

GALLOWS AND GLORY

*Whether on Land or on Sea
there's no better place to be
than piracy.*



*This here PPG be the working property of Hugh
A. Sullivan. It be a work in progress, so don't be piratin'
this pirate PPG. If ye're gonna pirate it, at least wait
for it to be finished.*

Arrrr.

Captain Hugh A. Sullivan



CHAPTER I

INTRODUCTION

Pirates on land. Pirates on sea. The world as we know it is full of those who would plunder, pillage, and otherwise take what they please.

And now it's your turn. Your turn to take what you want. Your turn to find the treasure, whether it be in the hold of another ship or at the end of a long quest across an abandoned island full of traps and pitfalls.

What kind of adventure it is sometimes doesn't even matter. What matters is getting a group of like-minded scoundrels together to have a good time, and hopefully come back with the loot.

And maybe a few interesting scars to tell a story about once the loot has been spent.

PLAYERS AND CHARACTERS

This game is usually played with a minimum of three people, four to six are recommended. Technically there is no upper limit to the number of players, but it does get a bit slowed down and hectic with too many people. One person will play the role of the game master, or GM for short. The rest are the players. Every player will have a character that they play. A new player may have a stock character made for him, or the GM or other players may help the new player build a character. There need be only one common thread between the characters in the game: they have to be able to work together as pirates to accomplish whatever goal is set for them.

Every character is going to have a unique set of skills and talents. Part of building a character sheet involves choosing what skills or talents your character will have. As the game progresses, your character will receive experience points which can be used to increase your current skills, or learn new ones.

Every character should have a character sheet to help keep track of the skills, attributes, experience, knowledge and equipment the character currently has. Since this game is based on a simplified version of the **Knucklebones**© system, the characters will depend mainly on their skills and base attributes to accomplish their goals. In order to become better at what they do, or in order to learn new skills, they will spend the experience points they earn to build up skills and attributes.

The system has only six main attributes. Three are physical, Brawn, Finesse and Resistance. Three are mental, Brains, Wiles and Panache. Below that on the character sheet are skills. Skills are divided into simple categories. Points cannot be put into a skill category, only in the skills below.

USING THIS BOOK

This book serves as a guide for both the players and the GM as to how to run a game of Gallows and Glory.

The game is made to be as simple and user-friendly as possible, but without going so far as to be dumbed down. It should be relatively simple for a new player, or even someone who is entirely





new to role playing games, to make a character and join a gaming session. But the game was made to retain a flexibility and character creation system that will still remain interesting to veteran gamers.

That flexibility extends to the world the game is set in as well. A campaign can be as serious or goofy as the GM and players make it, and the settings can range all over the world.

HOW TO PLAY

All that is needed to play this game is a character sheet, a few people, and at least one set of polyhedral dice. A polyhedral dice set contains seven dice. One with 4 sides, one with 6, one with 8, two with 10 (they usually come with two so that they can be used to roll either 1 through 10 or using both they can roll 1 through 100), one with 12 and one with 20.

These dice will be referred to in this book as simply d(number of sides). For example, the 4 sided die would be known as a d4, the six sided as a d6, etc.

The main dice the players will need to roll as they play will be the two d10s. Since most polyhedral sets have the two d10s labeled differently, one made to roll for 1 through 10, the other made to roll 10 through 100 by tens, you will have to divide the 10 through 100 die by ten. Every time their skill must be tested, it is done with the d10s. If a character does not have the required skill, or if it is a straight roll on a stat (for instance, if a character needs to use a straight Brawn roll to knock down a locked door), one d10 is rolled. If the d10 rolls a 1, the die does what is called 'imploding'. The die must be rerolled, and the amount that it rolls is now negative. If it rolls a 10 then the die 'explodes', and it is rerolled and added to the previous ten. The implosion can only happen on the original roll,



however. If a ten is rolled and then a one, it does not subtract. That roll is simply an 11. However, a die can explode when it is negative. This will cause a larger negative number.

If the character has the requisite skill for what he or she is attempting to do, then two d10s are rolled and the skill is added to the base stat that the skill is connected to. For instance, if a character has a 2 in Finesse and a 2 in Sword: Cutlass, then to swing a cutlass the character would roll 2d10 and then add 4.

Every action has a base difficulty to achieve. If the character is up against another character, then usually the roll is skill vs. skill. Whichever character rolls highest succeeds. The most common instance of this would be in combat, when one character attacks another and the other blocks. The two would make a difficulty roll in their respective weapons, and the one who rolls highest succeeds. (In combat, the defender wins if there is a tie.)

At the end of every session, the GM should give out experience points. The number of points will vary depending on both the difficulty of what the characters have done so far, as well as just how entertaining it was. A GM should give bonus points to players who made the game more interesting or enjoyable. Those experience points can be used to purchase new skills and attribute points for the next session. Gold doubloons and pieces of eight can be spent either between missions or during game when the character is near any store.

Above all, the main point of the game is to enjoy it. Whether the enjoyment comes from having fun, doing horrible things, doing great deeds, building up a favorite character, or just having an interesting session. Story and entertainment trump dice rolls every time. The game depends on the interaction





between the players and the GM much more than the dice and the rules.

ERRATA

Any time you get a group of people together to try and follow a group of rules while playing a game, there will always be questions. There won't always be completely clear answers. And sometimes a situation might arise that isn't quite covered by the rules, or a situation where the rules just aren't adequate to cover something that is going on. It is also possible that the players and the GM decide that they don't like the way a particular mechanic in the rules works the way they like, and they may wish to change it.

It is up to the GM to try and sort it out in as fair a manner as possible. When this happens, the GM should try to make sure that if the situation should repeat itself, the same rules will apply. These rules are referred to as 'house rules'. House rules are perfectly acceptable, as long as the players know the house rules and they are enforced fairly.



Jim Leatherby wanted to be a pirate. Though he had yet to be in a fight, and yet to even grow his first beard hair, he wanted to be a pirate.

Scrawny, young, and with no discernable experience, he couldn't find a single ship willing to take him on as crew. With almost no coin to his name, he had to resort to sleeping in a stable and running small errands for his meals.

All that changed, though, when he sought shelter from the sweltering Caribbean sun in a narrow alley. Loud grunts and yells in this town weren't unheard of, so Jim didn't think twice when he heard those sounds at the end of the alleyway. Suddenly, there was a flash of motion and a loud clatter at Jim's feet.

A worn and well-used pistol skittered to a stop on the cobblestones right in front of him. Looking up, he saw none other than Captain Samuel Jacobs, the Viper of the Sea, wrestling with a uniformed guard.

Jim took the pistol with shaking hands and yelled, "Stop or I pull this trigger!" He could feel a design of a serpent carved into the wooden handle under his tight grip.

Taking advantage of the guard's momentary pause, Captain Jacobs knocked him out with a clean uppercut.

"You may have just saved my life, boy."





CHAPTER 2

CHARACTER CREATION

The game begins when the players have characters and the GM has a setting and story for them. So this rulebook will begin with the rules for creating a character.

First, before any numbers are crunched or attributes given, the character needs a basic beginning. A name, a gender, a description, a basic job.

From this, try to get a feel for what the character does with his or her life. What skillsets would the character have? What attributes would the character have?

Once the character has a name and basic description, then the numbers can be done.

ATTRIBUTES

The first part of a character sheet that will need to be filled out is the attributes section. Every character has six attributes. Three of them relate to body, and three relate to mind.

The three relating to body are Brawn, Finesse and Resistance.

Brawn refers to the character's physical strength. Stronger characters can lift heavier objects and weapons, and climb, jump, run and swim better. Brawn also adds to the damage done by a melee attack.

Finesse refers to the character's dexterity. All combat skills are based off of Finesse, as well as other more subtle skills like pickpocketing or lockpicking. It is a handy skill for both fighters and back-alley rogues.

Resistance is how easily a character can shrug off an injury. Every character in this game has ten hit points. But a higher resistance means that attacks do less damage. For every lethal attack, the damage is lessened by the character's resistance. For every non-lethal attack (usually in the form of blunt force trauma, like a punch or a club), the damage is lessened by twice the character's resistance.

Brawn and Resistance have fewer skills that use them as a base stat, but they are overwhelmingly useful for combat characters.

The three stats relating to mind are Brains, Wiles and Panache.

Brains refers to the character's intelligence. Most non-physical skills onboard a ship will require Brains as the base stat, as well as many useful land-based skills. For instance, navigation at sea or tracking by land both use Brains as the base stat. Most crafting skills, like brewing, require Brains.

Wiles refers to wisdom and cunning, rather than straight intelligence. An intelligent person can be a fool. A wily person can't. All perception skills are based off of Wiles, as are many negotiating and diplomacy skills.

Panache refers to your character's personal flair. Panache can be used for social skills as well as for crazy stunts. The higher a character's Panache, the more impressed the people (and sometimes it seems the world itself) is with the character. A character with high Panache can inspire crew members or pull off an insane bit of swashbuckling.





Most pirates start out with just enough physical stats to be able to survive combat long enough to build up one or more of the non-physical stats relating to whatever profession they choose to follow. For fighting style, a fencer or sharpshooter will want to focus on Finesse. A brawler will want to focus more on Brawn and Resistance.

As for the mental stats, a trader, lookout or rogue will want Wiles. A leader or swashbuckler will want Panache. And a navigator, crafter, repairman or bounty hunter will want Brains.

BUILDING ATTRIBUTES

Every character receives 30 starting build points for their attributes, and a base of 1 for every stat. To raise an attribute by 1, it costs five times the current attribute rating. To raise from 1 to 2 will cost 5, from 2 to 3 will cost 10, etc.

This means that no character can have a starting attribute above 4, since it would take all 30 points to raise an attribute from 1 to 4.

SKILLS

Once the attributes have been set, a character must be given a starting set of skills. Skills are divided into categories. For every three points overall in a category, one point is added to the category as a whole. This allows for a bit more flexibility in character development, and a lot more realism. A character who has studied with a rapier all of her life will still have some of her basic skill when she picks up a cutlass for the first time, because they are both part of the 'Sword' category. It may be made for slashing, and it may not have the kind of balance and thrusting power she is used to, but she still knows how to wield it somewhat.



Each skill also has a corresponding attribute. The sword skills are all based on Finesse. Occasionally a skill will be based off of more than one attribute, and which one is used will depend on how the skill is being used. For instance, most movement skills (run, jump, climb, swim) are primarily based on Brawn. However, if a character is attempting to run on rocky terrain and avoid injury, they may have to use Finesse rather than Brawn. Any skill that may use more than one attribute is marked as such in the book, and the GM should try to make sure to use the appropriate attribute for each situation.

There may be an occasional moment when even a skill that is not normally used by more than one attribute may be used with a different one. Times like this are left up to the GM's prerogative. A player may argue that the character is trying to use brute strength to accomplish something rather than finesse, and if it seems logical then the GM should allow it.

Giving your character the proper set of skills will enable your character to fight the way you hope to make your character fight, and will enable your character to be able to do the job that you want your character to do. A navigator doesn't need to know how to repair a ship right off the bat, and a swordfighter might not need to specialize in using a rifle. Those skills may be useful in the long run, but when starting a character you may wish to hold off on putting points into them.

BUILDING SKILLS

A starting character is given 15 build points for his or her job skills. To raise a skill by one point (or to learn the first rank if you don't have the skill) it costs 1 times the new rank. So the first





point costs 1, the second costs 2, and so on.

These first 15 points are specifically for job related skills, not combat. (unless the character is playing a soldier. Even so, the GM should encourage such characters to take on at least a few other skills. A character who is useless aboard a ship will not have become a member of any crew.)

Characters will also have a few skills that automatically start with a base of 1. Any character that has eyes and ears will have a base of 1 in Spot and Listen. Similarly, any character who is high class or low class will have a base of 1 in Highborn or Rough demeanor.

After that, the character is given 30 free points to distribute however he or she chooses. Those points can go into skills or stats.

Remember that when using an untrained skill, your character will only roll 1 die. When using a trained skill, your character will roll 2. This means that it may be advantageous to put 1 point into several skills that you think your character may not use often, but will depend on the few times he uses them. Since points cost far less at low level than at high level, it may also be advantageous to put a few points into a wider spread of skills to start with, although you will want to save a few for one or two skills that help set your character apart from the others in terms of combat and non-combat skills.

If there are any points left over, it is recommended that you dump them into useful skills, but if you cannot find any more that your character would have at first level, the remaining points will be turned into experience points. Once gameplay has started, experience points can be spent to build up your character's attributes and skills just like when the character is being built.



BONUS POINTS

Depending on the level of difficulty of the campaign or mission, the characters may be given starting bonus points. A completely new pirate will have no bonus points to start with, but if the GM wishes to start a crew out with some small amount of experience, 10 to 50 points may be awarded. Pirates with a few years of experience under their belt may have as much as 100. Epic level pirates, will have experience points over 200.

Young Jim knew that he wasn't the best example of a strong, young pirate. But he was willing to learn, and from what he'd heard about Captain Jacobs, that was what the Captain wanted in a crew member.

Robert Blake, the Bo'sun (known to his friends as Bo-Bob, but if anyone else called him that they'd find themselves missing a few important body parts) was quizzing him on the fine art of swordplay. Or perhaps lecturing would be the best word.

"No, no! Ye hold it more loosely with your arm, but tighter with yer hand, boy. If yer arm is stiff and your hand is loose, one good hit will knock that cutlass right out of yer grip. Now let's try this again. This time try to actually stop my blade before it hits yer tender flesh."

Jim knew he would need a lot more practice before he could risk crossing blades with anyone outside of a training session.





SKILL CHART

MELEE SKILLS

Sword	Weighted weapon	Brawl	Polearm
Shortsword Cutlass Rapier Saber	Axe Hammer/pick Anchor Club Improvised club	Hand-to-Hand Grapple Knife Improvised weapon Hook/pick	Staff Spear Long axe Gaffe Rifle

RANGED SKILLS

Gun	Bow	Thrown	Siege weapons
Pistol Rifle Cannon	Crossbow Bow Harpoon gun	Knife Spear Axe Grenade Improvised thrown	Trebuchet Catapult Battering ram

MOVEMENT SKILLS SOCIAL SKILLS

Movement	Grace	High Society	Low Society
Run Jump Swim Dodge Swing Climb	Dancing Singing Perform instrument Seduction	Schmooze Deal Diplomacy Highborn demeanor	Carouse Negotiate Control situation Rough demeanor

Leadership	Con	Swashbuckling	Trade
Bark Command Inspire	Deceive Detect deception Distract Sleight of Hand	Improbable feat Impossible save Unlikely survival Trick shot Power of Oath	Haggle Sell Wheedle Appraise

USEFUL PIRATE SKILLS

Navigation	Perception	Burgle	Sailing	Buccaneer skills
Cartography Sail by stars Feel the current Steering	Lookout Listen Spot Find	Hide Move silently Backstab Pick lock	Rigging Hull repair Knot work	Tracking Survival Bounty hunting Trap work Excavation



TRADE SKILLS

Brewing	Cooking	Tailoring	Smithing
Ale Mead/wine Distilling	Roasting Baking Provisioning	Sewing Leatherwork Designing	Blacksmithing Silver/goldsmithing Swordsmithing Gunsmithing

OTHER USEFUL SKILLS

Physician	Cleric rituals	Voodoo rituals	Tribal rituals
Medicine Surgery Diagnosis	Heal Consecrate Rebuke	Prepare Cast Refine	Exalt Divine Commune

SKILL DESCRIPTIONS

Unless otherwise stated, combat skills are going to be based on Finesse. However, occasionally a heavy weapon will require a certain level of brawn, or even use brawn instead of finesse.

Shortsword – Any blade larger than a bowie knife but shorter than a cutlass. Usually between 1 to 2 feet long, often used in the off hand as a dirk or main gauche.

Cutlass – A short curved blade favored by pirates and buccaneers alike, as it is both easy to conceal and it can slice through ropes, vines, underbrush and enemies alike.

Rapier – Slightly longer than a cutlass, it is a very light springy blade made for stabbing rather than slashing.

Saber – A hybrid of a cutlass and a rapier. It is longer than a cutlass, shorter than a rapier, and it can stab or slash almost equally well. It is also referred to as a longsword.

Axe – Any weapon with a heavy cutting head that is less than four feet in length.

Hammer/pick – Any heavy headed weapon with a flat or pointed head.

Anchor – A small ship's anchor or a large grappling hook can be an effective .

Club – Any heavy ended weapon that has a large, dull end.

Improvised club – Anything grabbed in a scrum that's too large to be considered a hand-to-hand weapon and big enough to be a melee weapon. Bar stools would fit into this category. If a fight erupts in a place like a workshop and a character grabs a hammer, that character may choose to use this skill instead of hammer/pick.

Hand-to-Hand – Using fists, elbows, knees, feet and head as a weapon.

Grapple – Any hand-to-hand fighting involving grabbing, throwing, swinging or otherwise holding or subduing an opponent.

Knife – Any blade shorter than a foot long.

Improvised weapon – Any makeshift weapon that is not long enough to be a small club. Bottles are a favorite of pirates.

Hook/pick – Any short hook or pick that is a prosthetic hand replacement or fits closely to the hand itself.

Staff – Any unbladed, spike or weighted stick can be a staff.





Spear – Any staff with a spike at the end.
Long axe – Any axe over four feet long.
Gaffe – A staff with a hook of some kind at the end. Often used by sailors to fish things out of the sea.
Rifle – This is the skill for using a rifle as a melee weapon, either with or without a bayonet.

Pistol – Any one handed firearm.
Rifle – Any two handed firearm.
Cannon – Any gun too large to hold. Uses brains rather than finesse to aim.

Crossbow – Any handheld crossbow that is made to fire arrows.
Bow – Any short or long bow.
Harpoon gun – Any large or mounted crossbow that is made to fire harpoons or spears.

Knife – Any thrown blade.
Spear – Any thrown spear.
Axe – Any thrown axe.
Grenade – Any splash weapon that is thrown is considered a grenade.
Improvised thrown – A rock. A beer bottle. Anything that would be used in a barfight that can be thrown.

Trebuchet – This is how well the character can gauge the angles and distance needed to strike a target with a trebuchet. This skill has gone out of style somewhat since the invention of the cannon. Uses brains as its stat, as this has less to do with manual dexterity and more to do with calculation.
Catapult – Similar to the trebuchet, the catapult uses a slightly different mechanism to fling its missiles and therefore requires a slightly different skill set to use. Also uses brains.
Battering ram – While not a ranged weapon, it is still a siege weapon. Uses brawn as its main stat.



Run – How fast, far and well your character can run. This is a skill that changes the base stat depending on what you are rolling for. If your character is rolling for endurance, how long they can keep running, the stat will be Resistance. If they are rolling for how fast they can run or whether they get winded while sprinting, Brawn. If they are rolling to keep their balance on a slick or treacherous surface, then Finesse.

Jump – This is how far or high your character can jump, and how well your character can land without losing his or her footing, or taking damage. Brawn is the main stat for this one, although occasionally Finesse is needed for a tricky bit of gymnastics.

Swim – This skill is the equivalent of Run, just in water instead of on land.

Dodge – This measures how well your character can avoid an attack or oncoming object. Usually based on Finesse, although when running to avoid something, Brawn can be added in for an extra bonus.

Swing – This is how well your character can use a rope or something similar to swing safely from one place to another. Depending on whether power or accuracy is needed, Finesse or Brawn can be used.

Climb – This is how fast and well you can climb. The skills needed are the same as Run or Swim.

Most social and swashbuckling skills are based on panache, unless otherwise stated.

Dancing – This skill is based off of Finesse rather than Panache. This is how well you can dance.

Singing – This is how well you can sing. Based off of Panache.

Perform instrument – This is how well your character can perform on an instrument. This skill will specify what instrument or class of instruments the character can use, and therefore it can be



taken more than once if a character plays more than one instrument.

Seduction – This skill is based purely on Panache, no matter how you try to use it.

Schmooze – This skill is what enables a character to blend in at a high society function. This is the rich person's equivalent of making small talk. Necessary if your character wishes to infiltrate a rich person's estate and make off with their jewelry during a party.

Deal – This is your skill at negotiation financial deals with higher class people. This skill can be used in exchange for the Negotiate skill with a -3 penalty.

Diplomacy – This is your ability to negotiate non-financial deals with higher class people, as well as calming or embroiling people in such a situation. This skill can be used in exchange for the Control situation skill with a -3 penalty.

Highborn demeanor – This is your ability to appear to be higher class character. A character who comes from a higher class will start out with an innate 1 point in this skill.

Carouse – This is your skill at blending in at a low society function.

Negotiate – This is your skill at negotiating financial deals with lower class people. This skill can be used in exchange for the Deal skill with a -3 penalty.

Control situation – This is your ability to negotiate non-financial deals with lower class people, as well as calming or embroiling people in such a situation. This skill can be used in exchange for the Diplomacy skill with a -3 penalty.

Rough demeanor – This is your ability to appear to be a lower class character. A character who comes from a lower class will start out with an innate 1 point in this skill.



Bark – When a leader barks an order, others follow. A high bark skill can get people to do your bidding immediately, but rarely lasts longer than a few minutes.

Command – This is how well a leader can give good, concise orders that people tend to follow over a longer period of time.

Inspire – This is the effect a leader has on their followers. A leader with a high Inspire can temporarily add to their followers' stats or skills.

Most of the con skills use Wiles rather than Panache, although either can be used depending on the character and how they would try to deceive or distract.

Deceive – This is how well you can convincingly lie.

Detect deception – This is how well you can tell when others are lying.

Distract – This is how well you can distract someone at the right time for a deception, theft, or worse, is happening right under his or her nose.

Sleight of Hand – This is your ability to steal and hide small objects, and otherwise make things appear or disappear without being noticed. A must for scoundrels. This skill uses Finesse.

The swashbuckling skills are pure Panache, although many crazy stunts can have Finesse or Brawn added in at the GM's discretion. Most swashbuckling skills can only be used once per encounter, as they are generally an attempt at doing something that would be a one-in-a-million shot for an ordinary person.

Improbable Feat – This is your chance to do something INSANE. Something that, by all rights, should not work. Once per session your character can make an unlikely escape or some other feat of luck and timing that no one but a pirate would be crazy enough to even attempt.

Impossible Save – This is your ability to swoop in and show up at just the right





time and place. Jumping from carriage to carriage, swinging across an entire dock, this skill is how your character can manage to show up in just the right time and place.

Unlikely Survival – When the bullet ricochets off of your lucky piece o’ eight necklace, it’s because of this skill. Once per battle a character can add their Unlikely Survival and Panache attribute to a dodge or an attempt to stop a fall or anything else that would endanger the character’s life.

Trick Shot – Once per battle, a character can add their Trick shot and Panache attribute to a difficult called shot.

Power of Oath – This is how much the force of a character’s will can coax reality to aide them in their chosen path.

Haggle – This is your ability to raise or decrease the cost of what you’re buying or selling.

Sell – This is your ability to convince someone that he REALLY wants what you’re selling, or that he really wants to sell something that he didn’t want to originally.

Wheedle – This is your ability to cut an unlikely deal. When you need to find something obscure, hard to find, or simply more valuable than someone like you should ever be able to get your mitts on, this is the skill you need.

Appraise – This is your ability to properly judge the cost of an item.

Most useful pirate skills use Brains, unless otherwise stated.

Cartography – This is your character’s ability to read and make maps and charts.

Sail by Stars – This is your characters ability to navigate via celestial motion. The motion of the stars, moon and sun can tell your character where he or she is, which way he or she is heading, etc.



Feel the Current – This is the honed instinct of a pirate to understand the way the current and winds will move around and through the area. This is one of the few skills that can be based on either Brains or Wiles.

Steering – This is the knowledge of how to steer the boat through the currents and winds to get the speed and turns that you need. Any fool can take the wheel, but it takes a master to make a ship dance.

Most perception skills require Wiles

Lookout – The ability and knowledge of how to spot things in the distance.

Listen – This skill implies sharp hearing, and a sharp mind to take note of what you hear.

Spot – This skill is much like Lookout, but dealing with close range rather than far.

Find – This is the skill that helps you pick out what you are looking for from the background noise of everything else around you. A small marker in a tree that leads to a treasure, a hidden trap door, all of these can be missed by those who don’t have the Find skill.

The burgle skills use Finesse.

Hide – This is how well your character can keep himself out of view.

Move silently – This is how well your character can move without making any noise.

Backstab – This skill can be added to any attack against an unaware target. Once the target is away, however, this cannot be used.

Pick lock – This skill is your ability to pick a lock. Most of the time, lockpicking tools are required. If the character has to make do with a bit of wire or a small blade, there will be a negative to the roll.

Rigging – This is your ability to deal with sails and rigging on a ship. It depends on



finesse. Depending on the particular moment and what needs to be done, this is one of the most varied skills in terms of what stat it uses. When up there doing the work, Brawn is usually used. But when fighting the storms, Wiles are added to the rolls. And when planning how to prepare for a storm, Brains can be added as well.

Hull repair – Every ship needs at least one crewman with this skill. Otherwise the voyage may not be beneficial to anyone but the Caribbean sharks. Requires Brains.

Knot work – This is your ability to work with rope in general. Requires Finesse.

Tracking – This is your ability to track someone or something on land. Requires Brains.

Survival – This is your ability to eke out an existence in a difficult terrain. Requires Wiles.

Bounty hunting – This is how well you can track someone in an urban environment. Requires wiles.

Trap work – This measures how well you can design, make or disarm a trap. Requires Brains.

Excavation – This measures your ability to dig or bury. Uses Brawn.

Unless otherwise stated, craft skills require Brains.

Ale – This is your skill at crafting various beers and ales.

Mead/wine – This is your skill at crafting any fruit or honey beverage.

Distilling – This is your ability to make and distill hard liquors like rum.

Roasting – This is your ability to cook over an open flame.

Baking – This is your ability to cook in an oven.

Provisioning – This is your ability to properly stock and make food aboard a vessel or on a journey of any kind.



Sewing – This is your ability to make and patch cloth. A handy skill for any sailor, even if he doesn't plan on becoming a tailor.

Leatherwork – Your ability to mold and put together leather into clothing, oilskins and even light armor.

Designing – Your ability to make figure out how to put together cloth and leather into something that works.

Blacksmithing – Your ability to make common objects out of iron or steel.

Silver/goldsmithing – Your ability to make common objects or jewelry out of gold and silver.

Swordsmithing – Your ability to make a useful and well-balanced blade out of steel.

Gunsmithing – Your ability to make a gun that kills the enemy, and not the person holding it.

Heal – This skill is used to help heal a broken body, or a broken mind or soul.

Consecrate – This skill is used to give a holy element to a person or object.

Rebuke – This skill is used to remove an unholy or magical element on a person or object. It can also be used to damage or cast away unholy or magical creatures.

Prepare – In voodoo, not all magic must be cast. Some magic is simply prepared, and an object or person is then imbued with it. This is the skill used to make dolls, gris gris, etc.

Cast – This is the skill used to cast spells. A curse or boon can be done with this. It is generally much harder to cast a spell than to prepare a magical object, but spells are often more immediate and more powerful.

Refine – This is the skill needed to find and prepare spell components, both in terms of the words and gestures needed





for a spell, and the ingredients needed for an object.

Exalt – This can be used much like the Inspire skill under command. It can be used to add temporary bonuses to allies, or to give negative bonuses to enemies.

Divine – This is the skill that shamans use to see into the future, or even spirit walk and see far away.

Commune – This is the skill that shamans use to communicate over distances or with nature and animals.

JOBS

A job is not set in concrete like a class. It only shows what role the character currently fills. The recommended skills here are just that: recommended. No one starts out as a level 1 Captain, so the leadership skills are ones that one would want to build until they can reach that position.

Basic Jobs – Some players may choose these jobs, but many of these will be filled by NPCs.

Job	Rigger – Sailor who helps keep the sails, ropes, etc.	Helmsman – Sailor who helps steer and keep the ship on course.	Lookout – The sailor who keeps track of what's going on around the ship.	Gunner – The sailor who loads, aims and fires the cannons, or shoots smaller artillery from the side of the ship.
Useful skills	Sewing Rigging Knotwork Climb Jump Swing	Chart reading Sail by stars Feel the current Steering	Lookout Listen Spot Find Trap work Climb	Rifle Cannon Harpoon gun Grenade
Useful stats	Brawn	Brains	Wiles	Finesse

Job	Carpenter – The sailor who keeps the boat in repair	Buccaneer – A buccaneer is a pirate who isn't necessarily a sailor.	Cook – Much like the Buccaneer, the Cook is an essential part of the crew, but not necessarily a sailor.	Doctor – Another crew member who isn't necessarily a sailor.
Useful skills	Sewing Rigging Knotwork Hull repair Swim	Tracking Survival Bounty hunting Trap work Spot/Listen Find	Roasting Baking Provisioning <i>At least one brewing skill is recommended</i>	Medicine Surgery Diagnosis Sewing
Useful stats	Brains Strength Finesse	Wiles Brawn Finesse	Brains	Brains



Other pirate jobs – Few NPCs other than major ones will have these jobs.

Job	Swashbuckler – If adventure is what you seek, this may be the job for you.	Scoundrel – If you need something without much of a fuss, the Scoundrel can get it for you.	Black Marketer – If you need something, and money is no object, the black marketer can get it for you.	Treasure Hunter – Nothing's ever been buried that couldn't be unearthed again.	Leader - This is for the ambitious sailor. The position of Bo'sun, Quartermaster and Captain require this skillset.
Useful skills	Improbable feat Impossible save Unlikely survival Trick shot <i>Various combat and movement skills are always a bonus here.</i>	Deceive Detect deception Distract Sleight of Hand <i>Hand to Hand combat skills are usually the best for this job.</i>	Haggle Sell Wheedle Lookout Listen Spot Run	Chart reading Sail by stars Feel the current Trap work <i>All movement skills are also useful in this job.</i>	Bark Command Inspire Lookout Chart Reading <i>Any other sailing skill is also useful, of course.</i>
Useful stats	Panache	Wiles Finesse	Wiles Brains	Brains Dexterity	Panache Brains Resistance

Other non-pirate jobs – These are also primarily going to be NPCs, but if the PCs wish to take on such a job it can work just fine.

Job	Holy man – A priest, a monk, there are many forms of this job.	Voodoo priest – Priests have gotten a bad rap. Not all of them are evil or practice the darker side of magic.	Shaman – These holy men will not be found in cities, only in the jungles and islands of the Caribbean.	Soldier – A common soldier, not a sailor or buccaneer.
Useful skills	Heal Consecrate Rebuke Medicine	Prepare Cast Refine Sewing	Exalt Divine Commune Survival Tracking	Pistol Rifle Cannon Saber Bark Command
Useful stats	Brains	Panache Brains	Wiles Panache	Brawn Finesse Resistance





CHAPTER 3

ROLLING AND COMBAT

To accomplish most actions, your character will need to roll dice and add the roll to their base attribute and skill in the action. Every action that requires a roll to be made has a base difficulty. As long as the roll adds up to a number over that difficulty, the character succeeds. If not, the character fails.

If the character fails spectacularly, usually a roll that is ten below the requirement (although there may be actions that specify a different spectacular fail number, the most common being if the roll is below 0) then the action hasn't just failed: it has backfired. In the case of a fight, this will mean that the character may hit an ally with an attack instead of an enemy, or she may simply trip over her own feet.

When a spectacular fail happens, the character is allowed a recovery roll. For a physical action, this roll will usually be a Finesse or Strength roll to recover. The difficulty to recover may be higher if the spectacular fail was a spectacularly low number, although in general the base difficulty for a recovery is a ten.

A spectacular success can also happen, in most cases when the character rolls double the necessary difficulty to succeed. This usually means that the character not only succeeded, but succeeded so well that there is a positive side effect along with it. If a character is attempting to escape pursuit and he uses a Swashbuckling roll to grab a rope holding up something heavy, then slashes the end of it that's moored down and he rolls

double the required difficulty to successfully hang on to the rope and land on a balcony above, he may have timed it so well that the heavy weight coming down will knock down a pursuing enemy or two. And perhaps for every 5 points over that spectacular success, the GM might add in one more enemy taken down. That way some spectacular successes are more spectacular than others.

In many cases the specific numbers for spectacular successes and fails will be spelled out, but for others the GM will have to make a judgment call.

ROLLING SKILLS

Rolls based on a skill are very simple to do. Every skill has a base attribute that it uses. Lifting something would require Brawn, aiming a weapon would require Finesse, etc.

If the character does not have any skill with the particular action, then a single d10 is rolled and added to the base attribute.

If the character does have the appropriate skill, then the player rolls two d10s and adds the total to the base attribute and the total from the skill and the skill category.

This means that if a character with a Finesse of 2, a Sword category skill of 1 and a Cutlass skill of 2 picks up an unfamiliar weapon, let's say an axe, every action he makes with it he will roll 1d10





and add that to 2. But if he picks up a cutlass, he will roll 2d10 and add that to 5.

This gives a fairly good, realistic advantage to people who have trained

with a skill vs. people who haven't. The base attribute will help with any skill that is connected to that attribute, but there's no substitute for skill.

DIFFICULTY CHART

Difficulty	Description	Roll
Incredibly easy	Anyone can do it without training. Example: Running down a cobblestone street. You really have to botch this one to trip.	5
Simple	Without training you might not do it every time. Example: This is the base difficulty to hit someone who isn't moving or dodging.	10
Not hard	You need some training to get this one, but it isn't too hard. Example: Climbing a rope. Not as easy as climbing a ladder, but you should be able to get it with some practice.	15
Medium	Enough practice and skill and you should be fine. Example: Tying off a sail so that it won't blow free in a gale. You need to know how to do it to get this one right.	20
Hard	It'll take a lot of practice to get this one. Example: Tying off a sail so that it won't blow free in a hurricane.	25
Incredibly hard	It'll take a lot of practice to get this one. Example: What's the most difficult thing you've ever imagined a pirate doing? It's probably about this difficulty level.	30

COMBAT

Combat has its own specific rules beyond simple rolls. Gallows and Glory uses what is called 'tick based combat', as opposed to many other games which use turn based combat. Tick based combat is a little bit more complicated than turn based, but it allows for a much more immersive and interactive feel to the combat.

STARTING COMBAT

First, initiative for all characters involved in the combat must be rolled with 1d10. The dice cannot explode or subtract as usual, unless there is some kind of magic bonus or minus on a character. Add to that the character's

initiative bonus, which is a combination of Wiles + Finesse. This sets the stage for the combat to begin.

The person with the highest number is going to be the first to act. Combat in this game revolves around 'ticks', as in ticks of the clock. Each person will have a counter. The first to act starts at 0, because combat will start with his or her turn. Every other character will have a number equal to how much their initiative was less than the starting character.

ACTING

If two people act on the same tick, a simple roll-off with another D10 and their initiative bonus decides who goes first. If there is a tie, roll again.





Actions have a certain length of time, measured in ticks. A simple attack, block or dodge takes 4 ticks. You can only attack when it is your turn to act, but you can spend the ticks to block or dodge when someone else attacks and it's not your turn yet.

DRAWING A WEAPON

Drawing an easily accessible weapon takes two ticks normally. It can be done while performing another action, with a -5 penalty to any roll involving Finesse for that action. If the action is a simple move action or any other action that doesn't require any kind of Finesse roll, then there will be no penalty. This allows the character to easily draw a weapon while running or moving, but to try and do so while attacking or dodging will be difficult.

ATTACKING AND BLOCKING

Attacks can be held for extra ticks to gather strength or accuracy, giving the character a +1 bonus to their attack for every tick they hold it with a maximum of +5. Preparing a block or dodge can be done the same way. Attacking a defenseless character automatically gives a +5 bonus as if you'd held your action for five rounds. A character is considered defenseless if he or she is either immobilized or unaware of the attack.

Actions can be done faster by sacrificing some of your bonus. If you choose to do a swift block, dodge or attack, you can take a -5 penalty to take 3 ticks or a -10 penalty to take 2 ticks to do the action, or a -15 penalty to take 1 tick. This can be called retroactively, if you see that your roll is higher than your opponent's roll.

If your roll is 20 or more higher than the opponent's roll, then you can actually knock your opponent off balance. For every five points over 15, you actually knock their tick counter up by 1 point. So

a block that is 20 over the opponent's attack would knock them off balance and raise their tick count by 1, and a block that is 25 over would raise their tick count by 2.

This way a skilled opponent doesn't necessarily need to act first to win a fight.

It is assumed in this game that no character will be ambidextrous, and therefore when wielding a weapon with the non-dominant hand the character will have a -2 to any action with that weapon.

RANGED AND THROWN WEAPONS

Most ranged weapons take the same 4 ticks to fire, but they also require reloading. Each weapon has a base reload and ready time, and you can roll your skill with that weapon to lessen the time. For every 5 you roll, you subtract one tick. So a roll of 15 would subtract 3 ticks from the reload time. There is a minimum reload time of 4 ticks for guns and 2 ticks for other ranged weapons.

Thrown weapons take the same 4 ticks and have the same kind of reload time, since the character will still need to be able to get ahold of and prepare to throw the weapon. However, if a character has a second thrown weapon in their off hand and they wish to just transfer it to their primary hand to throw, it will take only 2 ticks and there is no need to roll anything.

Every weapon also has range. A range increment unit is about 5 feet. The difficulty to hit a target gets higher for every range the target is from the attacker. The range stat on a ranged weapon tells you how many range increment units it takes to go up one range level. Trying to hit a target who is kneeling raises the range level by 1 range unit, and a target that is lying prone will raise it by 2. However, if a target is lying prone and the





attacker is standing over the target, then the difficulty is normal.

A small weapon like a pistol will only have a range stat of 1 to 4, whereas a longer rifle that can accurately shoot farther would have a range stat of 3 to 7. At close range the accuracy of the two is fairly even, but when the rifle starts to reach medium range, the pistol is at its extreme long range.

Ranged weapons don't add the character's Brawn to the damage, unless otherwise specified for some thrown weapons. Some ranged weapons will have some kick to them (mostly guns), however, which will add a small number to the base damage.

The difficulty for every range level goes up in a Fibonacci curve, so that it becomes exponentially harder to hit a target farther and farther away. (see difficulty chart below)

Range	Difficulty	Range	Difficulty
1	1	6	13
2	2	7	21
3	3	8	34
4	5	9	55
5	8	10	89

CALLED SHOTS

A character may choose to make a called shot, i.e., they choose what specific part of their target they are aiming at. They can choose either a large target, like a major body part. With a melee weapon this will raise the difficulty to hit by 5 for a non-moving or non-defending target, or 10 for a target that is actively moving or defending itself. For a ranged weapon this will add one range level to the difficulty.

The character can also choose a small target, like a hand holding a weapon or an eye or a wound or sensitive spot that's visible. This adds 2 range units to a ranged attack, or a difficulty of 10 for a melee attack to a non-moving target and 20 to a moving target.

This attack will not only do damage but also deal other effects. If a called shot to the leg is made, the target will receive a penalty on any attempts to run or walk. If a shot to the arm is made, the character may lose the use of that arm or gain a penalty to any action made with that hand. A called shot to the head or torso may cause an instant knockout effect.

DEALING DAMAGE AND EFFECTS

To hit a non-moving human sized target has a base difficulty of 10. Since a moving or aware target has a chance to dodge or block, that difficulty is replaced by the 2d10 roll and their skill check.

Every weapon has a base damage. Melee and hand-to-hand attacks add a bonus of the character's Brawn to every hit. For every 10 points of accuracy you roll over the number required to hit, you add another die of damage to the roll. That way a skilled or lucky player can do extra damage with a high roll, much like with a spectacular success. If a weapon has more than one die of damage, you only add one die to the damage. This is because the higher-die based weapons are generally the kind that cut deeply. A cutlass does 2d4 damage, and with 10 over would only do 3d4 damage. This is because a weapon like a cutlass would have less of a chance of doing the deep damage needed to cause an instant kill, unlike a rapier which does 1d8 damage, and therefore would do 2d8 damage with an accurate hit. A cutlass would do between 3 and 12 damage with a well aimed hit, whereas a rapier would have a chance of doing as little as 2 damage, but possibly as much as 16 if it hits something vital.

An attack is also classified by the damage type, either lethal or non-lethal. For non-lethal damage, every attack is lessened by the double the resistance of





the character being hit. For lethal attacks the damage is lessened by the character's resistance. It's much harder for a character to resist lethal damage than non-lethal. That way a tough character can take a punch to the face, but a sword in the gut will still take him or her out of the fight.

If a character has taken four or more damage overall, then all of that character's rolls suffer a -1 penalty because of the wounds. If that character has taken more than 7, their rolls suffer a -3 penalty.

If a character that has taken a full 10 points of damage, the character can only be revived by medicine, magic or GM plot convenience.

OTHER SPECIAL ATTACKS

There are a few attacks that do not act quite like a normal attack in this game.

STUN ATTACKS

Weapons that cause blunt force trauma, like clubs, staves and fists, can also be used to do stun damage. Stun damage, unlike lethal or nonlethal, does no actual damage. All it does is render a character incapable of acting for a short time. Some weapons, like blackjacks and saps, are made specifically to do only stun damage. To do stun damage, the character rolls the attack like normal. The attack is treated like a called shot, and has the added difficulty of a called shot.

If the roll is high enough to hit, roll damage like normal. But instead of doing actual physical damage, the damage that would be dealt past the character's Resistance bonus is the number of ticks the character is immobilized. If they are in combat, their tick counter is raised by that amount. If they are not in combat, they are simply immobilized for that length of time. If the damage is more than 10, that character is knocked out for a number of minutes equal to the damage minus 10.

If the stunned character is not knocked out repeated strikes can continue to raise the stun damage until it reaches ten or higher.

Grappling can also deal stun damage, in the form of either a strong hold that will incapacitate the opponent or a choke hold that will cause unconsciousness.

SNEAK ATTACK

If a character attacks someone at close range who is unaware of their presence, or if the character suddenly pulls out a weapon at point blank range, that character has a better chance of hitting the target. Such an attack will give the character a +5 bonus on the attack, as was mentioned in the 'Attacking and Blocking' section. If a character pulls out a weapon when the opponent doesn't expect it, the two will need to make a reflex check (1d10 + Finesse + Wits) and if the attacker's is higher, the target is considered to be unaware by the time the attacker strikes. A circumstance bonus can be added to either roll depending on the situation. For instance, if a buxom lass pulls a holdout pistol from her cleavage, she may get a +5 bonus in her reflex roll against a male opponent who is distracted by the aforementioned cleavage. Any shock or surprise can give a bonus to the attacker, and any obvious franticness or fear on the part of the attacker that would give away their intent before they act can give a bonus to the defender.

This sneak attack bonus does affect long range attacks like sniper shots. A sniper shot is treated as a regular attack.

When doing a sneak attack, the attacker can take time to aim while the target is unaware. The attacker will still get up to a +1 bonus to aim for every tick of time he takes to aim up to 5. This means that a sniper or sneaky backstabber willing





to take a little extra time can get up to a +10 bonus to the attack.

BAYONET ATTACK

Any time a bayonet strikes well enough to do an extra die of damage, the bayonet sticks into the target for a moment and the wielder will be allowed to pull the trigger and shoot as part of their attack action. This shot will automatically hit as well as the bayonet attack did, and therefore will get the same number of extra dice as the bayonet strike. This is often a one-hit kill, since few people can survive a critical hit from both a blade and a gun at the same time. You might want to save this one for an enemy that's very hard to kill. Or an enemy who your character really dislikes.

DUAL WIELDING AND ACTIONS

Sometimes a character may be attacked by two people at once, or by someone holding two weapons. Any character is allowed to do a double action to try and accomplish two things at once in a battle. A double action is treated just like two separate swift actions. The added difficulty for each action is either a -5 or a -10, depending on whether the character is trying to make the time spent equal to 6 or 4 ticks. This way a character can block or dodge two attacks at once, or parry and riposte in a one on one duel.

If a character knows that he or she will be attacked by two people at nearly the same time, the character can still call a double action to block or dodge with the same penalty. That character will simply hold off on the second roll to dodge or block until the opponent attacks. If the opponent chooses not to attack, then the second action was wasted.

A character can hold two weapons at a time. If the dual wielder chooses to use only one weapon at a time all combat actions will be treated as normal. They will just have to choose which weapon they

will respond with to block or attack every time it is their action. Any weapon held in the off hand will receive a -2 penalty. You may choose whether your character is left or right handed, it doesn't affect gameplay mechanics at all.

If the character chooses to make a double action with the two weapons the penalty is less than if the character makes a regular double action. The penalty will be -3 instead of -5. This means that the weapon in the primary hand will have a -3, and the weapon in the secondary hand will have a -5. Use of a weapon considered to be a 'small' weapon will lessen the penalty by one, because a smaller weapon is less likely to get in the way of another weapon while trying to use both at once. So a character wielding two small weapons will be able to do a dual action with a penalty of only -2 for the main hand and -4 for the off hand.

If the character wishes to make an extra swift action that will take 4 ticks total instead of 6, then the difficulty for both attacks is raised by 5, just like if the character was making any other swift action.

There is nothing to prevent a character from holding a ranged weapon in one hand and a melee weapon in the other. In fact, it may very well be a good idea in some situations.

LUNGING ATTACK

A character can make a lunging attack, leaping to the next 5 foot square and striking the person beyond that. That is treated as a double action, a leap and attack. It takes 6 ticks to do and the character will receive a -5 to each attack and the jump roll. The difficulty for the leap itself is 15. However, since this is a special kind of attack it will have a few traits that set it apart. First, unless it is blocked or the attacker misses, inertia demands that it will hit, even if the





defender manages to strike first and take down the attacker. Second, if the attack hits, it will do an extra die of damage due once again to the inertia of the strike.

ARMOR

Pirates are not known for being heavily armored, but many pirates will make use of what they can to protect themselves. Every piece of armor has two ratings: Coverage and Resistance. The Coverage stat is how much of the body it covers. Resistance is how much damage it resists, just like the character's stat Resistance.

If a piece of armor has a coverage of 4 and a Resistance of 2, then any hit with a roll that's between the difficulty to hit and 4 higher than that difficulty will have 2 damage points taken away. Armor generally doesn't stack unless the piece itself overlaps with another piece of armor.

The bottom of the main character sheet page has a handy bar that will allow the extra resistance given by the armor to be written down ahead of time so it doesn't have to be calculated every time.

The armor with the highest resistance is put at the beginning of the chart, since a lower score by the attacker would imply that they weren't skilled enough to hit a weaker point on the opponent.

Armor also helps defend against extra damage dice from a well aimed strike. Since it raises the base to hit bare flesh, this will raise the base number for the extra die of damage as well.

Certain weapons, mostly well made rapiers, can have armor penetration. This will lower the effect of the DR of the armor of the person that is being hit by the rating of the penetration. For instance, if someone is attacked by a rapier with an armor penetration rating of 1, and that



person is wearing some armor with a DR of 0 and some with a DR of 1, then the armor with a DR of 0 is now treated as not being armor anymore, and the armor with the DR of 1 now has a DR of 0.

STRENGTH REQUIREMENTS

Armor and weapons all have a weight of their own, and some heavier weapons will have a strength requirement. If a character's Brawn isn't high enough to wield a particular weapon or wear a particular piece of armor, that character is encumbered. For every point below the requirement, the character will receive 1 point of encumbrance. Each point of encumbrance will make the character receive a -1 to Finesse and a +1 to the number of ticks every action will take for every point below the requirement he or she has. If the character's Finesse is brought down to below 0, that character simply cannot wield or wear that weapon or armor.

OTHER FACTORS

A particularly well-made weapon can add to accuracy and damage. In the case of ranged weapons, the accuracy bonus would simply be a raise in the range increment. For a well balanced sword, that bonus would add to the attacking and blocking rolls. A better hand guard may raise the defense bonus of a weapon by a point or two.

A cheap or damaged weapon, however, might have a negative bonus to damage or accuracy. A sword can be so blunt that it does 1d4-1 damage. Or a sword may be so dull that the GM simply decides that it now does non-lethal damage, because it is in essence a sword shaped club.

On the other hand, if a character chooses to wield an unfamiliar weapon in the style of a more familiar one, the GM





can allow this with a penalty depending on how similar the weapon is to the weapon the wielder is used to. Wielding a straight stick as if it were a rapier may give a -5 to any action, but if the character has no skill in improvised weapons then it may be better to wield it with the -5 rather than to wield it in a manner that the character has no skill in.

MOVEMENT

Base movement speed is 2 range increment units per tick for sprinting or taking a single long lunging step, 1 for running.

Your tick countdown will pause when moving, so that if you have an action held and ready to go before you start moving, you can perform a charging attack once you reach your target. If your target is ready as well, then you will have to do the regular speed roll-off to see who goes first, although if the opponent does not have an action ready, that character gets a -3 to any attempt to any roll to block the charge.

If sprinting or charging, the character will need to make a Brawn/running check every four ticks that starts at a difficulty of 5 and goes up another 5 every four ticks to continue running without getting winded. Also, if the character is running on uneven ground, there may be a Finesse/running check to make sure he or she doesn't trip. If a character is encumbered, that character receives an additional +1 to the difficulty for every point of encumbrance he or she has.

A character can always make a one tick lunge to a four tick sprint before she has to roll the Brawn/running check.

A winded character receives a -2 to all rolls and takes an extra tick to do any melee or brawl attack until that character can make a Resistance roll to

return to normal. The base difficulty of a recovery roll is 10 + the amount that the character failed the original roll. That amount goes down by 1 every tick, so even if the character doesn't roll to recover she will recover eventually.

A charging character also receives a -2 penalty for any attempt to dodge incoming fire from the front or back, although anyone trying to fire at a sprinter from any direction other than the front or the back will get a -2 penalty themselves for trying to hit a moving target.

As it was mentioned in the dual attack section, a lunge to the next square over has a base difficulty of 15, and can be rolled using either Finesse or Brawn as the base stat.

SHIP COMBAT

Ship combat is relatively similar to hand to hand combat. Ships have a Ship sheet, much like characters have a Character sheet. However, characters still control the ship and all of its parts so their skill rolls will determine how well it does, and the ship's attributes will add to the rolls.

SAILING

Basic sailing requires fairly simple rolls. A few rolls for setting the sails and navigating, and you can usually get from point A to point B. However, if there's inclement weather or difficult sailing, then it might require more. As was mentioned in the difficulty section, tying a sail down for a gale or a hurricane will be much more difficult than tying it down for normal sailing. A good GM should make sure that the players don't bite off more than they can chew, and should not give them adventures that they cannot sail or navigate to. However, occasionally the characters can be stubborn and go for greater challenges than they should, so a GM should do what he or she can to





prepare the characters for the challenge. That will often mean presenting them with a few smaller challenges ahead of time to help equip or level them up.

Since sailing requires so many interlocking jobs, often one character's skill can give a boost to another character's rolls. For instance, if your navigator is trying to do an evasive maneuver while someone else is trying to fire the cannons, for every 5 over the difficulty of the maneuver that the navigator rolls, it adds a +1 circumstance bonus to the gunner's shot. This is because the navigator is steering the ship in such a way as to help line up the shot properly, which helps the gunner. Further down the line, a good rigger can help keep the sails aligned and tied down properly to add a circumstance bonus to the navigator's rolls, and a good lookout can add a bonus to any long distance shots or maneuvering attempts.

Ship combat also happens with ticks of time, like regular combat. However, each tick for ship combat lasts about four times as long as it does for personal combat.

Unlike people, ships have four sides that weapons can be mounted on. Usually ships have long range guns on the front, to fire at ships they are pursuing, and short-range powerful cannons along the sides and aft. The range units with ships are also much larger than they are with personal combat. A range unit in ship combat is approximately 20 feet.

The base difficulty to hit a ship that is not moving in reference to the firing vessel is still 10, although there is a +3 bonus to hit the broadside of a ship. In addition, for every size above Tiny there is a +1 bonus to hit as well.

Ship sizes also determine how many hit points the ship has. While every ship has a different amount of resistance, a bigger ship will simply have more mass

to absorb damage. On the ship sheet there are four lines of hit points. Each is labeled with a size category, from Tiny to Large. Cross off any line that is a size larger than the ship. This will give the ship ten hit points times its size category.

When a ship takes 4 damage for each size category, it will be listing and be at a -1 for any action taken, much like in personal combat. When it reaches 7 damage for each size category, it will be badly damaged and will operate at -3 to every roll.

SHIP SIZE CHART

Size	Description	Size
Tiny	This would be a small personal sailboat or a landing craft, only 1 range unit in length.	1x1
Small	Something large enough to need a crew, at least 2 length units long.	2x1
Medium	Still not a large craft, but large enough to carry a decent amount of cargo.	3x1
Large	A good sized merchant ship, or a large navy vessel	4x2
Gigantic	There's nary a ship created by man this big, but ye may run into something this large one day.	5x2 or 5x3

Like personal combat, damage from each hit is lessened by the ship's Resistance stat. Some ships are simply tougher than others. Larger craft tend to have higher resistances, and tougher craft often cost much more to build and design than ships that aren't as well armored and supported. It is recommended that the players find a tough ship to steal, rather than trying to buy one. Every point of Resistance can double the price of a ship.





However, the speed and maneuverability of a ship can also help it defend itself. However, the speed and maneuverability often depends on the winds and the pilot of the ship. At the beginning of every battle, the GM will tell you what direction the wind is going, and whether the wind is slow, fast or normal. Normal wind will neither add nor subtract from your ships speed and maneuverability. Slow wind will halve those stats, and fast wind will double them. Your ship cannot sail directly into the wind, so if that is the direction you need to go you will need to tack, i.e., sail in a zigzag pattern.

The two most common simple ship combat strategies are to stay fairly far away and harass the enemy ship with the long guns, or to pull up alongside and unload your starboard or port cannons into the enemy's side. Be wary of this though, because if you are alongside them, they are also alongside you.

CALLED SHOTS

A called shot can be made in ship combat, just like in personal combat. The effects will be much the same. A strike to the hull will cause a ship to take on water. A hit to the mast will cause a ship to slow down, or perhaps even stop dead in the water. A hit to the fore may take the fore cannons out of commission. A hit to the mast is considered a special kind of hit, and instead of taking the ship's Resistance into account as damage reduction, Rigging will be used instead. This is how sturdy and hard to hit or damage the rigging setup is. A ship has the same number of hit points for their masts and rigging as it does for its hull. When the rigging has taken 4 damage points per size category, the ship's speed and maneuverability will be at a -1, and at 7 it will be at a -3.

If the masts are destroyed, then the ship is dead in the water unless there

is some other means of locomotion. It cannot move or steer unless there is a current pushing it.

Jim could still remember the first time he ran a cutlass across another man's stomach. Ironically, there was only one puddle of stomach contents on the ground afterwards. And it wasn't from Jim's enemy.

Although he won his first fight, and the cocky thief who thought he could take advantage of a young, drunk, inexperienced pirate was dead and gone, Jim found that he wasn't sure if this was the life for him.

"Relax, young'un!" the Bo'sun told him. "There's no way the constabulary will connect a dead mugger to ye."

Jim couldn't even remember what the man looked like. Perhaps he had blonde hair. Jim wasn't sure. It was all such a jumbled blur. Maybe it was best that way. The dead thief haunted his dreams, but at least Jim didn't have to see his face. He couldn't even really remember it.





MELEE WEAPON CHART

* Nonlethal damage

** Small weapon

Weapon	Type	Cost	Weight	Attack	Defense	Damage
Brawling						
Punch**	Brawl	-	-	0	0	1d4*
Kick	Brawl	-	-	-2	-2	1d6*
Elbow**	Brawl	-	-	-2	-2	1d6*
Hook/pick**	Hook/pick	10d	0	0	-3	1d4+1
Icepick**	Hook/pick	15d	0	0	-2	1d4+1
Captain's hook**	Hook/pick	50d	0	0	-1	1d6+1
Grappling hook**	Hook/pick	20d	1	0	1	1d4
Bottle**	Improvised	-	1	-1	-	1d6*
Broken bottle**	Improvised	-	0	0	-	1d4
Light mug	Improvised	-	1	0	0	2d4*
Heavy stein	Improvised	-	2	1	2	2d6*
Pistol	Improvised	-	2	1	0	1d4+1*
Pistol bayonet	Improvised/ Knife	-	2	1	0	1d4
Punch dagger**	Knife	2d4p	0	0	-4	1d4
Kitchen knife**	Knife	5d	0	0	-3	1d4
Dagger**	Knife	10d	0	0	-2	1d4
Kriss**	Knife	30d	0	2	-1	1d6
Gully**	Knife	30d	1	1	0	1d4+1
Meat cleaver**	Knife	20d	1	0	0	1d6
Sword						
Boucan**	Shortsword	20d	1	0	0	1d4+1
Pigsticker**	Shortsword	15d	1	0	-1	1d4+1
Main gauche**	Shortsword	30d	1	0	2	1d6
Flambard Shortsword**	Shortsword	200d	1	1	3	1d6+1
Machete**	Shortsword	15d	1	1	1	1d6
Cutlass	Cutlass	40d	2	1	1	2d4
Ragged cutlass	Cutlass	40d	2	1	0	2d4+1
Saber	Saber	50d	1	1	2	1d6+1
Rapier	Rapier	70d	1	2	2	1d8
Heavy cutlass	Cutlass	100d	3	2	2	2d6
Soldier's saber	Saber	270d	2	2	3	2d6
Captain's saber	Saber	550d	2	3	4	2d6+1
Flambard rapier	Rapier	300d	2	2	4	1d8+1
Epée	Rapier	300d	2	3	3	2d8
Captain's epée	Rapier	600d	2	4	4	2d8
Shiavona	Rapier	450d	2	3	5	1d8+1
Basket-hilt claymore	Rapier	600d	4	5	3	2d8
Masterwork cutlass	Cutlass	450d	2	4	4	2d6+1



Weapon	Type	Cost	Weight	Attack	Defense	Damage
Weighted						
Boarding axe**	Axe	10d	1	0	0	1d6
Hatchet**	Axe	15d	1	0	0	1d6+1
Bearded axe	Axe	50d	2	0	2	1d6+1
Cudgel	Club	5p	1	1	1	1d6*
Heavy cudgel	Club	1d2p	2	1	1	1d8+1*
Mallet**	Club	3d4p	2	1	1	2d6*
Blackjack** (Stun damage only)	Club	10d	1	1	0	2d4*
Sap** (Stun damage only)	Club	15d	2	2	0	2d6*
Pickaxe	Hammer/pick	30d	2	1	1	1d6+1
Climbing pick**	Hammer/pick	20d	1	0	0	1d4+1
Hammer	Hammer/pick	5d	1	1	0	2d6*
Grappling hook**	Anchor	20d	1	0	1	1d4
Small anchor	Anchor	30d	1	0	1	1d4+1
Ship's anchor	Anchor	80d	3	1	2	2d6
Large anchor	Anchor	120d	5	1	2	3d8
Table leg	Improvised	-	1	1	1	1d6*
Chair leg	Improvised	-	2	1	1	1d8*
Frying pan	Improvised	-	2	1	3	1d6+1*
Chair	Improvised	-	4	0	3	2d8*
Table	Improvised	-	6	0	6	3d8*
Polearm						
Staff	Staff	6p	1	1	1	1d4+1*
Heavy staff	Staff	5d	2	1	1	1d6+1*
Quarterstaff	Staff	10d	2	2	2	1d6+1*
Harpoon	Spear	10d	2	0	1	1d6
Native's spear	Spear	4p	1	0	0	1d4
Guard's spear	Spear	30d	2	1	2	1d8
Halberd	Long axe	10d	2	0	1	1d6
Guard's axe	Long axe	50d	2	1	2	2d6
Long hook	Gaffe	7d4p	1	0	1	1d4
Gaffe	Gaffe	10d	2	1	2	1d8+1
Rifle	Rifle	-	3	0	3	1d6*
Bayonet	Rifle	-	3	2	3	1d6



RANGED WEAPON CHART

Weapon	Type	Cost	Reload	Range	Attack	Damage
Gun						
Holdout pistol**	Pistol	50d	13	1	2	1d4+1
Double barreled holdout	Pistol	75d	13(*2)	1	2	2d4+2
Early model holdout revolver(4 shots)**	Pistol	450d	11(*4)	1	2	1d4+1
Duckbilled pistol (x shots)	Pistol	-	11(*x)	1	0	1d4+2
<p>The duckbilled pistol is a unique weapon. It is a pistol with three to five barrels, each pointing slightly outward. The cost of the pistol is a base of 60d, with an extra 30 for each barrel. The bonus to this weapon is twofold. Since there are multiple barrels, it is easier to get a critical success at close range. If the target is within 5 feet, the difficulty for a critical hit is equal to 10-x, x being the number of barrels. Secondly, for each critical success you will not only roll another die, but also add in another +2 since the critical success is a second bullet striking the target. Between 5 and 10 feet away, there's still a chance to hit with a number of bullets equal to x-2. So a 3 barreled pistol will only be able to hit with one bullet, but a four or five barreled one can hit with more. The difficulty for the critical at this range is the normal 10, but the damage for each bullet will be treated just like it is within the first five feet. Anything after ten feet, and it is too far away to hit a target with more than one bullet. After all bullets have hit, the rules for a critical hit go back to the normal rules.</p> <p>If the pistol is fired directly against a target's skin, or close enough that the GM decides that there is no chance for a miss, then the damage is rolled x times. In this case, it will generally be an instant kill shot, much like a modern shotgun blast at close range.</p>						
Flintlock pistol**	Pistol	70d	11	3	0	1d6+2
Short muzzled pistol**	Pistol	50d	10	1	0	1d6+2
Long pistol	Pistol	100d	10	4	1	1d6+2
Double barreled pistol	Pistol	150d	10(*2)	3	0	1d6+2
Admiral's pistol	Pistol	600d	9	5	2	1d6+2
Scattergun	Rifle	120d	11	1	0	2d6+2
<p>The scattergun is an early version of the shotgun, and as such it has a cone-shaped blast. This lowers the difficulty for a critical hit to 7, like a 3 barreled duckbilled pistol. However, the difficulty goes up by 1 for every 5 feet away from the shooter the target is. In addition, the damage goes down by 2 for every five feet away, since the cone is spreading farther.</p>						
Blunderbuss	Rifle	60d	11	4	1	1d6+2
Musket	Rifle	100d	10	5	2	1d6+3
Admiral's musket	Rifle	600d	9	6	4	1d6+3
Long gun	Rifle	200d	11	7	2	1d8+2
Assassin's rifle	Rifle	800d	10	7	4	1d8+3
Bow						
Wrist crossbow**	Crossbow	30d	8	3	0	1d4
Wooden crossbow	Crossbow	70d	6	4	1	1d4+1
Arbalast	Crossbow	150d	6	5	1	1d6+1
Native bow	Bow	-	5	3	0	1d4
Shortbow	Bow	30d	6	4	0	1d6
Longbow	Bow	80d	6	6	1	1d8
Hunting bow	Bow	100d	6	6	2	1d8+2
Light harpoon gun	Harpoon	50d	7	3	1	1d4+2
Harpoon crossbow	Harpoon	90d	7	4	2	1d6+2
Small harpoon gun	Harpoon	120d	8	5	1	1d8+3





Weapon	Type	Cost	Reload	Range	Attack	Damage
Thrown						
Throwing blade**	Knife	2d4p	5	2	0	1d4
Throwing knife**	Knife	5d	5	3	0	1d4+1
Throwing dagger**	Knife	30d	5	4	1	1d6+Brawn
Meat cleaver	Knife	20d	6	3	0	1d6+Brawn
Native's spear	Spear	4p	7	2	2	1d4+Brawn
Javelin	Spear	7d	8	3	2	1d4+Brawn
Harpoon	Spear	10d	8	3	1	1d8+Brawn
Boarding axe**	Axe	5d	8	2	0	1d6+Brawn
Hatchet**	Axe	10d	8	3	0	1d6+Brawn
Smoke grenade	Grenade	15d	6	2	1	-
Fragmentation grenade	Grenade	30d	6	2	1	4d4 (-1d4 for every 5 feet away from target)
Explosive grenade	Grenade	80d	6	2	1	4d6(-1d6 for every 5 feet away from target)
Potion flask	Grenade	-	6	2	0	-
Bottle**	Improvised	-	6	2	1	1d6+Brawn*
Rock	Improvised	-	6	2	0	1dx+Brawn* (x Is a number to be determined by the GM based on the size of the rock.)
Frying pan	Improvised	-	5	2	0	1d6+1+Brawn*
Fork	Improvised	-	5	2	0	1d2

SHIPBOARD WEAPONS

Weapon	Type	Cost	Reload	Range	Attack	Damage
Cannons						
Railside gun	Cannon	100d	4	2	3	1d4
Heavy railside gun	Cannon	200d	6	3	2	2d4
Light broadside cannon	Cannon	200d	8	3	0	1d6+1
Broadside cannon	Cannon	350d	8	3	0	2d6
Heavy broadside cannon	Cannon	800d	8	3	0	3d6
Long gun	Cannon	400d	10	5	2	1d8
Heavy long gun	Cannon	900d	10	6	1	2d8
Ship's harpoon gun	Harpoon	150d	6	3	3	1d4+1
Large harpoon gun	Harpoon	200d	8	3	1	1d6+1





ARMOR CHART

Armor	Cost	Weight	Clothing type	Coverage	DR
Light gloves	1d	0	Gloves	1	0
Heavy gloves	5d	0	Gloves	1	1
Cloth bracers	2d	0	Bracers	2	0
Leather bracers	8d	1	Bracers	2	1
Heavy bracers	15d	2	Bracers	2	2
Steel bracers	50d	4	Bracers	2	4
Leather boots	30d	1	Boots	2	0
Heavy boots	70d	2	Boots	2	1
Studded leather boots	120d	3	Boots	2	2
Heavy leggings	50d	2	Pants	3	1
Leather pants	80d	1	Pants	3	1
Heavy vest	20d	1	Vest	3	0
Leather vest	50d	2	Vest	3	1
Leather cuirass	80d	2	Vest	3	2
Steel cuirass	120d	4	Vest	3	4
Heavy cuirass	150d	6	Vest	3	5
Jack of plates	220d	3	Vest	3	4
Heavy cloth corset	80d	1	Vest	3	0
Light leather corset	120d	2	Vest	3	1
Heavy leather corset	150d	3	Vest	3	2
Coats cover both the vest and bracer areas, and therefore if the character wears a coat, the character cannot be wearing a vest or a bracer along with it without GM permission. Some kinds of vest armor, like corsets are made to wear under a coat and should be permitted. Some coats may be tailored to have removable sleeves. This will lower the coat's coverage by 2, but will allow bracers to be worn.					
Heavy jacket	30d	1	Coat	5	0
Leather jacket	70d	2	Coat	5	1
Brigand's jacket	100d	3	Coat	5	1d4
The brigand's jacket gets its name both from the scoundrels who wear it, and from the armor it is based on: brigandine. Brigandine was a kind of armor made of overlapping plates of steel or hardened leather attached to a lighter cloth or leather. The brigand's jacket has strategically placed bits of metal and hardened leather underneath, hidden from view. This makes it much heavier than most jackets, but it means that any strike may hit one of the hidden plates, allowing the jacket to absorb from one to four points of damage randomly with each hit. The main advantage of this jacket is not just the armor, but also the fact that the armor cannot be seen. This coat can be worn to any occasion without raising suspicion.					
Heavy coat	50d	1	Coat	5/7	0
Leather coat	100d	2	Coat	5/7	1
Brigand's coat	200d	4	Coat	5/7	1d4+1
A full sized coat, unlike a jacket, continues down below the waist so from the sides and from behind it overlaps with the pants by 2 coverage units. This gives extra protection to attacks that are not directly from the front, making a coat well worth the extra cost.					
Leather hat	50d	1	Hat	1	0
Metal helm	100d	3	Hat	1	4



CHAPTER 4

TOOLS OF THE TRADE

A pirate can't do his job if he doesn't have the tools he needs to get the job done. For a pirate, equipment can refer to tools, clothes and armor, shipboard provisions, maps or charts, and weapons.

All of these things can cost money. In the world of Gallows and Glory, money is measured in Doubloons and Pieces o' Eight. As one might expect, it takes eight Pieces o' Eight to make one Doubloon. (In price charts, Doubloons will be represented by a **d** and Pieces o' Eight will be represented by a **p**) For a pirate, however, sometimes they can come for free. Connections to the right people, fast fingers, or threatening glares can get free or discounted merchandise for an enterprising buccaneer.

There is no set Intimidation skill in the social skills section for a reason. Intimidation is a very personal thing, and it varies depending on the person and situation involved. Any attempt to intimidate someone should be role played.

If an intimidation roll needs to be made, the GM will set a difficulty for the player to reach and the player will roll a relevant stat and skill for whatever they are trying to use to intimidate. A swordsman who is trying to show his ability to kill the person he is trying to intimidate may use his sword skill. A captain of a dangerous pirate crew may use one of his leadership skills.

Location and availability may change the prices of various items as well.

If a character wants to buy leather armor on an island too small to support cow farms, the price will be higher. On the mainland, it will be lower. The GM should be willing to modify prices to fit the situation.

Items may also be appropriated by outright theft. The theft can be by force or guile, and any attempt at stealing will probably require skill rolls of some sort to either defeat opponents or outwit them.

FINDING BETTER TOOLS

Any tool can be made better.

The most common tools that a pirate will want to improve or find a better version of are their weapons.

Other common tools can be improved upon as well. Many items used for sailing

With most items, a better quality or slightly different version will be available for a higher price. A slender line that will add no bonuses to any attempt to moor down a sail will be cheap, but a good strong hempen rope that will add a bonus will cost more. A simple rapier can be traded in for a better balanced and more springy Epée, and even that can be upgraded to the far more expensive Captain's Epée.

In some cases, a heavier weapon will do more damage and will cost slightly more. In the case of the saber, a normal saber is very light and does 1d6+1 damage. A soldier's saber has a better hand guard, giving it a +1 to defense and doubling the cost of the saber. It also





raises the damage from 1d6+1 to 2d6, raising the cost to three times the original price.

In general, any addition to a weapon's capabilities will multiply the cost. A well balanced weapon will gain a +1 to its attack bonus, and add +1 to the cost multiplier of the weapon. A better hand guard or blocking surface on a weapon will add a +1 to defense and the cost multiplier. An additional point of damage, or raising it from a +1 to an extra die, will add another multiplier. However a weapon that is extremely well balanced to the point where it raises the attack bonus to +2 is much harder to make. A +2 to any stat will add +3 to the multiplier. A +3 to any stat will add +6 to the multiplier. This is to make it financially unfeasible to make a weapon with a ridiculous set of bonuses to it.

Ranged weapons can also be improved upon. A weapon that can safely pack more powder or has a better quality chamber may do more damage, but for every notch the damage is raised, the cost will be multiplied just like with melee weapons.

A longer, better made barrel will improve the range rating, but at a higher cost than the damage multiplier. Instead of just adding to the multiplier, it will double with every +1. A bonus of +1 will multiply the cost of the weapon by 2. But a bonus of +2 will multiply the cost of the weapon by 4. This high cost is to prevent someone from making a game-breaking sniper rifle that can hit accurately from a ridiculous distance.

The same is done for reload time. There are clever ways to make reload time go down by 1, but it will multiply the cost of the weapon by 2 every time, just like the range bonus.

The attack bonus of a ranged weapon can also be increased, with the



same multiplier cost as the bonuses for a melee weapon, +1 for a +1 bonus, +3 for a +2 bonus and +6 for a +3 bonus.

Armor can also be upgraded, for a similar multiplier cost. Ordinarily, upgrading the DR rating by 1 will also raise add a +1 to the multiplier and the weight of the armor. Lowering the weight of the armor by 1 will also add a +1. This means that in order to raise the DR of the armor without raising the weight, it will cost 3 times as much as it originally did. Without GM approval, most armor's weight cannot be lowered by more than 1, and the DR cannot be raised by more than 1.

There are several ways to raise the DR or lower the weight of armor. In the case of leather or steel, the leather can be treated or the steel tempered in such a way as to make it more resilient. In the case of some kinds of armor something can be added to it to make it sturdier, like adding whalebone to a corset. The details don't matter much in terms of gameplay, but to help flesh out a character and the world around them it never hurts to add a bit of detail into how and why things do what they do.



Jenny Byrde was the smallest, lightest, and by far the prettiest member of the crew. It didn't take long for new crew members to learn that despite the fact that she was light enough to be bowled over by a heavy wind, she was not to be taken lightly.

Jim saw this firsthand when a new crew member tried pawing at her as she walked by. Before he could react, she had him pinned against the railing with a dull, rusty knife at his throat.

"What are ye gonna do, lass? Cut me with that little old thing?"

She just smiled at him as the blade traced its way down his chest, then his side, then his thigh.

Then the knife darted back up his thigh and the dull edge rested against the seam of his britches.

"The question isn't whether I will or not. The question is WHERE I will."





Item	Description	Cost
Drawstring pouch	A small pouch that can be concealed on one's person or hung from a belt.	1p
Small powder horn	A horn used to carry gunpowder. Enough for 10 pistol shots or 8 rifle shots.	4d
Powder horn	A horn used to carry gunpowder. Enough for 20 pistol shots or 16 rifle shots.	6d
Black powder	Enough to fill a small powder horn, or to make a grenade.	4p
String	Good strong twine. Many uses.	1p per yard.
Light rope	Strong enough to climb on and tie things with, but not recommended for heavy lifting or sailing use.	6p per yard.
Heavy rope	Good strong hempen rope, sturdy enough to lash a sail or anchor with.	1d4p per yard.
High quality heavy rope	Particularly well made hempen rope that will add a +3 to any attempt to lash something down safely.	3d per yard.
Pistol shot	A bag of lead pistol slugs. 20 holdout shots or 10 regular shots.	1d
Rifle shot	A bag of lead rifle slugs. 8 shots.	1d
Steel shot	Pistol or rifle shot that is made of steel or iron and does an extra die of damage. Risks damaging the gun every time used. Roll a 1d4 for pistols or 1d6 for rifles. If the die rolls a 1, the weapon is damaged and cannot be used again until it is repaired.	8d
Hardtack (7 day's supply)	Hard cracker/bread that can survive indefinitely if kept dry.	1p
Barrel of beer (3 day's supply)	Beer with citrus helps keep the men onboard happy and scurvy-free. It can also be used to soak hardtack in so that the tack can be bitten into without chipping a tooth.	6d
Barrel of rum	It doesn't help with scurvy unless there's fruit added, but it certainly helps with crew morale.	15d
Barrel of grog	If you can't afford real rum, watered down grog is a substitute. Not a good substitute, but a substitute.	8d
Jerky (1 day's supply)	When the men need real sustenance that hardtack just doesn't provide, it might be a good idea to stock some meat that won't go bad.	1p



CHAPTER 5

TREASURES AND QUESTS

Every pirate remembers his first quest. While the basic needs of survival can usually be gathered in the course of a sailing trip, that little extra something requires a bit more. Whether that something be gold or the thrill of the adventure itself, a pirate's life is punctuated with quests.

This game is made for quests. A quest should generally be designed before starting play. The basic quests usually involve some kind of hunting. The prey can be treasure, a person, a ship, or anything else the GM can think up. Sometimes a quest can be the opposite, sometimes the pirate crew is the one being hunted, or something that belongs to the pirate crew.

Every quest needs a hook, something to rope the characters in. Some hooks are a way of forcing the characters to be involved, either because they simply blunder into the situation, or because someone who has the power to command their loyalty through money or military might chooses to employ them. Other times the hook may be as simple as finding a treasure map, or finding a surviving crew member from a voyage that ended with a large amount of treasure being hidden away somewhere.

Other hooks may be as simple as someone asking the crew for help, or having the crew find an object that has

garnered the interest of one or more other groups of people. A holy relic may garner the interest of several religious factions, or a gigantic gemstone may garner the interest of everyone who knows of its existence.

A quest may be a simple, straightforward journey with few places where a decision can be made. Or it can be a broad, complex mesh of places to go, people to interact with, and choices to make. It can be a simple 'dungeon crawl', for instance a simple treasure map that leads to a complex series of caves under an island. Or it can take a long trip from one place to another, across lands and seas.

Rivals and competitors can also spice up an adventure and make it more interesting. When the British navy or a rival pirate captain is in pursuit of the same object or person your crew is, it adds an element of complexity and difficulty to the mission.

Recurring characters over the course of several adventures can also add to the feeling of the world itself. If the players make friends with a rival pirate in one campaign, that character may become a friendly rival in the future, one who is willing to compete with them for treasure while also standing by their side in fights against other pirates or government ships.

If the GM is planning to do a long-term campaign, there could be





several separate story arcs, each with their own hook and reward that end up coming together into one larger story arc. For instance, several quests for important artifacts or treasures may lead up to one larger plot involving a combination of those artifacts.

The key to keeping any adventure fresh and interesting is to add depth to it. Characters and places that have more flesh to them than a basic straight path from point A to point B will invariably be more interesting than characters and places that are not fleshed out. That is not to say that every little bit of every environment and character needs to be planned ahead of time, as that can lead to an adventure where the GM is micromanaging every bit of the experience for the players. A balance should be found between the two extremes, and if possible the GM should specifically leave a little bit of the world and characters as a blank slate, ready to be filled in on the fly to match the events that the players put into motion.

Optional 'side quests' can be put into adventures as well, either tiny quests within a small quest, or medium sized quests in a large one. But moderation is the key to making sure the side quests offer a little bit of side opportunities, while not interfering with the larger adventure. Too few, and the world can seem too linear. Too many, and the players will get distracted from their primary adventure.

Also remember that every set of adventurers will have different skills and interests, and there will be many ways around every obstacle. Some may be the shyster types, who will trick people into helping them or getting out of their way. Some may be brute force types, who will defeat anyone in their way and climb any mountain that stands between them and their goal. Some may be clever navigators,



who find ways around obstacles before the obstacles are even reached. Allow the players some leeway in how they deal with problems. The players may just surprise you and come up with something unexpected. A good GM should not only expect this, but should also enjoy the diversion and change of plans.

Since Gallows and Glory is made to be very flexible as far as tone goes, you do have to keep in mind that the campaigns can be serious or goofy, fun or dramatic, and any combination of those four traits. Try to keep in mind that some players tend to be more serious, some more goofy. The best way to deal with this is to try to disclose as much about the tone of the campaign as you can with your players. Let them know ahead of time what they are getting into. And if you're planning a campaign that's particularly goofy or particularly serious, try not to play with people who enjoy ruining the mood for everyone else. (Known in the colloquial as 'jerks')

OBSTACLES

At any point in time, a character will encounter obstacles blocking his path. Those obstacles can be enemies, friends, traps, parts of nature, walls, doors, etc.

If the obstacle is something that can be broken down, like a wall, fence or door, then the obstacle will have two traits: DR, its damage resistance, and HP, its hit points. A flimsy fence may have a DR of 1 and HP of 5. This can be taken down by a few good hits even without a weapon. Whereas a sturdy iron fence may have a DR of 5 to 10, difficult or even impossible to damage without a weapon or tool, and HP of 20, 30, 40, or even 50 depending on the strength of the fence.

A door, cabinet, chest or crate may also have to be broken into. Keep in mind that doing so may damage what's



inside, and will make a lot of noise and attract nearby people. If there is something particularly delicate inside a cabinet, chest or crate that is being broken into, the GM may want to roll a die to see if it will break. If it is very breakable, the GM may just want to flip a coin.

OBSTACLE CHART

Obstacle	DR	HP
Flimsy wooden door	1	5
Normal wooden door	3	8
Heavy wooden door	5	15
Reinforced door	5	25
Heavily reinforced door	8	30
Flimsy wooden fence	1	5
Light wooden fence	2	5
Normal wooden fence	3	10
Solid wooden fence	6	15
Light iron fence	5	20
Iron bars	9	30
Heavy iron bars	10	40
Flimsy stone wall	10	10
Heavy stone wall	12	30
Fortress wall	20	50
Small chest or crate	3	5
Sturdy small chest	6	8
Large flimsy crate	1	5
Large crate	3	5
Large sturdy crate	5	10

There may also be traps, either in an enemy's fortress, set by natives on an island somewhere, or on the way to a treasure horde. Traps can be found using the 'Find' skill. Traps will generally have three stats: Hide, Disarm and Sensitivity. The Hide stat will be how high a character has to roll to find it. It may be possible to use Spot to find a trap as well, although this will add a +10 to the difficulty. The Disarm stat will be how high the character has to roll on their 'Trap Work' skill to successfully disarm it. The Sensitivity score is how high the character has to roll to avoid accidentally setting it off.



Occasionally you may find a trap that has a Sensitivity stat equal to its Disarm stat. That means that if you fail to disarm it, it will go off. Most traps, however, will have a bit of a gap between the two numbers to allow the player some leeway. Some traps will even have a Sensitivity score of 0, meaning that you have to botch to set it off.

Characters may also have to pick locks to get through doors or open chests. For this, obviously, the 'Pick locks' skill is used.

Locks work on a slightly different principle than traps. Rather than simply rolling to unlock the lock, each lock has three stats: Difficulty, Resistance and LP, or 'Lock Points'.

Since a lock is something that has to be practically fought with, LP can be looked at almost like the lock's Hit Points. The Difficulty is the target number to roll over with the 'Pick lock' skill. For every 1 you roll over the Difficulty, the lock loses that many LP. Unfortunately, rolling under the Difficulty causes the lock to gain LP, so screwing up a lockpicking roll can often reset the lock back up to partial or full LP. Resistance for a lock is different than it is in combat. This is how well the lock mechanisms spring back into place while the lock is being picked. After every roll, the lock gains back a number of LP equal to its resistance. A simple lock may have a Resistance of 0, making it so that it doesn't spring back at all. A complex lock that's made so that the pins will go back into place when not being touched will have a high resistance, making it so that the character without a high enough skill may be fighting a losing battle.

Should the characters give up and try to break the lock, a lock is like any other obstacle with a DR and HP stat. Hitting a lock would be a called shot with





Common plot hooks:

- Treasure hunt – The crew gets their hands on either a story or map leading to a treasure.
- MacGuffin search – Much like a treasure hunt, a MacGuffin is an object or idea that no one knows exactly what it is. But everyone wants it.
- Revenge – Someone has harmed you or someone close to you. Get back at that someone, and maybe take back what they took from you if you can.
- Fight or Flight – Someone is after you, and you have to choose whether to stand your ground or fight back.
- Rescue mission – Someone you care about, or are getting paid enough to care about, is in danger and it's up to you to save them.
- Competition – It may be for pride or it may be for a prize, but your crew needs to prove their worth against others.

Common plot devices

- Nemesis – You have a rival, friendly or not, working towards the same goal or against you in some way.
- Quest chain – One quest leads to or connects to the next.
- Recurring NPCs – Having NPCs show up in one or more quests.
- NPCs with personality – Having NPCs who have at least a little bit of personality or backstory for the players to interact with.
- Subplots – Small plots within bigger plots.
- Sidequests – Small plots to the side of bigger plots.

a +5 or +10 difficulty depending on the size of the lock.

In addition to locks, doors, traps and walls, there may also be characters in the way of your goal. Simple NPCs may be made to act as guards or bystanders. They don't need to be given anything but the most basic of stats: Brawn, Resistance, and a listing of whatever skills they might have and their total score. Most NPCs in this regard will just need a Spot, Listen, Dodge, and weapon skill.

Other obstacles that the GM may throw at the characters will include storms that need to be weathered, which will involve steering the ship through the errant weather, walls or rock faces that need to be climbed, which can be made easier by using a grappling hook and rope, or cryptic maps or notes that will need to be deciphered. A good adventure will always have some way of getting through to the end. The obstacles are not there to stop the characters; they're there to make the characters stop and figure out how to get by or around them.

TREASURE

Every pirate hopes to find treasure in the course of the quest. Some treasure troves will be small, some large. Some esoteric, some simple piles of gold or jewels. Since treasure will vary greatly, depending on where it is, who hid it, and why they felt the need to hide it, each treasure will have to be designed by the GM to fit the setting. It wouldn't make sense to find several high quality weapons in the cache of a ship full of religious pilgrims, nor would it make sense to find Spanish doubloons in a South American pyramid that's never been seen by Europeans before.

Since this is a world of swashbuckling, where the will of the



characters can seem to have an effect on the world around them, it never hurts to throw your characters a bone. Put something that personally pertains to the characters in the big treasure at the end of a quest, or scatter one piece for each character in each cache they find. But try not to go too overboard. If your crew is too happy, they'll have nothing driving them to strive for more.

That being said, general guidelines for how much cash or valuables the players find do need to be established. A small cache of money found in the drawer of a middle class merchant will contain perhaps 2d8 pieces o' eight and 2d4 doubloons. Whereas a small treasure chest may have 5d10 pieces o' eight and 5d10 doubloons.

Gems can be rolled by value if you don't want to take the time to roll each piece, or a simple chart can be used to roll and see what's there. The simplest chart uses 3d6 to roll. The first roll is the kind of gem, the second is the size, and the third is the quality.

Gem	Size	Quality
Diamond	Miniscule	Cracked
Ruby	Tiny	Lusterless
Sapphire	Small	Low quality
Pearl	Medium	Mid quality
Jade	Large	High quality
Silicates(quartz, amethyst, opal)	Huge	Flawless

Each gem has a base cost, and much like weapons and armor, the size and quality will make the cost multiplier to find the total price.

The cost for a higher quality or larger gem goes up exponentially, so the cost multiplier will be in a Fibonacci curve. To find the multiplier, you add the size and quality together and use this chart for the cost.

Size + Quality	Multiplier	Size + Quality	Multiplier
*1	1	7	21
2	2	8	34
3	3	9	55
4	5	10	89
5	8	11	144
6	13	12	233

This base cost of each gem is multiplied by the size + quality multiplier, and voila. Instant gem pricing.

Gem	Base Cost
Diamond	6d
Ruby	2d
Sapphire	2d
Pearl	1d
Jade	6p
Silicates(quartz, amethyst, opal)	1p

Remember though, that the middleman will always take a large chunk of whatever he buys. If the characters sell their gems to a merchant, the merchant will generally pay only about half of what they are worth unless the characters are good at haggling.

*It is possible to have flecks of gems that are so tiny that they are worth only 1 base cost, but they are too small to be found in treasure chests.

Jenny Byrd and Jim Leatherby crouched behind the large barrels as they waited for the two guards to continue their patrol. Jenny played with her pistol nervously, hoping that she wouldn't have to use it and risk alerting every other guard in the area.

Was it worth sneaking into a heavily armed fortress just to rescue the Captain? Jenny and Jim thought so.





TRAP CHART

Trap	Hide	Disarm	Sensitivity	Effect
Pit trap	Trap Skill roll -5	-	-	The subject falls, possibly taking damage if the fall is long enough.
Punji trap	Trap Skill roll -5	-	-	The subject falls, taking damage from the punji sticks at the bottom of the trap. The damage will vary depending on the length of the fall and the density of the punji sticks.
Common bear trap	Trap Skill roll	10	0	Subject takes 1d4+1 damage and has to make a strength roll of 15 to pull the jaws of the trap open to escape
High quality bear trap	Trap Skill roll	20	10	Subject takes 1d6+2 damage and has to make a strength roll of 20 to pull the jaws of the trap open to escape
Stone floor trigger	10 to 20	20	15	This is a part of a stone or brick floor that if stepped on becomes a trigger for a trap or alarm. The effect of the trap or alarm will vary.
Intricate stone floor trigger	20	25	15	This is a stone floor trigger that is worked into the design in such a way as to make it much harder to find and much harder to get to the mechanism to disable it.
Noose trap	Trap Skill roll	-	-	This is a spring-loaded noose on the ground, made to catch the ankle of anyone who steps on it. They will leave the victim dangling in the air, doing 1d4 + Brawn damage. The Brawn will vary depending on the springiness and strength of the trap.
Tripwire	Trap Skill roll	-	-	This can be a simple cord made to actually trip, in which case the victim has to make a Finesse + Jump or Finesse + Dodge in order to not fall and take 1d4 damage. Or it can be attached to an alarm mechanism or automatic spring loaded weapon of some sort.



CHAPTER 6

CRAFTING

Items have to come from somewhere. Everything in this world that doesn't occur naturally had to be made by someone. Most of these someones are NPCs, who make a living making and selling their wares. Brewers, bakers, shipmakers, seamstresses, weaponsmiths, leatherworkers, and jewelry makers all exist in this world. The quality of the workmanship, along with the quality of the materials usually determines the quality of the items that are created. Some items, like the hardtack and beer on board a ship, are very common and fairly easy to make. However, better quality beer will help sustain the crew better, and better quality hardtack will last longer.

The most common kind of crafting in this game will be weaponsmithing. Every part of a weapon has a set difficulty to create, and it is rolled just like any other skill roll. Having access to better quality tools and materials can add bonuses to the roll. If the roll is under the difficulty, the weapon part will be sub-par. If it is too low, then it is not even good enough to be used.

For instance, a sword will have two main parts: a blade and a hilt. Each will have a set difficulty to create. A higher roll for each part can add bonuses to the attack, damage or defense of the weapon, while a lower roll will add negatives to them. If the part that the character is creating has more than one attribute that can be raised, the character can choose which one to focus on. For instance, if the base difficulty to craft a blade is 20, and an additional 10 can raise

either the attack or the damage, then the crafter can choose which one to focus on in case he or she manages to make it to over 30, but not up to the 40 it would take to get both.

However, if the crafter chooses to continue working on it, it is possible to focus on one aspect, and once that's perfected, move on to the next. This will, of course, add to the time it takes to make the item. This also cannot be done with crafted items that are time sensitive, like many foods.

This will make it so that, for instance, when a swordsmith is making a blade and he wants to make it both accurate and damaging, he can focus his efforts on accuracy first. Then he can go back to crafting it the next day and work on making it razor sharp. However, if he fails his roll at making it razor sharp, he will ruin his previous efforts and it will lose all of the bonuses to accuracy as well.

Keep in mind that the crafter has to surpass both the base weapon crafting difficulty and the difficulty bonus to the attributes that the crafter is attempting to add each time that he or she rolls.

This is a way of keeping a character with a very low crafting skill from depending on a lucky roll to make something fantastic, and then continuing to work on it until their next fantastic roll for the next attribute.

Some crafts will require more than one pass to make the item. For instance, distilling is a two step process. First, the base must be brewed. If the base is a wine, as in the case of brandy, then the base must be made using the Wine/mead skill.





If the liquor is something like vodka that is specifically made to be distilled then the distillation skill is used to make it. Then, several weeks later after it has brewed, it can be distilled. Aging can also enhance a brew; every two weeks will add a +1 to the roll, with a maximum of +10. The distillation roll is made when it is distilled, and any extra points not used in the original brewing, plus the aging bonus, will be added to the distillation roll. If both rolls are barely made, the liquor will be of rotgut quality, barely drinkable by anyone other than an extreme alcoholic. A beverage where all of the excess is put into adding alcohol content will be incredibly strong, but incredibly rough and will taste horrible.

With wines and finished liquors, aging can also add bonuses. These drinks age much slower than the pre-distilled brews, and will only gain a +1 for every 3 months they are aged. These can be aged practically indefinitely, although the quality of the storage can affect this. High quality barrels lower the chance that the brew will go bad, and very high quality barrels may raise it to a +2 bonus every 3 months.

Everything will have limits, of course. There's only so well balanced, springy, strong and sharp a blade can be. And when it comes to defects, there's only so bad a blade can be and still fit into a hilt to make a sword. A brewing or cooking roll that utterly fails may actually poison anyone who imbibes in it.

Other forms of crafting may have less solidly defined bonuses for successful rolls and will just be of improved quality. A finely tailored set of clothes may not have stats, but it will be long lasting, and it will define a character as belonging to the upper class and therefore has value. When it comes to food and liquor, higher rolls can add to the alcohol content, nutritional value, or longevity of the creation.



With a solid clunk, the candlestick connected with the back of the officer's head, and he fell to the ground unconscious.

"I can't believe that actually worked." Jim said, looking numbly at the candlestick in his hand, then at the unconscious figure.

Jenny bent over the unconscious man, looking through his person for anything of value, or perhaps a key to the cells. There was nothing other than a silver filigreed pistol at his belt. "Oh my," she said

"What is it?"

"This isn't just an officer. This is an Admiral. This is the silver filigreed pistol they give to Admirals."

"Really? How much is it worth?"

"It doesn't matter how much it's worth!" Jenny whispered loudly, "I'm taking it for myself!"

Weapon part	
Cutlass blade	Difficulty
Base	20
Complete failure	12
-1 attack	-1
-1 damage	-1
Nonlethal damage	-5
+1 damage	+10
+1 damage die	+20
+1 damage and die	+30
+1 attack	+10
+2 attack	+20
+3 attack	+30

Weapon part	
Cutlass hilt	Difficulty
Base	15
Complete failure	11
-1 attack	-1
-1 damage	-1
-1 defense	-1
+1 defense	+10
+2 defense	+20
+3 defense	+30
Spiked hilt (lethal damage for hilt strikes)	+15

Weapon part	
Rapier blade	Difficulty
Base	30
Complete failure	22
-1 attack	-1
-1 damage	-1
-1 damage die	-5
+1 damage	+10
+1 damage die	+18
+1 damage and die	+25
+1 attack	+10
+2 attack	+18
+3 attack	+25
+1 Armor pen	+10
+2 Armor pen	+20

Weapon part	
Rapier hilt	Difficulty
Base	20
Complete failure	16
-1 attack	-1
-1 damage	-1
-1 defense	-1
+1 defense	+10
+2 defense	+20
+3 defense	+30
Spiked hilt (lethal damage for hilt strikes)	+15

Weapon part	
Saber blade	Difficulty
Base	25
Complete failure	17
-1 attack	-1
-1 damage	-1
Nonlethal damage	-5
+1 damage	+10
+1 damage die	+20
+1 damage and die	+30
+1 attack	+10
+2 attack	+20
+3 attack	+30

Weapon part	
Saber hilt	Difficulty
Base	15
Complete failure	11
-1 attack	-1
-1 damage	-1
-1 defense	-1
+1 defense	+10
+2 defense	+20
+3 defense	+30
Spiked hilt (lethal damage for hilt strikes)	+15



Weapon part	
Gun	Base Difficulty
Holdout Pistol	15
Double barreled holdout pistol	20
Early model holdout revolver	30
Duckbilled pistol	20 (each barrel)
Flintlock pistol	15
Short muzzled pistol	15
Long pistol	20
Double barreled pistol	20
Scattergun (cannot upgrade range on the scattergun)	15
Blunderbuss	15
Musket	20
Long gun	25
Complete failure	Base – 7
Modifications	Difficulty
-1 attack	-1
-2 attack	-2
-1 damage	-1
-2 damage	-2
+1 reload time	-1
-1 range	-1
+1 attack	+10
+2 attack	+20
+1 damage	+10
+2 damage	+20
-1 reload time	+15
-2 reload time	+30
+1 range	+15
+2 range	+30
Bayonet	+5
+1 attack on bayonet	+10
+1 damage on bayonet	+10

Brewing	
Beer	Difficulty
Ale	12
Bock/ Lager	13
Stout/Porter	15
India ale	15
Modifications	Difficulty
+ to flavor	+5
+ to alcohol content	+5
Scurvy protection	+10

Hard liquor	
Brewing process	Difficulty
Rum	10
Whiskey	10
Vodka	10
Modifications	Difficulty
+ to flavor	+5
+ to smoothness	+5
Scurvy protection	+5
Distilling process	Difficulty
+ to alcohol content	+5
+ to smoothness	+5

Wine/mead	
Drink	Difficulty
White wine	15
Red wine	15
Fruit wine	10
Cider	12
Mead	15
Mead variant	15
Modifications	Difficulty
+ to flavor	+5
+ to alcohol content	+5
+ to smoothness	+5

*All wines and any mead variant with fruit automatically have scurvy protection.





CHAPTER 7

OTHERWORLDLY EVENTS

Every sailor, no matter what walk of life he or she came from or what that sailor does for a living, shares one common trait. The men who cross the sea are a superstitious lot, and for a good reason. Tales of ghosts, mermaids and monsters abound on the sea. They live at the whims of fate and luck, and they fear and depend on those whims to see them through their journeys.

