Pirates of the Caribbean Jumpchain

Arrr, mateys! Welcome to the world of piracy! The ocean waves are true freedom, and you have the opportunity to sail with the world's masters of nautical acquisition and redistribution (and if you're not careful, you'll be robbed by them). There are salty wenches and rum aplenty, and so long as you stay one step ahead of the EITC and the Navy you'll always be free (unless, of course, you're an honest sailor or one of the Crown's finest yourself!) It's one year before the Black Pearl reappears in a dramatic attack upon Port Royal. Have fun, and remember; always keep a sword by your side and your powder dry!

These'll be a lot easier to spend then that doubloon, trust me. I'll take it off your hand for +1000 CP!

Backgrounds:

What's your past like? It'll always leave a mark, and if you're lucky, that mark won't be in the shape of a pirate's brand…

Drop-In: Free

You wake up drunk in a tavern. There's a smell of rum, and someone's trying to get into your pocket. Though you don't have any memories in this world to guide you, nobody knows you either, so you can make a fresh start…after you get a shower.

Merchant Sailor: 100 CP

You're just a simple sailor…or smuggler. With a ship and crew of your own, you can carry cargo anywhere. While you make port occasionally, your ship is your business, so you have to spend most of your time making sure it's safe. Just beware pirates, and you have a pretty easy life.

Pirate: 100 CP

You have fallen, by choice or by fate, into a life of piracy. You technically "serve" under one of the Nine Pirate Lords, depending on what sea's your home, but really your life is your own. Though you may smell foul, the life of freedom, pillage, and plunder is yours. Just remember to keep to the Code…when others are watching.

Navy Man: 100 CP

You're one of the Crown's sailors or marines. You may technically work for the East India Trading Company, but you're a beacon of civilized society anyway…at least for now. Though you're staunch

of character and well trained, the winds of fate are ever-changing, and nobody knows where you'll end up.

Locations: Roll 1d8 to determine where in the seven seas you begin your adventure. If you have a Ship, you may instead begin in the open ocean for free. You can choose to pay 100 CP to instead choose your location; in any case, you begin either in a tavern or on your ship in port.

1: Port Royal: This prim and proper town is the home of legitimate shipping in the Caribbean. Owned by the British and containing a large EITC base, it's a nice place to find a ship and a crew. You might even pick up some others; there are always those tempted by tales of the sea.

2: Tortuga: Take Port Royal, and soak it in rum. A LOT of rum. This is a pirate town, home of bandits and salty wenches galore. You can always find men (and women) to do whatever you need here, but they may not be entirely sober…

3: Singapore: The nascent center of trade in the Pacific, this town is ruled by the pirate lord Sao Feng. Though the town's just been founded, it already has a sizeable population of pirates, and the glassblowers (and prostitutes) are legendary.
4: Shipwreck Cove: Shipwreck Cove, near the town of Shipwreck on the isle of Shipwreck, is the home of the Brethren Court. Pirates of every stripe make their home here. While there aren't any honest men nearby, you can at least trust them to all be dishonest in roughly the same fashion.

5: London: The heart of the British Empire, the Royal Navy's headquartered nearby. Lawbreakers are likely to suffer the consequences of their actions fast, though there are places you could probably snatch a ship and sail away if you're quick enough.

6: Deserted Island: This tiny cay in the middle of nowhere is a rather nice place. Lots of palm trees, white beaches, and plenty of rum. Unfortunately, you may need to wait quite a while for anyone else to come by and pick you up; it's a LONG swim to anywhere else.

7: The Isla De Muerta: This cursed island is rumored to be home to a great treasure. No living man has ever found it, though, and the island is surrounded by the wrecks of thousands of seekers, which make lovely homes for sharks. If you don't escape the island soon, it will sink into the waves forever.

8: Free Pick: Why, the winds have brought you wherever you need to be. You can be wherever you like, so long as you can hear the call of the sea.

Age and Gender:

You've served a bit before the mast; roll 1d8 and add 26 to find your age, or pay 100 CP to choose it. Your gender is whatever you arrived with, or you can pay 100 CP to change it.

Skills:

So, you're set to be a swashbuckling scourge of the seven seas, or maybe the dominant force of all mercantile trade. How are you gonna do it?

Curse Like A Sailor: 100 CP, Discount Drop-In

Your vocabulary of curse words increases a hundredfold. You can curse a man for days and never repeat yourself. The language you use is inventive, descriptive, and often truly blistering, but it need not even be actual curses; you can speak so eloquently of your hate that you can curse a man by complimenting him.

Steady at the Helm: 100 CP, Free Merchant Sailor

The sea is your home. You've got your sea-legs for sure, and are more than competent at any position on a ship. You're a competent helmsman, can plot routes, can clean, load and fire a cannon, and perhaps most importantly, you know what all the nautical terms people spout ACTUALLY mean.

Swordsman: 100 CP, Free Pirate

You're an excellent swordfighter. You were born with a cutlass in your hand (Or between your teeth). You can hold off a dozen Royal Marines, and you're not averse to using dirty tricks to get ahead. While there are swordsmen better than you, you've yet to meet one.

Sharpshooter : 100 CP, Free Navy Man

The inherent inaccuracy of unrifled weapons doesn't affect you. You can hit a pinpoint target with a flintlock pistol from ten feet away, and hitting people on distant ships with a musket shot has more than a chance of success. Further, you've got the drill down cold; five shots a minute in any weather, and the roar of cannon no longer deafens you due to long practice.

Sing Us a Tune: 100 CP

All the sea shanties of the world are known to you. You can sing (mostly on key) hundreds of sea shanties in dozens of tongues, and can inspire others to join in. Most of them carry a message of some sort, and a few can even have deeper effects. If nothing else, they're good to get a crew working in time.

Cuttlefish Style: 100 CP

You are a master of that most noble of pirate traditions. You know how to fight…to run away. The instant you create a distraction, you're 40 feet away and moving fast. You are a master escape artist, and can use distractions in combat to escape even situations that appear inextricable. Any ship or other vehicle you captain also…somehow…has its speed increased when you're trying to escape a fight.

No "X" In Sight: 100 CP

Some people think they're good at hiding things, but they've got nothing on you. You can squirrel away treasure in places nobody will ever find it, and often manage to go through a lot less work than you'd think to do so; carrying thousands of tons of gold to a deserted cave is just a day's labor, even if you're working alone. You're also pretty good at hiding things on yourself, so people will have to be VERY thorough to disarm you of everything.

Master of the Code: 200 CP, Discount Drop-In

You know the Code of the Pirates, laid down by Morgan and Bartholomew. You know how to properly ask for a parlay, and the proper voting procedure for the Pirate King, and have a good idea of which parts are rules and which are more like guidelines. You also have a generally instinctual grasp of the unwritten code of any social interaction, whatever the place or participants.

Waverider 200 CP, Discount Merchant Sailor

Your knowledge of tides, currents, and all things that flow is incredible. Your course is never off, and the wind is always at your back. Your aim is never spoiled by the rocking of your ship, and even more esoteric currents are simple to understand. Further, your intuitive sense of the ebb and flow of all things grants you an understanding of markets and public opinion.

Plunder and Pillage: 200 CP, discount Pirate

You have a sixth sense for finding vulnerable places. While this helps you take advantage when an enemy drops their guard in a fight, it's most useful in deciding where to rob. You know just the right time to raid a town, and can make sure to find any treasure foolish townsfolk try to hide.

Courage and Fortitude: 200 CP, Discount Navy Man

Bravery and honor are your meat and drink. You'll never quail despite frights that would darken the souls of a lesser man, holding strong to your bonds of brotherhood despite certain death. You do not fear death, you can stand and look it in the eye even as the cannonball flies. Unfortunately, standing fast is not always the best strategy…

Fancy Footwork: 200 CP

You're always steady on your feet. Forget balancing on a swaying ship; you can hold your balance while swordfighting on the yardarm of a ship surfing the crest of a tidal wave. While it's snowing. Also, you've good enough with trajectories to swing dramatically anywhere you want on the ropes that are always scattered around a ship.

Voodoo Magic: 400 CP

The magic of voudun is in your blood. You know a number of rituals, and can understand the rules of the strange magic of the sea. The summoning of maelstroms and the curiosities of finding islands that can't be found are just matters of a few spells. With sufficient practice and sacrifice, you can even raise the dead, though beware; all magic has a cost, and the sea hates to give back what it takes.

Nobody's Tool: 600 CP, Discount Drop-In

You have a head that can contain schemes within schemes. You can manage to keep track of a hundred men's individual desires, and slot all of them into a complicated plot. You can make your plans weeks in advance, and adjust them on the fly to keep up with the gambits and plots flying around you so that it looks as though you're psychic. Just smile enigmatically if they ask how.

Sea Turtles, Mate: 600 CP, Discount Pirate

You have an incredible aura of nonchalance about you, and are generally a truly skilled liar. You're even so gifted with words that you can confuse people so much that you effectively lie with the truth, and eventually nobody will bother to question anything you say. If you're good, you can even lie to the universe; just push forward with boldness and pretend you know what you're doing, and daring escapes from even the most deadly of situations look simple.

Captain: 600 CP, Discount Navy Man

Any crew you gather will follow you unto the edge of the world itself. You have a mastery of tactics upon the waves, crossing Ts regularly and escaping those battles that should not be fought. You can take a bunch of impressed landlubbers and turn them into the pride of the King's Navy with but a few days and a limited supply of rum.

Items:

Luck and a bit of skill will help a lot, but they can't keep you alive on your own. You might want to take a look at some of this loot. There's sure to be something of value that might fit in a pocket…

Uniform: 50 CP, free Merchant Sailor

This fanciful outfit looks very nice, though it's missing a hat. Probably includes multiple layers such as jackets, undershirts, and sashes for men, and petticoats and shifts for women (If there were ever any women aboard a ship). However, it somehow doesn't impede your acrobatics or fighting in the slightest. Though it can get torn and damaged, any patches somehow just make it seem daring, not ratty.

Sword: 50 CP, Free Pirate

What would a pirate be without a sharp thing to terrify people with? You have a sword you can use to stab people, cut ropes, and generally be imposing. Single-edged, so if you clasp it between your teeth you don't end up with an extra-long smile.

Musket: 50 CP, Free Navy Man

You've been issued a musket and pistol. Though it's always tough to keep your powder dry while out at sea, the opportunity to shoot down pirates like the dirty dogs they are cannot be missed (Unless you've shirked on your drill). Also, you have a large supply of gunpowder and a number of bullets. And a bayonet, ramrod, and all the other gear you need.

Pieces of Eight: 50 CP

You've got some treasure stashed away. Not too much, but enough to equip you and buy passage on a ship anywhere you'd like to go, or enough to outfit a ship to sail a few weeks (until you find some more!). At least $20,000 in buying power.

Nice Hat: 50 CP

What would a pirate be without his hat? What would any sailor, as a matter of fact, do without his most gorgeous head covering? This hat is ostentatious, impressive, and is undefinably YOU. It adds to your presence in any speech, and can be swished about as you like for emphasis. It probably has feathers. Also, somehow it just keeps finding its way back to you… It is a VERY fancy hat.

Warrant of Trade: 100 CP, Free Merchant Sailor

This Warrant is a very fancy bit of paper that is presented by the East India Company or the King. Or someone else important. It gives you the right to transport goods, even those normally considered illegal in your area (NO MATTER where that area may be). If you've got some legal skills, it could even be interpreted to allow you to be a lawful pirate (After all, you're just transporting goods from their ship to yours!)

Jar of Dirt: 100 CP

This is a jar that contains dirt. And that's it. You promise. Actually, you can put anything into it and it'll be unfindable by anyone else (well, anyone who bothers to look; it's just a jar of dirt). Alternatively, you can easily convince people that this simple jar contains the most important secret item ever (or at least a lot of money), if you want to use it as a distraction or "leverage" tool.

Nice Sword: 100 CP

You have a very nice sword. Like, it's very pretty and well balanced. It'll stand up to a lot more abuse than your standard blade, and you can even distract people in combat with its shininess. Though you'll probably lose it a lot, it eventually finds its way back to you. Unfortunately, at that point it's usually being used by someone attempting to stab you.

Map to Buried Treasure: 100 CP

Despite the name, this map doesn't actually lead anywhere. Instead, it's incredibly obtuse and illegible…to anyone but you. It has some sort of magic upon it; anyone who you show it to is convinced that it leads to a great treasure they'd love to acquire, but that you're the only one who can lead them there. They'll follow you for quite a while, so long as you can keep up the bluff. What to do if you finally "arrive…" that's another problem.

Bottle of Rum: 100 CP

This bottle of rum is perhaps the greatest miracle known to mankind. It is always full of rum, grog, or any other alcoholic beverage at least 70 proof. If, for some ungodly reason, you live in a world without rum, it'll just remain full of clean and clear water until you leave that hellhole. Don't let anyone else know of your treasure, or you'll have to fight off mobs of sailors from around the world.

Shoulder Animal: 150 CP

You have a very intelligent animal, small enough to ride on your shoulder. It may be a trained parrot, a ship's cat, or a tiny monkey. No matter the species, it's far more intelligent than it should be and can somehow communicate with you. The perfect spy, and also perfect to throw at your

enemies as a distraction in a fight (it can take care of itself). Though it's very intelligent, it's still not quite smart enough to be a Companion.

Wolski's Glass: 200 CP, Discount Drop-In

This spyglass is impressive. It might be a small thing you can stick in a pocket, or a huge pole that needs a stand to balance on, but it has the same magical qualities. First, it's really incredibly durable; you can use it as a club without worrying about breaking the lenses. It's also able to see through things it shouldn't; mists and darkness hide nothing from its eye, and even magical illusions give up their secrets.

Siren's Net: 200 CP, Discount Merchant Sailor

A net woven from the hair of mermaids, this net is attractive to fish. All you have to do is touch a corner of it to the ocean's surface, and fish from miles around will appear from nowhere. You can try to attract a specific type if you want, and actually fishing with the net is sure to make you wealthy beyond dreams of avarice. Or you can just start a shark feeding frenzy out of nowhere.

Blackbeard's Bandolier: 200 CP, Discount Pirate

This magical bandolier is excellent for storing firearms. It has convenient holsters for 8 different flintlock pistols. Though they're each only single-shot, they fire despite the weather, and a new one will appear in any holster 1 minute after you've fired the last. If you're fast enough on the draw, you can keep up a withering barrage of ill-aimed fire.

Scourge of Pirates: 200 CP, Discount Navy Man

This 16 pdr cannon is imbued by the spirit of a legendary pirate hunter. In addition to a huge supply of ammunition, including case shot, round shot, and chain shot, the cannon has a special quality. The man aiming it has a supernatural understanding of shipbuilding and architecture, which allows his shots to tear through the weakest parts of a ship with frightening ease or knock down buildings with a single shot.

Magic Compass: 200 CP

This magical compass has been imbued with your soul. Not in a bad way, just enough to create a link. The needle always points to whatever you most desire, or the means to get to that which you desire. It can be hard to tell. Anyways, at least you'll always know where your next step is, so long as you know what you want. If you don't know what you really desire, the compass doesn't either.

Ship: 300 CP, Free Merchant Sailor

You have a ship. It's more than just wood and sails, it's your opportunity to go wherever you want. It's large enough to sail wherever you'd like, with 20 cannon and plenty of room for rum, but you do need to keep track of a crew; you may be captain, but not everyone will be happy with that. You need at least 50 men to sail it, though if you're not a Drop-In you start with them as well. And if you have any Companions along, they can be imported to join your crew.

Drawbacks:

Life on the waves is hard enough, but you might need some more skills to get by. You can get those, but everything has a price. You can take up to two drawbacks, should you feel like a gamble.

Missing Some Bits: +100 CP

You have lost a rather important part somewhere along the line. You may be absent a hand, missing a leg, or be a one-eyed sailor, or you might have become an eunuch someplace you're loath to talk about. While there are prosthetics available (well, for most missing bits)they're uncomfortable and made of wood, and you'll not regain full dexterity.

Rhyme of the Ancient Mariner: +100 CP

Your voice is not your own. For the entirety of your time here, you can speak in nothing but nautical dialect. Anything you try to say comes out in barely comprehensible waves of references, old wives' tales, and orders to keep things shipshape. If you're talking to other sailors, you'll be thought odd but be understood fine; land-lubbers, though, will have no clue what you're saying.

No Sea Legs: +200 CP

The sea is not your friend. You get terribly seasick in a bathtub, not to mention what happens when you're out on the open waves. Expect to spend a lot of time looking over the side, and your effectiveness in a fight will be...lessened. Also, remember nobody's figured out Dramamine yet!

The Rum's Gone!: +200 CP

There is no rum around you. Ever. Your ships just seem to not have a stock, and any town you enter suddenly has a shortage. This will affect people around you. There is no escape in drink from your sins here. If this is combined with Disney Ride, then suddenly people realize that the world has gone very funny, and many of them will figure out somehow that you caused it. Good luck.

Cursed: +200 CP

You must have shot an albatross at some point, for you're cursed with terrible luck. The wind is never at your back, and your ships are stuck in doldrums with depressing regularity. Your pistols always misfire, and the last five times your ship's been in action you've needed to replace the mast. Every day's a struggle.

Disney Ride: +300 CP

This world seems oddly…nice. Though pirates are still pirates, things don't work quite right. No matter how many people you kill, there's no blood, and when people get angry they still never use actual curse words. There's no sex either; when people love each other very much, a baby magically appears. There isn't any rum or drugs around either. Nobody except you will find any of these things the slightest bit odd; the world's just always been rated PG.

Part of the Ship, Part of the Crew: +300 CP

You have been cursed with the Black Spot. Davy Jones feels you owe him a debt, and he's come to reclaim it. Hordes of undead fish-pirates will follow you wherever you go, and the Kraken seeks any vessel which you board. The captain of the Flying Dutchman will always find his prey, and right now, that's you.

End:
So, you've survived your ten years here hale and hearty? Good on ye. Now you have a choice to make. In any case, all drawbacks fade away like the mist at dawn, and any background memories are at one remove, like all your memories after a night in Tortuga. Note that if you've been cursed by the Aztec Treasure and not returned what you stole, or if you've become captain or crew of the Flying Dutchman, you'll be treated as having chosen the second option.

Going Straight:

You've had enough of this life of piracy. It's time to go home. You wake up in bed, with no change to the rest of the world to prove that you ever left. You, of course, still have all your abilities, skills, powers, items, and companions: now what'll you do?

Hoist The Colours:

Why would you leave? This is the perfect world. You've got the wind at your back, your crew at your side (and within sight), and an unprepared target before you. There seas are yours for the

taking. You can stay here forever, and pass into legend as the greatest seaman ever. Just remember, if people start talking about your arrival; Dead Men Tell No Tales.

Bring Me That Horizon:

This world is nice, but there are new currents to follow and more islands to explore. There could be a cure for your wanderlust…somewhere. The lessons you've learned here will stick with you, though. Take what you can, and give nothing back!