

# Pirate BORG

name **WORKBORG**

class

features

Spells/Prayers Left  
SPIRIT+d2/day

## RELICS & RITUALS



Rituals Left  
SPIRIT+d4/day

**RELICS:** SPIRIT DR12 *after* using. Fail: Stunned 1 round, and can't use it again until dawn. Fumble: lose d2 HP & DESTROYED.  
**RITUALS:** SPIRIT DR12 *before* using. Fail: MYSTICAL MISHAP (pg. 66) and can't use that ritual until dawn. Fumble: up to GM.

Hit Points

currentmax

weapon



weapon



armor/clothing/hat

0 1 2 3  
-0 -d2 -d4 -d6

## Equipment

Strength + 8 items or DR+2 on AGILITY/STRENGTH tests

DEVIL'S  
LUCK



max damage, reroll anything, -d6 damage to self, one test DR -4, cancel crit/fumble



BACKGROUND (pg. 55)

DISTINCTIVE FLAWS (pg. 56)

PHYSICAL TRADEMARK (pg. 57)

IDIOSYNCRASIES (pg. 58)

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)

THING OF IMPORTANCE (pg. 60)

## Ship's Log

## Known Shanties

(pg. 68)

vessel name

## Hit Points

currentmax

Hull 0 1 2 3 4  
-0 -d2 -d4 -d6

Crew Skill  
attack, repair

Broadsides  
damage (arc of fire)

Small Arms  
damage (360°)

Agility  
full sail, come about

Speed  
inches/hexes

ram

vessel type

Cargo

max

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Crew

min

max

