

## USING THE TABLES

Using the material in *So What's The Pirate Ship Like, Anyway?* enables a GM to quickly create the basic details of a pirate ship. While this material doesn't determine every last detail of a ship, it provides the basic information required to get a GM's creative juices going. For a ship merely glimpsed on the horizon or one floating at anchor amid a busy harbour, the information here is all a GM needs. If the PCs plan to interact with the vessel and its crew more, the GM should determine additional information as appropriate.

### PIRATE SHIP NAME

Every pirate ship should have a distinctive, flavoursome name. Pirates often give their ships an intimidating name designed to strike fear into their targets' hearts. These names can simply sound malevolent, be named for some facet of the captain's personality or proclaim allegiance to a greater power.

To randomly determine a name, use Table A (Subject) in conjunction with Table B (Descriptor). Some combinations will make little or no sense and should be discarded. A GM can place the two words in any order and may have to add extra words so the name makes sense. Alternatively, a GM can simply take a single word from either list as the ship's name; for example, *Indomitable*, *Avenger* and *Dauntless*.

**Example:** The GM rolls 26 (Devil) on Table A and 73 (Scream) on Table B. He names the vessel, *Screaming Devil*.

**Example:** The GM rolls 87 (Storm) on Table A and 49 (Hunter) on Table B. The resultant name doesn't work for him so he discards Table B's result and rerolls getting 6 (Black). *The Black Storm* sounds cool and he keeps the result.

**Campaign-Specific Name:** In many cases, a vessel might be named for a specific individual, perhaps the captain's lover or lord. Such a vessel could be named *The Queen Relann*, for example. Such names require the GM's input in choosing a specific NPC to name the ship after and are not covered by these tables.

### SAMPLE SHIP NAMES

Alternatively, the GM may be very pressed for time. For this eventuality, page 6 presents 50 ready-to-use ship names.

### CAPTAIN'S NAME

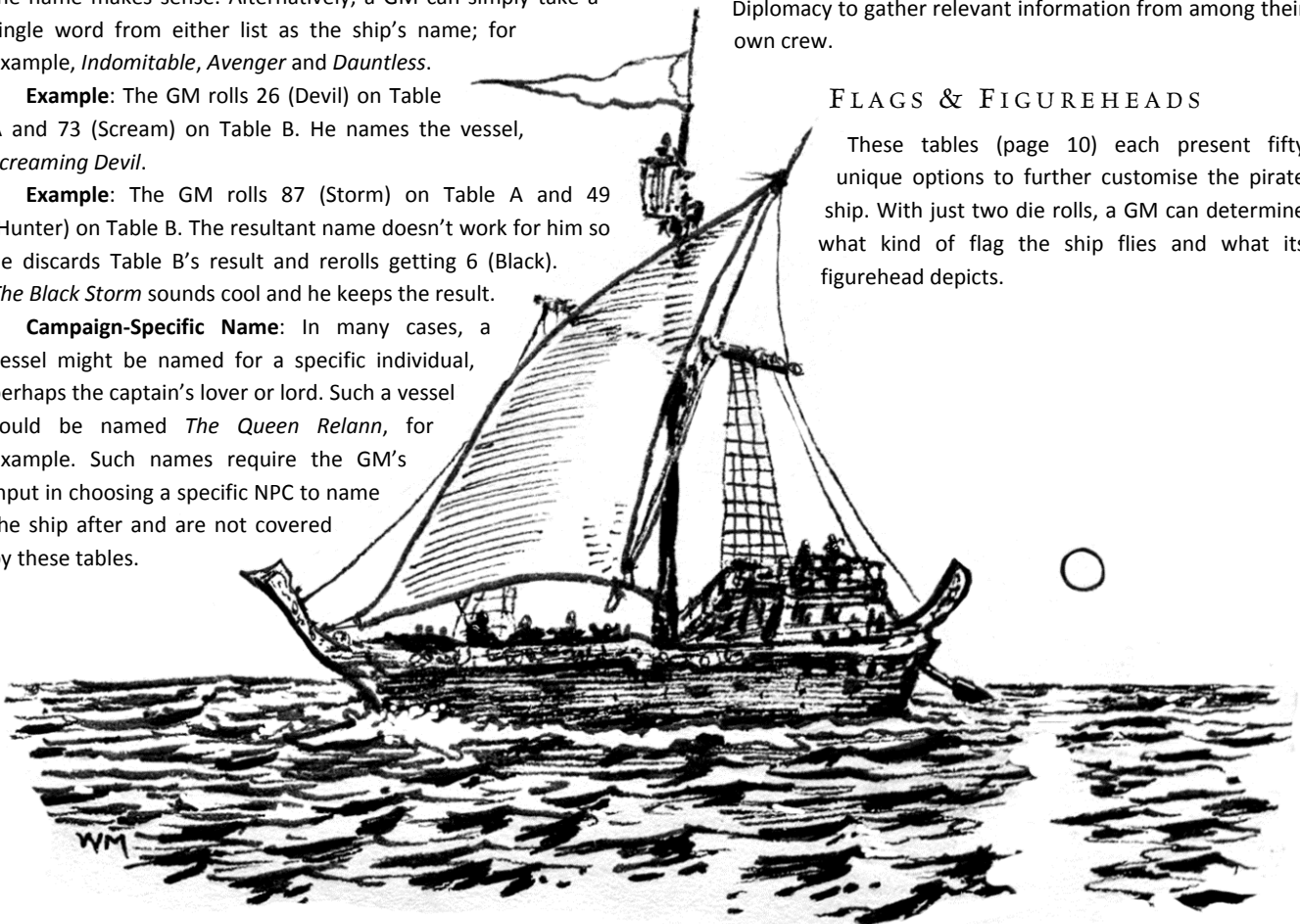
Every pirate ship needs a feared pirate to captain her to profitable pillage. Page 7 presents 20 male captain names and 20 female captain's names. A GM can also use these names for the first mate, other notable crewmember or even for a simple pirate. If the GM wants to add an epithet to the pirate's name, he need look no further than page 10 which presents a list of 50 to choose from.

### KNOWLEDGE

Of course, when the PCs see a pirate ship on the horizon they are going to want to learn more about it. That's why pages 8 and 9 present information on the ship, its captain and crew and their exploits. Simply have the PCs make a Knowledge (local), Knowledge (nobility) or Knowledge (history) check to learn more. Alternatively, a GM may determine the PCs can use Diplomacy to gather relevant information from among their own crew.

### FLAGS & FIGUREHEADS

These tables (page 10) each present fifty unique options to further customise the pirate ship. With just two die rolls, a GM can determine what kind of flag the ship flies and what its figurehead depicts.



## CREW

Use these stat blocks to portray any pirates the PCs end up fighting. The normal complement of a pirate ship is:

- **Pirates:** 20-100.
- **Mate/Veteran Pirates:** 5-20.
- **Master-at-Arms:** 1.

Additionally, the crew will have a captain, perhaps a few trusted allies and possibly even mercenary warriors or travellers. Occasionally, strange aquatic creatures such as renegade aquatic elves or sahuagin may serve on the vessel. Aquatic creatures such as schools of sharks, dragon turtles and other terrible things may also follow the ship waiting for tasty morsels to be hurled overboard.

The crew may also have captives or slaves onboard. These can be simple travellers, sailors or even members of rival crews.

**PIRATE** CR 1/2 (XP 200)  
*Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.*

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Male human warrior 1/expert (sailor) 1  
NE Medium humanoid (human)  
**Init** +2; **Senses** Perception +4, Sense Motive +0  
**Speed** 30 ft.; **ACP** -1; **Acrobatics** +5, **Climb** +4, **Swim** +3

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**AC** 16, touch 13, flat-footed 13; **CMD** 14  
(+3 armour [studded leather], +2 Dex, +1 dodge)  
**Fort** +3, **Ref** +2, **Will** +2  
**hp** 16 (2 HD)

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**Space** 5 ft.; **Base Atk** +1; **CMB** +1  
**Melee** scimitar +2 (1d6/18-20) or  
**Melee** dagger +2 (1d4/19-20)  
**Ranged** dagger (range 10 ft.) +3 (1d4/19-20)

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**Abilities** Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8  
**Feats** Dodge<sup>B</sup>, Toughness  
**Skills** as above Intimidate +3, Profession (sailor) +5  
**Languages** Common

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**Gear** as above plus 1d8 sp

### PIRATE CAPTAINS

Statistics for pirate captains do not appear in this supplement as these unique individuals should be designed specially. Almost any classed individual (with the notable exception of paladins) can serve as a pirate captain. Most pirate captains will be of the normal races, but a few may be of atypical origin.

Raging Swan's upcoming *Villainous Pirates* presents over a score of such black-hearted individuals ready to use in almost any campaign.

**MATE/VETERAN PIRATE** CR 1 (XP 400)  
*Clad in dirty studded leather armour this half-orc is grimy and muscular.*

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Male half-orc expert (sailor) 2/warrior 1  
NE Medium humanoid (human, orc)  
**Init** +0; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0  
**Speed** 30 ft.; **ACP** -1; **Acrobatics** +3, **Climb** +6, **Swim** +5

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**AC** 14, touch 10, flat-footed 14; **CMD** 14  
(+3 armour [mwk studded leather], +1 shield [buckler])  
**Fort** +3, **Ref** +0, **Will** +3  
**hp** 22 (3 HD); orc ferocity  
**Orc Ferocity (Ex)** Once per day, when brought below 0 hp, the First Mate can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

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**Space** 5 ft.; **Base Atk** +2; **CMB** +4  
**Melee** mwk morningstar +5 (1d8+2) or  
**Melee** dagger +4 (1d4/19-20)  
**Ranged** heavy crossbow (range 120 ft.) +2 (1d10/19-20)  
**Atk Options** bolts (10)

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**Abilities** Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8  
**SQ** weapon familiarity  
**Feats** Skill Focus (Intimidate), Toughness  
**Skills** as above Intimidate +10, Profession (sailor) +6  
**Languages** Common, Orc

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**Gear** as above plus 1d8 sp, 2d6 gp

**MASTER-AT-ARMS** CR 3 (XP 800)  
*This dishevelled half-orc carries a huge axe.*

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Male half-orc expert (sailor) 2/warrior 3  
NE Medium humanoid (human, orc)  
**Init** +1; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0  
**Speed** 30 ft.; **ACP** 0; **Acrobatics** +5, **Climb** +7, **Swim** +7

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**AC** 15, touch 11, flat-footed 14; **CMD** 17  
(+4 armour [+1 studded leather], +1 Dex)  
**Fort** +4, **Ref** +2, **Will** +4  
**hp** 37 (3 HD); orc ferocity  
**Orc Ferocity (Ex)** Once per day, when brought below 0 hp, the Master-at-Arms can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

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**Space** 5 ft.; **Base Atk** +4; **CMB** +6  
**Melee** mwk battleaxe +7 (1d8+3/x3) or  
**Melee** dagger +6 (1d4/19-20)  
**Ranged** mwk composite longbow (range 110 ft.) +6 (1d8+2/x3)  
**Atk Options** bolts (10), *potion of cure moderate wounds*

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**Abilities** Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 8  
**SQ** weapon familiarity  
**Feats** Skill Focus (Intimidate), Toughness, Weapon Focus (battleaxe)  
**Skills** as above Intimidate +11, Profession (sailor) +6  
**Languages** Common, Orc

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**Gear** as above plus 2d6 gp, 4d6 sp, 1d4 gp

