**How to use this system**

**General**

This is an implementation of the PIRATE BORG rules, with limited adaptations to make things work in Foundry VTT. There are compendiums covering all the classes, items, creatures, and followers described in the PIRATE BORG book.

**Creating a character**

* Create a new Actor of type *character*. By default, a new character will have the *Landlubber* class (a fancier name for the default classless character).
* If desired, drag a different Class from the particular class compendium (e.g., "Class - Swashbuckler") folder onto your sheet.
  + Drag out class-specific abilities or attacks (like the Swashbuckler’s Dazzling Acrobatics Ability) from the per-class compendium folder.
* Use the RollTables in the *Character Creation* RollTable compendium folder. E.g., for the "You are what you own" starting equipment rolls, or for various class-specific random items.
* Manually roll and update your abilities, hit points, silver, and Devil's Luck.
* If buying equipment, drag items from the various *Equipment* compendiums onto your character sheet.
* Equip some items on your *Treasure* tab (using the little shield icon on the right of each item row), and they'll show up for use on your *Combat* tab.
* Go Pirate stuff!

**The Tavern**

* You can also create randomly-generated characters through the built-in *The Tavern*
* You can trigger random Tavern generation in two ways:
  + GMs and players with "Create Actor" privileges will see a "The Tavern" button at the top of the right sidebar *Actors Directory* tab. This will create a finished new character.
  + Every character sheet has a “The Tavern” button with a little skull icon to the left of their sheet options. This will throwaway all items and stats from the current character, and replace it with a randomly-generated character. **Warning**: this cannot be undone.
* Either trigger will show a dialog window, allowing you to choose which classes to include as possible random Character.
* The Tavern will attempt to include any Item compendium with a name that begins "Class - ". E.g., "Class - Fanged Deserter".

**Inventory**

* All items in your possession show up on your *Equipment* tab.
* Carrying capacity (encumbrance) is calculated as per the Pirate Borg rules.
* Items have a *Carry Weight* field for how much they contribute to the total.
  + Most items are 1, with a few exceptions (e.g., the Wretched Royalty's Jester is an item with 0 *Carry Weight,* since he can walk).
  + If you are encumbered (i.e., you are carrying more than your capacity), the rules for encumbrance will change color to alert you. You'll also see the effects on the DR for STR, AGI, and defense tests.
* Container space and usage is also calculated.
  + Items of type *container* have a capacity field indicating how much they can hold. Your total item capacity is the sum of your containers' capacities.
  + Items have a *Container Space* field indicating how much space they take up in a container. Most items are 1.
  + Containers do not count towards your container space.
  + Equipped items do not count towards your container space.
* Misc items have a modifiable *quantity* field. You can more easily increase or decrease this using the "+" and "-" buttons that appear in the item row, in the *Equipment* tab.
  + You can combine quantity with *Carry Weight* and *Container Space* fields set less than zero, to allow "stacking" of items occupying less than 1 unit or occupying less than 1 slot.

**Combat**

* Combat rolls are handled from the *Cobat*  tab on a Character's sheet.
* Party and Individual initiative can be handled either with or without Foundry's Combat Tracker.
  + With: GameMaster has started a Combat Encounter and added players and enemies to it. Party Initiative will sort combatants ("Players go first", "Enemies go first") based on their token disposition (friendly is a player/ally, neutral or hostile is an enemy), and Individual Initiative will sort combatants within that grouping. There are also buttons on the combat tracker for party initiative (6-sided die icon) and individual initiative (regular 20-sided die icon).
  + If desired, you can repeat "Roll Party Initiative" every round. Depending on the die roll, friendlies/enemies may be reordered to show up on top.
  + Without: initiative buttons will show messages in chat, but it's up to you to track the ordering.
* To use a weapon, armor, or shield, you need to equip it. You can do so on the *Equipment* tab. Any equippable items have a small fist icon next to their edit and delete buttons. Click the fist icon to make it turn Red (equipped), and the item will appear on your *Combat* tab, ready for use. Note: you can only have a single armor and single shield equipped at one time.
* Attacking
  + On the *Combat* tab of your character sheet, click the *Attack* button next to your weapon of choice.
  + A popup window will appear, prompting you for the DR of the attack (usually 12), as well as the target's armor damage reduction (e.g., 1d2).
  + The system will resolve your attack, calculating hit or miss, critical or fumble, damage and damage reduction. Everything will appear in a chat message "roll card".
  + Final damage can then be manually applied to the target (i.e., DM reduces the target creature's HPs on the creature sheet).
  + You can drag your weapons into the macro bar to have quick access to an attack roll.
* Defending
  + On the *Combat* tab of your character sheet, Click the *Defend* button.
  + A popup window will appear, prompting you for the DR of the defense (usually 12) and the incoming attack damage die (e.g., 1d6).
  + The system will resolve the defense, calculating dodge or hit, critical or fumble, damage and damage reduction. Everything will appear in a chat message "roll card".
  + It's up to you to manually apply the final damage (i.e., reduce your HPs on your character sheet).
* Armor
  + Armor has both a current and a max tier. The current tier is shown on the *Combat* tab as a radio button. The current tier radio buttons won't let you choose a current tier higher than the armor's max tier. There is a zero tier shown, in case your armor is damaged.
  + You can drag your armor into the macro bar to have quick access to a defense roll.

**Health, Status, and Resting**

* It's up to you to keep track of death, infection and poison.
* There is a *Broken* button on the character sheet that will roll broken-ness, displaying the full result as a chat message.
* There is a *Rest* button on the character sheet that will open a dialog window, where you can choose between short or long rest, eat or don't eat or starve, and whether you are infected.
  + Starvation and Infection will only damage you during long rests, but will prevent healing on both short and long rests.

**Relics & Rituals**

* Any Relics in your inventory will show up on both your sheet's *Equipment* and *Relics & Rituals* tabs.
* On the *Relics & Rituals* tab, use the *Use Relic* button to make a usage attempt roll.
  + The results of your roll vs. DR 12 will be shown as a chat message, along with any crit or fumble roll.
  + Failures cause you to be Stunned, and cannot use the relic again that day, also shown in the chat message.
  + It's up to you to manually roll an Arcane Catastrophe when you fumble.
* It's up to you to prohibit using *Relics & Rituals* when wielding metal items or waring medium/heavy armor.

**Creatures**

* Creatures can be dragged out from the *Creatures* compendium folder.
* Any attacks or defense for a creature is handled on the attacking/defending player's *Combat* tab. The attack and armor information shown on the creature sheet is "display only", and it's up to you to manually enter that on your *Combat* tab during a fight.

**Followers**

* Followers work similarly to characters. They have a *Violence* tab to fight and a *Treasures* tab for inventory, equipping weapons or armor, etc.
* Followers can be dragged out of the Followers compendium folder. Give players permission to control a Follower via the right click *Configure Permissions* context menu in the Actors Directory in the sidebar.
* It's up to you to enforce the rule that the *Wild Wickhead* will carry up to five items for you.
* *Poltroon the Jester*, *Hamfund the Squire*, and *Barbarister the Incredible Horse* are implemented as both follower and items in the compendiums, so you can play them how you prefer.

**Container Actors**

* In addition to the usual *container* Item type (e.g., the backpack), there is a *container* Actor type. This gives you the option to represent things like the Small Wagon and Donkey as tokens on the map, store items separately inside them, etc.
* Currently drag-and-drop from anything to a container actor will duplicate the dragged/dropped item. Drag and drop to/from contain actors is *destructive* - a drag-dropped item should get added to the dragged-from, and added to the dragged-to.
* There is a *Containers* compendium with the Small Wagon and Donkey.

**Settings**

* There are user-configurable settings for alternate font and color schemes (upper right *Game Settings* icon button => *Configure Settings* button => *System Settings* tab). This can be helpful if anyone find the default fonts or colors hard to read, or if more eye-bleeding colors are desired :)
* Pratar du svenska? Check out *Configure Settings* => *Core Settings* => *Language Preference* => **Svenska**.