Original Motion Picture Score



Music Composed by John Debney

Cutthroat Island V1.0 by Random One-Shot

Welcome. You'll need these.

+1,000 Pirate Points (PP)

This is a land of danger, but also opportunity. You will spend the next year here. Have fun, but do not get in over your head.

Location: Welcome to the Caribbean, circa 1668. You can choose freely from any of these or you can roll 1d4 to let fate decide which will give you +100 PP for your stipend.

1. Spittlefield Harbor – A pirate haven with no law but the rule of the strongest.
2. Port Royal – Center of English control over the region, though this is not saying much at the moment.
3. Cutthroat Island – This location is infamous in the region and will soon be host to a variety of treasure seekers.
4. Any location within the Caribbean that you please.

Origins: Pick whichever you please. This will give you a suitable set of memories and social connections to help you make your way in this new world. If you feel like going without these for whatever reason, you can take any of them as a Drop In.

Addams Pirate – You are a sibling or cousin to Morgan Addams. This could be reason for her to either aid you, ignore you or despise you. The Addams are a fractious clan, to say the least.

Thief – You drift from place to place, making a living off of the gullibility of others. Your past is ever changing and your future ever uncertain, but maybe you like that.

Red Coat – Duty, honor and meager wages are your lot. You signed on (or were pressed into) the army of His Royal Majesty and it is your job to enforce order among the rabble of the West Indies. Good luck.

Civilian – You are neither pirate, vagabond or soldier. You are one of the many cogs in the rickety, salt-stained machine that is the colonial holdings of England. Whether you are a carpenter, a blacksmith, a tailor or something else, you have a trade that supplies you with a good living and little to no expectation of dangerous activities in your life.

Age and Sex Options: Your age, no matter your origin, can be anywhere between 16 and 30 years. You can pick your sex freely.

Perks: These cost 100 points unless otherwise stated. You get 4 Pirate Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Great Soundtrack [FREE]: The epic, sweeping score of *Cutthroat Island* is now yours to listen to in your mind whenever you feel like it. As is the soundtrack to every future setting you go to that has one to enjoy. You can allow everyone around you to listen in on this as well should you wish.

Basic Sailing Skills [FREE]: While this will not make you a man of the sea, it will at least let you get from A to B. You understand the very basics of sailing, even if you have no practical experience with it yet. You know nautical terms, can rig up and sail a simple ship, and can navigate by the currents, sun and stars.

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

Career Options: Choose a career. You get 10 years experience with that career and updating credentials that will allow you to practice it in future settings.

Pirate:
1. Captain
2. Navigator
3. Quartermaster
4. Sailor

Thief:
1. Con Artist
2. Forger
3. Burglar
4. Pickpocket

Red Coat:
1. General
2. Lieutenant
3. Quartermaster
4. Private

Civilian:
1. Your choice. Can be anything from a carpenter to a lawyer to a doctor to a writer to more.

I Took Your Balls: Traps are only fun when you are the one springing them. You now know when your cover has been blown and you have been made.

At The Last Moment: Dramatic timing is real, at least for you. In appropriate situations the universe seems to bend the time and manner of your arrival to make it seems much more impressive than it would ordinarily be.

I'm A Medical Man: And a good one too. Your treatments always seem to be successful, assuming you correctly identify the problem and what solution is required. Infections, wounds re-opening with exertion, extensive scarring and other hazardous post-op results from early medical procedures are no longer an issue for you either.

Smooth Talker: You are a great liar. You can keep track of your stories without issues and make them sound very convincing with only a little time to prepare them.

Probe The Depths: You can charm the pants off anyone, provided they are not set on guard against your nature beforehand.

Like A Fish: Sailor overboard! It is not such a problem for you, at least. You can swim well and for hours at a time.

Sticky Fingers: You will never be caught in the act of lifting an item off of a person.

Excuse Me, Sir: You have a sharp eye for criminal activity in your vicinity. Even experienced con artists stand out to your discerning eye.

They Will: A captain is a captain. What does it matter what they've got for their bits? Your sex is now never going to be a factor in how people think of you as a leader.

A Regular Cicero: You can speak, read and write flawless English, French, Italian, Spanish, Portuguese and Latin. This covers all periods of these languages, letting you be fluent whether you are in 2,000 B.C. or 2,000 A.D.

Cut The Chatter: With a single remark, you can instantly stop someone's monologue.

You Anticipate Too Much: You can now anticipate and even flawlessly block attacks in your blind spots.

Equestrian: You are a skilled horse(wo)man and can keep your seat no matter what else is happening around you. This extends even to driving a horse-pulled vehicle.

Flashing Blades: You are a skilled fencer and can cut people down with the best of them.

Keen Eye: Rifling, bullet casings and a hundred other little things have yet to be invented to make firearms the end-all, be-all weapons that they are in the modern era. So why do you always seem to hit your mark? Who knows. Your guns never fail you or misfire, and what weapon you are using has no impact on your accuracy, which is quite high by the way.

Jump!: Trapped in a burning building stacked with barrels of gunpowder and armed murders closing in on all sides? No problem. Wacky escape sequences seem to arrange themselves for you when it comes time to cut and run.

That's Jumper Addams!: Actions taken by you have a habit of resounding far and wide. You can easily become an urban legend, though whether or not you are feared or admired depends on the character of your actions.

Use This: Sometimes you just don't have a sword or a gun handy. Thankfully you are now quite adept at improvising in a scuffle. Items such vases, shovels or scarves become just as lethal as a cutlass when you use them with intent to hurt or kill.

Safe Landing: High falls have less of an impact on you than they should. A lot less, in fact. You could fall over two hundred feet into the ocean below and walk it off without any trouble.

Sharp Tongue: You are always ready with a witty remark when the situation calls for it.

Red-Coat Academy Aim: Modern firearm sights are a long way off, yes, but this is a bit ridiculous. Enemy shots always seem to miss you unless the weapon is fired off at point-blank range.

Nimble: You are very agile, fast and sure-footed. Whether climbing the rigging on the sea, rappelling down a cliff or running along the rooftops to keep up with a carriage, you can be sure you will never take a tumble.

Coded: Any written codes or riddles you create to hide your secrets are terribly difficult to clarify, leaving your treasure maps and such safe from all but the most intelligent and determined.

What You Were Born To Do: Adventure tends to find you. This can be toggled on or off at your leisure. You will never be thrown into anything beyond your ability to handle.

He Has Needs: It's grimy, it's shady, it's a bit off… but you can seamlessly breeze past any security personnel just by dressing and acting like a prostitute.

Outfit Optional: You can run, fight and more in any set of clothing you like without it getting in your way or hindering your movements.

KABOOM!: Where are these barrels coming from? You always seem to have a few beneficial barrels of explosives around whenever a fight breaks out around you. Even more strangely, no one ever manages to use them against you.

Steel Liver: You are utterly immune to all the negative effects of alcohol. Also, opium, tobacco and other such substances. Finally, you can instantly sober up whenever you need to.

Iron Mind: You are immune to boredom and the madness that enforced isolation can induce in a person.

Lime Saliva: Ah, this is something many a sailor would kill for. You are immune to scurvy as well as any other nutrition deficient illnesses. So long as you are eating anything digestible by a human stomach, you will always gain all the calories and nutrients that your body needs from your food.

Delivery Assured: Your communications always successfully go through, even something like sending a pigeon into a storm over the open ocean.

Not Worth Noticing: You are very stealthy because you are beneath notice. Who would ever bother to notice you unless you insisted on it or did something wildly over the top?

She Can Take It: Your vehicles do not suffer damage from natural obstacles such as weather or terrain. Sail right through that storm with no worries! Then again, you might still get knocked off course.

Not Surprising: You can see betrayal and mutiny coming from a mile away.

Workforce Guarantee: Pirates were a rather democratic lot held together by a dream of shared profit, rather than the authority of a king. So long as the captain was good at their job, the crew generally let them stay in charge. Now, this gets turned up to eleven for you. So long as you are not a blithering idiot, you can be utterly assured of your crew's loyalty by being even halfway competent.

There's No Future In The Army For Me: You can join an enemy faction with no hard feelings from them.

The Path To Politics: You can bribe your way to a lawful pardon for anything, provided you have the money equal to your crimes. Any authorized authority will be obligated to legally forgive your crimes upon payment.

I Said Fire!: You can open fire on the people and property you are supposed to protect with no societal or legal repercussions.

Items:

Period Appropriate Clothes [FREE]: A set of clothing appropriate to your station in life for this Jump. They are self-cleaning and will repair themselves over time.

Identifying Feature [FREE]: A peg leg. A tattoo. A hook hand. A scar. You have some kind of immediately identifying feature of your choice. You can change it at will and all will forget that it was ever anything different. Can be removed entirely whenever you would to go without.

Cutlass [FREE]: A sturdy sword. It never needs maintenance and will never break in battle. Comes with a sheathe.

Flag [FREE with purchase of any ship]: A flag showing your allegiance. Can be fitted to fly from any vehicle.

Firearm: A shot and powder pistol or rifle. It has stunning accuracy for its build and will never misfire for you.

A Horse: A well trained horse for you. It handles ship travel well, which makes it an oddity compared to others.

A Small Ship: A small sloop. Has ten guns and can carry 20 tons of cargo. A small, fast ship.

An Islet: A small piece of paradise to call your own. This is a tropical forest covered islet with enough vegetation, local wildlife and fishing in the attached small reef to support two or three people living here comfortably. You can add this to your Warehouse/equivalent as an attachment or insert it into the setting at the beginning of each Jump.

Fancy Carriage: A horse-drawn carriage with plenty of embellishment to announce that the one riding in this is high-class. The seats and bench are quite comfy, and the interior will never be stuffy or drafty.

Ship Supplies: Enough fresh water, preserved food, ammunition, ship parts, medical supplies and more to outfit any one vessel you wish.

Treasure Map: A treasure map that leads to a single incredibly valuable site in the setting. This does not necessarily have to be material wealth. Only you can decipher the instructions and once you claim the treasure it offers, it will change to lead you to another.

A Large Ship [200]: A galleon. This was designed for war and can take a pounding, but still has plenty of room for storage. Has seventy-four guns and can carry over one-hundred tons easily.

A Defensive Reef [200]: A thick reef with accompanying seawater that can be attached to any property you own to encircle it. Only you will be able to locate the safe passage through its deadly grasp, which will automatically widen to let any ship of yours through before shrinking behind it. It is any depth you wish.

An Island [200]: Heavily forested and mountainous, this large island covers several square kilometers. There is plenty of room for building a pirate haven or a navy base, if you are so inclined. You can add this to your Warehouse/equivalent as an attachment or insert it into the setting at the beginning of each Jump.

Spanish Treasure [600]: A massive amount of gold, silver and jewels that was intended for Spain, but was misplaced along the way. Without getting into hard numbers, just know that this is a really, truly ridiculous amount of wealth.

The Whole Caribbean, Circa 1668 [600]: Exactly what it says. Thousands of islands, islets, reefs and cays, with an expanse of salt-water stretching 240,000 km². You can add this to your Warehouse/equivalent as an attachment or insert it into the setting at the beginning of each Jump. You get all of the native wildlife and human-built infrastructure, but no actually humans or domesticated animals.

Supplement Mode: You can use this Jump as a Supplement and attach it to another Jump.

Crossover Mode: Import another Jump of your choice. You'll fill out the Jump document, keeping both point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone! [FREE]: Anyone you want to recruit in this world is free to join you as a Companion if they agree. This is a Perk you can use in future Jumps.

Import: You can import all of your Companions and they will get +600 points to spend. They also get the 4 Pirate Tokens, same as you got. They can take up to +400 points in Drawbacks.

King Charles [FREE]: The Capuchin monkey, not the royal personage. He enjoys rum a bit more than he should, so watch out for that.

Drawbacks: Each of these offers +200 points unless stated otherwise.

Leave When The Story Finishes [FREE]: You can leave whenever you've brought the story to its conclusion. When the canon plot ends or is made impossible, you may go. Unless another Drawback conflicts with this, in which case you will stay until that Drawback is dealt with.

Be The Main Character: You take the place of Morgan Adams and must thwart her villainous uncle, seize the treasure of Cutthroat Island and escape the grasp of the British navy.

Longer Stay: Instead of staying for one year, you will now stay for a full decade.

Blistering Pace: Any major plot points will rapidly accelerate themselves so that they'll all happen within a few days, instead of the implied few weeks of the film.

Item Lockout: No outside Jump Items. You can only take this if you have any outside Jump Items to lose.

Power Lockout: No outside Jump Perks or powers. You can only take this if you have any outside Jump Perks or powers to lose.

Warehouse Lockout: No accessing your Warehouse/equivalent. You can only take this if you have a Warehouse/equivalent to lose.

Bought On Credit: You cannot access your purchases here until after the Jump has ended.

Companion Lockout: Your Companions can still make their purchases, but they cannot enter the setting with you.

Be The Main Bad Guy: You take the place of Mad Dog Adams. You must collect the treasure of Cutthroat Island, buy your way into the governorship of Port Royal and thwart your niece Morgan.

I Would Be Happy To Offer My Services: People keep making rude, disgusting passes at you.

They're Backwards: Your genitals are a bit twisted. This would almost certainly make physical intimacy awkward.

Clinkety-Clank: You will be chained hand and foot for the entire Jump. Nothing can remove them from your body.

You Are A Traitor: Whatever group, organization or town you initially sign on with, events will occur that force you to betray them. While they may survive the result, getting back into their good graces will be a trial at best.

You Are A Slave: You are property now and while you still have all of your previous acquisitions, you cannot utilize any of them without a direct order from your new owner. Your Companions will not be able to find or help you until the Jump ends.

She's Rather Homely, Sir: And you are not? Anything you had that improved your physical appearance is now gone for the duration of the Jump. Adding more insult to it, whatever you looked like before has been replaced with an ogre-like visage that only a mother could love.

The Big Bad Guy Dislikes You: Mad Dog Adams has your number and is convinced that you are after the treasure of Cutthroat Island. He is a proactive sort and will be coming for your head before he sails for the treasure.

Dossiers: Anyone who becomes your enemy will soon after receive a detailed set of files on all of your capabilities, personality and general tactics.

Trouble Brewing: You crew will at some point betray you in this Jump. If you do not have a crew, it will be your Companions and Followers. If you do not have any of them either, you will fall in with a group of seemingly trustworthy folks soon after arrival here and then they will betray you somehow. Finally, you lose all memory of having taken this Drawback.

Your Final Choice

Well, it is time to roll down those sails and haul into port. Where will you proceed from here?

Disembark – It's a lovely little world, isn't it? Why not stay here and build a life for yourself. Take a last stipend of +1,000 CP to buy yourself some more treats.

Set Sail – Your next Jump is right around the corner.

Return Trip – Go home to regale your friends and family with tales of your travels.

Notes

I largely kept to the format of Burkiss' supermarket template, but did make a few changes of my own.

V0.9 done – 09/15/2024

V0.91 – 09/22/2024 Added another Perk and Drawback to the pile