

YOU WOULDN'T DOWNLOAD A BOAT

A cyberpunk pirate rpg by Grant Howitt
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"YOU WOULDN'T STEAL A CAR

YOU WOULDN'T STEAL A HANDBAG

YOU WOULDN'T STEAL A TELEVISION

YOU WOULDN'T STEAL A MOVIE

DOWNLOADING PIRATED FILMS IS STEALING

STEALING IS AGAINST THE LAW

PIRACY.

IT'S A CRIME."

"Piracy: It's A Crime." Public service announcement, The Motion Picture Association of America and The Federation Against Copyright Theft, 2004

YOU are a **CYBERPIRATE**, siphoning protected data from the ether and using it to create whenever you desire in the real world. You compete for the attention of a cadre of **ELITE OCEAN HACKMASTERS**, any of whom could grant you and your crew fame and prestige beyond your neon-tinted, mirrorshaded dreams.

Write down 3 pirate things you enjoy doing (sailing, singing shanties, cutlass duels, finding treasure, grimacing menacingly, etc). If you share one with another pirate, you both want to be the best at it. Then come up with a name. Not too impressive, mind: you're not a big noise yet. Sling a computery word in there for good measure.

Roll a D8 to find out which affectation you lean hard into; if you roll the same as another player, there's constant competition there.

- 1: Featherless vat-grown parrot (name it. What does it eat?)
- 2: Sexy peg leg (fishnet? Diamante? Art deco?)
- 3: A prosthetic hook for any occasion (describe at least three)
- 4: Skull and crossbones subdermal implants
- 5: Old-timey black powder pistol; may well still function
- 6: Enormous beard (what colour? What's woven through it?)
- 7: Long John Silver-type voice and mannerisms
- 8: Tricorn hat that lights up, or some shit (you're not really into it)

DO THE THING

When you attempt to do the thing, and the thing is useful, dangerous, risky, exciting or otherwise worth spending your time on, roll 2D6 and add them together.

Lose 1 Durability on a relevant item to roll 3D6 and pick high. If it involves a pirate thing you enjoy doing, add 1 to the total.

On a 7 or more, you do the thing; the higher you roll, the better you do it (and the lower, the worse).

If you roll a double:

- Lose 1 Durability on a relevant item, and
- Your success or failure is remarkable, leading to significant tangential effects

PIRACY

You can download schematics for most anything that exists, then assemble it onsite in under an hour through a combination of advanced remote 3D printers and lightning-fast drone delivery services. Given your time constraints, you can't make anything much bigger than yourself. (If you team up and pool your resources, you can. Which is how you got your boat!)

Roll a D6. On a 4 or more, you download and print the thing in time. On a 3 or less, you can't get what you need. Roll an additional D6 and pick high for each of the following that are true:

- It's small enough to hold in one hand
- It doesn't have lots of moving parts
- It's made out of a single material
- You roll a problem (below), representing a rush job

PROBLEMS

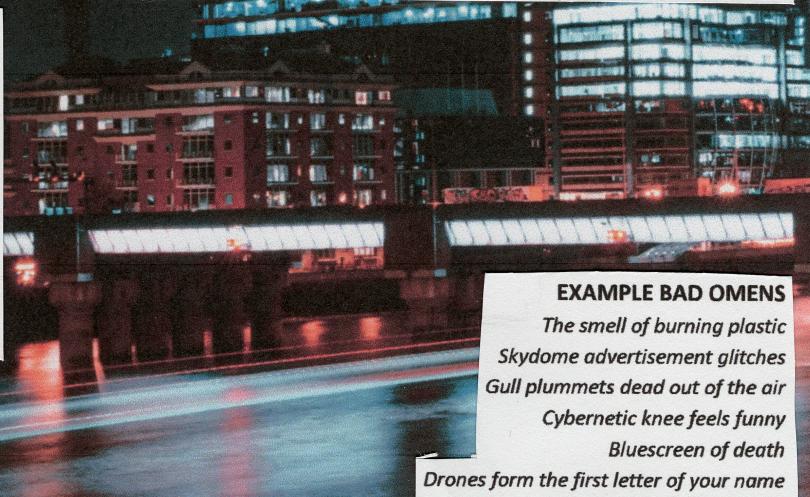
- 1: It's brittle, and has -1D4 Durability (see below)
- 2: It's even more illegal than the things you usually print
- 3: It's hot, sharp, poorly-insulated or otherwise directly harmful
- 4: The copyright holder is particularly vengeful
- 5: It's much louder than it ought to be, or it emits a foul odour
- 6: It's too small to be used easily

DURABILITY

When you create an item, roll 2D6 to establish its DURABILITY. Each time you use the item, it loses 1 Durability. When you can't lose any more the item breaks irreparably after (or during) your current action.

GOING INAUSPICIOUS

Cyberpirates are a superstitious lot. Pick a number from 1 to 6. When you roll it on either of your dice, you've gone INAUSPICIOUS - tell us what bad omen you've witnessed.



EXAMPLE BAD OMENS

The smell of burning plastic
Skydome advertisement glitches
Gull plummets dead out of the air
Cybernetic knee feels funny
Bluescreen of death
Drones form the first letter of your name
Serial number seems spooky

When you're INAUSPICIOUS, roll 3D6 and pick low. Each time you see someone roll your unlucky number (including yourself), add a mark to INAUSPICIOUS as you get in your head about it. For each mark, add another D6 when you roll and carry on picking low.

Clear all INAUSPICIOUS marks and leave the state when you roll 7 or higher (*false alarm!*) or any double.

WHICH ELITE OCEAN HACKMASTER ARE YOU TRYING TO IMPRESS?

- 1: **LITTLE PENNY LUNATIC**, the Butcher of New Bristol
- 2: The reclusive spymaster **MISTER WHY**, collector of codes
- 3: **DOCTOR DOG**, awakened canine (her PhD is in Computer Science)
- 4: 90's pop culture-obsessed wunderkind **CRASH AMPERSAND**
- 5: **EX-EX-ALPHA**, high-tier polycule looking for new members
- 6: **PIXIE FLATLINE**, Pixie Lott's uploaded consciousness