# Disney Pirates of the Caribbean

## Dead Men Tell No Tales

Welcome, Traveler, to a world of gods and monsters. A world where riches and ruthlessness abound in equal measure, and where one misstep may spell your doom… or worse. One where even the mightiest of gods may die, and one where good men may endure torment for inscrutable ills. And yet, one where men in wooden ships lay claim to the world. With luck and skill, forging a worthy path is not entirely out of the question. Indeed, just as many defy these fates as accept them, to triumph over the odds and become living legends spoken throughout the isles.

Your stay in this realm will begin just as the crew of the Silent Mary are released from their forsaken tomb. What you choose to do from here is entirely up to you, though you may find this small offering of some use in your quest…

+1000 Crimson Pieces

# Origin

## Deserter
Whether you wished to run from your duties or were the last survivor of a brutal attack, you are a former soldier who was separated from their fellow crewmates. Fortunately for you, you had the foresight and opportunity to hide any signs of treason upon your person, and thus life will continue as normal. That is, almost no one is likely to have heard of you, let alone actually know you. You'll also dodge torture and the gallows, so long as you don't do anything stupid. This may be taken as a "Drop-in" origin.

## Pirate
Empires and armies may take land and treasure as their own. The endless waves, however, are far too vast for any man to truly hold. Such truths resonate to your very core, and your life is testament to this fact. A rebellious criminal and a rotten scoundrel, you value your freedom and hard-stolen gold above just about everything else. To say you have few friends in the navy is likely an understatement of the highest order. The sea beckons to you, and who would you be to refuse her? Get out there, take what's yours, and show the world that being a pirate still means something.

## Pirate Hunter
Afflicted by tragedy or conscience, you've vowed to destroy the menace of the seas. Or at least you were conscripted into such a person's crew. Either way, you live and breathe misty winds and the smell of gunpowder, equipped by your homeland to hunt pirates and offer no mercy. You will be expected to dispose of criminals which represent a major threat to your country of origin's interests in the Caribbean Sea, though you'll face no backlash from your superiors should you go above and beyond this directive… Say, by, curing the disease entirely?

## Man/Woman of Science
Your peers may not understand the life you've chosen to pursue, and truthfully even calling them your peers is more than a touch generous, but none of that really matters. Your reasons are your own, and even if you're branded a witch or heretic in the process, your work is more important than the approval of simpletons. Something in your past inspired you to question the heavens and unravel the truth of the universe, pushing through whatever obstacles presented themselves, so that one day you may bring dreams to life.

# Location

By default, you will arrive in Saint Martin, but if you wish to test your luck, roll a 1d4.

1. The Devil's Triangle

Sailors whisper of an unholy route from which no ship returns, where the dead live and the living die. Where unearthly creatures and strange occurrences are as common as the summer storms. When they speak of such events, it is almost certainly The Devil's Triangle they're referring to. Unknown forces will ensure any man confronts their deep-seated beliefs, and the restless dead make short work of any fool who wanders here. You start clinging to a piece of driftwood, just outside of an ominous cavern to your rear. Steer clear dark passages and strange waters, and you may yet return to land safely.

2. Isle of Saint Martin (Free for all origins)

A relatively small British colony, this isle boasts a small military presence and respectable facilities for a settlement of its size. Grimes Pub might fix what ails you, in a manner of speaking, while Swift and Sons Chart House will take care of all of your navigational needs. The Royal Bank of Saint Martin is currently in the process of recovering from a rather embarrassing grand opening. Executions occur every fortnight on the morrow, open to the public. Hangings, disembowelment, firing squad... Oh, and I hear they've got this new implement courtesy of the French, the "gill-o--tine", was it? It's quite a show, so you won't want to miss it.

3. Hangman's Bay

In the middle of nowhere, this quaint little island is the realm of the pirate Pierre Kelly and his gang. With lush valleys and lively beaches, surviving is something done easily enough or any castaway worth his or her salt. Just be careful to watch your step, as the "natives" aren't the sanest bunch, and several traps lie around waiting to snare unlucky tourists. So long as you're smart, you can expect to live a long and prosperous life on this tiny slice of heaven, just don't expect to get off of it anytime soon.

4. Free Choice

Lady luck smiles upon ye, sailor. You may choose to start in any currently-inhabited, permanent human settlement in the West Indies.

## Gender/Age

Your gender remains as it was during your last jump. Age, assuming you do not drop-in, can be determined through rolling a 1d20+17. You may freely change either or both for 50 CP.

# Perks

As usual, 100 CP perks are free for their respective origin, higher are discounted.

## Deserter

### 100 CP - Just the Diversion

As it turns out, not everyone is capable of pulling off the graceful, dashing hero role to perfection. Your skills may still be put to use saving damsels and allies, however, if not in the most flattering manner. Serving as a distraction and drawing attention to yourself is one of your hidden talents, what's either audacity or sheer incompetence giving even hardened executioners pause. This isn't mind control or anything of the sort, but your capacity to make a scene could land you an acting career in better circumstances.

### 200 CP - Message in a Bottle

That you know where something should be doesn't always mean you can find it. Even if you were in the same room, it could be hiding behind refuse or furniture. As long as you can locate your quarry to a reasonable degree of precision, you'll be guaranteed to run into it. The smaller your target, the more precise you'll need to be, but you're now much less likely to miss it than anyone else in your position. Finding a moving ship using old logs and navigational charts, or running into a prospective ally on a side street are all plausible events in your travels, though this will not aid in searches for anything that was intentionally hidden.

### 400 CP - The Only Survivor

The captain goes down with the ship, but that doesn't mean the crew must follow suit, especially not a coward such as yourself. Upon sudden destruction of any large vehicle, you'll not only survive any immediate annihilation, but also chance upon a piece of debris that will just barely allow you to reach the closest civilized settlement. Paddling against the tide on a piece of driftwood or repairing a strange talking box, your will to live will be tested, but it will always be possible at the edge of your skill. If that's not impressive, you'll at least possess the physical endurance needed to pull off such tasks, enough to keep up strenuous activity for several days straight with no food or rest.

### 600 CP - All Must Divide

Enchanting sirens who lure men to the depths, cursed crags which trap vengeful spirits, immortal sailors who ferry the souls of the deceased, tridents that command the power of the sea… You've spent your life studying the myths and curses of the oceans, and you know all too well that all of these are not mere stories, but glimpses into a more wondrous and terrifying reality. You're at least passingly familiar with nearly every supernatural working and phenomenon that has ever been spoken of in this world, how they fit together, and -- more importantly -- their flaws. Most sailors

would lie down as curses and monsters descend upon them, recognizing the inevitability of their fate. Unlike them, your seeming foolishness prevents you from accepting the hand you've been dealt, no doubt bolstered by your seeming tendency to stumble upon solutions that work. Fate will guide you towards the most effective means to break any mystical phenomenon or being, though this will only help in terms preparing the journey. Actually claiming the materials and performing any necessary actions are on you, but gifting final deliverance upon beasts and cursed men is now something you can achieve in a reasonable timeframe.

## Pirate

### 100 CP - A Pirate's Life

Rare is the sailor who bears no wounds, rarer still the older they are. That's not to say that every old pirate has paid an arm and a leg for their continued survival, though certainly more than a few have. Still, a life of constant danger will more than likely see some scratches along the way. Maybe the same could be said of you, though it's not like anyone will notice. Whenever you recover from a wound, it tends to heal without scars or other deformities. You'll also adjust far more quickly to any prosthetics you receive, they'll seem like a natural part of it you no time.

### 200 CP - What Needs t' Be Done

When cannon shot and sharp edges be flying about, life and death can be a matter of moments, the faintest hesitation translated into failure or death. Even on the sea, windows of opportunity can't be left eternally ajar. The impurities that would normally be responsible for these last-second catastrophes were beaten out of you over a long and painful career. No blade of yours will tremble, no hesitation or shock hold you still. None of your emotions have been stripped of you, but you'll be able to carry out any duties without them affecting your performance in the slightest.

### 400 CP - Cordial Intent

There comes a time in every pirate's life when his best effort isn't quite good enough, and down they

sink to Davy Jones' locker. It may come later for some, but it comes for all of us eventually. No one ever said you couldn't delay it, though, and delay it ye will. When it comes to bargaining for your life, few in these waters have you beat. As long as you can be of some use to whoever you're dealing with, making them realize it is as easy as breathing. Now, this does require that the other party be open to reason in the first place, but you're likely to live to a ripe-old age if you can be heard at all. And in case it needs to be said, make sure you have something to show for it. This is bargaining, after all, and trust can only extend so far.

600 CP - A Life of Their Own
Pirates, dimensional travelers, adventurers. A diverse bunch, no doubt, but what unites them is the trend of rarely settling down. They might lack the ability, hunted by enemies or obligated by quests, or even just the inclination. Under these conditions, raising a family can be considered trying at the best of times. This is not necessarily as much of an issue for you as it would be for others, however. Any children you sire, whether as part of your family or those you leave behind, will make the best use of any gifts they've inherited. Powerful heirlooms or excellent genes, they will find their own way with even the slightest of opportunities. Eventually, they'll blossom into someone even you could be proud of.

## Pirate Hunter
100 CP - Sharp-dressed Man
If there's one thing that prevents the Caribbean from being a living paradise… well, other than pirates, of course -- it's the oppressive heat. Especially in thick jackets of the kind you're expected to wear, it's anything but pleasant. Or it would be, for most people, but you're a very rare kind of exception. Suffering lead to fatigue, and in your line of work, fatigue could very well mean death. Of all the things to bring you down, an inconvenient spell of weather will no longer be one of them. In heat or cold, rain or wind, you will always be comfortable so long as you're wearing anything at all. This won't protect you from temperature or weather extremes, but hypothermia and the like will have a difficult time catching up to you.

200 CP - Dead Men Tell No Tales
You've finally won the battle, the last of the enemy crew are slain and battered… All but one. So what do you do? Spare him. Mercy? No, no, no, no. To spread news of your victory to his wretched friends and comrades. This is not an act of mercy, though it could be said to be of honor. By alerting them to your course and intent, the cowardly will flee, and those who face you will do so of their own free will. Yes, honor. Theatrics aside, your skill in intimidation is almost without peer in this world, and whatever attempts you make to invoke fear are magnified with your

presence. Men you set free to tell your tale will invariably do so, and even a seasoned pirate might flinch before your gaze.

400 CP - For Too Many Years

Fate is not always the kindest mistress, and truth be told, there may even be some fates worse than death. Justice is not so easily snuffed out, however, and everyone pays their penance eventually. Even if you were locked in darkness for dozens of years, constantly forced to endure the pain of the grave, your eventual escape would see you no worse for wear. Your will is all but unbreakable, the sanctity of your mind an impenetrable bulwark against trauma and hardship. These so-called “fates worse than death” and other torments are mere inconveniences, regardless of their intensity and duration, so long as they do not directly tamper with your mind. That you will one day bring terror to the wicked gives you solace in these trying times.

600 CP - No Men, Pirates

Pirates have infected the seas for generations, taking the lives of countless men for centuries. Traitors and cowards, criminals and villains, the rubbish of the sea are a diverse and varied lot. Despite their disgusting lifestyle, underestimating them may cost one dearly, as it has many men before you. To end this plague once and for all, you’ve dedicated your life hunting every depraved rogue imaginable. Where their tactics and strategies would fell lesser men, your own proficiency in war would allow you to prevail over dozens of ships with only one of your own, and to wage a successful campaign against such a nebulous enemy. Needless to say, it would take some truly out-of-the-box thinking to surprise you.

Of course, a mind for battle only does you any good if you can find battle in the first place. The scum of the sea hide behind innumerable waves, and anchor in many shores. Just finding them can be a battle of its own. You have the preternatural ability track any pirates unerringly, enough that purging them to the very last could become more than a boast when uttered by you. In future worlds, you may choose another category of foe to apply this towards.

## Man/Woman of Science

### 100 CP - Not Only an Astronomer

One could hardly be called a scientist if they were completely oblivious to science. Since you were young, you gobbled up every piece of scientific literature you could get your hands on, a habit that only grew as you got older. You're up-to-date in all of the latest advances regarding timekeeping and astronomy, to the point where you could navigate with only stars and repair a broken pocket watch, though you've dabbled in chemistry and a few other fields. Should you continue in your studies, you'll find your passion for science and discovery will never fade, each insight only further reinforcing your childish curiosity.

### 200 CP - The Devil's Tongue

The common rabble are a cowardly and superstitious lot, quick to label those that challenge their fragile worldview as demons and witches. Because of course they are, far be it from the feeble-minded to admit they could legitimately be wrong. In your case, it's become a bit of a self-fulfilling prophecy. To avoid their disproportionate attacks, you had to learn to do things subtly. Picking locks right under their noses and continuing your pagan work in dark and unseen corners, hiding became something of a necessity for you, if far from a specialty. Your personal activities are not likely to be found out without a dedicated search. You've also become adept at delivering scathing insults, in the unlikely event you are finally caught.

### 400 CP - Beyond the Horizon

One can sail for as long as they wish, but the heavens will forever remain out of reach. Your journey will likewise never end, for wherever you look, you will always find some extraordinary task or quest to set out upon. The wonders of the world will be laid bare before your eyes, and though these may not necessarily lead to exquisite material wealth, the experience will always be enriching in some way. And though the stars may escape your grasp, they will remain as loyal guides nonetheless; you will always be able to read the celestial maps to chart your course, regardless of your familiarity with the skies above.

### 600 CP - The Brightest Star

Cutlass and flintlock may be the order of the day in this world, but the power of the mind is nothing to be scoffed at. It is through the mind that such weapons were conceived, through laborious study that sailing is even possible. Science offers many opportunities for those willing to take advantage, for it permits not only the understanding of nature, but also the command of it. Your own mind and intellectual aptitude are on par with the greatest humanity has to offer; and by giving

it your all, you may even lay the groundwork which future generations come to rely on, your name eventually spoken in similar environs as Galileo, Pascal, and Da Vinci. As an additional boon, you will find your future adventures are more easily applied to your scientific ability, and vice-versa.

### General

#### Free - Able Seaman

Basic competence in the fields expected of your origin. You've also earned your sea-legs and can tie more than a few knots, and can handle a sword well enough to not get killed by the greenest pirate.

#### Free/100 CP - A Fetching Creature

Despite the sometimes harsh conditions and brutal encounters a sailor is likely to experience, there's something to be said for the lesser niceties provided by Mother Nature. It's usually a minor benefit, but not looking like an ass's arse makes getting along with others slightly easier, which of course makes everything else easier. At no cost, your appearance is improved to a minor degree, putting you at just above average if you weren't already. For 100 CP, your visage is markedly beautiful, comparable to those who might appear in "moving pictures" centuries from today.

### 800 CP - Deeeeeath (Restricted from Pirates)

Ships that sail into the Devil's Triangle are said to go missing without cause, survivors rare but not unheard of. In all likelihood, you are one of the beings responsible for such legends. Many years ago, a Spanish Captain was led into the Devil's Triangle by a young pirate boy. All hands perished in the destruction of his ship, but the Triangle resurrected them immediately, granting them a measure of immortality in the process. The Captain and his crew suffered darkness and agony for decades in the hopes that they would one day achieve revenge, attacking any ships that had the misfortune of sailing into the dark cavern, always leaving one survivor to tell the tale.

You've certainly had a few years to familiarize yourself with these facts, as you were part of this forsaken crew or another similar to it. Your condition provides you several benefits: You will "survive" and remain conscious so long as 1/7$^{th}$ of your mass stays intact, about equivalent to a full leg from calf to thigh. Until you are "killed" once more, you will operate at full capacity, seeing through ghostly eyes and hearing through ghostly ears even if your head no longer exists. Even in death, you will not rot or age. You may wear hats and wield swords without flesh to do so, your intangible spirit filling in for any damaged areas of your body and keeping what remains in place. Your lesser abilities include walking through walls and on water.

## 400 CP - Kill the Sparrow (Requires Deeeeeath)

You were yourself a leader of men, or at least you had the potential for it. The Triangle recognized this, and gifted you with the ability to manifest further perversions of nature. You may animate corpses or inanimate objects, up to the size of a Spanish Galleon, to carry out your will. Anything so animated will act as though it had been revived through Deeeeeath, damage largely irrelevant to carrying out its macabre orders. This enhances any magical or spiritual forms of imparting "false" life.

## Living Hell (Mandatory with Deeeeeath, no points)

Ah, thought a curse would be all sunshine and daisies, eh? Not the case. First, let us speak of your manner of dying. An explosion ripped through the ship and into the crew, tearing massive fissures into your flesh and causing great pain. Your entrance will see you in The Devil's Triangle if you weren't already, aboard the Silent Mary. Whatever brought you back to life wasn't so kind as to heal your wounds; and being dead, they never will heal, even should you use magic or other means beyond this world. The pain, however, was permanent. You'll feel that constantly until your time here ends. Last but not least, stepping upon any sort of dry land will cause you to erupt into a pillar of dust, counting as death. This is of course a drawback, so while its effects are absolute for your stay, if you manage to survive it'll disappear. Though anything that would result in your death without the curse's protection will still prevent you from healing, as you'll still be literally dead. Just not technically.

# Items

As usual, 100 CP items are free for their origin, higher are discounted.

## Deserter

### 100 CP - Coward's Wardrobe

The typical garb one would expect to find on a navy man of this era, this set bears one major deviance. Its sleeves have been torn in a very deliberate manner, to show in no uncertain terms that the soldier who wears it is guilty of treason. Such accusations may or may not be true in your case, but have some difficulty convincing anyone otherwise if you keep it on. Any military personnel you encounter during your stay, regardless of origin or intelligence, will recognize you infallibly as a traitor to whatever country or faction your colors indicate, barring outstanding evidence to the contrary. This otherwise guarantees nothing else in regards to their behavior or proceeding treatment of you, and any further negotiations or combat will fall to you. You will gain a new set for any military or para-military dress you've been officially issued.

### 200 CP - Pieces of Fate

It should come as no surprise that in this age of pirates and curses, not everyone receives a happy ending. It doesn't mean you won't keep trying. Carved from a majestic creature of the deep, this pendant of bone will remind you of your promises and stave off hopelessness and mental fatigue, allowing you to return to your objectives with renewed vigor. It probably won't be enough to make you a mental juggernaut on its own, but you may come to consider it a welcome reprieve on lengthy voyages. If ever you set out to do the impossible, remember to bring it along. You may freely import a necklace into this.

### 400 CP - Lovely Estate

A small plot of land near a minor trading port, this is a relatively peaceful place to rest your head in between (or at the end of) your adventures. There's nothing but a small cottage and a lighthouse on your own land, at the moment, though you could change that if you wish. As mentioned, this is in a fairly danger-free area, so you're not likely to see much trouble unless you drag it in from elsewhere. The property otherwise retains modifications within its domain, and will appear in a similarly out-of-the-way location in future jumps.

600 CP - Madman's Library

Anything an aspiring occultist could ask for, this is a huge collection of pamphlets, diaries, novels and just about anything else regarding supernatural and mysterious occurrences in this world, all stored in a library attached to your Warehouse or another property you own. Notes, private journals, and articles, just about the only thing that can't be found here is information which is inherently useful or supernatural, such as maps to hidden treasure or books containing magical rituals. It still has everything you'd need to start investigating such things, and though not all of this information is perfectly accurate, a small grain of truth can be found in any that you care to read. This collection will update in future worlds to include copies of any information regarding myths, urban legends, mysteries, cryptids and anything else of similar flavor that's even slightly true. The only condition is that "private" and "secret" information must be in circulation somewhere around the world. Nothing found in these halls will have been actively guarded or hidden.

Pirate

100 CP - Fruits of Someone Else's Labor

All the seafood and alcohol you could ask for, with a few helpings of gold, these are the benefits of being a real pirate. While your treasures are perhaps not as expansive as the soon-to-be-deposed ruler of the seas, this is still much better than any normal man could dream. You will receive a new shipment of these consumables every week, enough to serve nine hungry pirate lords an extravagant dinner. Unfortunately, you'll have make do with 50 gold pieces a month, you poor thing.

200 CP - Ambulatory Assistance
Whether it be a cane or a wooden leg, this here device will help you get around. It fits your grip or your stub perfectly and will never wear or rot, nor will it ever result in irritation or infection. In addition, it has a hidden compartment for storing liquids in a discrete manner, whether it be poison or rum. Said compartment will never be found be even the most rigorous of searches, be they magical or mundane. Free prosthetic/cane import.

400 CP - Letters of Marque and Reprisal
Secured in a small envelope, these letters are marked and signed by the Sovereign. Legally, they pardon you of all crimes committed against the state of Great Britain in return for acting as a privateer in its interest. In future jumps, you will receive a new envelope filled with similar letters, which will suddenly have always been signed by the highest authority in whichever polity you wish to make amends with. In all ways, you will have officially become an ally of that state as one of its para-military services. Be aware that though this offers legal protection, your former enemies will remember your acts against them, so don't push your luck.

600 CP - Sword of Jumpchon
Legends speak of a sword with dominion over the wind, which can make a captain's own ship turn against him… The Sword of Triton, one of the many weapons in the late Blackbeard's arsenal. The sword in question isn't the one offered here, but this is a convincing replica in any case. With it, you may call upon any ship you own from afar, bringing it closer and activating its equipment remotely. Said effect weakens with distance from your vessel, but its use does not end there. By slashing or stabbing the affected target, this ancient edge may dispel any active supernatural effects you or anyone you've killed with the blade have placed. Free melee weapon import.

## Pirate Hunter

### 100 CP - Life Support

Several barrels and crates full of supplies, their contents will never spoil or grow stale. While this is mostly your everyday rations and water, it also includes a minor stock of apples and other mildly satisfying forms of nutrition. It's enough to feed the crew of a large galleon for a week or two, if everyone's feeling particularly gluttonous. Otherwise, it could extend for a maybe a month. If completely emptied, each container will refill in a week.

### 200 CP - Accolade Display Room

In these waters, it's kill or be killed, especially is the case with pirates. You've accomplished a variety of impressive feats over the years, such that your superiors saw fit to award you several of the honors reserved for the most capable soldiers. Attached to your Warehouse or another property you own, is a room with several boxes and cases to display any medals you earn through your own merits. By storing them occasionally, they will acquire a unique aura to them: Whenever you assert your authority, anyone who looks upon them will subconsciously understand just how incredible the deeds you've done to earn them truly were.

### 400 CP - Pirate Hunter's Regalia

One who seeks to restore order to the seas should first see to it that their tools are up to the task. These are weapons and clothing of the finest quality, they will never rust or otherwise succumb to the ravages of time. Beyond that, constantly using them in battle has caused them to pick up some more esoteric traits, almost as if you've bonded with them spiritually. They will follow you wherever you go, changing state and remaining accessible to you even in death. When you walk through walls, they will pass through just as you do. If you erupt into dust, so will they; and when you reform, so will they. Their strange properties will also allow them to interact with spirits and men simultaneously. Free import for a single outfit and melee weapon.

### 600 CP - Fortunate Son

Men, unlike pirates, can appreciate the worthiness of hard work and skill. Men can be trusted to loyally fight with their captain and comrades, not to betray each other for a piece of gold. These truths are what allowed one of your family members to achieve a position of admiralty in your homeland's navy. A long and successful career has garnered them vast wealth, some of which they'll use to protect their lineage, but perhaps the greatest benefit is that important figures have actually heard of you. A network of family friends and friends of friends of friends will be on the look-out for your hard work and talent. Most of the heavy lifting will be on you, but a few of them

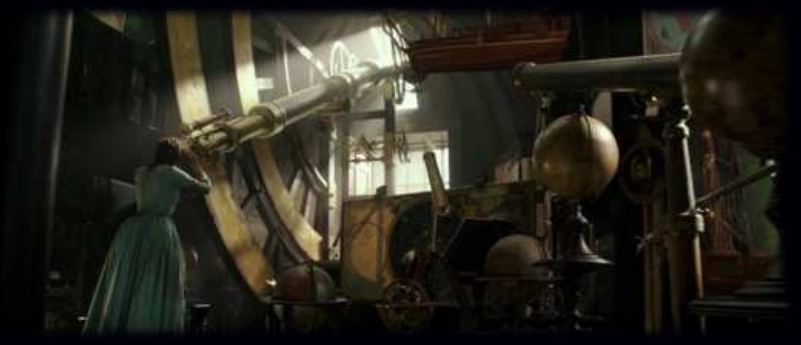
will be willing to perform minor favors, and at least you're not a complete nobody. You may choose to be born or inducted into a similar family at the start of every jump.

## Man/Woman of Science

### 100 CP - A Way Out

Men fear what they do not understand, and considering where you are, ignorance can be found in roughly most of the population. Be at ease, knowing you have a measure of protection wherever you roam. Whenever it's needed, you'll always have a lockpick or lockpick-like device on hand, which might be enough to escape some prisons if you're savvy. A bit of insurance for those that can't help getting themselves into trouble. This gives no real skill in lockpicking, mind, but it's not like that's something you can't figure it out for yourself. Worst comes to worst, you can at least use it to poke someone's eye out.

### 200 CP - Thinker's Tools



Comprising a sextant, chronometer, telescope, magnifying glass, and otherwise enough navigational and scientific equipment to be the envy of any captain or researcher, this state-of-the-art collection never needs to be maintained or adjusted for flaws. A few of the pieces have been enchanted with minor mystical properties. The timepiece will maintain perfect timing with any city you think of as you adjust it, down to the second. The viewing implements will always be perfectly clear, always focusing to the perfect degree within their range.

### 400 CP - Elegant Dress

Occasionally you'll have gotten yourself into situations in which running is the only reasonable recourse. Perhaps one of the only instances in which the expectations of others will do you any good, this beautiful dress can be used to increase your chances of success in such dangerous circumstances. Just throw it into the water or air, and any non-sapient creatures will be distracted for several seconds as they attempt to devour it, providing you a decent head start if used well. Free dress/outer garment import.

### 600 CP - Astronomer's Diary

Galileo Galilei spent his life searching for the Trident of Poseidon. Eventually he succeeded and recorded his findings in a diary for future explorers. This gem-encrusted journal is a copy of the very same, which followed diligently, will lead you to Poseidon's Tomb. Should you ever reach the Tomb, you will find that

the ruby embedded in the cover is key to acquiring the Trident, so be sure not to lose it. For each jump you visit after this, you will discover a similar set of notes in your possessions. Whatever form it takes, each will lead you to a powerful treasure or set of treasures thought to be lost, long faded into legend. Mysteriously, other factions may start taking such legends more seriously as you begin your journey.

## General

For getting around fashionably, there's nothing better than a good wooden boat. Any of these ships will reappear fully intact in safe harbors, should they be destroyed. They will retain modifications that do not significantly expand their outward volume. Getting a crew is your own prerogative, however, as many alleged captains have become aware of. Your inactive companions may stay on board, up to a crew's complement respective to each ship. You may import a similarly-sized maritime vessel into any of these, taking the relevant appearance as an alt-form.

### 200 CP - It's… a ship.

For a small sum, gain a ship comparable to The Dying Gull. You get what ye pay for, though. The ship is seaworthy, at least, but not much else.

### 400 CP - She Was a Fine Ship

For an appropriately higher cost, you'll net yourself a high-quality ship that can do a little of everything. The Black Pearl, for example, is the fastest ship on the seas without sacrificing much in terms of offense or defense.

### 600 CP - Nothing Could Stop the Silent Mary…

This vessel is a veritable dreadnaught, it would be the pride of any navy. Filled to the brim with thundering cannons and solidly built, it would likely take an act of nature to sink this masterpiece.

# Companions

100 CP - Crewmates

Import or create up to 2 Companions per 100 CP spent on this option, giving them each 600 CP to use as they will.

### Ghoooooosts

If you have taken Kill the Sparrow, any Companions imported here may optionally take Deeeeeath free of charge.

100 CP - Canon Companion

Taken a shine to someone in this world, have we? For the cheap sum of 100 CP, you can choose any mortal man or woman if you can convince them to join you. For an additional 100 CP, you may choose a supernatural or immortal being instead, barring gods and goddesses. Whoever it is, you'll meet them in favorable circumstances several times.

# Drawbacks

Spice up your vacation, matey. You may receive up to 800 points from this section, but otherwise feel free to take as many as you can handle.

### +100 CP - No Dogs, No Jumpers

It's hard enough to make something of yourself without everyone attempting to keep you down. You'll wish for hard work soon enough, I'm sure. Nearly every shop you go to seems to have a sign or policy that prevents someone like you, specifically, from doing business there. Signs to keep out people of your gender, race, hair color, or even name. Whatever's needed to prevent you from legally using their services. People will also very casually accuse you of witchcraft or similar nonsense if you do anything even mildly impressive.

### +100 CP - Not Supported by Science

You absolutely refuse to believe anything you haven't seen with your own eyes, so much that you would run screaming if you see anything especially extraordinary like ghosts or monsters. You can get over these extreme reactions, but it'll still be quite arduous to wrap your head around anything that doesn't have a natural, "logical" explanation.

### +100 CP - So you have gone mad?

Your family is cursed, the dead have taken command of the sea… And yet no one will believe you. In fact, no one will believe any slightly extraordinary or adventurous tales you recount unless they encounter undeniable evidence themselves. The whole world seems to be arbitrarily rational in the worst of ways, but only around you. Normal conversation is not affected, thankfully. Maybe there's something in the way you talk?

### +200 CP - Could someone please explain to me... As to why I'm here?

A tendency to get yourself into trouble and not realizing until you're already in the thick of it, you might be a drunkard or just an idiot. You'll likely find yourself avoiding plenty of guillotines and angering far too many merchants during your stay. Waking up drunk in a bank vault as it's opened to the public might be the least of your shenanigans.

### +200 CP - Never betray the Jumpess

You might have owned an item for years, but that doesn't mean you know everything about it. All of the tools you've come to rely upon will develop strange and dangerous effects that take effect when met with seemingly arbitrary conditions. Even -- no, especially if you've done something extremely, ridiculously similar to whatever act you've performed to invoke their wrath, it will come back to bite you in major, if indirect ways.

### +200 CP - Next time you raise a sword...

Be the last to die. You've picked up a rather bad habit of not planning ahead. For anything, really. You're always thinking about what you can do right now to further a long-term goal, rather than what could result from your actions or what will in the immediate future, at least when it comes to violence and threats of violence. Pulling a sword on a man whose hands are inches away from a gun, if he's not holding it at this exact instant. Or fighting someone on a ship nearly fallen from a cliff. These are all events you could very well experience due to your uncannily horrible lack of foresight.

### +300 CP - A treasure to be found...

With the Map No Man Can Read. The Trident of Poseidon, a potent artifact that holds all the curses and might of the sea, has now been imbued with strange powers from another land. Or many other lands, as the case may be. If it wasn't clear, you and your Companions' otherworldly abilities have been removed and placed within the Trident of Poseidon, such that anyone who wields it will be enhanced so long as the Trident stays intact. Mercifully, this does not exclude you, but you will need to keep a

firm hold on it to access even the slightest of your former abilities. Doing so will also re-empower your Companions. No attempts to copy, reverse engineer, or otherwise obtain the Trident for use in future jumps will be successful.

### +300 CP - Dying Gull

Face it, jumper, bad luck dogs you day and night. If something can go wrong, it will. Storms will occur more frequently around you, you'll always seem to run into the most dangerous beings around, ships you're on will hit reefs and rocks without fail, treasures will turn out to be worthless duds, and you'll be utterly humiliated to boot. Most of these will not directly lead to your death, but contributing to it is a distinct possibility. Keep an eye out for falling blades, it's guillotine season this time of year.

### +300 CP - Oh, and one more thing...

A message from someone you know, an old friend from your travels. They're coming for you, Jumper, to seek revenge as the dead man's tale is told. Anyone you've killed directly or indirectly. An army of the dead is coming straight for you, Jumper… Unfortunately, the only hope lies within. They will seek your death until either you die or they die again. Their assault will start with a crew's worth of strong "mooks" led by one of your most powerful enemies, and may eventually turn into entire fleets if you destroy enough of them. Each will benefit from **Deeeeeath**, drawback included, sans being unable to walk on land.

# End

So you've reached the end of your stay here, eh? Or not? You know how this goes. If you died, you go home. If you survived, you get a choice in the matter.

### Go Home?

The seven seas are indeed appealing, but it's called "home" for a reason. You've had enough of this jumping business

### Stay?

This world has many mysteries you'd like to unravel, or coins you'd like to hoard. In one way, your journey ends here. From another point of view, it's only begun.

### Continue?

There's much more you'd prefer to see and do before you call it quits. Simple as that. Go on to the next world.