GENERIC PIRATE

V1.0 by Songless

Pirates! Scourges of the Seven Seas, dashing scoundrels living a life free from constraint or such petty concerns as ‘the law’, heroes and villains in more stories than can be recounted… well, you’ll be seeing a lot more of them, because you’re going to a setting that’s all about piracy and pirate-related shenanigans. What *kind* of piracy obviously depends on your choices, given that this is a ‘Generic’ jump.

In some worlds, it’s the Age Of Sail, and with sail and rudder, cannon and cutlass, pirates haunt the shipping routes and harass all manner of merchant ships or military vessels alike. In others, you’re sailing over an ocean of sand, the desert giving rise to ships and buccaneers of an entirely different kind. Or perhaps it’s the far future, and piracy now involves Faster Than Light Travel and laser beams, or even stealing digital treasures out of cyberspace itself? One thing remains the same wherever you go: once the Jolly Roger is flying from the mast, excitement and adventure awaits.

Suffice to say, though, that you’ll be doing some sort of sailing, looting, drinking rum and having adventures chasing that ‘X’ on a treasure map. Or perhaps you’ve decided to become a pirate hunter instead, chasing the lawless rabble wherever their craven souls try to hide?

Whatever your choices, for the next ten years this place will be your home.

Here, start with **1000 Choice Points**. They’re probably stolen, so spend ‘em fast.

SETTING ARCHETYPES

Rather than choosing a particular Background, this jump instead focuses on what kind of setting you're visiting and, consequently, what *kind* of pirate you'll be (or run into, anyway). You may choose up to **two** Setting Archetypes, which will define the rough outline of the setting as well as what Perks and other purchases you receive discounts on.

These archetypes are not *exclusive* as such; many settings might have aspects from more than two, the two archetypes you choose should simply be the most prominent or important ones. You can use these choices to create a new setting based on these aspects, or instead visit an existing setting. Your choices are, to some extent, restricted if you decide to use this jump to visit an existing setting or when using it as a Supplement; see the appropriate section later in this jump for further details. Examples of existing settings you could emulate with this jump, and suggestions for the appropriate archetypes, can be found in the Notes section.

First, the **Historical** archetype follows the exploits of pirates and other seafaring vessels either in worlds very similar to the history of our own Earth, or during Earth's Age Of Sail itself. Typically occurring somewhere around the sixteenth through nineteenth centuries - or the local equivalent - it's everything pirate stories are based on… but often, it's not nearly as charming and romantic as later portrayals.

Far more upbeat and friendly than 'real life' piracy ever was, the **Kid's Show** type of setting tends to be colorful, cliched, and likely more than a little silly - perfect for children's entertainment. This archetype is the home of countless cartoons and animated movies, with more than a few pirates-in-name-only. Expect a lot of harmless villainy, children on adventures, and other such happy nonsense.

Magical treasures, Orcish Privateers and sentient ships await anyone visiting settings governed by the **Fantasy** archetype. These kinds of settings have a far greater emphasis on magic or other supernatural abilities of all kind, which could include all the standard cliches like elves, wizards, dragons and other such magical or quasi-magical beings. That said, it also covers settings with fantastical elements such as superpowers instead of literal 'magic'.

Everything looks mostly normal in settings from the **Supernatural & Horror** archetype… at first. But behind the usual wooden ships and swearing sailors lie some very dark things. Ghost ships prowl the seas, the greatest treasures might just be cursed, and the deepest, darkest waters contain Krakens and other eldritch monsters aplenty. Though mankind might still be its own greatest enemy, there's plenty of other things out there on the open seas that might end your life… or worse.

Leaving behind the waves of the sea for more lofty travels, the **Flight & Steampunk** archetype covers settings where there's usually something more than just wind to propel ships; steam engines, bottled lightning or esoteric compounds propel your ship - be it as a submarine in the murky deep or a flying vessel sailing through the air itself! Woe to those who fall in your

crosshairs, for without the limitations of a flat surface, even the farthest reaches of civilization are not safe from you! Expect a strange mix of old-fashioned ship designs with bizarre, nigh-magical technologies, and for (clockwork) goggles to outnumber eye patches by a substantial margin.

In the **Sci-Fi & Space** archetype, stars are the new lighthouses, nav-computers the new steering wheel, and the old flintlock's been traded for a blaster pistol of some kind… but piracy is eternal. Even in the depths of space, the Skull-And-Crossbones remains as feared as ever. You sail from hidden asteroid bases, seeking your fortunes amongst the stars - and the view's as nice as any windswept horizon.

The waves of cyberspace are made of bits and bytes instead of salty water, but the domain of the **Digital** archetype is just as treacherous… and exciting. Whether the digital realm is an actual place or you simply 'jack in' with your ill-gotten goods, this kind of piracy takes place wholly in the realm of computers. Firewalls are the new military Navy, security codes and secret databases the new treasures to steal, and hackers the new outlaws.

And finally, there's the **Lewd** archetype. Just admit it - you're here for an entirely *different* kind of 'booty'. From swinging hips and tight pants to tanned skin and all sorts of creative uses for ropes, you'll find that it's not just the ocean that's wet this time around. Expect lots of nudity, sex, and other such cliches. Maybe you somehow found your way to a porn parody of one of the other archetypes?

Aside from your archetypes, feel free to choose the exact details of your Pirate-ness as you wish. Age and gender are up to you; a silver-haired Sea Dog with twenty years of experience or a young lass setting out to take revenge by stealing her first ship would be equally permissible. You may likewise choose freely whether you receive the full history, connections, and lifetime memories of a 'reincarnation' style background, or instead wish to become a Drop-In with nothing but the appropriate skills (such as the local language), simply washing ashore at your starting location with an empty bottle of rum and no explanation of where you came from.

As for your starting location… you may freely arrive (or wake up, or whatever) in what goes for the local 'Den Of Scum And Villainy' of the setting, like Tortuga, Booty Bay, or a similar kind of Pirate-loving outlaw town. Alternatively, you can instead start in a more *civilized* center of, well, civilization, in case you're more of a law-abiding kind of seafarer. But why do that, when there's so much more plunder and *fun* to be had elsewhere?

PERKS

HISTORICAL

- Hardened (100CP, free for Historical)

Let's face the truth: piracy, or any kind of nautical career, wasn't exactly easy during most of Earth's history. The work was tough, dangerous, and unpredictable at the best of times. You boarded your ship knowing this, and you don't care. You can handle it. Your physical and mental resilience are immense, and your ability to endure hardship enough to see you through all but the most disastrous of journeys. Whether it's hanging from the rigging in an all-out storm or making it through several months of rationing before seeing land again, you can endure it and come out the other end barely worse for wear.

- Armed To The Teeth (200CP, discounted for Historical)

Fighting like a pirate means taking every advantage you can get, and you're about as far from the stereotype of the peg-legged half-blind pirate dunce as you can get - especially when it comes to fighting. You're a master at every form of nautical combat, which in this case likely means the ability to fight with a flintlock pistol in one hand and a saber or cutlass in the other. You're also pretty handy with a cannon, though *carrying* one of those will probably take more than a pirate's skills.

- Pragmatic Villainy (400CP, discounted for Historical)

Sailing around and murdering everyone you meet is a good way to become feared far and wide… but it's also a good way to *die*. You know that often it's better to simply intimidate others into surrendering rather than kill enemies outright, and you're likewise remarkably insightful as to how far you can push others - be they the navies of the global powers or just the nearest port town - before you go too far and everyone comes after you. So long as you walk that edge without tipping to one side or the other, you can remain successful enough to live a life of luxury, but not so successful it'll all come tumbling down.

- Silver Standing (600CP, discounted for Historical)

Fame and infamy go hand in hand. Everyone knows the stereotypes, but before that, piracy was something very real - and some of the men (and women) involved in it shaped its image through nothing but reputation and talent alone. You are now one such individual, similar to Edward 'Blackbeard' Teach or the mythical Long John Silver himself; your every action seems to echo throughout society, your fame and reputation growing leaps and bounds where others might struggle to be recognized *at all*. Who knows, in time people might write stories and sing songs about *your* exploits.

KID'S SHOW

- PG Appropriate (100CP, free for Kid's Show)

Spectacular swordfights, cannonballs flying every which way, flintlock pistols and black powder grenades galore… you'd think it'd be pretty gruesome, and hardly fit for a TV show watched by six year old children. Well, not so. With this Perk, it seems like all the fighting and injuries and all those other nasty details of the pirate's trade just… don't get quite so awful. A cutlass through the chest will still kill, obviously, but there'll be very little or even no blood involved, nor will similarly horrific scenes result from massed cannonfire, splinters and shrapnel launching across

half the deck, or other such events. Like people just lie down for a nap, even if they'll never wake up again. Things still happen, they're just… cleaner. Neater. Nicer, overall.

- Honor Amongst Thieves (200CP, discounted for Kid's Show)

It'd be a sad story indeed if scoundrels and brigands actually acted horrible all the time - especially when you've spent so much time doing right by them. But now, it seems this isn't actually how things go: you can actually *rely* on folks, and people will actually do their best to keep their promises if you do the same. Sure, they'll rationalise and justify it with all *kinds* of reasons for why they're letting you go or why they're leaving the treasure or whatnot, but you know it's because deep down, they're still good at heart. Well, most of them, anyway - even a kid's show might need a scary villain from time to time.

- Lighthearted (400CP, discounted for Kid's Show)

Fun, adventure and friendship, that's what keeps your crew together, and it shows. Whether it's a boat full of kids or a warship of veterans, you know you can rely on each other - and that sometimes, the friends you make along the way truly *are* the real treasure. More than that, you'll find that you have a gift for redeeming people, turning them away from the mistakes of the past and on towards a better future. The closer and happier you and your crewmembers or allies are, the more profound this ability becomes; after all, what better way to show the lost and hopeless what they're missing than to *show* them, then and there?

- Pirate-less Piracy (600CP, discounted for Kid's Show)

While it's cool to be a pirate, doing piracy can be less fun - especially when you're not into this whole crime and villainy thing. Yet with this Perk, that problem is solved entirely; whatever lifestyle or reputation you have that relies on (regularly) committing crime just… doesn't. You could get by without ever robbing someone or attacking another ship or coastal town, and just focus on the sailing and adventures. All the little details just work themselves out as if you *had* committed crimes, except nobody's actually a victim. Even if you *do* want to do some proper pillaging, you can probably find a place you can do so guilt-free, like a cursed island inhabited by skeletons, instead of having to hurt people.

FANTASY

- Ocean Kin (100CP, free for Fantasy)

Did you have a mermaid somewhere among your grandparents, Jumper? It would certainly explain some things, like how you're capable of breathing underwater without so much as a hiccup. For that matter, your swimming talents are similarly magical, to the point you could keep pace with most fish or swim alongside dolphins without tiring. You're even immune to 'the bends', so diving deeper than most isn't a problem either. Sure, the ol' flintlock might not do too well underwater, but with a bit of creativity you could probably pull off some pretty amazing feats of sabotage or infiltration, not to mention bring up some sunken treasures!

- Initiate (200CP, discounted for Fantasy)

The world's a magical place, and more than a few people find themselves with power beyond the norm, wielding mystical or supernatural talents of various kinds. You are one such individual, gaining a level of skill comparable to that of a novice in some manner of 'magic', or the equivalent, in your setting. Perhaps you're a warlock of some sort, making pacts with eldritch beings for power over your mortal foes? Perhaps a near-death experience left you a conduit for necromantic energies, perfect to create loyal, unthinking zombies to replace the crew that turned on you?
It could even be something more primal, like the ability to speak to the wind and waves, guiding the natural elements of the world to support you in return for certain offerings to appease their spirits. You could even be a wizard's apprentice, whose light fingers led to an early career change on the open seas - after stealing your master's notes, of course.
Whatever the case may be, you have a certain number of tricks or powers available to you, all of which can prove quite useful on a ship (if perhaps with some creativity), and you can expand your knowledge and power through study, practice, meditation, or other such efforts.

- Diversified Debauchery (400CP, discounted for Fantasy)

With the sheer number of different races, superpowers, magical talents, or other options out there, it can be hard to decide on who to hire for your crew. So why not get all of them? You are supernaturally gifted when it comes to finding a use for unusual talents, and your subordinates will become increasingly effective at any task the more varied and versatile they are. Put a keen-eyed Elf in the crow's nest, hire a wizardly type to keep the wind in your sails, and see if there aren't a few of those mad scientists around to tinker with the sails while you're at it. Hell - you could probably find some use for a pacifist hobbit in a band of cutthroats if you tried hard enough. Maybe their cooking boosts morale so much they're worth missing an extra pistol? Having your ship crewed by a mismatched band of misfits probably won't make you the *best* at any given thing, but with enough weirdos you could probably manage second or third place… in everything.

- One With The Ship (600CP, discounted for Fantasy)

Tales speak of pirate captains beyond any other, whispered stories of men and women whose very essence became entangled with the deck beneath their feet, the line between pirate and ship blurring to the point of irrelevance. Perhaps they're just that - stories. But in your case, the stories may very well be true. Whether it's some dark magic, a kind of psychic talent, a mind-machine interface or something stranger still, you and your ship effectively *are* a single thing. You possess a supernatural degree of awareness of everything that happens on and around your ship, and the vessel itself begins to follow your commands seemingly on its own. Where other sailors might struggle to keep the rudder under their control, you could turn the ship with nothing but a gesture, the ship's wheel turning without a single touch of your hands. Cannons track any enemy you lay your eyes on, lighting their fuses and firing on their own accord once you decide to unleash your wrath. They say a captain must be master of their ship… and you have taken this ideal to a whole new level.

SUPERNATURAL & HORROR

- Cautious (100CP, free for Supernatural & Horror)

Ordinary men let greed get the better of them, but not you. You've got a sixth sense of sorts when it comes to all manner of curses and other supernatural dangers. It's not very accurate or powerful, but you'll just get a bad feeling before touching that Aztec gold, or ignoring that skeletal captain's message to never sail to the hidden isle. Trust your gut, and you might avoid at least *some* of the horrors out there.

- Beneath Notice (200CP, discounted for Supernatural & Horror)

Some men might think they're funny when they laugh at a map stating 'here there be dragons', but it's no laughing matter when it's *true*. The depths of the ocean can hold monsters both vast and terrible, as likely to swallow a ship whole as they are to drive the crew insane or give them nightmares for the rest of their lives. Yet for all the terrible unknowns beyond the safety of the shallows, you find you rarely need to worry about them. You and your vessel are effectively guaranteed to remain safe from all manner of such monsters, cursed territories, or other such overwhelmingly powerful and impersonal threats. Well, to some extent, anyway. Krakens and Leviathans won't seek out your ship or attack it if they notice it, but that protection obviously doesn't keep you safe if you bring your cannons to bear against them, and there's likewise no guarantee you won't become 'collateral damage' if such dangers show themselves nearby for other reasons.

- Sea Ghost (400CP, discounted for Supernatural & Horror)

All sailors know the stories. Ships that appear out of nowhere, sails holding strong on a windless night, or vanishing without a trace when one loses them for just a moment. They call them cursed… but as you'll come to know, what is a curse to one is a boon to another. Whatever vessel you sail (or otherwise use) can now traverse the seas in ways that are, to put it simply, more than a little eerie. The laws of physics no longer fully hold sway over your ship, allowing you to sail into the wind or keep moving even in still weather, crossing the seas without even a wake to mark your passing. More than that, in the most ominous of weather you'll be able to sail into fog banks to evade pursuers… and emerge from the mists a vast distance away, much farther than any ordinary ship could have hoped to sail in such a short time.

- Portent Of Ill Fate (600CP, discounted for Supernatural & Horror)

A cold wind howls in your sails, pirate. Whether you are damned, unnatural, or simply as wicked as they come, a terrible sense of unease and terror precedes you anywhere you travel with malicious intent. Victims wake in the night from nightmares half-forgotten, guards become paranoid and twitchy as they peer into the night… little rest comes to those who will face your wrath, whether they know it or not. Worse - a terrible storm will herald your arrival, and the dreary drizzle that unnerved those ahead of you turns to windswept rain. Wicked, howling winds are your company when you take to battle, the thunderclouds overhead heavy enough to make mid-day as dark as nighttime. You might as well be the Flying Dutchman come again, the most feared ship that sails the waves to the point that merely glimpsing your sails is enough to send lesser men fleeing in terror.

FLIGHT & STEAMPUNK

- Cloud Devil (100CP, free for Flight & Steampunk)

Swinging from the ropes to reach another ship or dancing around an enemy's cutlass are tricky enough, but try doing it while your ship's flying sideways (or even upside down) and see how that works out for you. Actually, it works out pretty well. You're a master acrobat with a level of balance and hand-eye coordination other pirates would kill for. You're still limited by what you're physically capable of, of course, but you can otherwise expect to dance where others stumble at best.

- Ambusher (200CP, discounted for Flight & Steampunk)

Strike without warning, and the battle is likely to be won then and there. Catching your victims or rivals off guard can be an incredible challenge, yet you find you're a master when it comes to such tactics. Whether it's striking from high, hiding your airship in the blazing rays of the sun, you emerge from the depths in a submarine bristling with torpedoes, or you simply rely on ambushes from obscuring bays or islands and a good helping of speed… you can bet that anyone you can surprise will rue the day they crossed your path.

- Smooth 'Sailing' (400CP, discounted for Flight & Steampunk)

Nothing's worse than chasing (or fleeing from) another ship, desperately dodging near the ground and back up again, only to have your turbines choke to a sudden halt because of sand in the engines. Good thing then that you'll never have to worry about it: whatever propels your ship, you'll never again have to worry about environmental factors interfering or outright eliminating your engine power. Sails never tear from the wind, jet turbines handle smoke, grit, and broken bits of ship with ease, and FTL drives wouldn't even *notice* unfavorable currents in Hyperspace. Of course, that doesn't mean your ship's invulnerable - sailing prow-first into a mountain just means the engines only break when *everything else* does, and cannonballs or heat-seeking missiles can still ruin your day.

- Windswept Acrobat (600CP, discounted for Flight & Steampunk)

Only fools think in two dimensions, and few of those who don't ever take full advantage of the freedom that comes with diving into the deep or sailing into the sky. Yet in your hands, your ship can perform outright *miracles* when it comes to movement. Club hauling at full speed to turn the ship around in seconds? Easily done. Fly through a winding, narrow canyon with mere inches between the jagged cliffs and the sides of the hull? No problem. Hell, at times your ship could literally start moving in complete defiance of physics if only to make your maneuvers work. In your hands, a floating galleon handles more like a jet fighter, and a steam-powered submarine becomes as nimble as a mermaid.

SCI-FI & SPACE

- By The Light Of The Stars (100CP, free for Sci-Fi & Space)

It's one thing to get lost at sea. It's another thing entirely to get lost in the depths of space. Through long hours behind a telescope, mastery of star charts, or just having a really good

sense of direction, you'll find it's nearly impossible for you to get lost for long. So long as you've got a bit of time to observe your surroundings, note the locations of the stars above your head (or ahead of you, as the case might be), you'll always be able to get at least a *rough* direction to head into in order to find more familiar territory - assuming it's reachable at all, anyway.

- Perceptive (200CP, discounted for Sci-Fi & Space)

The seas might have seemed vast, once upon a time, but space is big on an entirely different level. Finding the ships you want to raid is easier said than done, especially if you need to catch them away from centers of civilization where the long arm of the law might be able to catch you. To this end, you've become very talented at staying aware of your surroundings and territory. Picking up engine emissions over the cosmic background radiation is child's play for you, and you know exactly how to set up hidden sensor networks using buoys, asteroid watch posts, and other such systems. Sure, it can take a while to get everything set up right, but there are few advantages as great as knowing exactly where your target is - and where they're going for the next few days.

- Scourge Of The Hyperlanes (400CP, discounted for Sci-Fi & Space)

Whether it's a winding course through shallow waters or space travel through fixed FTL corridors, it's a sad fact of life that often, we simply can't go where we *want* to. And you're just the pirate to take advantage of that fact. You are exceedingly talented at taking advantage of limitations to your and *especially* your foes' movement options, and are equally gifted at further eliminating any such freedoms that remain. A few grav-mines here, an ambush party there, and before you know it, those you're chasing will have nowhere to go but straight into your arms.

- Out Of The Deep Night (600CP, discounted for Sci-Fi & Space)

If anyone is feared in the depths of space, it's you… but not because you kill without regard, oh no. You're *worse*. Piracy always has the risk of destroying a raided vessel, be it by sinking it or accidentally causing a reactor meltdown or the like - and in space combat, it's quite likely that anything that can punch through energy shields or starship-grade armor will gut anything behind it with ease. A slugging match is as likely to result in a cloud of mono-atomic vapor as it is looted treasures for your pirate hoard - yet when you engage your targets, a slugging match is *far* from what they should expect.

Any ship under your command will find it is capable of engaging enemies from farther away, thereby making the 'first strike' far more likely to be yours. More than that: all weapons your ships employ are far more accurate, automatically targeting or homing in on whatever weak spots would allow you to cripple or outright disable a ship *without* destroying it entirely. With a cunning plan and a little luck, your victims might not even notice they're under attack until their ship shakes from the impacts - only to find itself defenseless with its engines, weapons and comm systems turned to slag.

DIGITAL

- Info Thief (100CP, free for Digital)

A pirate's life is a life of violence, and though the physical bloodshed might be at an all time low, knowing your weapons is as important for a cyber-pirate as it was for the sailors of old. You're a gifted hacker, cracker, and software engineer, with a particular talent for breaking through encryptions, firewalls, and other forms of 'digital lockpicking'. Take your time and rely on a bit of finesse, and you can probably get through most forms of security. Hell, you probably could even if you were in a hurry, but using the digital equivalent of a keg of gunpowder probably makes the lawman sit up and take notice much like it would have back in the olden days of yore.

- Routerless Ghost (200CP, discounted for Digital)

Anyone can bounce a signal off a few proxies and avoid notice long enough to get out with their ill-gotten gains. But what you do is *art*. Once you retreat from a fight, close down your hacking connection, or otherwise try to get away from whatever place you were practicing your piracy on, you'll become far more difficult to trace or track down. The longer it takes your enemies, rivals, or just the local law enforcement to find you, the more difficult it will get. With enough finesse, you could literally leave your targets with a network signal that simply disappears into nowhere, cyber echoes and digital ghosts obscuring all that could lead them back to your trail.

- Cyberspace Rebel (400CP, discounted for Digital)

In a world of faceless corporations or machine overlords, the scoundrels and outlaws who raid the Powers That Be - be it with ship and cannons or software and circuitry - can become heroes to the common people. Is it any surprise you live up to the name? When you hoist the Jolly Roger or otherwise fight for freedom or against tyranny and censure (even if you're pretty wicked yourself, mind you), you'll find that your skills and talents become that much sharper, that much more *potent*. With time and effort, you could become the Robin Hood of the digital age, or the founder of a new Pirate Bay more glorious and free than the original ever was.

- Buccaneer Of Bits And Bytes (600CP, discounted for Digital)

A hacker's work is almost entirely a contest of intellect and knowledge, while the old pirate's way of life is to claim their ill-gotten gains with sword and pistol in hand. With this Perk, you can do the former using the same talents best suited for the latter approach. You can manifest a digital avatar of yourself in cyberspace, a software manifestation of your very being that allows you to see the information in computer networks and the like as if it were a real, physical place. Where before you could have hacked your way through a security system by writing code behind your computer, this Perk will let you do *in person*. For example, you could now use your stealth skills to avoid detection by robotic virus scanners, dance on the lines of I/O connections like they're the rigging of a ship, bring your sword-wielding skills to battle enemy system administrators, or even launch a cannon broadside from your digital ship to demolish a firewall manifesting as a castle-like wall of data.

That said, this Perk doesn't guarantee you'll be able to do so while also remaining active in the 'real world'; you might want to avoid distractions or practice your multitasking for when you're diving head-first into cyberspace.

LEWD

- Charming (100CP, free for Lewd)

Some pirates steal gold and treasure. Others steal spices or slaves. You? You steal people's virginity. You're the kind of naughty that could seduce 'innocents' without even trying, saying exactly the right words and doing exactly the right actions to make some lass and/or lad fresh out of port swoon at your presence. Perhaps you're the living proof that all girls like 'bad boys' (or all boys like 'bad girls'), or you're just stupendously good at hiding your dastardly nature and enticing your mark with what *seems* to be a heart of gold? Whatever the case may be, signing on new crew has a lot more to do with *you* than it does with your ship.

- Smooth Sailing (200CP, discounted for Lewd)

So there you were, enjoying the pleasant company of a lady, or several, or maybe it was a handsome bloke or two… and your first mate runs in to yell about spotting a sail on the horizon. Kind of a disaster, no? This Perk ensures that any time you're otherwise occupied in the, ah, carnal sense, you won't be interrupted or otherwise have outside events ruin the mood. That rival pirate takes just a bit longer to catch up to you, the shores are just a bit further away, and the entire world just sort of takes a break until you and/or whatever partners you're currently intimate with are satisfied. That said, this extra time doesn't actually count for anything outside the bedroom (or wherever it is you're getting your peg leg up). For example, if your ship's making water, your crew won't suddenly have found the time for extra repairs even if from your perspective you spent the last four hours getting up close and personal with a lady's 'treasure'.

- Seductive (400CP, discounted for Lewd)

You're the hottest, most charismatic outlaw on the seas, and everyone knows it. Not only are you a solid ten out of ten, you can effortlessly make your every move, your every word, every little facet of your life almost custom-tailored to make others desire you that much more. Tight pants bulge in just the right places to show the ladies what they're missing, the buttons of your too-small shirt never pop no matter how much they strain under your ample breasts, a wayward glance is as potent as the most well-placed flirtation and the sway in your step might as well be an open invitation to everyone with eyes to see. Even without consciously putting any focus onto it, you could very well lead an entire ship through nothing but the *possibility* of gaining your affections, no matter how slim or outright impossible that chance might be. And before you ask, yes, this is equally effective on others regardless of their preferences. You're a pirate; why would you limit yourself to the safe and boring option?

- It's A Sinful World (600CP, discounted for Lewd)

Ah, the open sea. Freedom, adventure, and... lots and lots of sex? Hell yeah, what *else* are you gonna do with nobody to stop you? In fact, it seems that you're practically tripping over opportunities for lewdness, be they innocently arousing or outright hardcore. Your ship's deck is just slippery enough your crew regularly loses their balance and face-plants into the nearest set of tits, anyone climbing the rigging has a fifty-fifty chance of getting tied into something straight out of a BDSM guide, and whatever mermaids and/or mermen you run into turn out to be oh so very friendly - you've never quite 'eaten' fish like you're going to here. Plus, of course, your

crew's libido might simply be an order of magnitude higher than before, and the outfits an order of magnitude smaller.
This Perk usually provides situations in line with your own preferences or desires, though it'll also give you the occasional 'oddball surprise' to keep things interesting and prevent the fun from getting stale or repetitive. This Perk also never causes negative consequences either, be they in the form of unwanted pregnancies or more serious threats to your wellbeing, though any danger you *do* find yourself in could obviously result in additional clothing damage, if that's your thing...

GENERAL PERKS

- Piracy 101 (Free for all)

You can't exactly be a pirate without being a *pirate*, right? This Perk grants you all the basic skills and knowledge necessary to function out on the open sea with nothing for company but a band of misfits, scoundrels, and ne'er-do-wells. From your 'sea legs' to basic rope-work and from navigation to handling gunpowder weapons, you've got everything you need to handle yourself as a pirate. Though admittedly, this is only enough to survive a boring, uneventful life without issue, no more than that. If you want to excel in some area or another, you'll need to look elsewhere.

- Yo-Ho-Ho And A Bottle Of Rum! (50CP)

'Tis hard work, on the seas, but a good song with your crewmates can bolster the spirit and invigorate the arms! Yes, even if it's two-tooth Tyler doing the singing. You gain a surprisingly good singing voice, with all the appropriate music skills to make use of it and the ability to come up with catchy tunes on the fly. Paradoxically, these talents seem to only get *better* if you're roaring drunk, slurring, or otherwise getting closer to the platonic ideal of 'the perfect pirate'. From this day on, you'll never need to fear a lack of sea shanties!

- Vocabulary (50CP)

Why be a sailor if you can't act like one? This Perk ensures you can swear like a sailor and *then some*. If someone does something to truly piss you off, you could probably whip up an hour-long tirade without ever repeating yourself, and with each new invective being at once highly original, crude, and likely to make even veteran shipmates blush at their impact.

- Hoist The Colors! (100CP)

Unfurl the sails, hoist the colors, lift the anchor and off she goes! You're a master sailor, someone who's been behind the helm for most of their life and who has the skills to show for it. From turning a ship through a narrow passage to recognizing ocean currents to reading maps - or even the stars themselves - you're well versed in just about every aspect of piloting a ship. This talent is, for obvious reasons, mostly focused on the type of ships present in your setting's archetype(s), such as a wooden sailing ship for a Historical setting or a submarine for Flight & Steampunk, though it also provides lesser benefits to most other kinds of vessels you might encounter in the future.

- Slip-Proof Peg Legs (100CP)

More than one sailor has met their end after falling overboard; few who disappear beneath the waves are ever seen again. Of course, there's plenty of others who'd rather die than face such a fate, and tales speak of captains who could stand tall in the middle of a storm without so much as a tremble in their legs to show the strain. Like these larger-than-life men and women, your balance and stability is top-notch, to the point you might as well be nailed to the deck. Nothing short of the ship going belly-up will make you lose your footing on (sort of) solid ground, and this power obviously functions perfectly through any kind of cybernetics, prosthetics, wooden peg legs and other such limb alternatives. Just don't try it with a handstand - there's a difference between being a salty veteran and being a *showoff*.

- Slap-Dash Scoundrel (100CP)

Sure, piracy might mean a life of freedom and a chance to give the finger and/or hook hand to the so-called 'authorities', but it also means you basically work without any kind of actual *support* from such authorities - or any other organizations. Is it a surprise that self-sufficiency is even more important for a pirate than it is for any other sailor?

You're a gifted craftsman and engineer, not so much when it comes to making anything new, but very, *very* talented at fixing up damaged ships with limited resources, creating a raft or a simple sloop after getting marooned on that deserted island, and otherwise jury-rigging remarkably sea-worthy vessels in ways that defy common sense (and possibly decency). Fixing a mast after it's been snapped in two by cannon fire might be tricky, but you can probably find a way to get your ship moving regardless - even if it means turning your sails into a giant kite instead.

- Cheater's Charm (100CP)

It's good to be skilled, but sometimes it's better to be lucky. You've got the devil's own luck, with fortune smiling on you whenever you need that last little push to win. Though this is a very minor benefit in most cases, it absolutely shines whenever you're forced to rely on something that is truly down to nothing but random chance. Like gambling. Especially gambling, in fact. You could probably clean out half the opposition in the time it takes you to learn the rules of the game, and folks might very well expect you to *literally* have an ace or two up your sleeves. Which you might have, in fact, but at least you won't need them with this kind of luck. Just watch out for sore losers; those flintlock pistols ain't props, after all.

- Dread Pirate Jumper (200CP)

Fame. Infamy. In the end, it just means people know who you are. Or… do they? You find that it's very easy for you to make a name for yourself, but not quite in the usual manner; rather, you have a knack for taking credit for things you never actually did, either because it was just coincidence or because it was done by someone else outright. So long as you act the part and nobody finds any proof to show it's all lies built on deceptions built on tall tales, they'll usually assume it's all *really* your heroic (or dastardly) deeds in the tales. Whether you use these same talents to eventually retire and have someone else take up your mantle without anyone the wiser is up to you, though if you do decide to do so you'll find it a bit easier as well. Convenient, isn't it?

ITEMS

All purchased items slowly repair themselves to full functionality over the course of a week, though you can obviously speed this up with some hard work. Likewise, anything lost or destroyed entirely is replaced after a week as well. You may freely import similar items you already possess into any options available here, like combining a majestic crown with your new Tricorn Hat, to grant them the qualities and benefits of both in a 'best of both worlds' manner. All items may be bought multiple times, if you wish.

- The Compass (50CP)

This old, ornate compass is as beautiful as it is useful; knowing where you're going is critical on the open seas, especially in the middle of a storm or when you're too far from any visible landmarks like islands. This compass always points North, or the equivalent, even in places where ordinary compasses wouldn't work for one reason or another. Further, while holding it you gain a supernatural sense of direction and insight into 'where you are', though this obviously works best if you've got something like a map to compare to your environment.

The Compass can be upgraded for an extra 50CP per option, enabling it to point to other things as well as merely pointing North - though it can obviously only point to one thing at a time. If it ever tries to point to something that no longer fits the criteria, it will simply start spinning.

The first upgrade option is to allow the compass to point at a close friend or loved one, a family member, or even yourself, so long as you know each other fairly well. The second option allows it to point towards any treasure or other form of wealth you have hidden, or for which you otherwise have a fairly precise location. The third upgrade allows it to instead point towards your greatest enemy or threat (or its closest part, if it's an entire fleet spread over an area, for example). Finally, the last upgrade allows it to point to any single object you own (or owned), regardless of whether it was stolen or not.
Once its function is set, the compass will continue to point to its (nearest) target even in someone else's hands, though its function can only be changed by yourself or those who you allow to do so.

- Treasure map (50CP)

Whether vellum, human hide, machined metal or something even more bizarre, nothing gets a pirate's eyes shining with greed like the eternal classic of 'X marks the spot'. This map depicts the route to a treasure of some kind, though the exact are… somewhat lacking, unfortunately. You'll be able to find it with enough time and effort, of course, though there's no way to predict what the treasure will actually be aside from *valuable*. If and when you find it, a new map can be recovered along with the pile of gold, collection of aged wines, or whatever else you're digging up. You can pick a rough 'difficulty' for the map the first time you take a look at it, but keep in mind: the greater the prize at the end, the longer and more challenging the journey. The kind of treasure you find will vary based on your setting's archetypes, and will likewise be something suitable for any future jumps you find yourself in.

- (T)rusty Cutlass (50CP)

The iconic pirate's blade, this cutlass is a reliable weapon for boarding other vessels, cutting through ropes, and various other sword-related activities. It's otherwise fairly mundane and not even indestructible; however, any time it gets knocked out of your hands or otherwise lost, you'll be able to pick an equivalent weapon off the deck on a moment's notice. Perhaps another pirate dropped theirs, or you're grabbing one from where it got knocked out of a privateer or navyman's hands, or it just sort of appears, the slippery deck offering up your blade like that chick from the fairy tales those English seamen keep going on about.
Note: swashes for buckling not included.

- Flintlock Pistol (50CP)

Your standard ball-and-power firearm, or whatever the local equivalent is, makes the perfect companion piece to your trusty saber or cutlass. It never jams, works even when soaking wet in defiance of all logic and laws of physics, and it's unnaturally accurate and powerful - *especially* when trying to shoot the hat off some other captain over on yonder ship. The firing rate could use some improvement, what with the single-shot nature of the thing, but for an additional 50CP, it comes with a set of duplicates you can pull from a suitably badass bandoleer. How many does the bandoleer hold, you ask? However many you need - it's as if new pistols just spontaneously appear whenever you reach for them. A suitably skilled pirate could achieve a fairly respectable rate of fire with these, even if they have to keep throwing spent pistols everywhere.

- Rum (50CP)

Ahhh, a Pirate's favorite treasure - not counting gold, precious jewels, and other such things, of course. Though rum wasn't necessarily the main drink during the age of piracy (let alone wherever you end up going), it's likely the most famous. With this purchase, you receive an infinite supply of rum, typically in the form of half-full bottles that just sort of appear whenever you need a drink. Incidentally, the bottles also good for smashing over someone's head in a brawl, though it's a waste of good and/or bad rum. Or, if rum isn't your thing, you could instead gain similar stocks of brandy, bourbon, port or a similar kind of alcoholic drink.
For an additional 50CP, this supply automatically incorporates any other drinks you run into during your travels, provided you've stolen at least one of them. No one-of-a-kind elixirs or super soldier serums though, just booze - though we'll be generous and allow non-alcoholic drinks as well.

- Pirate Spyglass (50CP)

I spy with my little eye… treasure! Arrrrrrrr! This sixteenth-century style telescopic spyglass is perfect for checking any sails on the horizon, distant shores brimming with hidden riches, marooned mutineers on tiny islands, and whatever other things are worth looking at out on the waves. Somehow, it automatically draws your eyes to anything interesting, useful, valuable or otherwise relevant, with details standing out far more than they normally would. It can also see through fog, seaspray and other such issues far more easily than you'd expect.

- Tricorn Hat (50CP)

The pinnacle of fashion and the highest authority combined, these magnificent pieces of headwear are some of the most sought-after on the seven seas. Any who wear it will find themselves more confident and charismatic, with a particular advantage in ensuring your crew follows your orders and doesn't try to stab you in the back… or front. After all, who would dare a mutiny against someone wearing *this* kind of hat?
Comes in a variety of interesting colors and designs, though the skull and crossbones one is a classic for a reason.

- Colorbeard (50CP)

What better way to stand out from the competition than a magnificent, well-groomed beard? Of course, while anyone can try to grow some messy tangle of hair, this beard is guaranteed to remain in perfect condition through even the heaviest storms and gunpowder clouds, retaining its glossy, well-groomed appearance so long as you wish it. In fact, you could easily recreate the (in)famous Blackbeard's supposed habit of leaving smoldering coals in his beard to become that much more terrifying, without worrying about any damage or other detriments - to the beard, anyway, nothing's stopping you from inhaling the smoke. The beard will always be a noticeable aspect of your image, and it comes in any color you like, realistic or otherwise. Fully detachable, compatible with the feminine gender as well as any other form that might otherwise lack the ability to grow such a magnificent beard, and suited for all forms of shampoo (not that it needs any).

- The Relic (600CP)

Some treasures are greater than others. And some… some surpass any other, their glory unmatched by any mortal craft. You possess an item that marks you as the greatest pirate that ever lived, and then some. Perhaps it's a fog horn carrying the bound spirit of the greatest water elemental that ever existed, and sounding it briefly grants you its lordship over the waves. Or maybe you've found the fabled Trident of Poseidon, its deific powers yours to command with a gesture. It could be an (in)famous Precursor artifact, a remote control for some incomprehensibly advanced machine hidden in another dimension. Whatever the exact details may be, some aspects of it will always remain the same. Whoever carries this object holds dominion over the seas (or their equivalent), with the waters below always acting to aid them. Ocean currents push your ship forward at greater speed, while slightly hindering your rivals or victims. Second, it allows for a measure of control over both the weather and the native ocean life - unleashing its power could turn a sunny sky into a rainswept thundercloud in less than a minute, or an oceanic hurricane in about five. You can order ocean-dwelling creatures such as sharks to do your bidding, though the level of control depends on how intelligent or strong-willed such beings are. Once per year, you can even summon the most terrifying creatures from the depths, like a giant squid or Leviathan, to serve you for a single day.
Finally, the artifact can create a small island even in the middle of the ocean, allowing you to moor or find shelter if necessary. This island will only contain whatever natural resources might normally be found on islands around your location (sandy beaches and palm trees near the tropics, gravel and pines near the more frigid arctic areas, or a bare asteroid with a limited atmosphere in space). This island will only ever be temporary, and will sink beneath the waves after a few days or when you decide to leave.

THE PIRATE SHIP

Every pirate worth their salt needs a pirate ship to sail on - and especially a pirate as hardy, ambitious and cunning as you! This section allows you to create a pirate vessel of your very own, complete with all the cannons, debauchery, and booty you can get your hands and/or hook on… assuming you can pay for it, of course. Improve it enough, and it could become a one-of-a-kind flagship one might build a small pirate kingdom around. You know, if that's your thing.

Your pirate ship can be found at or near your starting location in-setting, and recognizes you as its captain (barring Drawbacks or other such issues). Alternatively, you may leave it moored to a dock attached to your Warehouse, from where it can sail into your current jump through a larger variant of the portal normally used by the Warehouse itself. Upgrades are discounted to half the full price after the first purchase, including 'free' upgrades. Multiple identical upgrades stack as appropriate.

Your pirate ship is automatically replaced one year after it is sunk or otherwise destroyed, but otherwise doesn't repair itself; that's what your crew's for.

All upgrades require either 'The Pirate Ship' or 'Jumper Anon's Revenge'. Each ship you buy is upgraded separately, but repeat purchases are discounted regardless of whether they are all bought for a single ship or spread across multiple vessels.

- The Pirate Ship (50CP, one purchase free)

The basic starting point for your ship, this gets you all the usual stuff you'd expect to get from a vessel in your particular pirate setting. Masts, sails, rudder, that kind of thing, with the overall appearance up to your desire - whether it's gleaming oak or ebony as black as the depth of night. Of course, the exact details of your setting could also result in things like shields and jet engines instead - just start with whatever is commonplace in the setting and work out the fine touches from there. For a rough estimation, this would get you a small Frigate in a Historical 18th-century setting, or something of a comparable role for a different setting archetype.

Your ship comes with a moderate amount of supplies, including food, gunpowder, repair materials and so on, but doesn't automatically restock these. To get more, you'll have to either buy additional upgrades or raid a few coastal towns or something.

Repeat purchases do not upgrade an existing vessel; instead, each additional purchase represents a new ship to be added to your pirate fleet.

- Jumper Anon's Revenge (Free)

Ahhhh, you've sailed these seas already, have you? Captained a ship before you flew the black flag, perhaps, and you're not ready to give her up to the abyss just yet? Well, more than one pirate's vessel began their existence as something different, so why not continue that grandest of traditions? With this purchase, you may import an existing ship you own, adjusting its shape to fit in with the setting if desired, and allowing you to further modify it using upgrades from this section. You may merge this ship with 'The Pirate Ship' above, ensuring it retains both its original capabilities as well as any additional benefits from 'The Pirate Ship' itself.

This option can only be taken once per ship.

- Ship In A Bottle (50CP)

Resembling little more than a tiny model ship in a thick glass bottle, this item is notable in that it always provides an accurate reflection of your pirate vessel, to the point that any damage or other changes are perfectly recreated on the model inside. In fact, if you didn't know better you'd almost think the ship in the bottle is *real*… and in some ways, it is. With this bottle, you can summon your pirate ship anywhere you wish, merely by flinging it to whatever location your vessel should emerge in. A few moments later, your ship will simply rise up through the ocean's surface, arrive in a sudden landing, or otherwise 'appear' out of nowhere. Yes, this works even in places where your ship can't actually travel normally, like in the middle of a desert or deep underground. That said, leaving an ocean-faring vessel stranded in the deep desert, for example, doesn't guarantee it can keep moving under its own power or even stay in one piece after effectively beaching itself.
Once used, the bottle can be reclaimed from wherever your pirate ship keeps its rum or other spirits. This upgrade cannot be bought more than once per ship.

- The Jolly Roger (50CP)

Whether it's a red skeleton, a pair of crossed sabers, a full red flag or the all-time classic of the black skull-and-crossbones flag, flying the colors of piracy can instill terror in all but the most hardened military vessels. After all, these flags were usually only seen when a pirate ship was readying to attack… or even when it was already firing its first shots.
With this purchase, your ship gains a pirate flag or other such symbol to herald your wrath, terrifying your foes and victims much like the Jolly Roger of old once did to merchant vessels in the 18th century. It is unnaturally resilient, though any damage it *does* take will only bolster its intimidating presence. In addition, this flag will always be recognizably *yours*, even if others fly (near-) identical flags.

- Comfort Cruising (50CP)

A certain degree of pragmatism is pretty much a given for any vessel at sea, but that doesn't mean it needs to be *entirely* dedicated to function. You and your crew's comfort can be as vital as the strength of your hull or the size of your sails, after all. With each purchase, this upgrade provides a decent improvement to the overall living standards onboard, whether that's a ship-wide improvement to bedding and air circulation or you decide to hog the benefits yourself to create a lavish, opulent Captain's quarters instead. Just be careful if you go *too* overboard on your personal comfort at the expense of everyone else's - you don't want to get a mutiny, do you?

- Firepower (50CP)

In ship-to-ship combat, it all comes down to who's most photogenic while swinging on a rope to get across to the other side. Well, that and good old fashioned cannons to blow the other side to smithereens. With each purchase, you gain an extra set of guns for your ship, equivalent to about a fifth of the original armament. A classic 18th-century Frigate might go from twenty-four to about thirty cannons, for example, while a spaceship might get an extra laser battery or two or some additional torpedo tubes. This can include cannons (or other weaponry) that's larger or smaller than the usual or original variants, with lighter cannons coming in greater numbers and

heavier armaments receiving fewer weapons instead. With enough upgrades your vessel could match - or even exceed - the power of a true Ship Of The Line.
This upgrade also ensures your ammunition supplies slowly restock over time; no sense in leaving all those cannons empty, is there?

- Tough (50CP)

Though most pirate vessels are only lightly armored, favoring speed and firepower over resilience, that is by no means an absolute rule. Whether you captured a dedicated military vessel or made some modifications yourself, your pirate ship is noticeably harder to damage or destroy than before. This most likely manifests as thicker wooden planks that reinforce the hull, though with enough purchases you could even see your vessel become one of the first iron-clad vessels of your time.
With each purchase, your ship's overall resilience is increased by about a fifth of the amount of damage it could originally take before sinking.

- Exotic (100CP)

Though most conventional pirate vessels are made of wood - depending on the setting, of course - some ships are nonetheless built to be something *greater* than the norm. This upgrade grants your ship some form of unique advantage, typically in the form of being built from some form of rare or powerful material or harnessing some unique technology for exceptional benefits. In essence, this purchase acts as a freeform upgrade comparable in power or utility to approximately 200CP worth of other options, but with the restriction that this option may only be purchased once per ship and it doesn't directly 'stack' with any other available upgrades.
One example of such an upgrade is altering your ship to be built out of magical, lighter-than-air wood that allows it a measure of flight where it could not do so before. Or perhaps the hull is armored with a thin layer of Meteoric Iron, making it highly resistant to hostile magics? Binding a powerful fire elemental could make your vessel near-immune to great heat or allow it to sail through ice with ease, while a bound lightning entity could see your ship fire statically-charged cannonballs that release lethal bolts of electricity on impact. Holographic generators incorporated into the hull could make the ship appear as nothing but an asteroid - if only from a distance, or perhaps you'd like a set of magnetic grappling hooks to literally 'reel in' vessels? A ship built out of Leviathan bones might be able to travel underwater without putting the crew at risk of drowning, while a whalebone ship might have some form of sonar and an innate sense of direction instead.

- Supply (100CP, free for Historical)

Food has always been important for seafaring vessels; don't believe the sordid tales of water-logged biscuits and maggoty meat. With this upgrade, your ship gains a steady supply of improved foodstuffs and other consumer goods that benefit overall 'quality of life'. The exact details can vary, but this might manifest as regularly encountering fresh, wild fruits whenever you make landfall, the retired pirate who owns the local drinking hole owing you his life and occasionally giving you a few crates of booze, some unreasonably effective fishing lines thrown over the stern, or simply a reliable supply of high-quality meat and ingredients - stolen or otherwise. A single purchase won't be enough to let every member of the crew dine like a

captain, but it's more than enough to provide some variety (not to mention some nice health benefits). Plus, it means everyone's going to be less upset if you take the choicest bits for yourself...

- Gentle Breeze (100CP, free for Kid's Show)

Adventure is fun for the whole family, but nobody wants to be stuck outside in the rain. With this 'upgrade', your ship becomes blessed to experience far more good weather than normal. Grey clouds let some sun through, torrential rains become a light drizzle, and lightning flashes only in the distance - and usually only when it would fit the mood, like when you're locked in a courageous food fight with Captain Hatless' ship, the *Sailing Bully*.
Upgrades will continually improve the weather and local environment in a similar manner, ensuring pleasant sailing with steady winds and plenty of sunshine, to the point you might even be able to 'weather' the spells of some horrid, weather-cursing witch.

- Lady Of The Waves (100CP, free for Fantasy)

By long tradition, ships are considered feminine by default. In your case, that may or may not be true, but your ship most certainly *is* an individual of some sort… or even several. Each purchase of this upgrade grants your ship an increase in its overall level of intelligence, starting with either a single, fully sapient part such as the ship's figurehead (a mermaid form being traditional but not required) or instead spreading this intelligence across a wider area of the ship. This second option greatly increases the area this entity remains aware of and can control, but likewise decreases its overall intelligence; a single avatar would be as smart as any other individual, while making your entire ship sentient would leave it with only enough capacity for thought for instinctive responses or following simple commands (comparable to a well-trained pet). They can manifest avatars of their own, but these are similarly limited and usually take the form of faces or the like rather than (most of) a body.
Each aspect is, to a degree, aware of everything that occurs around their area of the ship, and each has a limited ability to directly control this area, such as by causing rigging to move under its own power, knots to tie themselves or coming undone as desired. They have limited mobility, always remaining connected to the hull in some manner, though depending on their level of control they might choose to subsume their avatar in one area of the ship and re-create it elsewhere with a bit of time.
Further upgrades stack additively, and can add additional individuals, bolster one entity such that they can be in two (or more) places at once as a 'one mind, multiple bodies' deal, increase a ship-wide entity's overall capacity for thought, or some combination of these options.

- Ghost Ship (100CP, free for Supernatural & Horror)

Black sails that catch the wind even after they are torn to tatters, a hull that's more splinters than oaken planks yet which barely leaks, beams staying in place even with the rigging flying loose in the wind… few ships could sail like yours can, a half-dead carcass that simply *will not die*. Whether it be haunted, cursed, or simply so otherworldly it refuses to bow to ordinary physics, your ship can survive damage that would send any other ship to the bottom of the ocean for sure. It is no more *resilient* to damage than it was before, yet it just… doesn't seem to care. Beyond that, it seems whatever dark nature allows it to endure in such a way also allows your

ship to slowly knit itself back together, recovering from damage without any active repairs or even supplies one could have used to fix whatever shattered parts remain afloat.

- Ride The Currents (100CP, free for Flight & Steampunk)

Speed is key, and when the clock is ticking there's no time to wait for favorable conditions. Your ship is a decent bit faster than it was before, especially when it comes to sudden maneuvers. More than that, its unique design allows it to maintain full speed and mobility far easier, even when faced with bad ocean currents, direction of the wind, gravity concerns, or any other such factors; so long as you can aim its nose to where you need to go, you'll usually be able to travel in that direction. Do note this doesn't eliminate other hindrances to your passing - you'll still want to avoid thunderstorms, floating mountains, jagged reefs poking through the waves, or other such obstacles.

- Silent Running (100CP, free for Sci-Fi & Space)

The space between stars is dark and cold, and any vessel traveling this vast expanse is likely to stand out like a shining beacon - even without the use of advanced sensors. Engine trails, thermal emissions, radio-frequency echoes, and more esoteric evidence of one's passing can all lead to a merchant ship's capture - or attack by the law, in a pirate's case. With this upgrade, your vessel becomes harder to notice, dealing with at least *some* of these concerns. Perhaps your hull is built out of low-emission stealth plating, you've installed heat sinks, or your ship is blanketed by an energy dampening field or interference generator that causes your signature to resemble little more than background radiation or errant solar flares?
This is less 'perfect invisibility' as it is a form of camouflage, but merely being able to get closer to your target before they realize you're engaging them can make all the difference. Even up close, this might make it harder for foes to target specific weak points on your vessel, electronic countermeasures and jamming signals preventing anyone from 'getting a good look'.

- Partitioned (100CP, free for Digital)

Sometimes, there are no alternatives; the only place you can safely keep your ill-gotten gains in your own storage. But keeping your treasures safe from greedy hands is easier said than done. With this upgrade, your ship gains a substantial increase in the amount of cargo it can hold (unique data compression algorithms, perhaps?), and comes with several hard-to-find secret compartments you can use to securely stow away the most critical pieces. Even if the lawman managed to make its way inside, they'd be hard pressed to find what you need to keep hidden from them.

- Sensual Shipping (100CP, free for Lewd)

Though most pirate ships aren't necessarily very 'upstanding', yours is downright *naughty*. Your entire ship becomes more suggestive, innuendo-laden, and outright sex-friendly in a variety of ways. The beds are comfier and easily fit two - or more - people, and the number of bits and pieces that could be used as sex toys might increase dramatically. I mean, have you *seen* the ah, rather phallic design of the cannons or how the handles on the helm's wheel are more than a little suggestive? The ship's gentle rocking might turn even a normal walk into a sensual swagger, while the interior areas could be padded to prevent any sound from escaping if you

want some privacy… or echo all those moans and grunts to heighten everyone else's enjoyment of the event as well.
Expect a sizable portion of your crew to be either hard and/or wet at any given time, and with enough upgrades a short walk across the deck might be enough to leave one desperate for some 'personal' time… or company.

THE PIRATE COVE

A ship's all you really need… but there's more than one kind of pirate, and when the fighting and swashbuckling's done, it's time to head to port to trade your ill-gotten goods away for rum, pleasurable company, and more cannonballs for the next raid. So why not settle down, and be the one doing the *trading* instead of the *raiding*?
This section allows you to create a pirate hideout or town, a den of miscreants that'll make you feel right at home. There are a wide range of upgrades available to improve the place, and with enough extras, you could turn this small, hidden berth into a thriving den of vice and villainy: your very own pirate city populated with outlaws and peg-legged raiders aplenty! The total size and population of your island town is directly proportional to the number of further upgrades you purchase; by the time you've spent about 500CP, your outlaw town could match or even surpass fabled pirate strongholds such as Port Royal or Tortuga.
Though most locals aren't residents so much as 'passing through' or between raids and/or employers, you yourself are considered the (unofficial) mayor regardless of whether you're ashore at any given time or not. This means you've got a decent bit of power and can probably boss just about everyone around, though that's less a position of genuine authority (this place isn't exactly a law-abiding democracy after all) and more a natural consequence of the fact people are a tad worried you'll shoot them if they piss you off.
Your Pirate Cove slowly restores itself to pristine condition (insofar as 'pristine' even applies) when damaged, though that's more due to the locals' efforts rather than any kind of fiat-backing; if the hideout is destroyed entirely it will be replaced in approximately one year.
It can usually be found at or near your starting location in-setting, and you'll be in a position of (some) power here as well, barring Drawbacks or other such issues. Alternatively, you may leave it as a Warehouse attachment instead, in which case the island will simply float in an endless ocean you can't seem to get anywhere on, and the pirates making their home here will just sail off in some vaguely defined direction, coming back some time later with appropriately generic loot rather than making a nuisance of themselves in your current jump's setting.
All upgrades require either 'The Pirate Bay' or 'Jumping Chain Cove'. Upgrades are discounted to half the full price after the first purchase, and multiple identical upgrades stack as appropriate. Each Pirate Cove you buy is upgraded separately, but repeat purchases are discounted regardless of whether they are all bought for a single bandit port or spread across multiple such locations.

- The Pirate Bay (50CP)

The most basic of the pirate 'classics', this purchase grants you a hideout of your very own, which ordinarily takes the form of some sort of secret ocean cave or hidden island to start with.

It’s a place you can moor your ship and relax for a while, but with little else going for it aside from being fairly nice and quiet.
The Pirate Cove automatically adjusts to fit in with the setting, and can be found somewhere close enough to major shipping lanes that it's useful as a staging point for piracy, but not so close that law enforcement will easily find it.

- Jumping Chain Cove (Free)

What’s this? You’re *already* lord of a band of misfits, outcasts and criminal miscreants? Well, say no more - this option allows you to import an existing settlement, base of operations, tropical island, or other such place you might have brought with you from elsewhere on your chain. This will merge said existing property with The Pirate Bay (keeping any of its advantages as desired), adjusts its shape and functionality to fit in with the setting if you wish, and allows you to further modify it using the appropriate upgrades available to The Pirate Bay.
This option may be taken any number of times; multiple properties or locations will be merged together into a single, possibly somewhat discordant, whole.

- Shipwreck Island (Free)

Well now, your town got started a bit differently than normal, did it? Rather than being built out of wooden homes or stone buildings of some sort, your town sprung up around, or even *within* one or more ships that crash-landed on its location, deliberately or otherwise. The local pirate lord (i.e. *you*) might rule from a large warship still looming over the rest of the settlement, the tavern is an upturned sloop made into a watering hole, or the whole thing might simply be a small fleet’s worth of ships left stuck on some jagged rocks and reefs, connected by rickety rope bridges stretching over the splashing currents below. Whatever the case may be, this upgrade converts one or more of your vessels from the ‘Pirate Ship’ section above to instead become part of your town. Any of its upgrades will be altered to affect your town instead of the ship, and though they’re not any more powerful per se it *can* lead to some pretty bizarre architecture or naval traditions. That said, this upgrade obviously requires sacrificing that particular ship (or ships), meaning it will never sail under its own power again - even if you bought ‘Seaworthy’, it’ll only ever move as part of the town, not as a ship.

- Elusive (50CP)

Woe be to the uninvited; your home is somewhere people really shouldn’t try to get if they don’t have someone to tell them how to get there. Dangerous reefs that tear at the hulls of unwary ships, magical fog that leads travelers astray, or a dark matter nebula that is more likely to swallow ships whole rather than reveal your hidden sanctuary - whatever the case may be, each purchase of this upgrade makes your hideout more difficult for anyone to find. A *very* good set of directions could work, but for most folks the only easy solution is to get a guide.

- No Questions Asked (50CP)

You’re a pirate; looting’s what you do. But after you’ve stolen the goods, be they Aztec treasure, exotic spices, or some of the more mundane fare, you need to actually *do* something with it - other than burying it, presumably. With each purchase, this upgrade grants your pirate hideaway a number of shady merchants that are veterans at moving ‘enthusiastically’ acquired goods.

You'll be able to sell pretty much *anything* to these guys if you really wanted to, though the price they'll pay for your stolen wares will depend on how easy it is to pawn - something they can move without any extra effort might net you almost as much as you would selling it legally, while a one-of-a-kind extremely rare piece of artwork is going to make far less than its value due to the inherent difficulty of pawning it.

- Underworld Contacts (50CP)

Remember those merchant folks we mentioned just now? Yeah, these guys are a bit like that, too, but this motley bunch is more focused on getting your coin rather than taking loot off your hands. With each purchase, this upgrade provides your burgeoning pirate harbor with a variety of traders who can get you just about anything… for the right price. Don't ask where they got it, and don't expect them to acquire a specific item (they're merchants offering goods for sale, not masterminds planning heists for you), but just about anything that can be found on the open market can be found here with enough time and money. Especially if it's illegal, taboo, or otherwise criminal to deal in. The selling price, obviously, will again depend on how easy it is to acquire such goods and how big the market is, with easily found or stolen items in wide demand being only barely more expensive than if they were bought from legal sources, and highly rare or valuable things that are only of interest to a niche clientele being *substantially* more costly.

- Drunk And Disorderly (50CP)

Rum! Ale! Cheap booze in bottles perfect for smashing over someone else's head! Taverns and drinking holes made up a sizable portion of many 'free cities' during Earth's Age Of Piracy, if only because pirates were quite determined to spend their coin on anything they would enjoy in the here and now. With each purchase, this upgrade gives your hideout increasingly vast access to all manner of alcohol (or the local equivalent), improving its overall morale and ensuring that you can stop being sober pretty much the moment you step off the boarding plank. Even better, your status will be enough to net you a decent discount whenever you head out for a drink!

- Welcoming (50CP)

The other half of the 'entertainment' package, this upgrade covers the more *sinful* kind of company one can find in many harbor towns, piracy-reliant or otherwise. With each purchase, you get a sizable amount of 'pleasurable company' of all sorts, from happily willing tavern wenches to the more classical brothels, with just about every variety of genders, numbers, worldly backgrounds or other such details available if you know where to look. This will, again, increase the overall happiness of your settlement a bit, and given that you're the reason they could set up shop here, you could even wrangle a discount from the local madam if you wanted (or maybe even get a two-for-one deal). Jokes about seamen not included.

- Lively (50CP)

Rather than a more specialized improvement to your pirate haven, this upgrade is a bit more… *general-purpose*. With each purchase, your town gets a decent increase to its total population, adding a wide variety of miscreants, deserters, or other such individuals to bolster its numbers. Although it'll likely provide an equivalent *decrease* in the mean time between bar brawls, it does

make for a much more industrious locale - if only because everyone still does a *little* work. The higher population also makes it perfect to find some more enthusiastic cutthroats to replace any members of your crew you were tragically forced to keelhaul for mutiny during your last trip.

- Slapped In Irons (50CP)

Though every pirate dreams of that chest of gold, a lot of 'merchandise' historically included slaves bound for work in the colonies. With each purchase, this upgrade makes your pirate settlement a major transit point for slaves of all kinds. Whether you're getting involved in the business itself, trading farm workers and slaves like so many other goods, or the influx of slaves is from an altogether more *benevolent* nature is up to you. After all, how many freed slaves would be happy to hoist the Jolly Roger and take revenge on their former masters?

- Old Sailors' Tales (50CP)

Everyone's heard the stories, but at the end of the day that means someone must be *telling* them, and that's what this upgrade is for. With each purchase, your hideout becomes more effectively connected to the surrounding region, not in terms of trade or raiding, but in *information*. From the classic of the elderly pirate talking about a rumored treasure to spies keeping an eye on the shipping lanes and a black-hearted wizard scrying his next victims to hackers tracing the next big data-dump, your town's now *much* better at getting clues for the next ship to attack or the next treasure to hunt. There's no guarantee the information is perfectly accurate, though it's more likely to be useful than it otherwise would be. If you're ever unsure of what to do next, just head into town for a drink or a fist fight, and by the time your hangover and/or concussion are over, you'll have likely picked up another rumor or two to pursue.

- The Pirate's Code (100CP)

Pirates are lawless beings more or less by definition, but even they have their own hierarchy, their own authority, their own *rules*. Though hardly iron-clad by any means, few pirates would readily turn on their rulers, through mutinies or otherwise. Given that you're the 'boss' around these parts, each purchase of this upgrade represents having a stronger grip over the locals. They'll be more loyal, more willing to obey your commands, and best of all: as pirate lord you'll be getting a small tithe out of just about any booty that makes its way through your town as 'tribute', with the exact value and form this takes obviously being dependent on how successful your local band of thieves and buccaneers actually is. Oh, it's good to be king.

- Dead Man's Wharf (100CP)

Most outlaw towns only have basic docks for handling ships, to say nothing of whatever secluded bay you slink back to after the action. Proper ship-building and berthing is usually the domain of larger cities, most under the authority of kingdoms or empires of some kind. Yet not *all* of them. With each purchase, this upgrade grants your pirate haven greater docks and a true shipyard, allowing you to do higher-end repairs and maintenance on your ship(s) or even build new ones entirely from local resources. Play your cards right, and this could become the heart of a true 'pirate kingdom' of your very own.

- Wicked Sails (100CP)

Sure, you're an (in)famous pirate, and this might be your favorite hidey hole and/or place to unload whatever booty you've stolen… but do you really expect you're the only one around flying the Jolly Roger? With each purchase, this upgrade makes your pirate haven the base of operations (or at least a favorite mooring place) for several other pirate ships and their crews, smuggling operations, and other such seafaring outlaws. Though this provides little in the way of direct benefit (given that they don't actually work for you specifically), this upgrade nonetheless improves just about every aspect of your hideout indirectly. After all, more pirates means more loot, more trade, more rum, and so on. Play your cards right (possibly literally, if you're a gambling man), and this could be an incredible source of wealth and prestige.

- Seaworthy (150CP)

Hoist the sails, man the crow's nest and… what the hell? Most port-side towns are locations of interest, but they're always in the same place - so why does your hideout *move around*? This upgrade allows your entire pirate settlement to move from one place to another, with additional purchases improving its speed. Though far slower than any conventional ship by default, the sheer flexibility this offers could be invaluable to a sufficiently cunning pirate lord. Perhaps your Pirate Bay is built on the back of a gigantic turtle, or you rule over a stolen space station with rudimentary FTL drives bolted to its hull?

COMPANIONS/FOLLOWERS

- Scurvy Dogs (variable cost)

Aye, you could sail the seas and terrorize the innocent (or not), but nobody should sail alone - so why not get some Companions to cross the seas by your side? You may import one of your Companions or create a new one with a personality and other details according to your wishes, for 50CP each. Alternatively, you may instead import or create eight Companions at once for a price of 200CP total. Each receives 300CP to spend on whatever they wish, as well as the option to take Drawbacks for additional points. They will use the same archetypes as you do for any discounts or other concerns. They'll be either members of your crew or, if they decide to get their own pirate ship, an allied captain of some sort. If some or all of you sail on the same ship, you may combine CP to purchase ship upgrades, but anyone with their own ship(s) may only upgrade these.
This option also allows you to recruit individuals from whatever setting you're visiting. These individuals will receive their CP stipend once the jump ends, but cannot take Drawbacks.

- A Motley Crew (variable cost)

Though your Companions might be your closest allies, friends who stand by your side through thick and thin, you'll probably want a few more folks to actually crew your ship - even the most enthusiastic captain would be hard pressed to sail a ship *alone* after all.
You may gain a basic crew for your ship (or ships) for free, gathered from a variety of inexperienced pirates or pirates-to-be. They're cheap and unlikely to go against your word - at least initially - but they also don't have much in the way of experience. You might want to work on that.

If a crew of complete ‘newbies’ isn’t your thing, you may increase their overall level of skill and experience by paying extra. For 50CP, your crew is composed of experienced sailors, who’ve already spent several years on the open sea. Maybe they just finished a mutiny and put you in charge? Alternatively, for 100CP you may get a crew where each is a hardened veteran, a pirate with the kind of skill and talent they’d be recognizable by their looks or name alone - if perhaps not quite at ‘protagonist’ level.
Finally, you may pay an additional 50CP to ensure your crew somehow has a range of more exotic but useful skills, like having a proper doctor to handle any injuries or illnesses, a disgraced archeologist to help you find the most valuable plunder when raiding possibly-cursed island ruins, or a former noble with a keen understanding of negotiations, commerce, and how to blend in with ‘high society’. (Hint: leave the pirate hat on board your ship).
Regardless of your choices, this crew will slowly replenish in case of any casualties, be they lost in combat, forced to walk the plank, or accidentally skewered during a failed mutiny. They are not Companions and each replacement is a new individual, though you may make specific members into Companions if you take a liking to any of them. You do not need to buy additional crew for multiple ships; all ships (if any) receive these crews for free.

- Strays, Mascots And Stowaways (25CP, one free for all)

Every pirate wants a small, funny animal to make them laugh, or distract their enemies while you’re swashbuckling across the deck. Failing that, every *other* pirate probably wants to shoot them, but what can you do? This purchase gets you a pet of some sort to follow you on your adventures, such as the classic ‘pirate parrot’ sitting on your shoulder. Or perhaps you’d prefer a trained monkey, liberated from some horrid animal merchant? It could even be something more exotic like a small maintenance ‘bot who’s gone rogue and now raids the engineering bay with a tiny tricorn hat taped to the top of its optics. It’s considerably smarter than most people think (or expect), it has a limited ability to communicate and is particularly adept at picking people’s pockets or otherwise getting into trouble. Very mischievous, but it’s also unfailingly loyal to you. It doesn’t count as a Companion (though it can be made one if you insist), but it automatically comes back to life in a few hours at most. You may import an existing pet or other such creature you already possess at no extra cost (no human-level intellect or above, thankyouverymuch), granting it whatever minor benefits this option provides that it didn’t already possess.

- The Beast (300CP)

Stick to the shallows, keep an eye on the waves, and always be ready to abandon ship… because out there, there are *monsters*. Actually, it’s not just out there - it seems one of them has taken a liking to you and decided to follow you around. Whether it’s a Kraken pulling ships into the deep, a gigantic turtle ramming ships with its hardened shell, a Void Dragon hunting ships between the stars or some other kind of creature entirely, this monster will follow you wherever you go. It’s only about as intelligent as a household pet - smart enough to understand basic commands or possibly speak (i.e. repeat) a few words, but nowhere near human-level intellect. Nonetheless, it is unfailingly loyal, and while it doesn’t count as a Companion, it will slowly recover from any injuries and comes back to life after a week should it be killed. You may import an existing creature or pet you already possess at no extra cost, granting it a suitably monstrous form as appropriate.

SUPPLEMENT MODE

What's that? Piracy alone is not enough for you? You're a greedy one, aren't you? Well, with the Supplement Mode you can combine this jump with any other jump, provided the other jump has pirates of some kind in it (at least in a moderately relevant amount). While using this jump as a Supplement, keep all CP separate - you can't use CP from the 'main' jump to purchase options here, nor the reverse.

To use the Supplement Mode, you must always choose the two Setting Archetypes that best fit the setting you're supplementing. You can use the Supplement Mode for multiple jumps, if you wish, though you and your Companions will only receive the default CP allotment the first time you use this jump. If you want additional CP after coming back for a second round or more, you'll need to take Drawbacks. Drawbacks may be taken repeatedly, but each will grant CP only once.

Other than that, you'll have to fanwank exactly how your purchases, Drawbacks, and other aspects of this jump integrate with the 'main' jump. Now go out there already, and find that damn treasure!

DRAWBACKS

If you want to make your stay more challenging, you can take further Drawbacks for additional difficulties. Should you hang up the pegleg and retire to a life on land, or otherwise abandon the pirate's life, they'll adjust to remain equally difficult for you. There is no limit to how many Drawbacks you can take, and all Drawbacks end once your time here is over, as usual. Drawbacks that affect the world stack additively if taken by yourself and/or Companions.

- Half The Pirate You Used To Be (+50CP each)

You're showing some wear 'n tear there, Jumper. Each time you take this Drawback, you lose one of several body parts. You could lose an eye and (part of) your vision, obviously leading to the option of a nice pirate-themed eye patch. You could also lose one of your hands, having to make do with the equally 'classic' hook hand instead. Finally, you could lose one of your legs just above the knee, suggesting the use of the last of the holy trinity of pirate paraphernalia: a wooden peg leg.
In the case of unusual races or other such concerns, adapt this however might be appropriate: an eyeless alien species that relies on echolocation instead of sight might lose an ear instead of an eye, for example, while a multi-limbed form might lose half of their 'arms' or 'legs' instead of just one.
Unnatural healing, advanced cybernetics, or other such options will be unable to restore these limbs or their function.
You may take this Drawback up to six times, at which point you'd be an eyeless, handless, legless pirate - or the equivalent. Though that might be a *tad* extreme for most people.

- Every Day Is Talk Like A Pirate Day (+100CP)

Arrrrrrr! It really be, and ye scallywags better believe it! Everyone in the setting now speaks with an atrocious and over-the-top accent, with pirate slang and so on being used by absolutely *everyone*, from the lowliest deckhand to the most regal noble. You can still understand everyone fine, of course, but can you *really* handle this level of memetic piracy?
In case it's not obvious, you yourself are also stuck speaking like this kind of stereotype. At least you'll fit in, though.

- Dry (+100CP)

Booze was a constant companion on the high seas of old - if admittedly because it was one of the few ways to keep water safe for drinking. It hasn't done piracy's PR any good though, what with the image of the rum-soaked alcoholic being only *mostly* exaggerated. Not in your case though - you're completely, utterly sober at all times. And you really, really don't want to be. In fact, you're now an alcoholic, yet any booze you drink loses its alcohol content the moment you try to drink it. They just don't make rum like they used to…

- Afflicted (+100CP)

The worst thing about piracy isn't the fights, or the traveling, or even the risk of getting eaten by some unknown sea monster somewhere. No, it's the fact it can be so very difficult to stay healthy. Diseases were rampant during the early Age Of Sail, and unfortunately it seems you've got one. Perhaps you suffer from scurvy, with all the physical detriments that accompany it. Or perhaps you've been to one too many port brothels and picked up an STD (or several). Whatever the case may be, this affliction will become at least a minor drain on your overall quality of life, though it's not going to kill you on its own (even untreated scurvy). No treatments or cures will improve your situation.

- Nemesis (+100CP)

Somewhere, out there, is the one thing all pirates fear. A ninja, looking to complete the (un)holy trifecta of becoming a Pirate Ninja by taking your ship - and your life. They're smart, resourceful, oh so very cunning, and unrelenting in their pursuit of you and your ship… but they're otherwise just a normal ninja. That said, killing them means they'll just come back as a *robot* ninja, with greater physical strength and other machine-based abilities. Kill them again, and they finally seek you out as a *zombie robot ninja*, now bolstered by dark magics and seeking to also eat your brain after they've taken your captain's hat.

- A True Leader (+100CP)

Sure, you're the captain. But a surprising number of ships, pirate and otherwise, relied on democratically chosen leaders for their vessels. You need to show you're willing to not just talk the talk, but also walk the walk, peg leg and all if need be. If the ship needs fixing, you'll be handling the hammer and nails like any other sailor. If you're boarding a defiant merchant vessel, you'll be in the first wave with your pistol in hand and your cutlass between your teeth. You might be the leader, but you'll have to lead *by example* if you want to get anywhere.

- Outcast Scoundrel (+100CP)

You might have heard there's a 'Pirate Code', a set of rules that all pirates abide by, making these outlaws into a loosely organized community of sorts. Well, it's at least *partially* true, but you must have missed the chance to sign the register or something. With this Drawback, you'll find that all other pirates in the setting seriously dislike you. Pirate havens charge you more for rum and supplies, and pretty much every pirate vessel you'll run into out on the open seas is going to be hostile. If nothing else, more folks to fight means more loot, though whether that's worth the trouble is another matter entirely, and even the most cut-throat raider will tire of bar brawls eventually...

- Rosy (+100CP)

Ohhh, to sail the open sea, feeling the wind in your hair and knowing you've won the freedom to go anywhere you want. The sea brings you excitement, adventure, and the chance to heroically oppose distant, tyrannical overlords for glory and riches.
What do you *mean* piracy was often sponsored by entire nations, or that you murder people, or trade in slaves? That's not like it at all!
You have an overly romantic and at times naive view of how piracy should be… but isn't. You'll never stop trying to live up to that idealistic view, even if every other pirate is awful in reality and merely calling you one will cause severe problems for you. It's like you grew up with nothing but pirate stories, seeing only the cool and pleasant parts, and now that you're one, you'll find it hard to adjust.

- Sea-crossed Lovers (+100CP)

Ahhhh, pirate stories. Excitement, adventure, *romance*… you've got your eye on someone, a lad or lass you'd love to spend the rest of your days with, sailing the oceans together. The only problem is, they're not quite ready to become part of your crew. Maybe the girl who's hoping for a life on the open seas just happens to be the governor's daughter, and her father won't let her get anywhere *near* a scoundrel like you? Or perhaps that handsome captain who swept you off your feet has his *own* ship complete with ne'er-do-wells, and doesn't feel like joining forces until you can beat him in a high-seas duel? Hell, you could even be the man ordered to bring an infamous pirate queen to justice, only to find she's a lot more than just some criminal...
Whatever the case may be, you're about to be the star in a classic pirate drama and/or comedy, with all the romantic tensions, betrayals, heartfelt declarations of love and rattling sabers one might expect therein. Enjoy the show, and remember: your heart might guide the way, but bring a compass just in case!
If taken by both you and a Companion, you may have yourselves be each other's romantic interest, though the overall level of drama obviously remains just as great. If not, and you manage to get a happy ending where you both sail off into the sunset together, you may bring your love with you on the chain as a new Companion, free of charge. You've probably stolen plenty of other things, eh, so what's someone's heart compared to that?

- Pirate Joe (+100CP or +200CP)

Captain? You think yer gonna be the *captain?* Quit dreamin' and get back to scrubbing the deck, sailor! That's right, you start off as nothing but a common deckhand instead of a pirate captain, forcing you to stage a mutiny or otherwise claim any position with greater power and prestige.

Until you take command with cutlass and captain's hat in hand, expect to be bossed around and treated with barely any respect whatsoever.
For an extra 100CP, you'll even start on a navy ship of some kind, meaning that you'll have to convince the crew to take up piracy at all, rather than at least being among your peers.

- Payroll (+200CP)

So, you came here hoping for a life of freedom and adventure, to be one of the greatest pirates ever known? Well, too bad. With this Drawback, you're not becoming a pirate - you're becoming a *privateer*. You answer to a higher authority of some kind, usually a nation's navy, severely restricting what you're allowed to do and often giving you orders you'll have to follow rather than pursuing your own goals. Whatever reason you might have had for joining them is largely irrelevant; quitting never really seems to be a practical option, the consequences of 'going rogue' and hoisting the skull and crossbones being considerably more dangerous or unpleasant than they normally would be. Maybe you've got family back home, and the crown wouldn't hesitate to use them against you if you stepped out of line, or something?

- Anarchy On The Waves (+200CP)

Watch your back, and keep an eye on that shifty First Mate of yours. Loyalty's in short supply, even on your own ship, and your crew's not above plotting to take over if you give them an opening. Every mistake is another man turned, every weakness on your part a target to exploit when the time is right. Nothing short of absolute authority or paranoid levels of control over your shipmates can stop the rot from taking hold… and even *with* those, you'll probably pick up a 'bad apple' or two. Some advice: sleep with a pistol under your pillow and a cutlass by your side. Odds are you'll need them more than once.

- Dangerous Waters (+200CP)

It seems the seas are more than a little busy nowadays. Whether it's Navy ships hunting scoundrels like yourself, rival pirates out to take your hard-stolen coin, or the occasional beastie from the depths below going for a swim, the fact remains there's a *lot* more enemies out there. Worse, all these extra arrivals are barely worth looting at all, and many ships you might be able to salvage will just sink to the bottom of the ocean once they're beaten. The various beasties you might encounter will likewise only be a danger, and rarely an opportunity.

- Beyond The Edge Of The Map (+200CP)

Pfah, as if 'Here There Be Dragons' was going to stop you. The unknown calls, with all its wonders and unclaimed treasures… but it's still that: *unknown*. Or maybe you're just really bad at reading a map, that works too. Whatever the case may be, you're vastly more likely to get lost while traveling. A wrong turn here, a misplaced island there, and before you know it you haven't seen a familiar landmark in over a week. You'd better be prepared to do some 'wandering', because not even divine intervention would be able to give you a sense of where you're going at any given time. At least it's a good way to start new adventures or find hidden islands (though returning might be a bit trickier)?

- Landlubber (+200CP)

You're… just not very used to sailing, are you? Maybe it's the motion of the deck under your feet, maybe it's the smell of the seaspray in your nose, hell, perhaps you're allergic to FTL somehow. Whatever the case may be, all but the smoothest traveling will give you horrible nausea. Simply retiring to land won't help either; the longer you stay ashore, the more this seasickness turns into *land*sickness instead. Medicine or other tricks don't help, either.

- Cursed Treasure (+200CP)

Ahhh, treasure. It's what all pirates crave, what some of them find… and a few regret ever touching in the first place. At some point, you must have found, stolen, or otherwise gotten your hands on something *nasty*, and now the repercussions are starting to make themselves known. A chest full of cursed Aztec gold that damned you with horrific undeath until all the coins are returned. Parts of a one-of-a-kind alien machine that you need to treat otherwise incurable radiation poisoning. The lost spellbooks of a powerful mage explaining how to undo a demonic tether hooked to your soul. Whatever the exact details are, you will slowly weaken, wasting away beyond any means of treatment or salvation. The only thing that will 'hold back the clock' is recovering additional pieces of the cursed treasure, while finding the entire treasure will end the curse altogether. However, each part of the cursed treasure only keeps you safe for a short time - take too long before finding the next piece, and you might only partially recover from your affliction, if that.

This treasure will, by default, consist of one hundred and twenty pieces, forcing you to find at least one piece per month to keep the effects at bay and survive relatively unscathed. Take longer than two months to find the next one? You'll be spitting blood for sure, and three months will see your death. A treasure with more (or fewer) pieces will adjust the speed and severity of its curse and the difficulty of finding each piece to keep this Drawback equally challenging and dangerous.

- Outlaw (+200CP)

The law's for prissies, that's what. You know better, and even if you didn't, well, not like it really matters. Part of you has become that worst of pirate caricatures: the untrustworthy, cheating sonofabitch who suffers from light fingers, 'chronic backstabbing disorder', and a serious inability to not be a dick to anyone around them. You can fight it with enough dedication, but stop paying attention for a moment and you might find yourself with a few more gold pieces than you should, some of which might be stolen from your captain, that cursed Aztec treasure, or the ferryman of the underworld himself. Plus, betraying people only works if they can't see it coming - get enough of a reputation, and folks'll probably just shoot you 'just in case'.

- Cabin Fever (+200CP)

Ocean travel isn't exactly fast; journeys could take weeks or months at a time, and out on the waves ships were essentially a world on their own - they had to be, because there really wasn't anything else. Unfortunately, it seems you're stuck with a rather severe case of cabin fever, and the longer you go between stepping ashore, the worse things get. Stress, anxiety, sudden flare-ups of anger or fear… even hallucinations, should you be stuck at sea for too long. Keep your eyes on that shoreline, sailor, or at least bring a map.

- Marooned (+300CP)

Oh, this isn't good. Maybe you were left on a tropical island with nothing but a pistol, a single bullet, and a tribe of cannibalistic natives. Maybe you're forced to work in an asteroid mine prison complex, an explosive collar in place and more than a few inmates ready to shiv you in the back to take whatever slop passes for dinner in this place. Maybe you're a slave, or someone who washed ashore in a place that's in a bitter war with your people and will kill you on sight.

Whatever the case, you're stuck on an island - or something similar at least - that is particularly hostile to you. You'll be completely unable to get off in any way, with the only option being the arrival of a ship that only comes by once per year. This may be your pirate ship, if desired, but even if it's not, you'll have to survive for *at least* a year in a place that's more likely to leave even hardened pirates dead and eaten. Miss your window and fail to signal the ship or make it on board? You'll have to wait another year to try again… if you manage to survive that long, anyway.

- End Of An Age (+300CP)

You had a good run. Adventure, freedom, booty. But all good things come to an end, and the same can be said for bad ones. The nations of the world have grown powerful, and fewer and fewer pirates remain free to raid the shipping lanes. The law has gotten better and better at hunting down the outlaw, and they'll be coming for you. Perhaps not today, and not tomorrow, but soon - because piracy is ending, the competition is waning, and at the end of the day they'd love to nail your captain's hat to the mast for one reason or another. Can you hold out, in the waning days of the Age Of Piracy, survive when it seems the whole world is turning against you? Or do you even dare to dream, and bring back a resurgence of the pirate's life, turning the tide until your merry band of misfits is but one of many threatening the safety of the open sea?

- Generic Pirate Vol. 7: Revenge Of The Dread Shipwright (+300CP)

Let's be honest here: you've seen one pirate, you've seen them all. The details might change, but the cliches are just that - cliche. With this Drawback, your setting is now facing the very real fact that piracy is ultimately just… well, more of the same. If you don't try and push the boundaries or change things up, you'll find that everything you do rapidly becomes stale, like an entire franchise just going through the motions over and over and over. Loot a ship, find a treasure, it's all humdrum and never really seems to go anywhere. Of course, if you *do* change things up, the world will rapidly escalate to match, becoming an increasingly bizarre pirate-derived mashup of other things. Regular pirate sword and pistol fights one year, pirate crime scene investigations the next, and you'll probably see Pirates vs. Godzilla or My Mother Is An Alien Robot Pirate before your time is up if you're unlucky. It's like whoever's in charge keeps trying to top the last spectacle without any real sensibility or reason involved. Did you end up in some kind of bizarre 'Pirate Cinematic Universe' or something?

- Deadly Shallows (+300CP)

Reefs, rocks, and a sunken wreck or two… the shoreline can be dangerous to the unwary, and even a single mistake can see you run aground or sink entirely. It's good then, that you don't need to worry about this on the open seas, isn't it?

Think again.

With this Drawback, you will encounter *vastly* more dangerous environments for your ship or other travels, even in places you otherwise wouldn't expect them. They're not particularly well hidden, no more than the usual ones are, but even the featureless expanse of water in the middle of the Atlantic might now rip gaping holes in your hull if you're not paying attention to volcanic outcroppings or other such hazards hidden just below the waterline. And no, your ship will *not* be tough enough to simply smash through whatever obstacles are in your way. Sail carefully, or you'll be sinking straight to the abyss. Strangely, you seem to be the only one so affected; no-one else has the same risks of running aground.

- Poseidon's Wrath (+300CP)

The lord of the seas is a temperamental creature, if you even bother with such beliefs. But real or not, you definitely pissed *something* off out there. Horrific storms and other bad weather hound your steps, and it will be rare indeed for you to see calm waters and sunshine. Though the effects aren't nearly as bad when you're anchored at a coast somewhere, including if you've sailed into port, you'd otherwise best make sure your ship's ready to handle some pretty extreme weather.

- Aquaphobia (+300CP)

Why did you become a pirate again? You're completely, utterly, terrified of water - or at least you should be. It's more than justified, too, because this Drawback ensures you are completely incapable of swimming (or learning how to), and you're guaranteed to sink like a rock if you don't immediately get out of the water. Like, five seconds of gasping for air and then it's nothing but bubbles. Any powers or gear you might have that could prevent your watery demise, like personal flight or the ability to breathe underwater, will obviously fail to save you, shorting out or slipping from your grasp the moment you hit the waves. The best you can really hope for is having a sturdy rope tied around your waist or some such.
Seriously, talk about a bad career choice.

- Shipbound (+300CP)

The sea is your home, literally in some ways. You find it nearly impossible to (voluntarily) stay on dry land, and will not be able to go ashore for more than perhaps an hour before the need to return to sea starts to become unbearable. It's enough to dig up a treasure chest or get into a bar brawl, but just about anything more than that will have to be left to your crew. You *can* trust them, right? Staying longer than that will rapidly turn this into an all-consuming obsession, to the point you'll do anything just to get back to the shoreline, even if all that's waiting for you is a shark-infested reef.
Once you climb back aboard a ship (or just swim far enough into the waves), you'll be able to recover from your excursion over about a day. Yes, that likely means you'll be spending almost the entirety of your ten years on board a ship, though at least it doesn't have to be *yours*.

- A Pirate's Life For Me (+300CP)

The wind in your face, the seas beneath your feet, and a sail on the horizon promising excitement and plunder - what more could a pirate want? Not much, really, so why bother with any of that other stuff? With this Drawback, you lose access to all Perks, equipment, or other advantages you might have brought with you from other jumps, and are effectively reduced to nothing but your Body Mod and whatever purchases you've made for your time here. You may still use 'imports' for the various items or ship purchases, but any out-of-jump benefits for these will remain sealed away like your other advantages are.
This Drawback must be taken by you and your Companions, or by none at all. No mix-and-matching.

ENDING

You've had ten years to sail the seas, hunting treasures, robbing merchant vessels, or just generally making a nuisance of yourself, and now it's time to choose. Regardless of your decision, Drawbacks cease to affect you as is usual for such things.

If you're tired of not just piracy but the chain in general, then 'tis **Off To Davy Jones' Locker With Ye**. You end your chain and go back to whatever reality you originally called home, keeping everything gained during your travels but ending your jumping days forever. This is the only choice you may take if you've died here.

Or maybe you came to like this place, and you want to **Moor For Good**? Then stay here, and live out the rest of your life in this setting. Piracy's never short of adventure, after all, and you could probably do worse. Again, you keep anything you've gained during your chain, but will never go to another jump again.

And finally, there's always the horizon. **Sail The Seas**, and leave this place behind. You move on to your next jump, using whatever process your chain relies on. There are new worlds to see, new ships to captain, new targets to rob… so get out there, and fly the Jolly Roger!

NOTES

This jump was brought to you by Songless having a really weird dream about collaborating on a jumpchain doc. With a Panda. Ain't life grand?

Perks, Items and so on were written with - usually - the assumption of use in their appropriate settings. That said, you may adjust their effect as appropriate to a different setting archetype *once,* keeping the modified effect permanently. Being a good sailor in a setting with ships and sails might instead make you a good *pilot* in one with airships or space travel, for example, and will ensure you remain a good pilot in future jumps - but without giving you more classic sailing skills. The same thing applies to Drawbacks; taking 'Aquaphobia' in a setting with pirate spaceships means your spacesuit runs out of oxygen and fuel any time you venture into a vacuum, for example.

Feel free to assume that whatever loot you collect here will continue on into your chain (provided you can store it away on your ship, for example) and will continue to work in future settings as normal. Can't be having ye plunder the treasure only for it to turn into worthless junk after, right?

Free purchases are not mandatory, should you not want them for whatever reason.

EXAMPLES OF ARCHETYPES FOR PIRATE-RELATED SETTINGS:

Note that these examples are not restrictive, and some settings could cover multiple archetypes easily - especially those that have had a lot of different works made for the same setting. For example, Star Wars is certainly 'Sci-Fi & Space', but the 'Fantasy' part mainly comes from the Force and all the Jedi and Sith adventure stuff, which could easily be replaced with 'Supernatural & Horror' during some of the darker events shown in its expanded universe.

- 20.000 Leagues Under The Seas: Historical + Flight & Steampunk
- A Song Of Ice And Fire, Game Of Thrones: Historical + Fantasy / Supernatural & Horror
- Asterix: Kid's Show + Historical / Fantasy
- Borderlands: Flight & Steampunk + Digital / Fantasy
- Conan The Barbarian: Historical + Fantasy
- Eberron: Fantasy + Flight & Steampunk
- Firefly: Sci-Fi & Space + Supernatural & Horror / Historical
- Girl Genius: Flight & Steampunk
- Master And Commander: Historical
- Monkey Island: Historical + Kid's Show
- Mortal Engines: Flight & Steampunk
- One Piece: Fantasy
- Peter Pan (Disney version): Kid's Show
- Pirates Of The Caribbean: Supernatural & Horror + Historical
- Ready Player One: Digital
- Robinson Crusoe: Historical
- Shadowrun: Digital + Fantasy
- Skies Of Arcadia: Flight & Steampunk
- Space Pirate Captain Harlock: Sci-Fi & Space + Kid's Show
- Spelljammer: Fantasy + Sci-Fi & Space
- Stardust: Fantasy + Flight & Steampunk
- Star Trek: Sci-Fi & Space
- Star Wars: Sci-Fi & Space + Fantasy
- The Matrix: Digital + Flight & Steampunk
- Treasure Island: Historical
- Treasure Planet: Flight & Steampunk + Sci Fi & Space
- Warcraft: Fantasy
- Warhammer: Fantasy + Supernatural & Horror
- Warhammer 40.000: Sci-fi & Space + Supernatural & Horror

TO DO FOR V1.1

- Allow Companions to spend stuff on the Pirate Cove, just like they can with the ship.
- Clarify you only need one of the three options for the pirate cove: new town, import or crashed ship, but those don't have requirements themselves.