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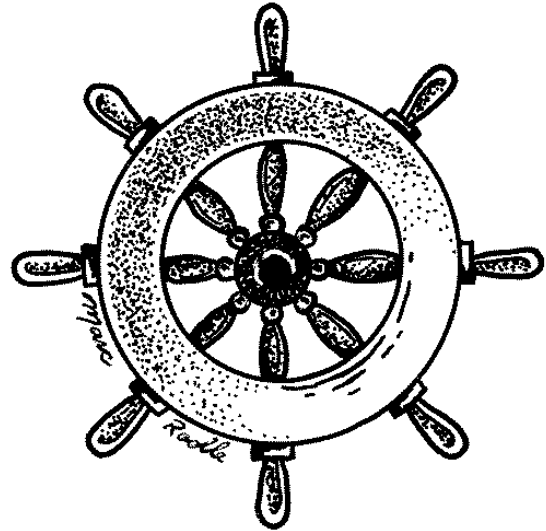
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SO WHAT'S THE PIRATE SHIP LIKE, ANYWAY?

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STAT BLOCKS BY CR

CR		PAGE
1/2	Pirate NE male human warrior 1/expert 1	5
1	Mate/Veteran Pirate NE male half-orc expert 2/warrior 1	5
3	Master-at-Arms NE male half-orc expert 2/warrior 3	5



FOREWORD

Pirates are going to be big in 2012! This is cool as pretty much anything can be made better with the inclusion of a pirate or two (or a whole boatload!)

Pirates aren't something I've used a lot of in my campaigns. Normally, my adventures are land-based and when the PCs do venture onto an actual ocean-going vessel it's a standing joke that they will inevitably be crashing in the very near future (or a storm will blow them off course and onto their next adventure).

That's why I've written this supplement. As a GM I like to be ready for the game and while I can't be prepared for every eventuality I like to have all the major bases covered. I hate having to make stuff up, not because I'm not creative, but because I then have to remember what I just made up (or take extensive notes which slows the session down and is a pretty big indicator that I'm winging it).

So What's The Pirate Ship Like, Anyway? enables me to answer the basic questions about any given pirate ship the PCs encounter in such a way that I maintain the illusion of Total Preparation. I can speak with confidence about the ship's name, who its captain is, what its flag looks like and what its figurehead depicts. I can even answer the PCs' Knowledge inquiries in a way that allows them meaningful use of those skills.

I've also included stat blocks that I can throw into a fight with the PCs if it should come to that!

The one thing I couldn't fit into *So What's The Pirate Ship Like, Anyway?* was lists of what the ship is actually carrying in case the PCs should loot it. I'll probably cover that in an upcoming supplement, but the more I looked into it the more I realised that to produce any meaningful kind of information was going to take up a lot of time and space.

I hope you find *So What's The Pirate Ship Like, Anyway?* as useful as I will. It would be great to hear about all the cool pirate ships you generate with these tables – drop me a line at creighton@ragingswan.com.