders on the supernatural. Your blades are also perfectly balanced, your repairs are flawless and you instinctively understand how to fix any broken item. You could easily find work anywhere with skills like these if fate didn't have other plans for you.

Incorruptible Heart [200]

Your moral compass is unshakable. You possess an honest heart that simply cannot be corrupted by greed, power, or temptation. This doesn't mean you're naive or foolish, but your core values remain intact no matter what happens. No amount of gold will twist your desires, promises of power won't turn you evil and even supernatural corruption will slide off you like water off a duck's back. This also makes you naturally resistant to mind control, possession and other effects that would change your basic nature or values.

Diligent Improvement [400]

The more diligently you train, the better and faster you improve, with results that seem almost supernatural. Three hours of dedicated swordplay practice per day would make you as skilled as Jack Sparrow within a year, despite lacking his decades of experience. This doesn't just apply to combat, as any skill you practice regularly improves at an accelerated rate. The key is diligence and consistency, which means casual practice will only give normal results. You also retain skills much better than normal people, rarely getting rusty even after long periods without practice.

A Touch of Destiny [600]

Destiny has marked you, and it manifests in two distinct ways. First, you have an almost supernatural protection from bad luck: random accidents, unfortunate coincidences, and unlucky breaks simply don't happen to you as often as they should. Your pistol won't misfire at the critical moment, the rope won't break when you're swinging on it, and you won't trip over your own feet during a duel. Second, you're naturally drawn to grand journeys and epic quests, and they're drawn to you. You'll frequently find yourself in the right place at the right time to become involved in legendary adventures, or cross paths with figures of historical importance. You're not forced into these situations, but opportunities for greatness seem to find you with remarkable frequency. Always trust a goddess when she speaks of such things.



ARISTOCRAT PERKS



High Society [100]

You know how to live and thrive in aristocratic circles. You can navigate a governor's ball with the same confidence a pirate navigates the Caribbean, knowing exactly who to flatter, who to avoid and how to make the right impression. This isn't just useful at fancy parties, for your knowledge helps in any situation where people interact, from pirate gatherings to military councils. Whether you're charming a governor's daughter or negotiating with Blackbeard, you always know exactly what to say and how to say it.

Underworld Education [200]

No one expects the governor's daughter to actually know how the criminal world works. You have extensive knowledge of criminal culture, pirate codes and all the unwritten rules that miscreants follow. You also understand the meanings of various pirate flags, which pirates can be trusted and how to navigate the underworld without getting your throat cut. In fact, you could even disguise yourself as a pirate if you wanted, fooling all but the most suspicious eyes.

Resourceful Strategist [400]

You possess an exceptionally strategic mind that excels at making plans with limited resources and improvising when those plans inevitably go wrong. You could be completely stranded on a desert island and somehow find a way to be rescued. You're brilliant at identifying what you have available (even if it's just rum) and determining how to use it most effectively. This perk also improves your ability to plan under pressure, making sure you keep a clear head even in the worst situations.

Irresistible Charisma [600]

You could be quite the seductress (or seducer) when you want to be, with a natural beauty and charm that can draw others to you almost effortlessly. But more than simple attractiveness, you have the charisma and force of personality that can move people to extraordinary action. You could stand before a crew of hardened pirates and convince them to sail to certain death with a speech that makes them believe they can win. You could talk your way out from being a prisoner to being treated as an honored guest through sheer force of personality. People simply want to follow you, believe in you, and help you succeed.



ROYAL NAVY PERKS



Impeccable Record [100]

You maintain a flawless professional reputation and understand exactly how to preserve it. You know how to document your actions in ways that make you look good, how to phrase reports so failures become "tactical withdrawals," and how to ensure that any blame for disasters falls on subordinates rather than yourself. You're also skilled at cultivating relationships with superiors who can advance your career, taking credits for successes (even when others did the work) and deflecting responsibility for failures. People who work under you might resent how you take credit, but your superiors think you're exemplary.

Hunter of Pirates [200]

You have developed an almost supernatural ability to track, predict, and capture pirates. You could look at a map and identify which place could be a pirate haven, examine a raid and deduce which crew was responsible, or observe a suspicious ship and know immediately whether it's a merchant or a disguised pirate vessel. You simply understand how pirates think because you've studied them obsessively. And when it's time to hunt a pirate? You can predict their tactics, ambushes and escape routes. This doesn't make you invincible, but if you call yourself the second best pirate hunter in the Caribbean, no one will dare say he's first. Post-jump every ten years you can retune this perk to a different category of criminal or outlaw.

Naval Tactician [400]

You possess a brilliant military mind specifically focused on naval warfare and fleet operations. You can assess a naval battle situation instantly and you understand every aspect of naval warfare in the current era at a masterful level. This also gives your ability to command anything from a ship in a duel to entire fleets in large-scale engagements. But your most important ability is to improve the morale of your crew, steadying their nerves and making them fight like they're worth twice their number. You're the officer everyone wants to serve under because they know you'll bring them through alive and victorious.

It's Just Good Business [600]

Some men want freedom, some want glory, and some want revenge. You? You want control, and you understand that in the end, everything and everyone has a price. You've mastered the art of turning absolutely anything into profit and power, viewing the entire world through the lens of transactions and leverage. You know how to exploit every relationship, secret and favor, and you instinctively know to structure any type of deal so you come ahead in the long run. Cutler Beckett proved that with the right plans and mindset even someone as powerful as Davy Jones could be bound and used, and you have a level of perspective and vision that surpasses his.

Some people may call you amoral or monstrous because of your actions, but in the end?

It's just good business.



CURSED PERKS



Dark Soul [100]

You bear the unmistakable signs of someone who has trafficked with dark powers. From your body emanates a presence that makes animals uneasy and screams “wrong” to those sensitive to such things, making people recognize you as someone who has crossed boundaries most wouldn’t dare approach. This grants you several benefits: those who practice dark arts, voodoo, or forbidden magics recognize you as one of their own and are more willing to share knowledge or conduct business. Your presence can be focused to intimidate normal people. Supernatural entities that would treat you with immediate hostility now treat you with wary respect. Beyond that, you also have an intuitive sense for the supernatural, and can feel if something is cursed, when magic is being used and if someone has dabbled in darkness.

Post-jump you can freely toggle your aura.

Mark of the Damned [200/50]

You bear a supernatural curse that provides a minor benefit. You could be covered by barnacles that give you the ability to breathe underwater, eyes glowing with an eerie light that gives you night vision, an eel head that can retreat inside your body or any other curse that provides a modest advantage. You can customize exactly how your curse manifests (appearance, eerie effects, whatever you wish) so long as it remains largely cosmetic and its benefits stay minor in scope. The curse is always active and cannot be easily removed, marking you as something unnatural to those who notice it, but it does not meaningfully hinder your daily life. This can be bought multiple times. Post-jump you can freely toggle your curses. And if you want to, you can buy curses that are only cosmetic for the small price of **50 CP**.

Heathen Arts [400]

There are many strange things upon the world, and one of them is what some call heathen magic: the voodoo, curses, and dark rituals practiced in the Caribbean. You start with knowledge of basic magicks and curses: creating voodoo dolls, brewing potions and poisons, reading fortunes and cursing your enemies. With time and study, you may grow powerful enough to bind even goddesses into human form, as Davy Jones bound Calypso, or raise the dead into loyal servants, as Blackbeard did with this crew. In future worlds, you will instinctively learn and master any mystical traditions similar to heathen magic.

Supernatural Metamorphosis [800]

The sea claimed you, transformed you and made you something more (yet so much less) than human. Like Davy Jones and his crew, you can shift into a form that's part human, part sea creature: covered in barnacles and coral, tentacles instead of limbs, crab claws for hands or even the face of a sea creature, you choose. In this form, you're far stronger than any human, can breathe underwater indefinitely, swim at supernatural speeds, and phase through solid matter like water passing through a sieve. All sea creatures instinctively recognize you as something greater than human and will not attack you unless you provoke them. You can also partially transform, manifesting just tentacles or claws when needed while keeping a mostly human appearance. Most importantly, you can offer this transformation to others, and if they accept, they can become like you. Those transformed feel a deep sense of loyalty towards you, and will rarely act against your wishes unless given overwhelming reason.

Deathless [800]

You achieved true immortality through the darkest of rituals: removing your own heart and binding your existence to it, just as Davy Jones did. As long as it remains intact and secure, you cannot die by conventional means. You could be blown apart by cannons, drowned in the deepest ocean, burned to ash or dismembered completely, and yet your body would reform and regenerate given time. You don't age, get sick or need to eat and sleep and breathe anymore. You are, for practical purposes, eternal.



ITEMS



You have a 300 CP stipend to spend here, along with an extra 200 CP to spend on the Ship and Followers section. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier. Discounted 50 and 100 CP items become free. The items scale to your size.

Fine Wardrobe [50]

An extensive collection of high-quality clothing suitable for any social occasion. Ball gowns or fine suits, day wear, riding clothes, and everything needed to look appropriate in high society. The clothing is always fashionable, fits perfectly, and maintains itself in excellent condition. The wardrobe also includes appropriate accessories like jewelry and hats.

Blowgun & Sleeping Darts [50]

A hollow tube used by Caribbean natives to deliver darts, along with a supply of darts tipped with a powerful paralytic poison. Anyone struck by these darts will fall unconscious within seconds, regardless of their size or tolerance for other drugs. The sleep is deep and lasts for several hours, making this perfect for silent takedowns, kidnappings, or just avoiding combat entirely. You have enough darts for about twenty uses, and the supply replenishes monthly.

Talking Sparrow [50]

A beautiful sparrow that can actually talk. Talking with it makes you a little bit happy each time, as the bird has an optimistic, cheerful personality and always has something encouraging to say. It will always find its way back to you if separated.

Outlaw Ink [50]

A set of special paints and inks that can be used to create temporary tattoos marking you as a member of criminal syndicates, pirate crews, or outlaw organizations. The tattoos will always look completely authentic and as long as the ink remains on your skin, you'll be recognized as "one of us" by members of the gang whose marks you're wearing.

Treasure Cloth [100]

A piece of fabric (roughly the size of a handkerchief) that serves as a mystical finding aid. When you draw or sketch an object on this cloth, whoever carries the cloth gains enhanced luck in finding that specific object. They'll stumble across clues, overhear relevant information, or find themselves in the right place at the right time to locate what's drawn. The drawing doesn't need to be detailed and the luck enhancement dramatically increases the chances of finding legitimate leads and opportunities. The cloth only works for one object at a time, and if you want to search for something new you need to wash off the old drawing and sketch something else.

Captain's Effects [100]

Now you're dressed for command. You have an ornate sword, a brace of matched pistols, a spyglass (excellent quality), a leather belt with various pouches, a proper captain's coat (be it a pirate or a Royal Navy coat) with a hat (impressive and practical), and a ship's log. You look and feel like a proper captain, and people will treat you as such.

Captain's Cabin [100]

A ship captain's cabin that's surprisingly spacious and comfortable, filled with your personal effects. Includes a proper bed, a desk with maps and charts, a cabinet for your rum, a few weapons on display, and various trinkets from your adventures. This cabin can be installed on any ship you captain, magically fitting regardless of the ship's actual size (it's bigger on the inside if needed).

Captain's Reserve [100]

A beautifully crafted glass bottle of rum. What makes it different from others is that it contains an endless supply of high quality rum, flowing as smoothly as the finest Caribbean waters and never running dry, no matter how many times you pour. The rum is always perfectly aged, smooth and of excellent quality. The bottle is indestructible and it will always find its way back to you if lost or stolen, usually appearing in the most convenient storage you're carrying.

Clothes of Transformation [100]

A complete wardrobe of clothing, from elegant ones to even those a pirate uses, that magically adjusts not just to fit you, but to transform your apparent gender. When you wear these clothes, you physically appear as any gender you choose, complete with appropriate changes to your body, face and voice (except genitalia). Perfect for infiltration or to simply experience life from a different perspective.

Concealed Arsenal [100]

A collection of small, easily-hidden pocket pistols specifically designed to be concealed. You can hide them in boots, sleeves or any other places and they're virtually undetectable unless the searcher knows exactly where to look and what to look for. The pistols are useless after being used once, but you gain new ones every three days.

Liar's Dice [200]

A leather cup and five dice, used for the traditional pirate gambling game. What makes them useful is that the dice are weighted and can be controlled through a technique you instinctively understand, guaranteeing you win any game played with this dice. More insidiously, when playing games with this set you can suggest bets that are far higher than reasonable, and your opponent will agree without questioning why they're wagering their ship, their soul, or years of their life on a dice game. They'll realize what they've agreed to after losing, but by then it's too late. This obviously doesn't work on people who are immune to mental influence, but most people find themselves agreeing to foolish bets when playing against you with this set. Just remember: cheating is only wrong if you get caught, and with this set, you probably won't be.

Dead Man's Chest [200]

You possess an ornate chest secured with a unique key. When you place something you truly care about inside the chest and lock it, that item is preserved in stasis, making it immune to rust, decay, aging or deterioration. The chest also provides excellent mundane protection, being sturdy, water-tight and resistant to any type of damage that would destroy normal containers. Additionally, items locked inside are significantly harder to find through magical, supernatural and ordinary means, as the chest has a "nothing important here" effect on any observer. The chest can only be opened with its unique key, which cannot be easily duplicated and has a tendency to return to you if lost.

Captain Jack (The Monkey) [200]

You have a monkey named Jack. Actually, Jack has you, because this clever little beast makes his own decisions. Jack is extraordinarily intelligent for a monkey, capable of understanding complex instructions, stealing items, and causing all manner of mischief. He's also remarkably stealthy, able to sneak into places you can't and retrieve objects without being noticed. He's fiercely loyal to you, and since he was one of Barbossa's crew who stole the Aztec gold, he's also immortal. Just don't expect him to always do what you want when you want it; Jack is a free spirit.

Trade Goods [200]

A cargo hold's worth of valuable trade goods, enough to fill a vessel. You choose what type of goods this represents: exotic spices, weapons and ammunition or any other trade goods appropriate to the era. The quality is excellent and this is enough merchandise to make a substantial profit if sold wisely. Here's the truly valuable part: this shipment replenishes every three months, and you can even purchase this multiple times for different types of goods. Post-jump the goods adapt to be valuable to whatever setting you are entering.

Letters of Marque [200]

Official documents, signed by a governor or other authority figure, granting you a full pardon for any crimes you've committed. These letters are recognized by all major powers, and it makes you a privateer in the eyes of the law, free to hunt pirates and enemy vessels. You have several copies, so you can pardon yourself multiple times or extend pardons to members of your crew. Post-jump these become appropriate legal pardons for whatever setting you are in.

Ship's Provisions [200]

Because pirates actually need to eat in these movies. This is a medium ship's worth of supplies containing everything needed to keep a ship operational during extended voyages. This means dry food, water and even some luxury items like coffee, tea and sugar for you. This also includes items for ship maintenance and medical items, and the supplies can sustain a ship for three months. The supplies replenish every three months, automatically refilling any ship of your choosing. Post-jump it adapts to whatever vessel you are using.

Pirate Armory [200]

This is a ship worth of weapons and equipment to outfit a full pirate crew of a medium ship. Dozens and dozens of cutlasses, pistols, gunpowder, clothes and all the necessary items to keep the weapons in an excellent state. The quality of everything here is solid and reliable, and the supplies replenish monthly.

Treasure Chest [200/400/600]

An ornate golden treasure chest, locked with a key only you possess, that magically refills with valuables at the start of each new jump. For **200 CP** your chest fills with exactly 882 Aztec gold coins. These are not cursed (you're welcome) and are a substantial wealth for any pirate crew in the Caribbean sea. For **400 CP** your chest also comes with rings, necklaces, crowns and other jewelry pieces worth a total of five times the value of the coins. Easier to transport than loose coins and valuable anywhere. For **600 CP** the chest fills with the most precious gemstones, from diamonds and rubies to emeralds and sapphires, worth a total of twenty times more the value of everything added previously. Enough wealth to make you one of the most powerful men alive. At any time, you may freely convert the contents of the chest between coins, jewelry, and gemstones, allowing you to tailor your wealth to whatever form is most useful.

Pistol Brace [200]

A bandolier holding four flintlock pistols, each one well-crafted and maintained. What makes it unique is that whenever you return a pistol to the bandolier, it automatically reloads itself within seconds. You can fire all your pistols in quick succession, holster them, wait 25 seconds and draw them again fully loaded and ready to fire. The bandolier provides an endless supply of ammo, so you never run out of ammunition.

Cargo Acquisition [200]

People are cargo, mate. You've come into possession of a group of 20 enslaved individuals, acquired through purchase, capture, or "liberation" from another vessel. They are experienced in physical labor and a third of them have useful specialized skills like medicine or smithing. Their loyalty depends on how well you treat them and the group replenishes over time as you continue operating in the Caribbean.

Flask of Tears [200]

A crystal flask containing the tears of a mermaid, one of the rarest and most valuable substances in the Caribbean. Mermaid tears are a key component in the ritual of the Fountain of Youth, required to transfer years of life from one person to another. But even beyond that specific use, mermaid tears have other properties: they're powerful potion ingredients, can break certain curses, and serve as an offering that sea beings and ocean deities find valuable. The flask contains enough tears for one use of the Fountain of Youth, and after being used, the flask slowly refills over the course of one year.

Masterwork Blade [200]

An exceptionally fine sword that can be of any type you wish. This blade represents the absolute pinnacle of swordsmithing: perfectly balanced, razor sharp, beautifully decorated and as close to indestructible as mundane steel can be. The sword never dulls, never rusts and damages any other ordinary sword that strikes against it, chipping lesser blades with repeated clashes. This won't make an amateur into a master, but it makes a good fighter great and a great fighter legendary.

The Prison Dog [200]

A small, scruffy dog of indeterminate breed that has an uncanny ability to show up with keys whenever you need them. When you encounter a locked door, cell, chest, or any other barrier requiring a key, this dog will appear (seemingly from nowhere) within a few minutes, carrying the correct key in its mouth. The dog trots up, drops the key at your feet, and then wanders off until needed again. This works on any mundane lock, no matter how secure or well-guarded. This doesn't work on magical locks or barriers that don't use physical keys, but for everything else the dog is your ticket to freedom. The dog is surprisingly hard to catch or stop, and guards and anyone else might notice that something strange is going on, but they will never be able to reliably intercept or detain the dog before it completes its task. Post-jump the dog continues to help you in escaping any locked barrier, adapting to find keycards, passwords or whatever equivalent access methods exist in new settings.

Treasure Map [200]

An authentic treasure map leading to a substantial buried treasure, though getting to the treasure might involve dealing with traps and other nasty things. Here's where it gets interesting: once you've claimed this treasure, the map transforms to show a new treasure location. This continues in every world you visit, ensuring that as long as you're willing to follow the map and face whatever guards the prize, there will always be another fortune waiting to be claimed.

Voodoo Doll [400]

A small, voodoo doll, without any type of defining features. When you focus on an enemy while holding this doll, it transforms to resemble them. And when you destroy it in front of your enemy? They suffer a direct attack to their spirit and will, causing massive psychological devastation. They become convinced that they've lost and their cause is doomed. Strong-willed individuals might shake this off after a few hours or days, but most people will be demoralized for a week. The doll recreates itself after one month, transforming itself into an unremarkable doll that can be attuned to a new target. Don't forget: it must be destroyed in the target's presence to work.

The Pirate Code [400]

You possess the original Pirate Code: a massive, ancient tome bound in leather and covered in amendments, signatures, and annotations from centuries of pirate lords. What makes it unique is that it is a magical artifact that can be used to establish binding rules for any group of outlaws or criminals, provided you can get nine other significant figures to sign the code alongside you. Once established, the code binds all members of that group. They can still violate the code, but only those with exceptional strength of will can bring themselves to do so. The rules you establish are entirely up to you and your co-signers, and you can update the code with another signing ceremony.

Neverending Flask [400]

This is a magical flask with a unique feature: whatever liquid you pour here will be generated infinitely. This works with any liquid: rum, water, wine and even things like lamp oil or potions. The flask is indestructible and will always find its way back to you if lost or stolen.

A Jar of Dirt [400]

A simple, unassuming jar filled with dirt. It looks completely ordinary, perhaps even comical. But this jar holds genuine protective power against supernatural entities. Its primary use is creating warding lines: pour the dirt in a line or circle, and hostile supernatural entities cannot cross it. The ward remains active as long as the line is unbroken; if someone scatters the dirt or creates a gap, the protection fails. The second property is concealment: if you bury an object completely in this dirt, it becomes hidden from magical detection. This makes it perfect for hiding cursed items, magical artifacts, or anything else you want kept away from supernatural awareness.

Mao Kun Map [400]

An ancient map composed of multiple concentric circles, each ring able to rotate independently around a central point. Besides its unique appearance, its main quality is to find places that have no permanent position: locations that move between worlds, exist outside normal space or can only be reached at specific times. Be it the Fountain of Youth, Davy Jones's Locker, Isla De Muerta or even portals to other realms this map can guide you to all of them. The map updates constantly, always knowing where mystical locations currently are or how to reach them.

The Faithful Bride [400]

You own a well-established brothel in a major port city (or this becomes a warehouse attachment that can be installed in various ports). The Faithful Bride is a prosperous establishment with a good reputation (by brothel standards), comfortable accommodations, attractive and skilled workers, and most importantly, it generates substantial income for you. It doesn't need to be managed, and your employees are trained to listen to all bits of information that passes through the brothel. Post-jump it becomes an equivalent establishment appropriate to the setting you enter.

Jack's Compass [400/600]

The legendary compass that doesn't point north but instead to whatever your heart desires most. This makes it invaluable for finding treasures, people, or anything else you seek, provided you can be honest with yourself about what you truly want. To that end, the compass subtly clarifies your intent, ensuring you always understand what you desire most at any given moment. The compass is also supernaturally durable, always finds its way back to you if lost, and works even when all other navigation fails. For a low price of **600 CP** the compass is modified to point to whatever you're actively looking for at the moment.

Exotic Materials [400/200]

You have access to a renewable supply of rare and valuable materials for smithing. This might include Damascus steel, rare woods, precious metals, unusual alloys, or other materials that are normally hard to obtain. Once per month, a shipment arrives containing enough materials for a major project. The materials are always of exceptional quality and allow you to create items far superior to what's normally possible. You can also choose to only have a supply of ordinary materials for the price of **200 CP**. In future jumps, you receive equivalent exotic materials appropriate to local crafting traditions.

Noble Title [400]

You are recognized nobility in a major nation of your choice, holding a legitimate title (Baron, Count, or equivalent) with all the rights, privileges, and property that entails. You own an estate (appears as a location property or warehouse attachment), have a family name recognized by high society, and are accepted as a peer by other nobles. Your title is hereditary and legitimate, backed by proper documentation that would pass any scrutiny. As nobility, you have significant social and political influence, along with an income from your estate that sustains your noble lifestyle without requiring you to actually manage the property day-to-day. Don't worry, your noble status doesn't prevent you from having adventures, as plenty of nobles have served as naval officers, led military expeditions or even (scandalously) turned pirate. Post-jump this adapts to grant you equivalent noble standing appropriate to the setting you find yourself in.

The Brig of Damnation [600]

A reinforced jail cell that appears ordinary but is supernaturally capable of holding absolutely anything you can fit inside it. The cell is made of dark iron with mystical symbols etched into every surface, and once the door is locked, nothing inside can escape. Not even gods or similar beings. The cell suppresses the abilities of anything imprisoned inside and even beings who can phase through matter find themselves confined to this one physical space. Time passes normally inside, and prisoners require food and water (which you must provide). This can be placed anywhere you own or exist as a warehouse attachment, and only you (and those you specifically authorize) can open the lock.

Cursed Aztec Coin [600]

A single gold medallion from the treasure of Cortés, but this one comes with a special modification courtesy of your benefactor. Unlike the original curse that permanently binds you until all 882 pieces are returned, this one only gives you the curse as long as the coin are in your person. This makes it incredibly versatile, as you can become an undead resistant to conventional damage anytime you want then return to normal life afterward. Just don't forget this doesn't make you immune to dismemberment or anything that destroys your body, and if the coin leaves you while missing a part of yourself, the loss becomes permanent. However, as long as you retain the coin, any severed limbs or lost body parts can be reattached with ease, knitting back together as though they were never removed.

One Shot, One Kill [600]

A flintlock pistol of exceptional craftsmanship that comes with a terrible power: once per jump, at the very beginning, you must declare a target you intend to kill. Any time during that jump, when you fire this pistol at your declared target, the shot will find them. Be distance, cover, darkness, interference, or impossible angles, the bullet will find its way to the target regardless. It may curve midair, slip through gaps that should not exist, arrive a heartbeat later than expected, or pass through circumstances that would normally make the shot impossible, but it will connect. This doesn't guarantee death, as the bullet does only the damage the weapon itself would inflict. Don't forget, you can only choose one target, and you can't change your mind once declared.

Sword of Triton [600]

Blackbeard's legendary blade and the source of his legendary reputation. This sword can control anything that can be classified as a ship, giving you the power to animate vessels as if they were living creatures. You can make a ship move without wind or crew, control the rigging like tendrils or even have cannons fire and load themselves. This control also extends to a unique feature: you can shrink any ship you touch with the blade to the point it can be fit inside a bottle, something Blackbeard used to build his collection. Shrunken ships can be returned to full size by breaking the bottle at sea. The blade is also incredibly sharp and durable, and it's an excellent weapon in combat even without its magical properties. Post-jump it affects anything that can be considered a vessel, so have fun shrinking down spaceships.

Merchant Fleet [600]

You own and operate a merchant fleet of six merchant vessels, fully crewed and supplied, ready to conduct trade throughout the Caribbean and beyond. The real value of this fleet is its cargo generation: once per month, when your ships have empty cargo space, they automatically fill with trade goods appropriate to profitable routes you've established. The cargo is always valuable and in demand at your destination ports, generating substantial profit. The fleet operates largely independently, with competent captains and crews handling day-to-day trading operations while you set overall strategy and routes. You can also use the fleet to transport your own goods, smuggle contraband (though that risks your legitimate reputation), or support other operations by providing logistics and transportation. This item makes you one of the wealthier merchants in the Caribbean, and you can use your influence to either gain political influence or simply become wealthy through trade.

Nine Pieces of Eight [600]

These nine items are the original Pirate Lords' pieces of eight. Together, these items can be used to bind almost anything, from entities and magic to creatures and gods. The binding ritual is complex but not impossibly so, requiring all nine items and a significant sacrifice. Once something is bound, only the ritual sacrifice of all nine items at once can break that binding. The items themselves are indestructible through normal means, but they can be destroyed as part of the release ritual. After you use them, they'll reform over the course of a year.

SHIPS



Period Ship [50/100/200/400]

You can purchase any type of ship appropriate to the Age of Sail, multiple times if desired. Each ship arrives in excellent condition and stocked with basic supplies, ammunition, and provisions, but no crew is provided. Manning the vessel, keeping it supplied, and ensuring loyalty are entirely your responsibility. If a ship is ever destroyed, it reappears one month later in a safe location under your control.

Sloop [50]

A small, nimble, single-masted vessel favored by smugglers, scouts, and pirates who value speed over brute force. The sloop is exceptionally maneuverable, however its limited deck space restricts cargo and armament. It requires a crew of twenty people to operate at full efficiency.

Brigantine [100]

A versatile two-masted ship combining speed, endurance, and respectable firepower. Brigantines are large enough to mount multiple cannons and carry meaningful cargo while remaining fast enough to outrun heavier warships. Requires a crew of fifty people to operate at full efficiency.

Frigate [200]

A sleek, three-masted warship designed for speed, pursuit, and dominance over smaller vessels. Frigates typically carry around forty cannons on a single continuous gun deck and are fast enough to hunt pirates or escape ships of the line. Requires a crew of a hundred and fifty to operate effectively.

Ship of the Line [400]

A massive three-masted behemoth built to stand in the line of battle, carrying overwhelming firepower across multiple gun decks. With up to a hundred and ten cannons, these ships are floating fortresses capable of shattering fleets and enforcing naval supremacy. Maintaining one demands enormous resources, and few people could hope to command one without powerful allies or an empire behind them. Requires a crew of six hundred people to operate effectively.



The Black Pearl [400]

The fastest ship in the Caribbean, or at least one of them. With sails as dark as a moonless night, and a hull painted to match, this ship is fast enough to outrun any naval vessel and catch any merchant ship. She's well-armed, nimble, and slowly repairs itself from damage over time. She requires a crew of a hundred and fifty people to operate at full efficiency.



Queen Anne's Revenge [400]

Blackbeard's legendary flagship, a massive three-masted frigate that strikes terror into all who see her black sails. The Queen Anne's Revenge is a formidable warship bristling with cannons, but her true weapon is far more terrifying: the ship's bow contains a sophisticated Greek fire projection system that can unleash streams of liquid flame across the water's surface or directly onto enemy vessels. She's also remarkably resilient, able to take damage that would destroy normal ships. She requires a crew of two hundred people to operate effectively.



Flying Dutchman [600]

The legendary ghost ship captained by Davy Jones. This ship is something else entirely: she can dive beneath the waves and sail underwater, emerging wherever her captain desires. She can travel at supernatural speeds beneath the sea, making her effectively able to appear anywhere in the ocean with little warning. The Dutchman is armed with 46 cannons and is completely immune to normal damage while underwater (and she's incredibly resilient when on the surface too). Another unique ability is that the ship can travel to and from the land of the dead, serving as a psychopomp if her captain chooses. She requires a crew of two hundred people to work effectively.

FOLLOWERS



Pirate Crew [100/200/400]

You've got yourself a crew of competent pirates who know the trade and know the sea.. They aren't legendary figures, but they are experienced sailors who can fight, navigate, repair a ship, and handle all the day-to-day duties needed to keep a vessel operational. They're loyal so long as you're a competent captain, expect a fair share of plunder, and won't tolerate outright tyranny. Each crew also includes a mix of specialists like navigators and carpenters ensuring they're more than just faceless manpower.

A Motley Bunch[100]

You gain a crew of thirty pirates, enough to comfortably operate a sloop or small vessel and serve as a solid foundation for a growing fleet.

A Proper Den of Miscreants [200]

Your crew is expanded to ninety pirates, a well-rounded force capable of effectively crewing a brigantine or similar mid-sized ship, with surplus hands for boarding actions and repairs.

A Floating Menace [400]

Your crew numbers two hundred and seventy pirates, a formidable manpower pool sufficient to operate a frigate or serve as the core crew for even larger warships, though true ships of the line may still require additional recruitment.

By doubling the CP of any tier, you may instead purchase a **Cursed Crew**. These pirates share the Aztec curse, which makes them unable to die by conventional means (though they can be temporarily incapacitated). They do not need to eat, drink, or sleep, feel no pain, and are deeply unsettling to fight against. While still possessing their own personalities, their curse makes them far more disciplined in battle and terrifyingly relentless when carrying out your orders.

Royal Navy Detachment [100/200/400]

On the other hand, maybe you want some proper discipline. You've acquired a contingent of Royal Navy marines or sailors. They are experts in formation fighting, shipboard combat, gunnery drills, and maintaining order under pressure. Unlike pirates, they follow a clear chain of command, keep their equipment immaculate, and expect structure, rations, and regular drills. They are bound to you personally rather than the Crown, meaning they will not report your activities or turn on you, though they may express disapproval of excessive lawlessness. Each detachment includes a proper mix of marines, sailors, petty officers, and at higher tiers, commissioned leadership.

A Disciplined Squad [100]

You gain thirty Royal Navy marines or sailors, enough to crew a small vessel, serve as an elite boarding party, or impose order aboard a pirate ship that desperately needs it.

A Proper Detachment [200]

You command ninety Royal Navy personnel, a well-organized force capable of fully crewing a brigantine or frigate, defending against boarding actions, and conducting naval operations with efficiency.

A Floating Garrison [400]

You are provided with two hundred and seventy Royal Navy marines and sailors, complete with officers, specialists, and hardened veterans. This force can serve as the disciplined core of a major warship or hold entire fleets together through sheer professionalism.

Mermaids [200]

You've somehow earned the loyalty of ten mermaids who are willing to serve as your personal attack force. They can lure victims with their enchanting appearance and songs, drag sailors underwater to drown them, and attack with supernatural strength and ferocity when in the water. They're intelligent and can follow complex orders, but they have their own personalities and won't appreciate being treated as mere weapons.

Pet Kraken [600]

You have a kraken. Not a metaphor, not a legend, but a real, living monstrosity of the deep that recognizes you as its master. This colossal creature dwells in the ocean depths until summoned, capable of crushing ships and dragging entire vessels beneath the waves. The kraken is bonded to you and will obey your commands, though it's still a wild animal with its own instincts and needs. You can summon it by specific means (perhaps a special ritual, mark, or object), and it will come when called. It can't stray too far from the ocean and needs deep water to be fully effective, but within its element, it's one of the most powerful creatures in the Caribbean. The kraken does not require feeding, upkeep, or supervision, and if it is somehow slain, it will reform in the deepest reaches of the sea after one year.



PROPERTIES



Workshop [100]

A fully equipped workshop for smithing, located in a good area with plenty of foot traffic. The workshop includes all necessary equipment (forge, workbenches, tools, etc.), storage for materials and finished goods, and living quarters above or behind the shop. The workshop comes with a small staff of competent workers and apprentices who handle day-to-day operations, allowing the business to function even when you are absent. They are honest, skilled enough for routine work, and loyal to you as the owner, though they do not possess exceptional talents unless you personally train them. The shop generates a modest but reliable income and, if destroyed or abandoned, will reappear in a similar suitable location in the current world after one month, fully restored and staffed.

Rumrunner's Isle [200]

You own a small island somewhere in the Caribbean. It's not much, but what makes it valuable is that it's absolutely packed with rum. There are caves filled with thousands of barrels of rum along with stores of rum buried in the sand, enough rum to supply a fleet for years, or to trade for a fortune. The rum is all high quality, properly aged, and stored in good barrels. It's also hidden enough that the Royal Navy won't immediately find it, though the location isn't impossible to discover if someone really looks.

Pelegosto Island [200]

You own this uncharted jungle island, home to the Pelegosto tribe. The island is covered in dense tropical jungle, has abundant fresh water, and is strategically useful despite its remote location. The Pelegosto themselves are... complicated. They're cannibals who worship you as a deity (assuming you don't want to be eaten, which is negotiable). As their god-chief, you can command the tribe, use them as warriors, or simply use their island as a hidden base that no one will visit because everyone knows it's inhabited by cannibals. They're loyal to you and can be convinced to abandon cannibalism if you prefer (or not, if you're fine with having scary cannibal guards). The island itself is valuable as a location that others avoid, making it perfect for hiding ships, storing contraband, or maintaining a secret base.



Fountain of Youth [200]

The legendary Fountain of Youth exists, and you possess the means to make use of its power.

The Fountain works through a ritual: one person drinks from the fountain using a silver chalice, and a second person drinks using a different chalice (one that has had a mermaid's tear placed in it). The person who drank the chalice with the tear receives all the remaining years from the other person, who dies instantly. The ritual not only transfers years but also improves health, breaks destined deaths, and can even reverse aging if the recipient was older than the donor. While it requires a willing or unwilling donor to provide their life force, it still remains one of the most powerful life-extension tools in existence. Use it wisely and carefully.

Shipwright's Port [400]

You own a full shipyard and port facility, capable of building and repairing any type of ship from the era. This includes dry docks, skilled shipwrights, carpenters, sailmakers, ropemakers, and all the craftsmen needed to build vessels from scratch. The facility can construct a sloop in about a month, a brigantine in two to three months, and a ship of the line in six months to a year (assuming materials are available). The facility employs about 200 people and generates income by building and repairing ships for others, enough to maintain itself and turn a profit. It comes with warehouses full of ship supplies, a loyal staff and the location is secure against pirates or naval raids.



Isla de Muerta [400]

The legendary cursed island that cannot be found except by those who already know where it is. This mysterious island is shrouded in supernatural mists and protected by treacherous waters that destroy ships whose captains don't know the safe passage. The island contains massive sea caves filled with mountains of treasure, and at the center sits the stone chest of Cortés where cursed items can be safely stored without affecting the outside world. As the owner, you always know how to find the island, and you can grant this knowledge to others (or withhold it). The island's "unfindable" nature makes it the perfect hiding place for anything you don't want discovered.



Pirate Haven [600]

You own a pirate settlement, which may be Tortuga (the infamous lawless port) or Shipwreck City (the hidden pirate city ruled by the Brethren Court). Regardless of which you select, the settlement functions as a pirate haven where pirates may gather to resupply, recruit, repair ships, trade stolen goods, exchange information and lie low beyond the immediate reach of the naval powers. Its population numbers in the thousands, composed of pirates, smugglers, merchants, craftsmen, prostitutes and the various unsavory professions that thrive around them. The people here are loyal to coin and freedom, which means they'll support you as long as you maintain the settlement and don't bring too much heat down on them. You have the largest building in town as your residence/headquarters, and the settlement generates enough income from trade and services to be self-sustaining



World's End [800]

You possess the World's End itself: the literal edge of the map where the ocean pours off into nothingness and reality gives way to the unknown. This is not merely a location you can reach, but a unique metaphysical landmark bound to you as an item. In the physical world, it manifests as a remote stretch of ocean where the horizon collapses into a colossal waterfall, beyond which lies Davy Jones's Locker. Only you and those you permit can reliably find or use this place. The Davy Jones's Locker is filled with treasures and souls lost to the sea, and your ownership means you can instinctively navigate and locate anything that has ever been lost to the waves, whether an object, a ship, or a soul. You may see and speak with souls, bargain for information, and physically encounter them as stranded castaways of the afterlife, but you hold no innate authority over them. Souls are not bound to obey you, cannot be commanded en masse, and cannot be directly freed, destroyed, or resurrected by this item alone. In future worlds World's End adapts to the local metaphysics and myth while retaining its role as the purgatory of all claimed by the sea.

COMPANIONS



Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Captain Jack Sparrow [100]



Savvy? You've somehow convinced the legendary Captain Jack Sparrow to join you on your adventures. He's exactly as you'd expect: eccentric, unpredictable, seemingly drunk half the time, and yet somehow always several steps ahead of everyone else. Jack has an uncanny ability to survive impossible situations through a combination of luck, improvisation, and plans so convoluted even he doesn't fully understand them. He's an excellent sailor and swordsman when he bothers to focus, and his reputation opens doors (usually right before slamming them shut again). Jack is loyal in his own way, which is to say he'll betray you if it serves his interests, but he'll probably betray whoever he betrayed you to shortly after, resulting in you both escaping together. Having Jack around means your life will never be boring, though "peaceful" is probably off the table. He comes with his compass (the one that doesn't point north), his effects, and an inexhaustible supply of eyeliner. Why is the rum always gone?

Tia Dalma [250]

You've gained the friendship of a mysterious woman who lives in a shack in the bayou, surrounded by candles, bones, and strange artifacts. Tia Dalma speaks in a thick accent and seems to know far more than she should about everything happening in the Caribbean. She's knowledgeable about curses, magic, and the supernatural, able to provide cryptic advice that always turns out to be relevant. She can also perform rituals, break certain curses, and create mystical objects, as long as you pay the price, of course. Nothing's free with Tia Dalma. She's sensual, mysterious, and has a particular fondness for those who show her respect. What you might not know initially is that Tia Dalma is actually Calypso, the sea goddess bound in human form. Her true power is sealed, but even in this state she's formidable. She has her own agenda and her own sense of how things should be, but she's genuinely fond of you and will help you in her way. Just don't try to bind or betray her, for you really don't want to see what happens when a goddess gets angry. She comes with her shack (which can appear wherever you need it) and various mystical items she uses.



Davy Jones [200]

The legendary captain of the Flying Dutchman himself has agreed to accompany you, though calling it "agreed" might be generous. Perhaps you freed him from his curse, perhaps you hold his heart as leverage, or perhaps you've struck a bargain that benefits you both. Regardless, Davy Jones serves you now. Jones himself is nearly immortal, incredibly strong, and can phase through matter and teleport to any place he can see. He's also deeply bitter, romantic in a twisted way, and harbors an intense hatred for those who betrayed him. He's not a happy companion, but he's an incredibly powerful one. His organ playing is hauntingly beautiful, and he has an oddly soft spot for true love (even if he'll never admit it). The curse of ferrying souls is lifted, so he's free to leave the Dutchman, though he rarely does. He's your ally, though you'll want to keep track of where his heart is.



Elizabeth Swann [50]

The Governor's daughter has decided to throw in her lot with you, and honestly, proper society's loss is your gain. Elizabeth appears as a refined young lady of high breeding, but beneath the corsets and fine dresses beats the heart of a true pirate. She's brave, clever, resourceful, and absolutely refuses to be the damsel in distress..

Elizabeth also has a knack for strategy and leadership, able to rally people with rousing speeches and convince even hardened pirates to follow her. She's learned to fight with sword and pistol, and while not a master, she's competent and improving. Her real strengths are her quick thinking, her ability to navigate both high society and pirate culture, and her absolute refusal to accept that something is impossible. She can be impulsive and stubborn, and she has strong opinions about freedom and doing the right thing. Elizabeth dreams of adventure and will absolutely get you into trouble pursuing it, but don't worry, she'll stand by you when things get rough.



Critique [50]



You came across it by accident: a sword thrust straight through a bleached skull, half-buried in sand and old bones, as though someone had tried to kill the dead and failed. When you pulled the blade free, the skull came with it. And the skull talks. A lot. This is the bound soul of a legendary pirate and master swordsman whose name has been lost to time, trapped in the blade by a curse he refuses to discuss. The skull provides constant commentary on your swordsmanship, technique, and life choices, all delivered with the constructive warmth of a disappointed mentor who's given up on gentle encouragement. "Your footwork is atrocious," he'll say. "I've seen drunken sailors with better form. Are you trying to die, or is this just natural talent?" Despite his harsh delivery, his advice is actually excellent, and if you actually listen to him and apply his teachings, you'll improve dramatically. He can also sense danger, identify curses or magical items, and provide historical knowledge about pirates and the Caribbean. The skull's commentary does not stop at combat; he freely offers scathing opinions on your plans, allies, navigation, and personal judgment. "You trust that one? Foolish. I've seen that smile right before a knife in the back." He's usually right, which makes it more annoying. The skull claims he's only harsh because he cares, which might even be true. He can't be removed from the sword, and the sword always finds its way back to you. You're stuck with each other.



The Black Pearl Crew [150]

You've gained the loyalty of Jack Sparrow's crew from the Black Pearl, with all of them being a motley bunch of pirates who are somehow both completely incompetent and surprisingly effective. The crew includes Mr. Gibbs (the superstitious first mate who knows every legend of the sea and maintains a responsible rum habit), Marty (the short pirate with the big personality), Cotton (and his parrot that speaks for him), Pintel and Ragetti (the comedic duo who bicker constantly but are surprisingly loyal), and about ten other colorful pirates. Each has their own personality quirks, skills, and tendency to cause chaos. They're not the most disciplined crew, but they're experienced sailors who know their way around a ship. They follow orders (eventually), can fight when needed (with varying degrees of skill), and are absolutely loyal to you (though they might grumble about it). They come with sea shanties, superstitions, and an inexplicable ability to survive situations that should definitely kill them. Rum not included, but they'll find it anyway.

The People-Watcher [200]

You've befriended a mermaid, which is quite rare, as most mermaids would rather drown sailors than chat with them. This particular mermaid is different. She's beautiful in the way mermaids are, with long flowing red hair, haunting eyes, and a powerful tail, but her personality is surprisingly... normal? She's fascinated by human behavior and spends most of her time watching people from the water. She'll surface near docks, follow ships at a distance, or hide near beaches just to observe what humans do. She finds human society endlessly entertaining and bizarre, especially the way humans walk on two legs and somehow don't fall over constantly. She's helpful in her way: she can scout ahead underwater, retrieve lost items from the ocean floor, communicate with sea creatures, and warn you about dangers in the water. She can also sing, which entrances listeners with her beautiful voice. She can't walk on land despite mermaids forming legs when leaving water, but she'll follow your ship and pop up regularly to chat, share observations, and occasionally save you from drowning. She considers you her friend and window into human society, which is honestly kind of sweet.



Laboon [400]

You've gained the companionship of a massive island whale, easily over 120 meters long and impossibly heavy. Despite his enormous size, Laboon is a gentle soul who's grown deeply attached to you. He'll follow your ship across the oceans, occasionally surfacing to check on you or assist when you're in danger. Laboon is incredibly strong and durable: he can ram through enemy ships, create massive waves, and withstand attacks that would sink any vessel. He's also surprisingly emotional for a whale. He understands more than animals should, responding to your words and showing clear affection. He loves music, and when he hears it, he'll surface and listen with obvious joy, sometimes singing along with his deep whale song. If he hears the words "yo-ho-ho-ho" he becomes visibly emotional, his eyes welling up as if remembering something important. He's waiting for someone, perhaps, or remembering lost friends. Laboon is loyal beyond measure. He'll wait for you, no matter how long you're gone. He'll charge into battle against krakens, sea monsters, or entire fleets if you're threatened. He's a Certified Good Boy despite being a whale the size of a ship. Taking care of him is surprisingly easy: he feeds himself and just wants to be near you. Having Laboon means you'll never be alone at sea, you'll always have protection from sea monsters, and you'll have a friend who'd wait a lifetime for you.



DRAWBACKS



Legends [Free]

The Pirates of the Caribbean universe extends far beyond the movies, and with this option you can freely include any expanded element such as novels, video games and comic books. In fact, you can even include the crossover elements from Sea of Thieves if you wish to do so.

Early Arrival [Free]

You can choose to enter the jump earlier than the beginning of the movies, allowing you to arrive years or even decades before the events of the Curse of The Black Pearl began. Perhaps you wish to meet Jack Sparrow after he was resurrected by Davy Jones or in one of his book adventures. You could also use this to be a pirate in the time of Rome or any other suitably early era of seafaring history that fits the setting, which would make a quite interesting experience.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

It's Treason, Then [+100, Exclusive to Pirate, Royal Navy and Cursed]

Your crew will mutiny against you at some point during your stay here. The timing and circumstances are up to fate, but it will happen when it's most dramatically appropriate (read: inconvenient for you). You might be able to win them back, defeat them in combat, or recruit a new crew afterward, but you'll definitely experience the joy of having your own men point guns at you and declare you're no longer captain.

One Ugly Son of a Bitch [+100]

You're exceptionally ugly, Jumper. Perhaps you have a heavily scarred face, a misshapen nose, crooked and rotten teeth, skin marred by disease, or some combination of disfiguring features. Either way, people find you off-putting on first impression, children might cry when they see you, and any romantic relationships you pursue are significantly more difficult. On the positive side, people don't forget an ugly pirate, and this will at least make you memorable and intimidating.

Why Is the Rum Gone? [+100]

You genuinely love the taste of rum, but every bottle you open, every barrel you tap, every flask you check contains only water. Not even bad water or salty water, just... water. Clean, fresh, boring water. The universe has conspired to keep you sober despite your best efforts. You can see others drinking rum, you can smell it, you can even pour it for other people, but the moment you try to drink it yourself, it's water. This extends to all alcohol, to the point other pirates will find your condition deeply suspicious and possibly supernatural (they're right)

Branded [+100]

You bear the brand of a pirate into your skin, marking you as an outlaw and criminal. In any civilized area you will be actively hunted, and the punishment for piracy is hanging. This will make life for you significantly harder, as you can't simply walk into a town unless you hide the brand with clothing, makeup or other methods. However, as a side-benefit, among pirates and outlaws the tattoo marks you as one of their own, and this gives you a small degree of respect.

Sea Legs? What Sea Legs? [+100]

You actually get seasick. On the sea. As a pirate. In a world where you spend most of your time on ships. You can function (you have to, it's your job), but you're miserable the entire time. You can eventually build up some tolerance with exposure, but you'll never be fully comfortable at sea. The irony is not lost on anyone, especially you.

The Birds [+100]

Birds hate you. Not just a simple dislike, they actively hate you with an avian fury that defies explanation. Seagulls constantly circle overhead and shit on you with remarkable accuracy. Parrots screech insults when you pass. Pelicans dive-bomb you. Some birds will even outright attack you, pecking and clawing whenever they get the chance. No one knows why birds hate you but they sure are relentless about it.

Extended Voyage [+100, +300 Maximum]

You can choose to extend your stay in the Caribbean beyond the standard 10 years, experiencing more of this world's history and adventures. For every additional 10 years you commit to staying, you gain **100 CP**, to a maximum of **300 CP**.

Voices in Your Head [+200]

Thanks to an extended experience of isolation and loneliness (perhaps you were marooned, perhaps you spent too long alone at sea), you now hallucinate multiple versions of yourself every time you make a decision. These hallucinations appear as physical, visible copies of you that argue, debate, and try to influence your choices. Some versions are helpful, offering genuine advice and alternative perspectives. Others are absolutely trying to confuse you, suggesting terrible ideas, or simply making noise to distract you. They all look like you, sound like you, and claim to be the "real" you or at least the "smartest" you. Other people can't see or hear these hallucinations, which makes you absolutely insane to others. At least you're never truly alone?

Cursed Gold [+200/+400]

The crew of the Black Pearl are hunting you because your blood is necessary to break the Aztec curse. They need the blood of every pirate who stole from the chest of Cortés, and you're on that list. Barbossa and his undead crew will be actively searching for you, and they're relentless, patient, and already dead. They know you're out there somewhere, and they won't rest until they have your blood to complete the ritual. For an additional **+200 CP** (total **+400**), you actually took some of the cursed Aztec gold for yourself, and now you're undead. You feel no pleasure, no pain, no sensation except heat. Food tastes like ash, drink like water, and physical touch is completely numb. You cannot die by conventional means, but you also cannot enjoy existence. Until you recover all 882 pieces of cursed gold (which you can sense the direction of, but not the exact location) and return them to the chest with your blood, you will remain cursed. The gold is scattered across the Caribbean and beyond, held by pirates, buried in treasures, or lost at sea. This is a long, difficult quest, and every moment of it will be without physical pleasure or comfort.

Wanted [+200/+200/+400/+600]

You've earned the specific, focused enmity of one or more powerful factions who are actively trying to capture or kill you. Unlike just being a wanted pirate (which is general and unfocused), these factions have made you a priority target and dedicate significant resources to hunting you.

Choose one or more of the following factions. Each provides the listed CP:

Wanted by the Royal Navy [+200]

The British Royal Navy has marked you as a high-priority target. Perhaps you sank a flagship, humiliated an admiral, or stole something important to the Crown. They assign ships specifically to hunt you, place bounties high enough to attract every pirate hunter in the Caribbean, and coordinate efforts across their forces to track you down. Naval officers know your name, your ship, and your tactics, and they're actively studying how to counter you.

Wanted by the Pirate Lords [+200]

You've offended the Brethren Court or broken the Pirate's Code in ways that cannot be forgiven. Perhaps you stole from a Pirate Lord, violated sacred pirate customs, or threatened the fragile balance that keeps the pirate community functioning. The nine Pirate Lords have issued a warrant for your capture or death, and pirates throughout the Caribbean know you're a marked man. You can't find safe harbor in pirate ports and any pirate who brings you to justice (or brings your head) will earn significant favor with the Brethren Court.

Wanted by the East India Trading Company [+400]

The Company has decided you're a threat to their interests and profitability. Lord Cutler Beckett (or whoever runs the Company) has made your elimination a priority, and they use their enormous resources to hunt you down. They hire assassins, bribe informants, blockade ports you're known to frequent, and generally bring the weight of the world's most powerful commercial entity down on your head. They're more persistent and better-funded than the Navy, making them extremely dangerous.

Wanted by Supernatural Forces [+600]

You've angered powerful supernatural entities: sea goddesses, ancient spirits, voodoo practitioners, or other mystical powers. They want you dead, transformed, enslaved, or otherwise dealt with, and they're using both mundane and magical means to achieve it. They send cursed beings to hunt you, place hexes that bring you terrible luck, manipulate circumstances to put you in danger, and generally make the universe itself seem hostile to your existence.

Jack Sparrow's Best Mate [+200]

Captain Jack Sparrow has decided you're his best friend, and there's absolutely nothing you can do about it. He genuinely likes you, trusts you (as much as Jack trusts anyone), and considers you a true companion. This sounds nice until you realize what it actually means: you're going to be dragged into every mess, scheme, disaster, and catastrophe that Jack creates or stumbles into. Getting the Black Pearl back? He wants your help. Cursed treasure causing problems? He'll involve you somehow. Being chased by Davy Jones? Guess who's getting dragged along for the ride? The only mercy is that Jack does genuinely care about you in his own chaotic way, so he's not deliberately trying to get you killed.

Maimed [+200]

You're missing a limb, and this significantly affects your life. If you choose a missing leg, you'll need a wooden peg leg or crutches to walk, significantly affecting your mobility, balance, and combat effectiveness. If you choose a missing arm or hand, you've lost your ability to fight with two weapons, or perform tasks that require both hands. You can adapt using a hook or any other prosthetic, but it will never truly replace what was lost.

Crown's Mandate [+200]

The Spanish Crown has issued you a specific mandate: hunt down and destroy magical artifacts, cursed treasures, and supernatural items throughout the Caribbean, all for the glory of Spain and the preservation of God's natural order. You're expected to find items like cursed Aztec gold, mystical compasses, voodoo talismans, and other magical objects, then destroy them completely or deliver them to Spanish authorities for destruction. You'll be punished if you're caught keeping anything for yourself or if you fail to actively pursue this mission, and the Spanish Crown will periodically check on your progress and expect results. Only God forgives those who fail, and the Crown is not God.

The Black Spot [+400]

You made a deal with Davy Jones, and now it's time to pay. You bear the Black Spot, and any time you leave land and sail into open water, the Kraken will track you down with the sole purpose of destroying you and dragging you to the depths. It's relentless, intelligent, and nearly unstoppable. You can temporarily escape by reaching land (the Kraken can't follow you onto shore), but the moment you set sail again, it resumes the hunt. The Black Spot cannot be removed by normal means: you either fulfill your debt to Davy Jones (100 years of service on the Flying Dutchman), kill Davy Jones and take his place, destroy the Kraken, or find some other creative solution. Until then, every sea voyage is a potential death sentence, and you'll lose a lot of ships.

Cursed to the Sea [+400]

You can only step on land once every ten years, forcing you to live your entire life at sea. This is the same curse that bound Davy Jones to the ocean, and it affects you just as severely. When you do set foot on land, you have perhaps a few minutes at most before you begin to weaken, sicken, and suffer tremendous pain. After a full hour on land, you'll be near death.

This means you must conduct all your business from your ship, visiting ports only for the briefest resupply stops, and never exploring inland territories or enjoying the simple pleasure of solid ground beneath your feet. You're as bound to your ship as if it were a prison.

Heartless [+600]

The East India Trading Company has your heart. Literally. Through some terrible bargain, curse, or corporate contract enforcement, your actual beating heart has been removed from your chest and placed in a special box in the possession of the EITC. You're still alive and functional, but you're also completely at their mercy. They can use it to track you, cause you pain, or simply threaten to destroy it if you don't comply with their demands. You can try to steal it back, but they guard it carefully, and even if you succeed, they'll hunt you relentlessly to reclaim their leverage. Until then, you live with the constant knowledge that your life is being held at arm's length.

SCENARIO



QUEST FOR THE TRIDENT

Whispers of the Trident of Poseidon, a legendary artifact have reached your ears through whatever means you can justify. The most powerful artifact in the world, capable of breaking all curses of the sea and granting dominion over the ocean itself, lies hidden near the Devil's Triangle.

Many have searched for it. None have succeeded. You intend to be the first.

But you're not alone in your quest. Captain Salazar and his ghostly crew haunt the Triangle, and they will be freed to protect the trident. A British Naval expedition led by an ambitious admiral seeks to claim the Trident for the Crown. And a coalition of pirate captains wants its power for themselves. The astronomical alignment needed to access the Trident's resting place only occurs once during your ten-year stay, and you will be alerted when that happens. You must navigate to the Devil's Triangle, survive or overcome all the others who want the trident for themselves and claim the artifact before your rivals do.

REWARDS

The **Trident of Poseidon** is yours, the most powerful magical artifact in the Caribbean and possibly the world.. This three-pronged spear can break any curse, undo any supernatural affliction, and nullify any sea-based magic with a touch. That alone would make it priceless, but it can do so much more. With it you have complete control over the ocean, being able to part waters, create whirlpools, summon storms, calm hurricanes and manipulate water however you imagine. It also gives you control and command over any sea creatures in a radius of 100km, from the mermaid to the kraken, and using it gives you a myriad of water-based abilities such as the ability to breathe underwater indefinitely, walk on water or sink beneath at will, and swim at incredible speeds. Use this power wisely.

ENDING



Ten years have passed since you first set sail in these Caribbean waters. You've lived through adventures that would fill a dozen lifetimes, crossed blades with legends and carved your name into the history of the Caribbean through one way or another. But now you stand at a crossroads, and the choice of what comes next is yours alone.

Stay [+500]

Ahh, i see. The Caribbean has gotten into your blood hasn't it? Perhaps you've found something worth more than all the cursed gold in the world: a crew that's become a family, or maybe even the intoxicating freedom of a life where the only rules are the ones you make. You've found your place in the world, and it's here. May these **500 CP** serve you as the price and reward for putting roots rather than moving on.

Continue Your Journey

You've tasted adventure in one world, and now you hunger for more. The horizon still calls for you, promising new worlds and wonders yet unseen. You take everything you've earned here, and the Caribbean will remember you forevermore as a legend of its age. May luck bless you on your journey, captain.

Return Home

Perhaps you've had enough of pirates and cutlasses, or maybe you simply miss where you came from. You keep everything you gained, but you will be returning to a world without magic, mystery and the wonder of the Caribbean. Perhaps that's the best choice after all. Adventure has a way of taking its toll, so why not return to a simple, smaller life? Not every story needs a grand ending, and not every traveler must chase the horizon forever. May you find peace in the life you choose.



CHANGELOG AND NOTES



V1.0 - First Edition.