

T A B L E T O P HEROES

Age of Piracy



Pirates



TAG31017

Age of Piracy - Pirates



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25 PIRATE FIGURES

Captain Jan de Booth
Haratio Vantile
Captain Deepbeard
Captain 'One Leg' Jones
Jim Dove
Catherine de Leone
Madiline Garnier
Sally Blackheart
Jane Read
Mary Blood
Gurglin' Hank Cutty
Davy Dagger
Cutler

Hubert Gold
Argus Shark
Square Knot John
Snake Thom
Albert Fiddler
Cut-throat Pete
Sam Bloodsmear
Jinx
Beaky
Stripe
Lerk
Crusher



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THE CAPTAINS



JACK DOVE

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Boating d10, Climbing d8, Fighting d10, Guts d8, Lockpicking d4, Notice d6, Persuasion d8, Shooting d6, Swimming d6

Charisma: +7

Pace: 6; **Parry:** 9; **Toughness:** 6

Hindrances: Cocky, Heroic, Trouble Magnet (Major)

Edges: Acrobat, Charismatic, Dirty Fighter, Helmsman, Luck, Marksman, Seducer, Steady Hands, Very Attractive

Fame: +15

Gear: Rapier (Str+d4, +1 Parry), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *Green Garnet* (a 1-mast sloop)

Background: Jack makes his way through the Spanish Main on his good looks, charm, and luck. Trouble always seems to find him, usually in the form of a female.



JOHN "ONE LEG" JONES

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Fighting d8, Gambling d10, Guts d6, Intimidation d8, Lockpicking d8, Notice d6, Persuasion d8, Shooting d6, Streetwise d8, Swimming d6

Charisma:

Pace: 3; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy, One Leg, Wanted (Minor)

Edges: Academy (Peg Leg's Academy), Bad Reputation, Charismatic, Command, Connections (Pirates), Hold The Line, Jack-of-All-Trades, Nerves of Steel, Spot Weakness, Steady Hands, Strong Willed

Fame: -10

Gear: Saber (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *The Lady of Portsmouth* (a 2-mast hoy)

Background: Jones really does try to control his larcenous nature, but his baser instincts always seem to come to the fore at the most inopportune moments. He knows that there is a hero inside him somewhere just waiting for the right time to shine.



CAPTAIN EDWARD DEEPBEARD

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Boating d10, Climbing d6, Fighting d10, Guts d8, Intimidation d12, Notice d8, Shooting d10, Streetwise d8, Swimming d6

Charisma:

Pace: -2; **Parry:** 7; **Toughness:** 9

Hindrances: Mean, Vengeful (Major), Wanted (Major)

Edges: Ambidextrous, Brawny, Combat Reflexes, Command, Command Presence, Connections (Pirates), Fervor, Living Legend, Level Headed, Marksman, Master & Commander, Musketeer, Nerves of Steel, Quick Draw, Really Dirty Fighter, Reputation (Bad), Steady Hands, Two-Fisted

Fame: -40

Gear: Sword (Str+d8), flintlock pistol (2d6+1, 5/10/20) x5, *Lady Penelope's Spite* (a

5-mast man o' war)

Background: Deepbeard is the feared scourge of the Main. No ship is safe from him—not even well armed ships of the line. Furthermore, Deepbeard is a vengeful cur; any ship that escapes him goes on his "list." Next time the ship is encountered, it is summarily sunk—no attempt to board it is made. Most ships just give up and surrender their cargo.



HARATIO VANTILE

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Boating d8, Climbing d10, Fighting d12, Guts d8, Healing d6, Lockpicking d6, Notice d6, Persuasion d12, Stealth d8, Swimming d6, Taunt d10
Charisma: +5/+4
Pace: 6; **Parry:** 11; **Toughness:** 6
Hindrances: Arrogant, Cocky, Heroic
Edges: Acrobat, Attractive, Block, Charismatic, Combat Reflexes, Command, Dual Identity, Entangle, Guardian, Hero, Improved First Strike, Fleche, Lunge, Quick, Riposte, Rope Monkey, Steady Hands, Sweep
Fame: +15/+5
Gear: Rapier (Str+d4, Parry +1), *Poseidon's Luck* (a 3-mast schooner).

Background: The captain of the *Poseidon's Luck* has always been young and acrobatic, even though he has sailed the Spanish Main for over 30 years. Some believe that Vantile is a name that has been passed down from captain to captain through the years, but the truth is there has only been one Haratio Vantile. The young man swallowed a mouthful of water from the Fountain of Youth and stopped aging from that moment on.



CAPTAIN JAN DE BOOTH

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Boating d10, Fighting d10, Guts d4, Notice d8, Persuasion d10, Shooting d8, Stealth d6, Swimming d6
Charisma: +0
Pace: 6; **Parry:** 9; **Toughness:** 6
Hindrances: Bad Luck, Death Wish, Mean, One Arm, Vengeful
Edges: Attractive, Command, Command Presence, Danger Sense, Dirty Fighter, Fast Healer, Gifted Leader, Grit, Helmsman, Hold The Line, Improved Block, Lunge, Master & Commander, Noble, Officer (Captain), Steady Hands
Fame: -18
Gear: Cutlass (Str+d6), hook(Str+d4), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *The Jollie* (a 4-mast frigate).

Background: Captain de Booth entered the Spanish Main as an officer in the Dutch navy, in which he served with distinction. Then, his luck took a turn for the worst and he was attacked by some unknown sea creature that took his hand. He recovered quickly from his grievous injury, but it left him a changed man, and he took up piracy. He has also sworn revenge on the creature who took his hand.

FEMALE PIRATES



MARY BLOOD

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Boating d8, Fighting d8, Gambling d10, Guts d6, Intimidation d8, Notice d8, Streetwise d10, Swimming d6
Charisma: +2
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: Garrulous, Habit (Foul Mouthed), One Eye
Edges: Attractive, Ambidextrous, Command, Connections (Seamen), Florentine, Inspire, Pilot, Steady Hands, Two Fisted, Wall of Steel
Fame: +11
Gear: 2 cutlass' (Str+d6), *The Sea Cuss* (a 2-mast crumster)

Background: Mary did not gain her appellation from any terrible acts she has committed—she gained it from the bloody murder she daily enacts upon the English language. Mary plays at being a lady, but she can out-fight, out-drink, out-arm-wrestle, and out-cuss almost every pirate in the Spanish Main.



JANE READ



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Climbing d6, Fighting d6, Healing d4, Notice d8, Shooting d4, Swimming d4, Taunt d6

Charisma:

Pace: 8; **Parry:** 5; **Toughness:** 4

Hindrances: Illiterate, Landlubber, Young

Edges: Improved Bilge Rat, Fleet Footed, Hero, Lookout, Luck, Quick, Steady Hands

Fame: +3

Gear: Cutlass (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload)

Background: Jane left behind an abusive father to sign on as a cabin “boy”. Her true sex was discovered within a few miles of leaving port, but by then it was too late. Jane

likes to think that she is a “child of the sea,” but the truth is she really isn’t suited to the life. However, the crew keep her around, because she is likable, a good lookout, and is the ship’s lucky mascot.



SALLY BLACKHEART



Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Fighting d6, Guts d8, Healing d8, Investigation d10, Notice d6, Persuasion d10, Riding d8, Swimming d8, Taunt d10,

Charisma: +7

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Glass Jaw, Phobia (Minor, Snakes), Trouble Magnet (Major)

Edges: Very Attractive, Charming, Connections (Government and Pirates), Noble, Seducer

Fame: +15

Gear: Cutlass (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *The Redemption* (a 1-mast skiff)

Background: Sally is the widowed illegitimate daughter of the infamous pirate chief Blackheart. Although she tries to live down her birthright, even managing to marry well, events keep conspiring to force her to rely on the skills she learnt at her father’s wooden knee.



MADÉLINE GARNIER



Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d10, Climbing d6, Fighting d8, Guts d6, Notice d6, Shooting d6, Street-wise d8, Swimming d6

Charisma: +5

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Cautious, Curious, Habit (fastidious)

Edges: Attractive, Block, Charismatic, Command, Fencing Academy (Ladies Academy), Fervor, Fleche, Inspire, Lunge, Master & Commander, Quick, Steady Hands, Treasure Hound, Wind Sense

Fame: +50

Gear: Cutlass (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload), *The Splendid Lady* (a 3-mast brigantine)

Background: Captain Garnier is a celebrity in the Spanish Main—and a bit of an oddity. Yes, she is a pirate who can be just as ruthless as Deepbeard, but she is also just so charming and rarely has to fight for her booty. For some reason ship captains think of it as a badge of honor to be plundered by *The Lady*.



CATHERINE DE LEONE



Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6
Skills: Boating d6, Climbing d10, Fighting d8, Guts d8, Intimidation d8, Lockpicking d6, Notice d8, Persuasion d10, Riding d6, Shooting d10, Stealth d8, Streetwise d8, Swimming d6, Taunt d10

Charisma: +3

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Dependant, Heroic, Loyal

Edges: Attractive, Close Fighting, Command, Dodge, Jack-of-all-Trades, Level Headed, Marksman, Musketeer, Rope Monkey, Steady Hands, Strong Willed, Thief, Very Rich

Fame: +13

Gear: Knife (str+d4), flintlock pistol (5/10/20, 2d6+1, 1 actions to reload)

Background: Cathy was born in a Port Royal backstreet, and grew up as a guttersnipe thief. It was inevitable she end up on the crew of a pirate ship. Fate took a strange

twist, when Cathy took a liking to a kindly old gent, aboard a schooner brought to bay by her captain. Even she couldn't believe it when she faced down her entire crew armed with nothing but a pilfered dagger and unloaded pistol.

She was set adrift with the old man—Jacques de Leone—they were eventually rescued and he adopted her as his daughter. She was amazed again, when she discovered he was rich—very rich.

Today, she plays at being a lady, but her true nature as a scrapper keeps dragging her from her pampered surroundings, and into adventure.

CREW MEMBERS

Often the crew of a ship is just a collection of stats, with, if they are lucky, a name attached. Even the name can be an afterthought, usually reflecting some lucky roll or funny incident they were involved in.

Below are ten crew members which have unique stats and skills; their backgrounds have been kept deliberately vague, but personality traits are listed. The next time your heroes go looking for new crew members, you can offer them somebody slightly more interesting than the normal seadog.



ARGUS SHARK

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Mean

Edges: Brawny, Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Marlinspike (Str+d4, Fighting -1, AP1)

Personality: Crude



HUBERT GOLD

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 4

Hindrances: Greedy, Mean, Small

Edges: Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Belaying pin (Str+d4)

Personality: Angry

CUTLER



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy, Mean

Edges: Brawny, Improvisational Fighter, Dirty Fighter

Fame: -15

Gear: Shovel (Str+d6)

Personality: Bright

DAVY DAGGER



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10 Vigor d6

Skills: Boating d6, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Stealth d8, Swimming d6, Taunt d8, Throwing d8

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Harpoon (Str+d6, Reach 1, requires 2 hands), thrown harpoon (3/6/12, Str+d10)

Personality: Observant

GURGLIN' HANK CUTTY



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Swimming d6, Taunt d8, Throwing d8

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Boarder, Combat Reflexes, Improvisational Fighter

Fame: -15

Gear: Grappling hook (2/4/8 Str+d6)

Personality: Fearless

SAM BLOODSMEAR



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 8; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Improved Block, Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Cutlass (Str+d6)

Personality: Cruel



CUT-THROAT PETE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Notice d8, Shooting d8, Stealth d8, Swimming d6

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Cutlass (Str+d6)

Personality: Cowardly



ALBERT FIDDLER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Axe (str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload)

Personality: Agile



SNAKE THOM

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d6, Taunt d8

Charisma: -2

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Dirty Fighter

Fame: -15

Gear: Saber (Str+d6), flintlock pistol (5/10/20, 2d6+1, 2 actions to reload)

Personality: Agile



SQUARE KNOT JOHN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d6

Skills: Boating d8, Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d8, Stealth d8, Swimming d6, Taunt d8, Throwing d6

Charisma: -2

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: Combat Reflexes, Florentine

Fame: -15

Gear: Cutlass (Str+d6), dagger (3/6/12 Str+d4)

Personality: Artistic

ANIMALS

JINX



Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6
Skills: Climbing d10, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d10, Swimming d6
Pace: 6; **Parry:** 5; **Toughness:** 3
Booty: None
Special Abilities:
Bite: Str+d4.
Jinx: True to her name, Jinx bestows bad luck on those who befriend her. She can “steal” a Benny from anyone who feeds her. This requires an opposed Spirit roll.
Size -2: Jinx is only 1’ tall.
Small: Attackers suffer a -2 penalty to attack Jinx because of her size.

Background: On the surface, Jinx is an affectionate, cute, and charming monkey. In truth she is a partner in crime to the infamous Captain <put name here>. She befriends those he wishes to defeat, or steal from. Somehow her presence helps him succeed.

BEAKY



Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Notice d8, Stealth d6, Taunt d6
Pace: 1; **Parry:** 4; **Toughness:** 3
Booty: None
Special Abilities:
Bite: Str+d4.
Flight: Flight 6.
Size: -2: Beaky is less than 1’ tall.
Small: Attackers suffer a -2 penalty to attack Beaky because of his size.
Background: Beaky is an old bird, and once belonged to the ruthless Captain “Blood-eye”—in fact you could go as far as saying Beaky was the old bastard’s only friend. When Bloodeye went to his watery grave, so did the location of his buried booty. Only Beaky knows where it is and occasionally drops clues to its location in his seemingly incoherent rants. These clues are the only reason the horrible old bird has survived so long.

STRIPE



Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d4, Vigor d6
Skills: Climbing d8, Fighting d6, Guts d4, Lockpicking d10, Notice d8, Stealth d8, Swimming d6
Pace: 6; **Parry:** 5; **Toughness:** 3
Booty: Loot in lair
Special Abilities:
Bite: Str+d4.
Size -2: Stripe is only 18” tall.
Small: Attackers suffer a -2 penalty to attack Stripe because of his size.
Sticky Fingers: Stripe gains a +2 bonus on Climbing, Lockpicking and Stealth rolls.

Background: Stripe is a thief; even his master isn’t safe from his larcenous ways. The lemur finds a hidey-hole somewhere on the ship to stash his booty. Usually this is little more than the odd piece of eight or a shiny bauble, but every now and then something truly valuable or important finds its way into his treasure trove.



LERK

Attributes: Agility d10, Smarts d6(A), Spirit d4, Strength d4, Vigor d4
Skills: Climbing d6, Fighting d4, Notice d6, Stealth d12, Survival d10, Swim d6
Pace: 8; **Parry:** 4; **Toughness:** 2
Booty: None
Special Abilities:
Bite: Str.

Size -2: Lerk is only 5" long.

Bringer of Death: Lerk carries a virulent new disease. Anyone bitten by him must make a successful Vigor (-4) roll or die within 1d6 days. Lerk never bites his master.

Quick: Redraw any card that is 5 or lower.

Small: Attackers suffer a -2 penalty to attack Stripe because of his size.

Squirmy: All attacks suffer a -2 penalty to hit Lerk; this stacks with the penalty for Small.

Background: Only the foulest and bravest pirate would even consider keeping Lerk as his "familiar" for Lerk brings death wherever he goes. Some believe the rat has been put on the earth by Satan himself and is looking for the black-hearted villain who will lead the Damned Fleet out of Hell.



CRUSHER


















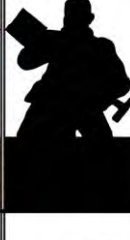



Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d8, Notice d10
Pace: 4; **Parry:** 5; **Toughness:** 5
Booty: None
Special Abilities:
Bite: Str.










Constrict: Crusher bites when he succeeds at a Fighting roll, and entangles when he succeeds with a raise. The round he entangles and each round thereafter, he causes damage to his prey equal to Str+d8. The prey may attempt to escape on its action by succeeding on an opposed Strength roll, with a -4 penalty.

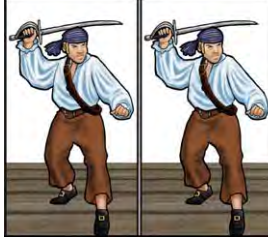
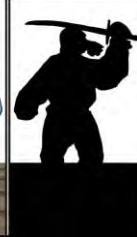


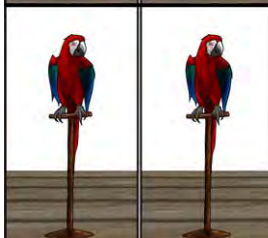







Hypnotizing Gaze: Any prey successfully intimidated, is frozen in place, hypnotized by Crusher's gaze. Crusher gets the drop on him—the prey stays hypnotized until Crusher's next action.

Background: Crusher is often found lovingly twined around the shoulders of a female pirate. Crusher is a jealous snake and any man who gets too close to his mistress is certain to have a late-night visit from the lovesick serpent.

			Haratio Vantile
			Captain Deepbeard
			Captain "One Leg" Jones
			Captain Jan de Booth
			Jim Dove
			Catherine de Leone
			Madline Garrier

			Sally Blackheart
			Jane Reard
			Mary Blood
			Gurglin' Hank Cutty
			Davy Dagger
			Cutler
			Hubert Gold

		Argus Shark
		Square Knot John
		Snake Thom
		Albert Fiddler
		Cutthroat Pete

		Sam Bloodspear
		Jimx the Monkey
		Beaky the Parrot
		Stripe the Lemur
		Lerk the Rat
		Crusher the Snake



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