Basic DC Conversions

| **1e DC** | **2e Lv1 DC** | **2e Lv2 DC** | **2e Lv3 DC** | **1e Bonus** | **2e Bonus** |
| --- | --- | --- | --- | --- | --- |
| 10 | 13 | 14 | 16 | +2 | +1 |
| 12 | 15 | 16 | 18 | +4 | +2 |
| 15 | 17 | 18 | 20 |  |  |
| 18 | 20 | 21 | 23 |  |  |
| 20 | 25 | 26 | 28 |  |  |

**Daily Task**

Each day, members of the *Wormwood* are given tasks that must be completed based on the job they are given; **cook’s mate**, **rigger**, or **swab**. Roll a d6 on the tables below to randomly determine the job for that day.

After rolling a check for the day’s task, compare the result to the task’s DC. Someone who refuses to do their work, or is unable to, receives a dozen lashes for the first offense. If they continue to not contribute, they receive a dozen lashes from the cat. A third offense results in being placed in the sweatbox for 12 hours.

**Success** Job is completed.

**Failure** Job is failed and results in minor punishment like a verbal reprimand or a rope bash.

**Critical Failure** Job is failed and results in severe punishment, like three lashes. The number of lashes increases to six if this is the second such failure in a row, to nine lashes for three failures, increases from there.

**Rigger Tasks**

| **d6** | **Rigger Tasks** |
| --- | --- |
| **1** | **Rigging Repair** The ship’s rigging frequently gets damaged and must be repaired, requiring a DC 13 Athletics check to Climb the rigging 30 feet up, followed by a DC 13 Sailing Lore check or Acrobatics check. |
| **2** | **Line Work** Hard work hoisting and lowering sails, requiring a DC 13 Sailing Lore check or Acrobatics check. A character must also make a DC 17 Fortitude saving throw to avoid being fatigued at the end of the shift. |
| **3** | **Upper Rigging Work** Work in the upper rigging, 50 feet up, requiring a DC 13 Athletics check to Climb, followed by a DC 13 Sailing Lore check or Acrobatics check. |
| **4** | **Rope Work** Handling the ship’s ropes, including coiling them, stowing them, and securing them to cleats and single and double bollards, requiring a DC 13 Sailing Lore or Acrobatics check. |
| **5** | **Lookout** A climb to the crow’s nest 60 feet up, requiring a DC 13 Athletics check to Climb followed by a DC 13 Perception check. |
| **6** | **Mainsail Duties** Tough work raising and lowering the mainsail, requiring a DC 13 Sailing Lore or Athletics check. A character must also make a DC 17 Fortitude saving throw to avoid being fatigued at the end of the shift. |

| **d6** | **Swab Tasks** |
| --- | --- |
| **1** | **Man the Bilges** Vile and sweaty work cleaning out the bilges (area A11), requiring a DC 17 Athletics check. A character must also make a DC 17 Fortitude saving throw to avoid being fatigued at the end of the shift. |
| **2** | **Rat Catcher** Catching rats and other vermin belowdecks, requiring a DC 13 Stealth or Survival check to catch and kill enough rats, cockroaches, and beetles for a good day’s work. |
| **3** | **Swab the Decks** Backbreaking work mopping the decks and scrubbing them with sandstone blocks called holystones, requiring a DC 13 Athletics check or Fortitude saving throw. Failing the check results in a character being fatigued at the end of the shift. |
| **4** | **Hauling Rope and Knot Work** Tying and untying knots in the ship’s ropes and moving heavy coils of rope from one part of the ship to another, requiring a DC 13 Sailing Lore check or Athletics check. A character must also make a DC 13 Fortitude saving throw to avoid being fatigued at the end of the shift. |
| **5** | **Runner** Passing messages to the crew and officers of the *Wormwood* in all part of the ship except the officers’ cabins (areas A4 and A5), requiring a DC 13 Acrobatics check and a DC 13 Fortitude saving throw. Failing the Fortitude save results in a character being fatigued at the end of the shift. |
| **6** | **Repairs** Things constantly tear or break aboard the ship and need repairs, whether sewing sails or splicing rope all day, requiring a DC 13 Sailing Lore or Crafting check. |

At the start of each day, there is a 50% chance that Kroop is drunk and is no help during the whole day. Otherwise, he is just drunk, but not helpless. If Kroop is insensible, Mr. Plugg supervises the cook’s mate.

If Kroop is sober, he automatically makes the check for that day’s cooking, with a character’s assistance. If the cook is drunk, the cook’s mate must make the day’s meal for the pirates by themself, in addition to their normal duties. If the character has to hunt or slaughter the food as well as cook, all checks for both tasks are made with a -2 circumstance penalty. In such cases, if the cook’s mate takes any ship action during the day other than working, all work checks automatically fail. On a failed check, the crew berates the cook’s mate and administers several rope bashes to Kroop and his lazy mate. The crew will still eat the food, though will loudly and frequently complain.

| **d6** | **Cook’s Mate Tasks** |
| --- | --- |
| **1**-**2** | **Cooking** Assisting Ambrose Kroop in preparing the day’s meal. If Kroop is sober, no check is required. If Kroop is drunk, this requires a DC 13 Cooking Lore or Intelligence check. |
| **3** | **Fishing** Catching tonight’s supper using the ship’s nets. A DC 13 Fishing Lore or Survival check provides enough fish. A failed check results in a day in the bilges as punishment the following day. (see **Swab Tasks**: Man the Bilges) |
| **4** | **Turtle Hunting** Hunting leatherback sea turtles with harpoons, treble hooks, and nets. A DC 13 Fishing lore or Survival check provides enough food. A failed check results in a day in the bilges as punishment the following day. (see **Swab Tasks**: Man the Bilges) |
| **5** | **Bull Session** Drinking with Ambrose Kroop and listening to his stories. The cook’s mate must drink an additional rum ration, but is able to take an additional ship action during the day. |
| **6** | **Special Occasion** Captain Harrigan is celebrating something today, and wants one of the ship’s pigs butchered and cooked for dinner. A character must make a DC 13 Cooking Lore or Survival check to slaughter the animal, then help Kroop to clean, cut, and prepare the carcass. If Kroop is drunk, this requires a DC 17 Cooking Lore or Intelligence check. |

**Ship Actions**

A character can take 2 ship actions each day, once during the daytime and once during the nighttime. They can choose to take two additional ship actions during the middle watch in the dead of night (any nighttime ship action marked with an asterisk), but the character must make a successful Fortitude saving throw or become fatigued for the next day. The DC is 13 +2 per extra ship action taken.

| **Daytime Ship Actions** |
| --- |
| **Work Diligently** Gain a +2 circumstance bonus on any one check for a job’s daily task. |
| **Influence** Make normal checks for a job’s daily task and attempt to influence a single NPC. |
| **Sneak** Make normal checks for a job’s daily task and briefly explore one area of the ship  *(A character can make a Perception check or other skill check with no chance of detection).* |
| **Shop** Take a -1 circumstance penalty on all checks for a job’s daily task and visit the quartermaster’s store (area A9). |
| **Shirk** Take a -1 circumstance penalty on all checks for a job’s daily task and take time exploring one area of the ship. A character gains a +2 circumstance bonus on a Perception check or other skill check, but must make a check to avoid being discovered (see below). |

| **Nighttime Ship Actions** |
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| **Sleep** Go to bed early and sleep through the night, automatically recovering from fatigue. |
| **Gamble** Play or gamble on a game of chance or pirate entertainment, attempt a new Fortitude saving throw, or relevant check, to recover from fatigue (see below). |
| **Entertain** Make one Performance check to Perform and entertain the crew (see below). |
| **Influence\*** Attempt to influence a single NPC. |
| **Sneak\*** Take time exploring one area of the ship. The PC gains +3 circumstance bonus on a Perception check or other skill check, but must make a check to avoid being discovered (see below). |
| **Steal\*** Attempt to open a locked door or locker. A character must make a check to avoid being discovered (see below). |

To perform an action unobserved, a character must make a Thievery or Stealth check against a DC based on the difficulty of their task.

* **DC 25** A stealthy action in a crowd, like casting a spell with verbal or somatic
* **DC 20** A stealthy action with a chance of discovery, like exploring a room during the day, visiting the quartermaster’s store during work, or attempting to open a chest in a room while its occupants are sleeping
* **DC 15** A stealthy action under cover of a suitable diversion, such as attempting to open lockers when the rest of the crew are working or on deck enjoying themselves

**Failure** The character is disturbed and unable to complete the action, wasting it.

**Critical Failure** The character is caught red-handed by a random crew member and might be turned over to Master Scourge for discipline.

**Seasickness**

A character that isn’t trained in Sailing Lore, or an appropriate skill, must make a DC 10 Fortitude saving throw at the start of every day. A character must succeed on two different days, or critically succeed on a single day, until they become used to the sea and no longer must make this check.

**Critical Success** No effect.

**Success** Sickened 1, duration: 24 hours, can attempt a single Fortitude save after retching or remain Sickened 1 for the duration

**Failure** Sickened 2, duration: 24 hours, can attempt a single Fortitude save after retching to reduce the condition by 1 for the duration.

**Critical Failure** Sickened 2, duration: 24 hours, can not attempt to reduce the condition

**Fatigue**

A character who is fatigued, and fails another check that would cause them to become fatigued, instead gains no benefits of resting for 8 hours at night unless they take the **Nighttime Ship Action** - Sleep; in which case they gain the benefits of rest but still wake up fatigued.

**Piratical Punishments**

**Rope Bash**

A single attack with the hefty, sealed end of a ship’s rope that delivers 1 point of nonlethal damage.

**The Lash**

An attack from a whip - damage dealt during Bloody Hour is typically nonlethal.

Whip (disarm, finesse, nonlethal, reach, trip), **Damage** 1d4 slashing

**Cat-o’-Nine-Tails**

An attack from a cat-o’-nine-tails, also referred to simply as a cat - damage dealt during Bloody Hour is typically nonlethal.

Cat-o’-Nine-Tails (disarm, nonlethal), **Damage** 1d8 slashing

**Confined in the Sweatbox**

A cramped metal box left on deck and exposed to the sun, a sweatbox is terribly confining and replicates unbearably hot conditions. Each hour a character spends in the box, they take 1d4 points of nonlethal fire damage and must make a basic DC 17 Fortitude saving throw. The DC of this save increases by 1 for each consecutive hour they spend in the box. Victims typically spend 8, 12, or even 24 hours locked up in the sweatbox.

**Keelhauling**

One of the most frightful of pirate punishments is being keelhauled. This punishment often ends in death by decapitation. Being keelhauled involves being tied to a rope looped over a ship’s keel and dragged down one side of a ship, underwater across the barnacle encrusted hull, and up the other side. Keelhauling can either be done fast or slow.

If done fast, the barnacles cut deep and flense the victim, dealing 1d8 slashing damage each round. The victim can attempt a DC 20 basic Reflex saving throw each round.

If done slow, the barnacle cuts are shallower, dealing 1d4 slashing damage each round. The victim can attempt a DC 20 basic Reflex saving throw each round. There is a greater likelihood of drowning when being slowly keelhauled. *(Drowning & Suffocation, CRB p.428)*

How long keelhauling takes typically depends on the vessel, with a keelhauling on a ship like the *Wormwood* taking 6 rounds if done fast and 12 rounds if done slow.

**Pirate Entertainment**

**Sea Chantey / Stories**

A character who spends their nighttime activity entertaining the crew must make a DC 15 Performance check to Perform.

**Critical Success** As a success, but the bonus is a +2.

**Success** Gains a +1 Circumstance bonus on all Charisma-based checks made to influence any listener among the crew for 24 hours.

**Failure** No effect.

**Critical Failure** Is ignored on future attempts to entertain the crew unless they can make a DC 15 Deception or Intimidation check to Coerce.

**Betting**

The minimum bet is 5 cp and the maximum ready cash any NPC in the lesser crew is likely to have is 10 sp.

**Arm Wrestling**

These matches are conducted on a barrel top covered in broken glass, knives, or caltrops. Participants make opposed Strength checks, with the higher result determining the winner, and the loser taking an amount of damage equal to 1d4 + the winner’s Strength modifier as his hand and arm are pushed onto whatever lies on the table.

**Hog Lob**

Participants lob a lead ingot covered in a greased piglet skin, the “hog”, as far across the deck as possible. The participants must make a ranged attack roll with an improvised weapon, imposing a -2 Item penalty. Participants toss the hog a number of feet equal to their adjusted rolls, the furthest distance is the winner.

**Heave**

This potentially deadly drinking game is played with rum and takes place between any number of pirates, who bet to predict the winner beforehand. Each pirate drinks a half pint of rum in one swig (*Alcohol, GMG p.120)*. For each consecutive drink, the DC to resist the effects of the alcohol increases by 1. Pirates take turns drinking until only one is left standing or the other forfeits.

**Shackles Rum Ration** / Item 0

*Alchemical* / *Consumable* / *Ingested* / *Poison*

**Price** 2 cp

**Usage** held in 1 hand; **Bulk** L

**Activate** (1 Action) Interact

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Aboard many ships, half a pint of rum is distributed to each crew member at dusk. The rum is staggeringly strong, and is often watered down to make grog. The rum ration is doled out more to keep the crew sated and docile than for recreation. The penalty for selling or spilling the ration is six lashes, or six lashes from a cat-o’-nine-tails for a second offense. Deliberately tipping away rum on board a crowded ship without being seen requires a Stealth check. While on merchant or navy vessels rum rations are strictly limited, on pirate ships, crew members can often request more rum if they please.

**Saving Throw** DC 12 Fortitude; **Onset** 10 minutes; **Maximum Duration** 24 hours; **Stage 1** fatigued (8 hours)

Sources: *Pathfinder Core Rulebook*, *Gamemastery Guide*