CHARACTER MANUAL

George Wilson

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Introduction

Hello and welcome! If you're reading this that means you or someone you know is playing a simplified Dungeons and Dragons game about historical pirates. This story will be entirely fictitious but will not be the same story twice!

You will be playing George Wilson, a real pirate on a fake journy. However, you will learn a bunch about who your character was, why they did some of the things they did, and a bunch about their life and times through this handbook and the game you'll be playing. This manuel will teach you how to play as a player in this game. If you wish to be the Game Master, you need the Game Master Guide.

Our setting is the Golden Age of Piracy which occurred mostly in the Atlantic Ocean between 1650s and 1720s. Most pirates were European, Indifenous Caribbean, and African. They were all a part of the trade routes that occurred between Europe, Africa, and the New World (early Americas).

Your Game Master will know more about the setting and where your story begins. For right now, you just have to show up and know your character (how nice is that?). As a player, you just have to be creative and have a good time. Don't get too bogged down in the littles bits and pieces of the story of mechanics of the game. This is about using your imagination, picturing the world you're in, and exploring it and its secrets.

If you do have a question about a ruling the Game Master made of what the rules presented here are, be polite and respectful towards your Game Master and the other players when asking about those things. This is a reaction-based game, both you and the Game Master have to react to the consequences of your actions. Some of these actions are based on the roll of a dice and, therefore, left to chance. Your Game Master will decide how well you do based on your and their rolls. Allow some grace and be kind since this is a game of improv.

This handbook includes a character sheet, a detailed description of the character's personality and history, and player need-to-knows. Another document will be given to you that will have a miniture printout and a dice printout (with instructions!).

Remember, this is all in good fun with some learning involved. Have fun with it! Don't fell limited by anything that might not seem historical, this story is fictitious.

Good Luck!

Player Rules

Players and Game Masters alike have rules in this game. They are usually particularly close in relation, but some things differ here and there. If a rule doesn't seem to match up with what you and your group are doing or want to do, feel free to set it aside.

Here are some tips and tricks for playing!

The Game Master

Don't forget that the Game Master is also a player in the game, they're just controlling the story. As the story controller, they're also the rules master. Typically, they have the last say in a ruling or situation.

Everyone can discuss the rules and compromises can be made. However, be respectful to everyone at the table.

How to Play

As a player, you have fewer rules than the Game Master to follow. First things first, the Game Master should describe the location, what non-player characters (NPCs) are doing, and setting the scene.

Then! The player (that's you!) will describe whaat they're doing, sitting, eating, laying on the beach, whatever! The Game Master will decide if the action required a roll or not. If it does, the player will roll the correct dice and give the results to the Game Master.

The Game Master will decide if the action succeeds of rails or how much it succeeds of fails. The player then reacts and the game goes on like that.

Parts of the Game

Exploration takes the form of roaming the high seas on your ship.

Social Interaction is the roleplay between players and between players and the NPCs.

Combat is a little more complicated and is expanded below.

Combat

Combat can be the main focus of a game, or it can be a side element. However, it is more complicated than roleplay. There are multiple elements to combay, especially if you are fighting ship-to-ship rather than person-to-person.

Ship combat is similar to person combat but on a much larger scale and involves different jobs rather than actions. Statistics play into combat as well as how proficient someone is at the weapon they were using. Weapons can also be improvised.

Person-to-Person Combat

Combat occurs in turns that are about six seconds in-game time. In one turn, three actions can occur unless otherwise stated by a feature of a character. Actions can occur in any order and not every action has to occur every turn.

One action that can be taken is an attack. Attack actions consist of hitting someone or something with a weapon or fists. Another action that can be made is movement. Most normal characters can move about thirty feet in six seconds. Not all of the movement has to be made, someon can go twenty feet, ten, or even five.

The last thing someone can do is a bonus action.This is everything else someone could do like throw a bomb or untie a knot. Technically, there is one last thing someone can do during their turn and that is a call and response. If a character has an idea that they want to communicate to another, they can call out to them and get a response all in the same turn. This does not count as an action but just as something a player can do if they want or need to.

Each player has a turn even if they are not engaging in combat. This is just so everyone has a chance to do something and know when they are going to do it in relation to evveryone else within the combat. The order of turns is decided by a roll of a twenty-sided dice (D20). Whoever gets the highest number goes first and so on.

Sometimes players can fight each other and that proceeds very similarly, there are just no NPCs involved.

Every character has a certain number in health which is decided by a roll of ten-sided dice (D10) plus their constitution, willingness to be alive, or hardiness.

Weapons are typically decided by the character, but if the case arises that they need to use a weapon that they are unfamiliar with or an improvised weapon, the statistics of the weapon and the proficiencies of the character decide how well the character uses the weapon.

There are two kind of weapons, ranged and close combat. Each has its own rules and benefits.

Close Combat Weapons

These are swords, fists, axes, or a table leg. Anything that requires being close to the target. Whether or not an attack hits depends on a roll of a D20 plus the statistics of the character. If the character is using a sword, their strenght plays into how hard they hit. If they are using a whip, their dexterity plays into the hit.

Each character has a threshold of player has to overcome in order for the hit to land. The standard threshold is 10, but things like armor can increase that number (armor will be covered in more detail later).

If a hit is under that threshold, the attack simply misses. If a hit is over the threshold, the attack lands, and how much damage that occurs to the character is decided by a set of dice assigned to the weapon.

Ranged Combat Weapons

These are guns, bows and arrows, and crossbows. Bombs, while they can be ranged, are bonus actions and not attack actions. Like with close combay, these attacks are based on whether or not a player rolls above a threshold to hit an enemy. This is also decided by the roll of a D20.

Ranged weapons have a limit on how far they can be used. For example, a musket could have a 100 foot range while a crossbow could only have 60 feet.

Ship-to-Ship Combat

Turns for ship-to-ship combat are decided similarly to person-to-person combat. The captain of the ship rolls a D20 to decide which ship goes first, however, each trun takes about thirty minutes of in-game time. Within a ship's turn, each player has to roll their own D20 to decide what order they will be performing their selected task on the ship. These turns take fifteen minutes of in-game time.

Each ship has its own health bar before it begins to sink; it also has its own statistics, similar to those of the characters. Each ship also has its own armor threshold and speed. Each type of ship also has different sizes, cannons, holds, and cargo.

Each ship's turn requires each player to make their own turn in doing a task needed for the ship to fight. Here are the tasks that players can do:

1. **Rally the Crew (Captain or first mate only):** Intimidate of inspire the crew once per battle, giving each player an advantage (taking the higher number of 2 D20 rolls) on their first turn afterwards. The threshold is 10 and charisma is added to the roll.
2. **Find a Weak Spot:** Anyone can search for a weak spot in the enemy vessel like molding places in the hull. To spot the weakness, the player rolls a D20 and adds their intelligence to the roll. They must beat a threshold of 15. Once that spot has been identified, the players can choose to attack that spot specifically or not when the time comes and the attack rolls which have advantage.
3. **Order Broadside:** This causes all cannons to fire from the same side of the ship. It counts as one single attack despite there being multiple cannons or guns involved. If that attack does not beat the other ship's armor threshold, then it only takes half-damage.

4. **Fire Cannons, Individually:** Aiming the cannons and loading them takes about two to three people although only one of those people can be a player, the others can be NPCs. There are two kinds of cannons, swivel guns which are close range and large cannons which are long range. Their stat blocks are below. The long-range cannons also have other kinds of ammunition that can be loaded into them. The player using the cannon can make the choice of what to fire. No matter what the player is doing to help fire the cannon, their roll decides if it hits.
5. **Navigation:** Only the person steering the ship during the fight can do this task. They are making sure that the ship doesn't ram into anything it isn't supposed to. They can also decide to ram the other ship on purpose. Ramming the ship is a guaranteed hit of 80 damage to the enemy, but it also causes 30 damage to your ship as well.
6. **Boarding:** If the ships are close enough together, the players may choose to board the other ship. To do so, they have to lower gangplanks and either cross ships or wait for the enemy to come to them. At this point, person-to-person combat can replace the character's previous tasks. The order remains the same and the ship still has a place in the order as well as cannons can navigation still affect the crew. Make sure not to leave anyone on a sinking ship!
7. **Sneak Attack:** When approaching a ship, the crew can disguise themselves as merchants, naval officers, or women to get the other ship to approach, board, or even give supplies to them. This can be risky before or even during combat as the ship and players have to roll to fool the target ship and crew.
8. **Climb the Rigging:** Someone can climb the rigging to the masts to help the ship unfurl or pull in its sails. They can also go to the crow's nest to shoot at the enemy or get a better view as they chase or are being chased by other ships.

Cannons

Name	Range	People Needed	Roll Damage
Swivl Cannons	250-500ft	2 people, aim and load	D20+dex 40 Damage
Big Cannons	500-2,000ft	3 people, aim, load, fire	D20+dex
Cannonball		A heavy round ball	60 Damage
Chain Shot		Two iron balls joined with a chain, usually aimed at masts	70 Damage
Explosive Shell		Explodes on impact, the shrapnel damages crew	90 Damage
Grapeshot		Small metal pieces wrapped in cloth and fired at enemy crew	20 Damage
Canistershot		A canister of musket balls used much like the grapeshot	20 Damage

Before the Fight

While sailing the open seas, the ship might spot a possible target or enemy first. They might also spot a ship chasing them in the distance, so combat isn't possible yet.

There are tasks players can do to prepare for a fight or steal from a ship.

1. **Scan:** A player can climb higher up on the ship to study the other ship. They can study it for flags representing their nation and what kind of ship they are, search for damage, and even who might be on board.
2. **Chase or Attack:** Whoever is steering the ship can chose to chase the other ship or fire the long range cannons at it. Depending on how far away the ships are from each other, rolls to hit with the cannons are done with disadvantage (taking the lower number of 2 D20 rolls). Attacking the ship will cause them to know that the player ship is nearby and react to it.
3. **Stalk:** The ship could follow at a non-threatening distance. The players could see where they are going or wait for better waters to do something else.
4. **Approach or Hail:** Long-range communication can be done between the ships. This can allow the player ship to learn who is captaining the ship and where it might be going.
5. **Hoist a Flag:** Hoisting a flag can tell other ships who you are, you you're pretending to be, if you're willing to negotiate, or surrendering.
6. **Hide of Stealth:** If the player ship is the one being chased or if they want to perform a sneak attack, they can navigate with some difficulty around small islands, weird rock formations, or bad weather.
7. **Flee:** If the player ship is being chased or they decide to run away from a potential bad fight, they can navigate away from the other ship and hope they aren't followed.

George Wilson

Below is the character for your game! His character sheet and history.

His Story

George is a relatively lazy man. If he doesn't feel like doing it, he won't. Unless he is threatened. He's good at his job, he knows a lot of things and can do just about anything he can set his mind to. However, he just doesn't feel the need to do anything.

Not much is known about George before he became a pirate. What is known is that he was a surgeon on another, honest, vessel before it was attacked by pirates. He was a surgeon on that ship and therefore very vaulable to any ship. The pirates attacking took him onto the ship.

That ship was captained by Dread Pirate Roberts. The two of them had a breif relationship before George was accidentally stranded on the island. When he was rescued by Roberts and his crew, he was in a rush to find a good outfit to see Roberts again in.

> **Note**
> Roberts and George are pretty glued to the hips. If another player is Roberts, try to work together! If someone isn't Roberts, George will have a bit of urgency to return to him.

Character Sheet

George Wilson
Chaotic Neutral

Armor Class 11 (leather)
Hit Points 9 (1d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+3	+2	+0

Skills (+2 to rolls) Insight, Investigation, Medicine, Nature, Survival, Performance
Background Surgeon
Languages English (British)
Level 1

Surgeon You have a lot of medical knowledge and can do the best you can with what supplies and time you have.

Homeland. As an English pirate, other English pirates do not mess with you. They treat you well and may invite you onto their ship.

Doctor. You are an expert at amputations and removing bullets and shrapnel from your fellow crew.

Supplies. Medical tools, fancy men's clothes, flask, firing kit, disguise kit, crowbar, hammer, lantern, flask of oil, tinderbox, waterskin, 1 day ration, 50 musket balls.

Actions

Special Attacks. Daggers: You can throw daggers with some accuracy but they don't do that much damage.

Special Defenses. Healing: As a bonus action, you can care for your wounds (1d4) or you can call for the surgeon if they are present (1D6).

Irreplaceable: You are more likely to be left alive than others because of your medical talents.

Weapons. Dagger (1d4) and pistol (1D8).

Roleplaying

Personality Traits He's very lazy, hard to wake up, and prefers to do as little of his job as possible while still getting as much money to pack more fine clothes into his wardrobe.

Character Bio. Not much is known about him but he's a surgeon who once worked on an honest vessile before being captured by pirates and willingly joining them. He was deserted on an island once but recraptured by the same pirates.

Description White man with short, brown hair and brown eyes. At about the age of 35, he is 5'7'' in height.

Allies Allied with Dread Pirate Roberts.