



Sid Meier's Pirates!

By u/daltonoreo
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Introduction

Welcome Jumper to The Golden Age of Piracy in the Caribbean, 1640, prepare yourself for interesting times jumper! You have found yourself in the mists of war between the powers of the English, Spanish, Dutch, and the French, and with war there is plenty of profit to be made. You will have plenty of time as well as you will be here for 10 Years until your next jump.

Come Jumper! This sea much awaits you... Treasure, Adventure, War, Conflict, Love, and so Much More.... Jumper! Are you Ready to Live the Life?

Here take 1000CP for your Journey

Backgrounds

Landlubber: Fresh Face are you? Don't Worry! You'll pick up the ropes in no time. (Drop in Option)

Merchant: Compass, Maps, and Dried Ink. You know your way around the sea routes and can tell the trade winds by just a breeze!

Pirate: Welcome aboard Matey, Rig the Sails and hoist up the Anchor, Plunder Awaits!

Captain (-200CP): It's good to meet you Cap'in. Take hold of the wheel and set a course, the Fleet awaits your Command!

Time Period

By Default you will be starting in the "War for Profits" Period however you may choose any time period to start in

1600 - Merchants and Smugglers: Little Shipping and fewer cities than other Periods. The Carribean is occupied primarily by the Spanish

1620 - New Colonists: More Cities, and Shipping than 1600

1640 - War for Profit: Spain is extremely rich in this Period and war is commonplace, especially against Spain.

1660 - Buccaneer Heros: Few Pirate Hunters, Spain is still dominate, however the Dutch and French have grown more powerful. The English are in possession of Port Royal. One could say this is Piracy's golden age

1680 - The Pirate's Sunset: The Dutch has regressed considerably, and the land is split between Spain, France, and England. Pirate hunters have begun cracking down on Piracy.

Perks

Landlubber Perks:

Shanty Man (-100CP): With this Perk your singing voice becomes perfect for singing all different types of Sea Shanties. So much so that anyone working around you will also join in chorus.

Sea Legs (-200CP): Never again will you have to worry of the sickness of sea, or sickness at all! This perk makes you immune to the effects of Seasickness and Diseases.

Seaman (-400CP): Your skill in Sailing are that of Legend. Ship Repair, Sea Navigation, Coopering, Gunnering. You are always among the Top 10% amongst these skills.

Handsome Rogue (-600CP): To say you have luck with the Ladies/Gentlemen is a complete understatement! No matter what social status, differences, or even lifestyle you are always able to seduce (Given enough time) anyone of the opposite gender.

Merchant Perks:

Trader's Knowledge (-100CP): You as a Merchant are always in the know for the wanted commodities, where to find them, and how to best sell them. However your

knowledge is not unlimited, the rarer the commodity the less potent this perk will become.

Connections (-200CP): You have managed to form a web of trade partners across the Caribbean, and will easily be able to do so elsewhere. You might even gain audience with a governor should your services be required.

Mysterious Traveler (-400CP): Somehow you are always able to find and locate valuable goods, from masterwork swords to mystical objects you always manage to find a source. However occasionally you will have the urge to sell one of these objects to people in seedy places...

Silver Tongue (-600CP): You sir/madam have the Devil's Tongue. This perk grants you supernatural charisma, and your ability to haggle is unparalleled.

Pirate Perks:

Swordsmanship (-100CP): Nothing is deadlier than a pirate with a sword in hand. You become skilled in Swordsmanship, able to hold your own against most opponents without suffering major injuries (most of the time).

Ruthless (-200CP): Unlike the Video Game real piracy is a lot more brutal than it seems, thankfully you seem to have adjusted. You are now able to commit and witness terrible acts, guilt free. Murder? Rape? Robbery? You can choose to feel nothing. This Perk is toggleable.

Divide and Plunder (-400CP): When all is said and done, hard work pays dividends and with this perk you will never be cheated out of contracted pay.

Notorious (-600CP): You are known all throughout the Caribbean, Hell you are known across the 7 Seas, and your going to show these fools why. The more your reputation is known, the more powerful you become. The Power Growth is linear but, This power requires at least a small town to know of you to have any noticeable effect.

Captain Perks:

Admiral (-100CP): Whether it be one ship or a hundred you have a natural ability to manage large groups, however this ability is not supernatural and you still can't run an entire fleet on your own.

Diplomatic (-200CP): Unlike most pirates you consider yourself more of a gentleman, like a Gentleman Pirate you have a knack for diplomacy and know your way around politics. Should you seek it you could become a political giant in less than a month, even in inclusive groups.

Natural Leader (-400CP): Mutiny? Not on your ship! From now on whenever you have subordinates they are much more willing to follow you and your orders, However this has its limits as most will not follow you in suicidal missions unless it is their only chance of survival. As a side effect you are effectively immune to mass mutiny until the situation grows too dire.

Rapid Promotion (-600CP): You seem to have a knack for quickly climbing any promotion chain with relative ease, from Captain to Admiral, Count to Emperor. However you must put in an active effort to climb the ranks.

Companions:

Import Companions (-100CP for Each Companion): Each Companion you import can spend 600CP on Perks

Export Companions (-100CP for Each Export)

Crew (-100CP): You're still going to need a crew to man your ships, lucky you can bring your crew and anyone you recruit with you as Companions. (Your Crew as a Whole only counts as 1 Companion Slot for Importing, however they cannot buy Perks or Items if they are all imported as One Slot)

Items:

All Items unless specified reappear if they are destroyed, stolen, or used completely after a week

Dry Dock (Warehouse Required) (Free for Captains, -100CP): This Drydock will be an attachment to your Cosmic Warehouse, allowing you to store up to 4 Ships inside.

Landlubber Items:

Spyglass (-100CP): You managed to find an abandoned Spyglass in a crate, lucky you! This Spyglass can see twice as far as a normal spyglass and will always remain clear and undamaged

Medical Herbs (-200CP): These mysterious Herbs seem to heal most minor injuries that you rub it into. They also seem to slightly extend your lifespan (Though you still grow frail). You gain a Crate of these Herbs.

Ruby Necklace (-400CP): This gem seems to almost sparkle in the sunlight, a beautiful jewel no doubt. This could earn you up to a month's pay should you sell it, or maybe it will lay upon the chest of a loved one. When worn this gem seems to deepen the feelings of love towards the gifter. However, should your loved one have any suitors they will be whipped into a rage towards you.

Skeleton Key (-600CP): This key inscribed with a skull seems to be able to fit and unlock any normal lock.

Merchant Items:

World Map (-100CP): This Map details all known trade routes and goods sold upon them. In addition this map will update with each universe you find yourself in

Weather Glass (-200CP): There is a Storm a brewing and you're caught in it, but worry not! Any time you find yourself in bad weather you will manage to find a escape unharmed

Theatrical Disguises (-400CP): I'm not entirely sure how this works, however when worn you are nigh unrecognizable to the passing eye. Perfect for trading

goods in enemy waters. However this effect only applies to the person wearing this, and should anyone stare for too long they will see through your disguise.

Shrunk Head (-600CP): This strange decapitated head seems to have an effect on those more “Primitive” than you, making you more trustworthy and more willing to trade with you.

Pirate Items:

Silk Fencing Shirt (-100CP): With this Shirt the speed of your Melee attacks seem to increase significantly, giving you more freedom of movement in armor.

Metal Cuirass (-200CP): This set of metal armor makes you effectively immune from most melee attacks to your chest, and occasionally gunshots.

Brace of Pistols (-400CP): You gain a set of 3 Flintlock pistols attached to a brace on your chest. These are highly Accurate, and they have a high stopping power. Though without fail one of your shots will always jam only allow you to fire a max of 2 shots before needing to reload.

Set of Perfectly Balanced Swords (-600CP): Upon your belt you possess the finest swords in the entire caribbean, their edges always remain sharp and clean. They have perfect balance and weight custom to you.

Captain Items:

Dancing Shoes (-100CP): When worn these fancy shoes seem to dance to any rhythm, giving you enhanced performance when dancing

Signal Flare (-200CP): Should you ever find yourself stranded or exiled fire this Signal Flare. Within the next 2-3 days a ship will appear to pick you up and return you to civilized land. If you are inland instead a caravan will find you.

Ostrich Feather Cap (-400CP): This exotic hat will always look fabulous on your head, and will give you an aura of exoticness whenever worn.

Letter of Marque (-600CP): While you are in possession of this Letter of Marque you are free to sink or capture any ships of a nation your country is currently at war with without suffering any consequences from your nation.

Ship

All Ships/Upgrades are Discounted for the Captain Origin

What kind of Pirate would you be without a ship? Here, Take **1000 Gold** and build your first ship, and if you can afford it your fleet. You may also convert unused CP to Gold at a conversion rate of 2CP to 1G.

(Note: Ships and Their Upgrades Count as Items)

Ship Type:

Pinnace (First Free, 50G): Uh... are you sure about this Cap'in? This ship is the smallest seafaring ship you may purchase. It is barely able to fit more than 4 Cannons on it and a small crew. Limited Storage Space

Sloop (-100G): A Small Combat Vessel, Fast, Reliable, Perfect for Pirates like you!

Frigate (-200G): Almost a direct upgrade from a Sloop, good crew capacity, cannon space, storage space, however it is slightly heavier

Fast Galleon (-400G): Very similar to a Galleon, however it has less space for cannons, crew space, and cargo storage. But in return the Fast Galleon is faster and more maneuverable than a normal Galleon.

Galleon (-600G): A Monster on the Seas. Massive Crew Space, 3 Levels for Cannons, and a massive storage space. However this ship is extremely slow and requires a lot of crew to man

Ship of the Line (1000GP): You can't get much better than this. This Warship is the most powerful vessel on the Sea, with the Largest Crew and Cargo capacity. You could take on any Ship, maybe even a City with this Monster of a Ship

Ship Upgrades

Note: you may purchase upgrades in ports without spending Gold in this Document, however should your ship be destroyed you will have to re-upgrade your ship if you don't have these upgrades

All Ship Upgrades cost 200G

Copper Plating: This Copper Plating when installed makes your ship 50% faster and maneuverable

Cotton Sails: When installed the cotton sails increase your speed by 50%, and are more resistant to Chain-Shot

Triple Hammocks: Increases your crew capacity by 50%, However your crew might not like being packed like sardines

Iron Scantlings: These Reinforcements increase the strength of your hull by 50%, and will sometimes negate cannon shots entirely

Chain-Shot: When fired from your cannons this shot is more likely to hit and rip apart other ship's sails, slowing them, or even immobilizing them. You will never run out of Chain-Shot

Grape-Shot: This dense shot causes massive structural damage to the enemy's hull, however due to its weight it cannot be fired as far as a normal cannonball. You will never run out of Grape-Shot

Fine-Grain Powder: This high quality Gunpowder increased the power and range of all cannon shots.

Bronze Cannons: This type of Cannon is more resilient, allowing them to endure many years of abuse. Its barrel also increases the accuracy of all your cannonshot.

Drawbacks

Live The Life! (0CP): You have come to Live the Life not the Tale. Instead of leaving after 10 Years you may choose to stay until your death, upon which you leave this jump. However should you die before the first decade is up you fail your chain.

Food Shortage (100CP): No matter how many supplies you buy your crew seems to tear through. You will often be forced to dock for more supplies.

Old Graphics (100CP): Something Seems a Bit off... The Graphics Quality of the world will be equal to that of the Game Itself for the duration of this jump. I hope you enjoy low poly.

A Pirate's Life For Me (200CP): You gain an unhealthy addiction to gold, and piracy. The longer you abstain from Piracy the more and more the urge will grow until you lose control and go on a plundering rampage.

Armed and Dangerous (300CP): Piracy is not without its risks and you are no exception. The Carribean and the World as a whole becomes more secure and piracy much more risky. All ships will be heavily armed and you wouldn't catch a man dead without a sword or pistol by his side. Forget Prison sentences for if captured you will rot in an iron cage.

Buried Treasure (300CP): Unlike the real world pirates here seem to think that hiding away their treasure will protect it. This belief also applies to you. For the duration of this jump you will not have access to your warehouse or outside perks.

Archenemy (400CP): What kind of pirate would you be had you not a few enemies? You will encounter this Archenemy at some point during your jump and will either intentionally or accidentally gain their eternal ire. Seriously they would burn in hell if they could get you to burn with them.

Notorious #1 (800CP): You Sir/Madam have managed to gain the ire of most of the civilized nations of this world and their people. You will be hated and most of your good deeds will be demonized. You can fix your bad reputation but it will take a long time and a ton of work. (Note: If you have the **Notorious Perk** then it's effect will not apply unless your reputation is that of a good one for this Jump.)

The End

All Pirates have to put down their swords and guns, the romance, and the glory at some point in their lives. And watch as the sunset on their lifetime of adventure. You too have come to this end and must choose...

Return Home: You have Lived the Life, and now it is time to return back home to your old life.

Live The Life!: Your adventures here are not done yet, there is still so much more to do! Adventure awaits!

Onto New Waters: Your Time here is finished Captain, but your Tale is not. There are still so many places to explore, love to be had, and wealth to be gain. Go Now Captain... Go and Live the Life!