THE AGE OF SAIL



Jump by Aehriman

In fourteen hundred ninety-two, Columbus sailed the ocean blue...

He found not the Indes, but a whole New World, and was only the first of generations of explorers, merchant princes, warriors, settlers and more to cross the world in ever more sophisticated vessels, men who came to call the sea their home as much as any port.

And a thousand thousand stories are told of these men, from the meteoric career of Hornblower, to the intrigues of Captain Aubrey and so many more you can participate in.

For the next decade, you will be one of those who make their living from the sea, aboard a wooden ship driven by sails. Have **1,000 choice points** (cp) to pay your way.



LOCATION

Where does your adventure begin? +100 cp for a random roll.

1.) **Holland:** the real power, at least in the beginning...
2.) **Espãna:** An ancient and glorious empire, fat off the riches of Central America.
3.) **England:** A tiny island nation of no real consequence, save for their rapid industrialization.
4.) **France:** Best known for the Revolution and Napoleonic Wars, this burgeoning nation will burn the world if need be.
5.) **Africa:** Land of mystery, shrouded in jungle and deadly diseases.
6.) **North America:** The new world, a land of hope and opportunity, and above all, beaver pelts.
7.) **South America:** The part of the New World with all the gold. Also the cocoa and rubber trees.
8.) **Polynesia:** The islands of the Pacific have long been home to the world's greatest sailors.

TIME

Whenever you like between 1492 and 1941. Sails were in common use a lot longer than most people think.

AGE, RACE, SEX, ETC.

In these days, these matters can all matter a great deal, especially to sailors. So feel free to change any of these things that you dislike or may be inconvenient, for no charge and with no judgment.



ORIGINS

Why did you ever go to sea? Choose one.

Drop-In - Maybe you were impressed by the shore patrol, or maybe fished out of the sea or rescued from an island and forced to work your way. Either way, you're a landlubber with no connection to the ship or crew, save for what you make.

- **Commons** (-100 cp, free Drop-In) Once land was held in commons for growing and grazing. People are unlikely to object to you taking fish or fruit from their lands, as long as you don't get greedy and take basketloads.

- **Traditions** (-200 cp, discount Drop-In) So, why does Poseidon dunk people the first time they cross the equator? You'll neve be asking such questions again, as you instinctively understand all the local customs, traditions and superstitions.
- **Not Easily Impressed** (-400 cp, discount Drop-In) The shore patrol is always looking for likely delinquent sailors to stick on a ship bound for the far side of the world, and they're not picky. Through some twist of fate, you always seem to escape attempts to capture, imprison or entrap you.
- **Law of the Sea** (-600 cp, discount Drop-In) You never, ever leave men to drown, no matter the politics or other differences, all are brothers in this. If you are in distress, someone will turn up to rescue you if at all possible, even a mortal enemy. They may still imprison you after, but you will never be left to die.

Explorer - The world is far bigger and more wondrous than any man dreamed, and there is now a great need for men of courage and learning to fill in all the blank patches on the map. Titans of the age like Columbus, Magellan, de Gama, Cook, Shackleton and more, stride the world. The question is, are you bold and resourceful enough to join them?

- **Jumper the Navigator** (-100 cp, free Explorer) From a humble compass to the sun and stars, you are skilled in all manner of methods for figuring out precisely where you are, and where you're going.
- **Interested Parties...** (-200 cp, discount Explorer) The danger of exploration is high, the pay is often low and the conditions miserable. Nevertheless, you never have any trouble finding crew or financial backers for your expeditions.

- **Fortune and Glory** (-400 cp, discount Explorer) Your name is going down in the history books, you know it. Your triumphs spread quickly, your reputation becomes legend, while your all-to-human failings are excused away.
- **Naturalist** (-600 cp, discount Explorer) You have a most impressive memory, and as thorough an education as man ever possessed. From botany to zoology, astronomy and philosophy, math and science, medicine and myth. You are fluent in the dozen most common tongues, and four dead ones. In future Jumps this knowledge updates with local conditions.

Navy - The great powers have had navies for centuries, of course, but now they have exploded in size and prestige, shifting into global forces as they spread out to protect new colonies and shipping, and to undermine those of their enemies. You are now one of these sailing soldiers, whether you fight in war or patrol in peace.

- **To The Victor...** (-100 cp, free Navy) Honestly, the navies of this age are more than half pirate themselves, captured ships and their cargoes are sold off, the profits being most of a sailor's income. In future Jumps, people never dispute your looting your defeated foes.
- **Meritocracy** (-200 cp, discount Navy) In the Navy, if nowhere else on Earth, the man who can do the job, gets the job. Your virtues shine through, and no one will doubt that you are deserving of your position, whatever that may be.
- **Weather Gauge** (-400 cp, discount Navy) Sun Tzu said he could call any fight by answering four questions, among them which commander makes the best use of weather and terrain. The one is immaterial at sea, the other all-important. You cannot control the weather, but it somehow always benefits you

anyways, and you always grasp how to make use of it. Whether the wind blowing from behind to give you control over the pacing of battle, or whistling up a fog or storm if you need to flee, sun in your foes' eyes and the like.

- **Crossing the T** (-600 cp, discount Navy) Your name stands among the greatest naval tacticians of all time, Yi Sun Sin and Horatio Nelson. Maneuver is as natural to you as walking, as is tracking the thousand details relevant in every battle. Your example inspires your men to heroic feats.

Merchant - You're a trader by heart, going back and forth across the ocean, carrying goods people have a surplus of and trading them for things they want or need elsewhere. If you can steel your conscience you may well have a promising future in opium or... human resources. But if not, don't sweat, a man can make a modest fortune off one hold of the spices and teas of the Orient.

- **Purser** (-100 cp, free Merchant) You are exceptionally good at mental math with large sums, and balancing the books of your ship and/or company.
- **Limited Liability** (-200 cp, discount Merchant) Corporations came about in this era so many owners could pool risk. A man might be ruined if the sole owner of a ship lost at sea. But as owner of 5% of 20 ships, you can shrug off losing one. You know lots of ways of escaping responsibility and ruin when your ventures go south.
- **Bargaining Position** (-400 cp, discount Merchant) You are the master of the deal, able to walk away with something, as long as you have literally anything to offer, and usually you'll get as good a bargain as anyone possibly could have.

- **South Seas** (-600 cp, discount Merchant) The greatest swindle of the age took place when the South Seas company sold shares at a thousand pounds apiece, without having made one pence in profit. Like John Blunt, you have an unimaginable charisma for getting investors excited for a new venture and willing to throw money your way.

Whaler - A whale has blubber for lamp oil, and meat to last a good long time. So it takes men of daring to attach their ship by means of several harpoons to keep a whale from diving deep, ride the beast till it wears itself out, and butcher it. If that's not your thing, you could be a more humble fisherman, I suppose.

- **Call Me Ishmael** (-100 cp, free Whaler) You have a sense of curiosity and wonder that will never flee you, though you wade through madness and horror.
- **Through Perdition's Flames** (-200 cp, discount Whaler) "I'll chase him round the Horn and round Good Hope and through Perdition's flames before I give him up." Your will and drive are absolute, and when you fully commit to a task, nothing shall stand in your way. Not reason, not impassioned pleas, not authority or any form of control. Be cautious, lest you become a lesson to others.
- **Beware Thyself, Old Man** (-400 cp, discount Whaler) "I will not say 'let Ahab beware of Starbuck,' for you would but laugh. Rather let Ahab beware of Ahab. Beware thyself, old man." You generally understand when you're about to, or are in the process of, making a massive mistake.
- **From Hell's Heart...** (-600 cp, discount Whaler) When the chips are down, when you really truly hate someone... you can kill anything.

Pirate - As the treasures of the New World flow to the Old, there are fortunes to be made by waylaying a single treasure ship. As trade flourishes, so do valuable goods brave the treacherous Atlantic. Also, free settlements of Maroons require basically all of the things civilization can produce, wood, cloth, nails, food. This is the golden age of piracy, and it's like will not return.

- **Jolly Roger** (-100 cp, free Pirate) The flag is black to indicate no mercy, decorated with images of violence and death. This is to intimidate a pirate's prey into quick and easy surrender. You are one of the most fearsome creatures on God's Earth, so don't be surprised if many prefer surrender to fight or flight.
- **Swashbuckler** (-200 cp, discount Pirate) You are an expert swordsman, easily able to hold off three or four men at once, and one on one, most duels will be very short indeed.
- **Fighting Dirty** (-400 cp, discount Pirate) You sure never signed on to the Articles of War. You're a master at every sneaky trick, on a tactical and personal level, whether throwing sand in someone's eyes or flying the wrong colors. You have a gift for finding weaknesses and prey to rob.
- **Blackbeard** (-600 cp, discount Pirate) If all pirates cultivate a fearsome reputation, none did so as thoroughly as this towering man, who among other things would stick some slow-match in his beard and hair to frame his face in fire and smoke. The further your reputation spreads, the more it grows, the more you take on some mythic aspect, becoming more than mere man, and not just in the mind of your prey.



ROLE

And what was your job aboard the ship? Choose one.

Deckhand - An ordinary crewman, your day is spent tripping up in the tops, hauling away on a capstan, or cleaning and maintaining the ship.

- **Land, Ho!** (-100 cp, free Deckhand) It can be easy to let your awareness shrink down and treat the ship as if it were the world entire. You, though, have a keen eye and an instinct when to look up and notice things, whether sails, an approaching storm cloud, land or a whale.
- **Trippin' Through The Tops** (-200 cp, discount Deckhand) You can scurry up ropes in the middle of the fiercest storm, and walk along the heaving, rain-slicked gallants as easily as down Fleet Street. In short, nothing and no man can make you lose your balance.
- **Long Hours** (-400 cp, discount Deckhand) Sailing is hard work, very physically demanding, and it seems to never end. Fortunately, you've an unflagging well of strength that lets you press on when other men have passed out from exhaustion, and man your post for a week without rest if need be.

Middie - To be a sailor, you should start as a young boy, even more so if you wish to command. You are one such youth, preparing to become an officer someday. Though depending on availability of commissions or how well you test you may be a midshipman well into adulthood.

- **Mathematics** (-100 cp, free Middie) A most basic skill of quantification, the basis of navigation and so much more. You can count extraordinarily quickly and accurately, and manage large figures and complex equations in your head.
- **Apt Pupil** (-200 cp, discount Middie) It's a midshipman's job to learn, after all. You apply yourself to your studies effortlessly, mastering new knowledge and skills in a fifth the time it takes your peers.
- **Even Chance** (-400 cp, discount Middie) Every Middie longs for a chance to show off what they can do. Every time there is a challenging mission, or a prize command, or other opportunity to prove your worth, your name will be near the top of the list.

Marine - Soldiers are needed to defend a ship from boarding. Or just private security. For pirates its nearer toughs for boarding others. Either way, you're less of a sailor than a fighter.

- **Pitch and Roll** (-100 cp, free Marine) The rocking of a ship cannot throw off your impressive aim. Nor do your weapons ever jam or misfire.
- **Ready, Aim, Fire** (-200 cp, discount Marine) You can fire four rounds in fifty seconds, aimed and far more accurate than period musketry would normally allow. You can train others to this same standard.

- **Unbreakable** (-400 cp, discount Marine) Most armies break and rout around 5% casualties. Men you lead will fight to the bitter end, or until you have them fall back in which case they retreat in good order. This will often lead to your winning battles, if only by default.

Carpenter - On a ship made of wood, a good carpenter can be a literal lifesaver, whether he's repairing holes in the hull or simply doing maintenance to keep the ship together and sailing smooth.

- **Splinter-Free** (-100 cp, free Carpenter) You never get splinters, and even when the things you work on break, nobody will ever catch a splinter off your work.
- **Whittling Master** (-200 cp, discount Carpenter) You have a gift to be able to carve pretty much anything you can imagine from wood, with ease and a precision no machine could match. Fitting and sanding a patch to be indistinguishable is child's play, as is decorating the ship with all manner of fanciful carvings.
- **Fast Work** (-400 cp, discount Carpenter) Time is of the essence when the ship is shot full of holes, and there's no time to be fancy. Fortunately, you alone can replace a team of six men when it comes to making repairs in a hurry.

Surgeon - A physician by trade, your responsibility is to patch up your crewmates no matter how determined they are to get themselves killed.

- **Anti-Septic** (-100 cp) Germ theory won't really turn up until the very tail end of the age, but nevermind. Your instruments are always clean, and your patients never suffer infections or unexpected complications.

- **Bite Down** (-200 cp) In these days, your options to keep a patient in surgery from thrashing around and ruining things amounted to alcohol, a stick to bite down on, or laudanum, essentially booze mixed with opium. Your medical treatments are remarkably free of pain or complications.
- **Physician Heal Thyself** (-400 cp) All medicinal perks, powers or abilities you have for tending others function on yourself just as well.

Bosun - The senior-most enlisted man. To you falls the duty of keeping order in the crew, and administering the harsh punishments often required of maritime law or naval discipline.

- **Glower** (-100 cp, discount Bosun) Your glare can silence the most self-assured of troublemakers.
- **Captain's Whip Hand** (-200 cp, discount Bosun) Punishments are harsh aboard ship, to maintain civilization even on the open sea. You are skilled in inflicting maximum pain with the least lasting damage, while making people actually learn from the lesson. You can suppress your empathy to do what needs to be done and, most critically, if you don't go overboard none shall blame the Captain's whip hand for hurting them. At most the officers or the regulations will catch the ire of the crew.
- **Counter-Mutineer** (-400 cp, discount Bosun) You know where all the hiding spots are on a ship, can quickly and easily identify troublesome people or mutinous gatherings, and otherwise have your finger on the pulse of the crew such that you know to a groat how far they can be pushed or mistreated before disloyalty takes hold.

Quartermaster - sometimes called the purser on merchant ships, you are responsible for the even division of supplies and spoils of battle. On a pirate ship, you're probably outranked only by the captain.

- **Frugal** (-100 cp, free Quartermaster) A fool and his money are soon parted, but you're no fool. You know how and when to haggle and get the absolute best deals for you and your crew.
- **Something For Me** (-200 cp, discount Quartermaster) It's almost expected at this point the quartermaster will skim a little off the top. Nobody really bothers to investigate your sticky fingers unless you get ruinously greedy.
- **Factor** (-400 cp, discount Quartermaster) The quartermaster is an important interface between captain and crew, able to speak with either. You are exceptionally skilled in both diplomacy and business, broadly accepted as someone exceptionally trustworthy and fair, until and unless you prove otherwise.

Officer - a leader of men, probably at least minor nobility, certainly better educated than the common men. You eat the finest food, get the lion's share of the spoils and call the shots. You may even be the captain.

- **And A Gentleman** (-100 cp, free Officer) You always understand what is expected from you in social situations, and how to present yourself well.
- **A Blind Eye** (-200 cp, discount Officer) People tend to trust your judgment, give you slack and not punish you for following your own initiative, even if you had to somewhat disobey orders.
- **Master and Commander** (-400 cp, discount Officer) You are born to command, extremely effective at rallying and inspiring a crew, and using their skills to best effect, set priorities and

make plans. Your men shall have incredible morale and loyalty.



PERKS

Limey (free all) Of all the many things that can wreck a sailor's life, little is feared more than scurvy, the vitamin deficiency that leads to weakness, terrible pain, and teeth falling out. Fortunately, you are immune to problems from vitamin deficiency. As long as you eat enough food, the details get sorted out. As a bonus, you are immune to infection and disease, as can crop up in the confined quarters of a ship.

Avast! (free all) You'll not get far if you can't tell a jib from a mizzen, the bow from the stern or the tops from the bilge. You know enough naval vernacular that you'll understand immediately if an officer shouts "Avast!" at you. Incidentally, it means stop, but don't drop what you've got. Freeze.

Shanties (free all) The many songs of period sailors are mostly work songs, to keep everyone pulling or rowing or walking in time, but

also to pass the long weeks between ports. You have a fine singing voice and are good at improvising lyrics.

Able Seaman (-50 cp) You're not some fresh-faced cabin boy. You've been at sea at least fifteen years and know just about everything there is to know about sailing. How to rig, steer, tie knots, do basic maintenance and simple repairs, what to do in any crisis.

Card Sharp (-50 cp) Counting cards and reading people, you can support yourself entirely through card games, as long as you have some seed money to start and don't get a reputation for being unbeatable.

Dashing (-50 cp) Women love a man in uniform, and you cut a fine figure with your perfect looks, unmarred or allowed to scar only in ways that enhance the overall effect, and your skills in seduction and loveplay. You could easily have a lover in every port, were you so inclined.

Other Weather Gauge (-50 cp) Nobody has to tell you the direction and strength of the wind, or if it looks like rain. You don't have to lick your finger or even leave your hammock. You just know these things, constantly. You are never surprised by sudden shifts of wind and can estimate pretty accurately how long the ship may be becalmed.

Queen of the Pirates (-50 cp) Maybe you don't want to change your gender. If you take this, no one will ever make an issue of it again.

Si Vous Plait? (-50 cp) So many ports, so many tongues. At least in Europe you can pretty reliably find some French-speakers, but this may not be possible in Africa or Asia. You are fully fluent in the fifty most common languages of this and all future Jumps, and at least five dead or obscure ones of your choosing.

Stiff Upper Lip (-50 cp) You have an amazing ability to hide your true thoughts and feelings, and remain civil even in the face of unimaginable provocation.

Captain (-100 cp) Presumably most Jumpers want to be the captain of their own ship, even if they selected something other than an officer for Role. This lets you set your own rank in the navy. In future Jumps, you may enter the military at a rank of your choosing. In general you are understood to be a capable person of high social standing, unless you wish people to believe otherwise.

Gallantry (-100 cp) Sometimes fear helps, it keeps you sharp. Other times, fear is an impediment, it keeps you from doing all you need to do. This is never a problem for you, you keep the sharpening effects, but never let fear keep you from doing what needs to be done.

Tough As Nails (-100 cp) Life at sea is hard. Hard labor, brutal punishments, vicious close-in fighting. But when life is tough, you just have to be a little tougher. Your physical and mental resilience is almost unbelievable.



CREW

Horatio Hornblower (-50 cp) The first name in naval fiction, Horatio is a latecomer to the sea, gets seasick in even sheltered harbors, is tone deaf and often plagued by private doubts. Nevertheless, he is a skilled navigator and mathematician, and a masterful leader of men. As his story spans his entire lifetime, from midshipman on his first ship to retired admiral, it is up to you which Hornblower you want.

Jack Easy (-50 cp) A young philosopher's son who believed too strongly in proto-communism and, concluding that the land is too jealously owned, decided the sea would be the last bastion of freedom, poor sap. He nevertheless had several splendid adventures before retiring as a Midshipman to manage his mad father's massive estate.

Jacky Faber (-50 cp) The toughest leader of a gang of London urchins, gone to sea for better prospects. Also, secretly a girl. Mary "Jacky" Faber is an unabashed coward and guile hero, a skilled artist and eventually quite good at disguises.

Jim Hawkins (-50 cp) Discoverer of Flint's treasure, a young boy who becomes a man and an adventurer. Perhaps he'd like to see the broader horizons you can offer?

Sir John Franklin (-50 cp) A famed Arctic explorer. By nature a very slow, thoughtful, cautious and thorough man.

Peter Blood (-50 cp) A surgeon and soldier framed for treason and sold as a slave, he becomes a pirate and through his great guile and cunning winds up leading a great armada.

Santiago (-50 cp) An elderly fisherman, famously down on his luck, who caught an astonishingly awesome marlin after days of struggle, and fended off sharks for yet more days before finally finishing the voyage home, only to find a skeleton for his monstrous catch.

Thomas Paine Kydd (-50 cp) A wig-maker press-ganged into service in the hellish battleship Duke William, Kydd comes to enjoy the camaraderie of other sailors and begins a meteoric rise and even a commission received for conspicuous gallantry.

Bilge-Rats (-100 cp) What, you say you already have a crew? Are you sure? They aren't much to look at. Very well, as many men or *shudder* women as you like can sign on, and each gain an origin, a role and 800 cp of their own. Companions such as they cannot take Companions or drawbacks of their own.

SHIP

+200 cp just for ship and improvements, not for Companions.

A note on rating - Mostly we're using the British system, which went through several changes. As a rough rule of thumb:

Sixth Rate ships carry the post, do patrols, convoy escort and such. Twenty to thirty guns.

Fifth Rate ships do long-ranging patrols or cruises. Thirty to forty-four guns.

Fourth Rate ships are ships of the line, able to sail in fleet actions. Forty-six to sixty guns.

Third Rate ships are big enough to add a second gun-deck. Sixty four to eighty guns. Very common in the Napoleonic Wars, especially seventy-fours. Five to seven hundred crew.

Second Rate ships boast ninety to a hundred guns, often by adding at least a partial third deck. Valuable enough to rarely risk on long missions without support.

First Rate ships (and/or Mans o War) have at least a hundred guns and eight hundred-fifty or more souls.

200 CP



Sloop - In general, any warship with too few guns to be rated. Could be a post ship, or a corvette, as long as it has two dozen guns

or less. Usually 25 tons or less of cargo capacity. Most sloops are light, fast-traveling ships.



Packet - The mail-ships, the fast couriers taking precious passengers, or small cargoes with great speed. No room for armament. Other sailors have no respect for packet rats.



Carrack - At once old-fashioned and enduring, the kind of vessel Columbus used. Carracks are very slow because of the odd way they sit high in the water, but weather storms well, have massive cargo holds and the high walls make boarding very difficult. Good pick for a merchantman.

300 CP



Brig - Two square-rigged masts, twenty to fifty meters in length. Brigs are adored by navies as scouts and cruisers for their superior speed and maneuverability, as well as the ability to traverse shallow straits and rivers, and are beloved by pirates for pretty much the exact same reasons. That said, they're very manpower intensive for such small ships, and don't carry a lot of firepower (10-18 guns).



Clipper - Three masts, square rigged, plus an after, with a very narrow hull. Not much room for cargo or guns, so why bother? Well, because with their small hulls and massive sail plans, Clippers are the fastest ships on the sea!



Galleon - An evolution of the Carrack, ranging from half to double the size, but lower, sleeker, faster, more weatherly and far sturdier, being designed from the keel up as a warship, or with the possibility of being converted to one. Three or four masts, square-rigged, virtually always armed.



Fluyt - A Dutch design for a freighter, meant to maximize profits by carrying the largest possible load with the least crew. About a hundred tons of cargo, to a crew of 12-36. The flat, fat-bottomed ships can sail up rivers, on lakes and in many harbors too shallow for most ships. However, they're slow and make poor fighting ships. Three masts, two square-rigged fore, one lanteen aft. Pronounced Dutch style, "flut."



Xebec - Three-mast all lateen rigged Mediterranean ships. More or less a traditional Mediterranean galley that converted to all sail and added cannon. Not a deep-water ship by any means, but still a favorite of Barbary pirates for 170 years. Pronounced "zee-bek."

400 CP



Indiaman - The largest trading vessels of the era, first West Indiamen meant to sail back and forth between the Old and New Worlds, then East Indiamen that plied their way to India and China. Carries 600-1500 tons of cargo, at a rate of about 120 miles a day. Some were converted to 56-gun frigates. You might do the same, but remember more guns means less cargo.



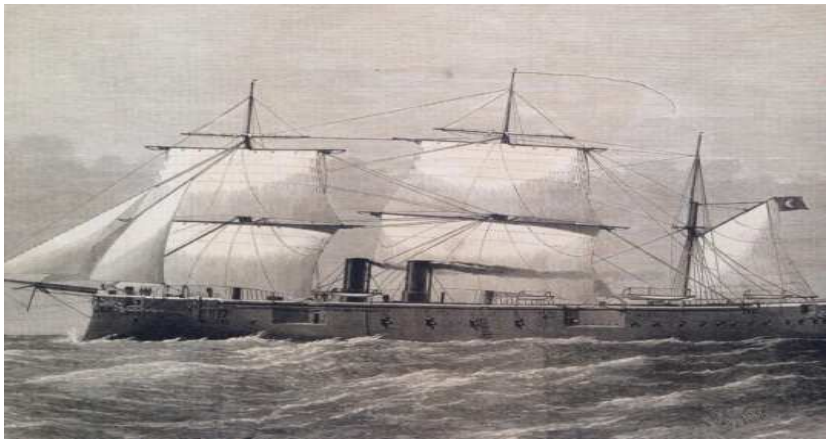
Frigate - The standard medium-sized warship of the period. Three masts, square-rigged, two full decks, one with guns, usually 28-60, but some had more. Crew in the vicinity of eight hundred.



Raze - A kind of "heavy frigate" made by removing the castle and a deck from a channel-groper. Usually at least seventy guns, often seventy-four. French pronunciation, Ra's-ay.



Ship of the Line - A ship of third-rate or above, probably at least second-rate, sometimes called channel-gropers or battleships. Slow and ponderous, but with massive crews for boarding actions and enough cannon to *end* just about anything that comes into range, thanks to having two full gundecks, sometimes a third. You won't often be going out except as part of a fleet action, but when you do, you'll be the center of attention.



SHIP IMPROVEMENTS

Longboard (-100 cp) The board or keel is a kind of wooden fin extending beneath a ship. The longer the board, the better the ship can self-right when tossed. Of course, this also means the ship needs

deeper waters to sail. Buying this gives you free reign to edit the length of your ship's board, from barely present to extending as far below as the masts above.

Sheathed Hull (-100 cp) A ship sprouts barnacles, sure as water flows downhill. So ships get slower and slower with the drag, and once a year or so need to be careened (beached and turned for scraping) or put into a drydock, else become a sluggish, barely sailing hulk. At least until they discovered the means of coating a ship's bottom with copper plating. Now barnacles are the worries of a distant past.

Made of Iron (-200 cp) The hull of your ship is three-layered, an inner and outer hull of white oak, a central hull of live oak. This makes the hull both tough and springy, and cannonballs far more likely to make a minor divot in the hull than gaping holes and swarms of flying splinters.

Ironclad (-300 cp) Your ship is literally coated in iron plating, making it incredibly tough, but noticeably slower.

Extra Guns (-50 cp) Six extra cannons per purchase, three to each side, or a couple of chase guns.

Flintlocks (-50 cp) Traditionally, cannons are fused with a goose feather quill dipped in gunpowder, but designs were long in the making for a flintlock design to more reliable fire the moment you wanted to.

Baronet Douglas Lines (-50 cp) Funny idea, but just by lengthening the lines holding cannon from careening anywhere with the recoil turned out to allow them a greater traverse of possible firing angles. Of course, you could just add more rope yourself, you're paying for the optimal balance reached by an expert.

Sights (-50 cp) Another surprisingly late addition. Early cannons were unsighted, but eventually aiming artillery improved, a lot.

Bomb (-100 cp) Your ship has two forward-facing mortars, in the Coehoorn style. These launch bombs high into the air, not much use against moving targets, but devastating in bombarding shore fortifications.

Carronades (-100 cp) Often called smashers, your side guns have shorter range (not that they're that accurate anyways) but with smaller guns you can fit more, and they have immense power at those ranges.

Long Nines (-100 cp) Generally used in the chase armament, the bow and stern, which are relatively fragile and need lighter arms. They may not be as powerful, but Long Nines have exceptional range and accuracy compared to any other cannon.

Paixhans Guns (-200 cp) Your ship has been fitted with guns that fire explosive shells, a very late innovation from the 1820s. Suffice to say any ship you hit with these will have a bad time, and probably not leave much to surrender or salvage.

Rudder Tackle (-100 cp) With blocks to enhance leverage, and reinforcing rods for a larger rudder plate, the ship is remarkably responsive to the wheel, allowing you to maneuver with speed and precision unthinkable just a few decades ago.

Schooner Rig (-200 cp) Through expert design of your sailplan, you can sail within thirty degrees of the wind, almost any direction but straight upwind. By default, most ships flag within seventy degrees, some of the latest designs, the clipper, the Indiaman, the Frigate, can manage forty.

Steam Power (-300 cp) Did you perhaps miss the memo about this being the age of *sail?* Oh well, there were plenty of hybrids. Your ship has a steam engine, allowing it to move with surprising speed and without wind. Don't worry about fuel.

Canned Stores (-50 cp) Canning was invented in the Napoleonic Wars, if not quite in its modern form. This innovation of trapping food in an airtight container and boiling it to kill germs led to food that kept far longer. In your case, you will always find a few cans of meat and veggies, just enough to go around the crew, whatever the state of your larder otherwise.

Jolly Boat (-50 cp) Your ship has enough lifeboats or small craft, even pinnaces, to carry everyone off. Very convenient for getting supplies, landing parties or even towing the ship in a pinch.

Steerage (-50 cp) Your ship has some dedicated cabins for passengers, and consequently, has some downright luxurious quarters for officers.



ITEMS

Almanac (free) A book of 21st Century quality maps and charts, modified to fit local conditions, no canals that don't exist and so on. Be careful who sees them, because *nobody* has maps this good.

Barometer (free) A marvel of the modern age, this device measures the air pressure. When the needle drops below the red line, you're no more than a few hours out from a storm.

Books on Sailing (free) Twenty of the best books on how to sail, a mix of contemporary and modern. The Manual for Sailing, Sailing For Dummies, Sea Power, that sort of thing.

Crew (free) Once you leave this place, your ship(s) will still need a lot of manpower. You get a whole complement of Followers who may as well not exist when not needed, for all they don't trouble you and get fed and cared for. They're not exceptional, but competent enough sailors.

- **Crack Crew** (-100 cp) Your crew are actually the best trained and more disciplined anywhere in the world.

Drydock (free) A berth exists in your Warehouse or Personal reality for your ship(s) to rest safely until needed, at which point it can sail into your new Jump. Repairs are automatic in the drydock.

Navigational Aids (free) You have a compass, astrolabe and non-pendulum clock. You can calculate your latitude and longitude as well as direction of travel, then mark these on your charts.

Rations (free) Hardworking sailors would eat 3,000-6,500 calories a day, much of it expensive salted meat. Whatever else you may add, you get a basic minimum weekly ration of; 7 lbs. Biscuit, 4 lbs. Beef, 2 lbs. Pork, 2 pints peas, 2 pints oatmeal, 12 oz. cheese, 6 oz. each of sugar and butter, 7 gallons beer, and enough lime or lemon juice to ward off scurvy.

Tattoos (free) Very much a traditional pastime and identifying mark of sailors at this time. You may have yourself inked up however you like at no charge.

Hammock (-50 cp) The most efficient way for sailors to sleep. Your hammock is very comfy and never dumps you out or gets you tangled. More, you sleep so effectively you only need half as much in it.

Knife (-50 cp) A tool and sometimes a weapon with many uses for a sailor. Yours is very well made, but most especial is that you can reach into your waistband or behind your back and always find it there.

Line (-50 cp) A surprisingly strong and well-made rope. Whenever you need it, search around the area for but a moment, and you will find it coiled nearby.

Pistol (-50 cp) In many ways less useful than a knife, a gun only kills things. Convenient, in that it can do so at a distance, though period guns tend to be inaccurate at even moderate range and carry just the one shot. Nevertheless, you are difficult to imprison, for like the knife, you can always find another pistol secreted on your person.

Rum (-50 cp) A bottomless bottle of quality rum, cannot be lost or stolen.

Sword (-50 cp) A fine cutlass of damascus steel, the envy of any officer and handy in close quarters. You can leave this one in your quarters, but if lost or stolen it will always return to you in a matter of days.

Laudanum (-100 cp) A mix of opium and hard liquor, the best pain-killer known for most of the period. You have a replenishing supply of twelve bottles that is completely effective at lulling people into a dreamless sleep where you can operate, and is non-addictive.

Ephemeris (-100 cp) A little book that records future weather, about one month out, and not accounting for any supernatural forces that may intervene, it is otherwise completely accurate, down to the minute.

Treasure Map (-200 cp) A map showing the location of vast riches, if you can claim them before anyone else. Following this is certain to be highly profitable and result in a grand adventure, and best of all, each Jump/Decade the map changes and you can use it all over again.



DRAWBACKS

Insert (+0 cp) By default, you enter a world where all seafaring adventure stories are true and happening. If that's not your cup of tea, this lets you select a specific story to take part in, or the plain historic era.

Fantastical Voyages (+0 cp) Then again, there are tales of magic on the high seas, or the Napoleonic Wars but with dragons. I hear the Numenoreans were fantastic sailors and the world has not since seen their like. Use this document as a supplement to any Jump-setting where wooden ships are mostly moved by the wind in their sails.

Saint Elmo's Fire (+0 cp) A rare electric phenomenon that sometimes causes the top of the masts to flicker with an ethereal green flame. This is often taken as an omen, though good or bad varies by the teller. In taking this, you guarantee it will come up at least three or four times a year, granting you wonder but also something to have to explain to the crew.

Come All You Sailors... (+50 cp) now take my warning, take my heed, and never leave your happy homes to sail a raging sea. Many a man has spent his whole life at sea, growing from a young Middie to an old Admiral, so why restrain yourself to a single bite-sized chunk of the era? Each time you take this, extend your stay by six years.

Bad Eyes (+100 cp) You're nearly blind without glasses, which can be arranged in this era. But then, they can also become broken, lost or stolen and might give you headaches.

Curiosity (+100 cp) A quality renowned for getting felines and sailors killed. You simply can't leave a puzzle or mystery alone, or keep from sticking your nose in your shipmates' business, lest it drive you mad.

One-Eyed (+100 cp) You are down one eyeball, making it harder to see things on one side, and really messing with your ability to judge distances accurately after the first fifteen feet or so.

Jonah (+100 cp) You will never find a more superstitious bunch than sailors, whose lives may be ended by the whims of chance at any moment. Early in your Jump, some grave misfortune befalls

your ship, and the surviving crew are convinced it's your fault. You will have to work a long hard while to regain their trust and forgiveness, and until you do, if you transfer ships some new calamity will strike, setting you back to the beginning.

Silent (+100 cp) You cannot speak or make a noise from your throat, and must make alternate arrangements to be understood, whether sign language or carrying a slate to write upon.

The Man Without A Country (+100 cp) In a moment of high passion, you wished to never again see or hear of your nation. So you were sentenced to never set foot in your homeland, moved from ship to ship, and all were forbidden to give you news of home.

- **Dutchman** (+100 cp) Forget your native soil, you can never stop at any port for your entire stay.

Thin-Skinned (+100 cp) Words hurt, especially for you. You can't take insults or criticism gracefully, and will likely be up for hours wondering if they're right, maybe even cry. Or spend weeks plotting petty revenge. Either is good.

Tone-Deaf (+100 cp) You cannot distinguish tones, and so even the loveliest of music for ten years will sound like an awful clamor and racket to you. Unfortunately, sailors are a very musical bunch and you cannot go a day without hearing some work songs or drunken laments to lost loves. You're lucky if you can go six hours between songs.

Ugly (+100 cp) No two ways about it, you are hard on the eyes, with all that entails for treatment by other people.

Fever (+200 cp) You are the worst sort of gambling addict, one without the good sense to even cheat. Any money that finds its way into your hands is very likely to leave quickly. But who knows, if you keep at it you might just strike it big. Feeling lucky?

Marooned (+200 cp) You start on an island, or other remote godforsaken wilderness. Someone will be by in a month or so to find you, but in the meantime, how good are your wilderness survival skills?

Sea-Sick in Spithead (+200 cp) It's not that you're seasick all the time, but the first few days at sea or on land will be rough as your body makes the transition to or from the rocking motion of the waves. Sailors will probably lose a lot of respect for you.

Wanted (+200 cp) One of the great powers of the world wants you badly in chains, possibly before your execution. It could be you committed an act of piracy against them, or of war, or defrauded a major noble. Whatever the case, if you see their flag, you're probably in for a fight. This can be taken multiple times.

Where Are My Boots? (+200 cp) Your things are constantly getting lost and/or stolen by your shipmates and sold off for beer and tobacco money. This overrides any fiat-backing that would see your property returned, but you'll get them all back at the end of the Jump when drawbacks all fall away. At least it won't apply to your ship?

Forgetful (+300 cp) You had a strange dream, about other worlds and godlike entities, but it already fades from memory. As far as you are concerned, you went to bed in the 21st Century, and woke far earlier and any perks or skills or items you buy you will discover as you need them.

Here There Be Monsters (+300 cp) Turns out that old globe was right. There really are sea serpents and kraken, sirens and mermaids and other monsters that love nothing more than drowning or devouring wayward sailors. Best keep a sharp eye out, matey, because you just might be out of your depth.

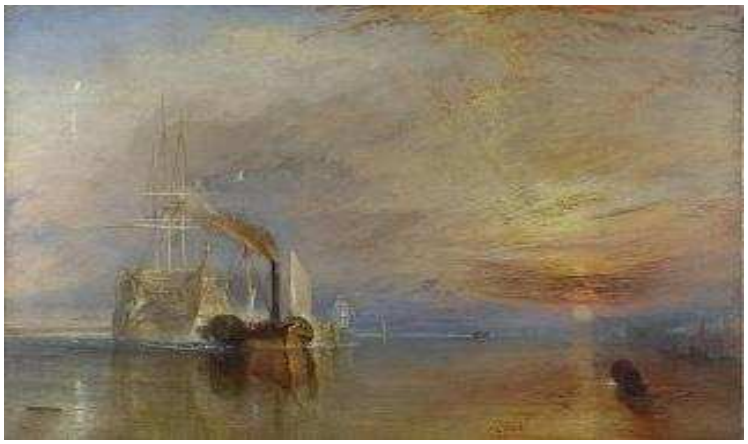
Nailing the Colors (+300 cp) You never surrender, never retreat or back down. Not from a duel, not from an ambush, not before the mightiest armada the word has ever seen. No matter how much sense it makes to live to see another day, you can't make yourself do it. Let's hope your crew shares in your iron determination. If you are a humble crewman, your every captain will have this attitude instead, until and unless you take command and gain the drawback.

Obsession (+300 cp) There's a thing you can't let go, a nemesis. A ship somewhere out there, or perhaps a whale. You cannot rest while it continues to exist.

Cabin Boy (+400 cp) If you want to be a sailor, you really need to start at age seven or eight. You are now such a young child, and instead of starting with skills and items, you will be issued them at the appropriate time or have the opportunity to develop those skills, given enough time.

Albatross (+400 cp) You are cursed with actual terrible fortune. You attract pirates and storms and all kinds of improbable accidents.

Landlubber (+400 cp) You have no powers, no perks or items from previous Jumps available. You must survive on your own wits and purchases in-document.



END

Return - *Safe and sound at home again, let the waters roll Jack...*

Remain - *Hark, now hear the sailors cry, smell the sea and feel the sky. Let your soul and spirit fly...*

Retire - *Oh the work was hard and the wages were low. Leave her Johnny, leave her. And now once more ashore we'll go, and it's time for us to leave her...*

Notes: Jump by Aehriman, special thanks to Cunuroi, Xexelif and Shkimalord.