

# The Pirate Game



Welcome aboard the Pirate Game Manual! Some of the parts of this manual are in *italics*. You can skip them unless one of the bold headings in there looks important to you or your character.

As you go through the manual, you will see *4 Character Generation Steps*. Those are all you need to make your character.

The Pirate Game is designed to handle up to 10 players at a time, and its underlying logic is dramatic rather than physical or strategic. Therefore, you will find that there are rather few rules, and that some definitions are quite open.

## The Fundamentals

You will need d6s, d10s, and pencil and paper.

For any check, you have a number of d6s to roll. The number of dice you get to roll is called your **power**. Your power is determined by adding your relevant **stat** and **advantage**.

For each die that rolls a five or a six, you have got one **success**.

If your number of successes meets or beats the **difficulty** number for the task, you have succeeded overall. More successes is better, less successes is bad.

In terms of numbers, all characters have Stats, Advantages, Disadvantages, Special Abilities, Special Items & Sidekicks, Hit Points, Character Level, and Feely-O-Actionables.

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**The Loyal Opposition:** There are three kinds of players in each session of the pirate game: the Game Moderator (GM), the Player Character Players (PCP), and The Loyal Opposition (TLO). TLOs are like deputy micro-GMs, responsible for a particular situation or villain. TLOs seek to challenge and even overthrow the PCs, but they share with all other players a primary loyalty to the collective project of the game.

## LEVEL

Every being in the universe has a Character Level.

<u>Character Level</u>	<u>Example</u>
0	Gnat
3	An average pirate, like Pikey
7	PCs, like Thunderin' Stanley, Yairn, and Blackreef Grindel
10	Admiral Starmight
99999999999	Jesus

Your maximum power is dependent upon your level.

<u>Level</u>	<u>Max Power</u>
0	0
1-3	8
4-5	9
6-7	10
8-9	11

## STATS

There are only 3 stats: Body, Mind, and Soul.

Body includes strength, endurance, speed, agility, dexterity, stealth, toughness, etc.

Mind includes perception, cunning, math, memory, craftiness, building stuff, and most seaworthy skills such as cannon-firing, ship-steering, etc.

Soul includes charisma, spirituality, force of will, "way with people" as well as "way with spirits, demons, angels", etc.

### *\*\*\*Character Generation Step 1:*

Purchase Stats using your Generation Points (GP).

As a 7th-level character, you get 170 GP to spend on stats.

Each stat costs 10 GP per level.

Each stat ranges from 2 to 10. 2 in a stat is seriously disabled, 5 is average, and 10 is freaking incredible. Average means "average for the average pirate."

So you could spend 40 points to have Body 4, 80 points to have Mind 8, and 50 points to have a nice average Soul 5.

### \*\*\*Character Generation Step 2:

Now, you have 45 GP to spend on extras, all the rest of your character. You can spend these points on Advantages and Special Abilities, and also on more Stats. You can also take Disadvantages, which will give you some extra points.

Thing	Cost
Advantages	(breadth x level)
Disadvantages	- (breadth x level)
Special Abilities	(breadth x breach)
Improved Stats	(10 per extra level)

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## ADVANTAGES, DISADVANTAGES, AND SPECIAL ABILITIES

If you are better at some activity than you are at the rest of the activities connected to a given stat, you have an **advantage**.

(If you are especially bad at some activity, you have a **disadvantage**.)

If you can do something that other people simply cannot, like fly, speak to ghosts, or teleport, then you have a **special ability**.



*Tanglebeard prepares to use his special ability.*

If you have a Body of 5 (normal), but you are really good at dancing, then you should buy an **advantage** called "Dancing." If you are just average for a pirate at dancing, you don't need to buy an advantage, and your 5 Body will cover you. If you are terrible at dancing (and somehow that's going to be relevant to the game), you should take a **disadvantage**. If you can summon demons and witches by dancing, you should probably buy a **special ability**.

Let's start with an ordinary advantage. The cost of an advantage is its **breadth** times its **level**.

When you give your character an advantage, you and the GM agree on how often it will be useful, and how much. The frequency and flexibility of usefulness determines the **breadth** of the advantage. Breadth runs from 1 to 4.

Although most times breadth relates to the variety of things that an advantage lets you do, what it really represents is a general agreement between you and your GM about how often and how seriously your advantage will be useful. Your duelling advantage would be 1 breadth if you can only use it in official duels, and we agree that it won't come up very often. Your duelling advantage would be 2 breadth if you and the GM agree that there will be opportunities to use it in some ordinary combats ("The enemy captain singles you out, noting your gentleman's bearing. In the middle of the whirling brawl, he pauses to set down his hat and pistol on the forward hatch, then draws his rapier.")

Breadth

- 1: Very rarely useful for limited purposes.
- 2: Occasionally useful for limited purposes.
- 3: Commonly useful for broad purposes.
- 4: Useful very often for lots of different things.

The **level** of the advantage is how many extra dice it grants you.

Advantage levels run from 1 to infinity.

Rather than talk about the significance of each advantage level, it's better to talk about the **power** represented by the total number of dice you would wield with your advantage adding to your stat for the roll.

Power (total number of dice you get to roll)

- 2 Impossible. You don't even get to roll. Mike flying a prop engine plane.
- 3 Really wimpy. Mike speaking french.
- 4 Shaky. Mike cooking.
- 5 Normal. Mike riding a bicycle.
- 6 Good. Mike's pilot cousin Dave flying a prop engine plane.
- 7 Great. Simone de Beauvoir speaking French.
- 8 Excellent. 4-star chef cooking.
- 9 Awesome. Lance Armstrong riding a bicycle
- 10 Incredible. Billy Bishop flying a prop-engine plane.
- 11 Mind-boggling. The silver-tongued (literally) Quebecois succubi speaking French.
- 12 Nightwish. SpongeBob cooking Crabby Patties
- ...

*If you can roll only 2 or fewer dice, you cannot attempt the task. You have to add dice by spending Feely-O-Actionables or pre-emptively Risking in order to even try.*

Although the level of an advantage is not limited, the rewards you can get from having it are. The starting limit for 7th level characters is 10 power. Your stat + advantage can never give you more than 10 dice to roll at once.

When you want an advantage, think about how awesome your character will be when using it. Then, buy enough levels in the advantage to give you the appropriate amount of power with it when you use it combined with the relevant stat.

Example:

We might decide that Thunderin' Stanley can work a cannon "Excellent"ly, even though his Mind stat (which is the base stat for shooting a cannon) is only 4. Therefore, Scott should buy Stanley a level 4 advantage in "Cannon". 4+4 brings Stanley's power on Cannon related rolls up to 8 (Excellent).

Scott could buy this advantage at 2 or 3 breadth, depending on how often he wants it to come up, and how critical he wants it to be.

If Scott thought that it was really important to record that Stanley's cannon cleaning advantage was a lot better than his cannon shooting advantage, he could buy two separate abilities: Cannon Maintenance (breadth 1, level 4), and Cannon Firing (breadth 2, level 1). Unless it's really important to point out a difference in strength, I suggest you lump

advantages together into things like "Cannon". They will be cheaper and easier to keep track of.

Stanley has Character level 7, so his maximum power is 10. If Scott bought Stanley a Cannon advantage of level 7, it wouldn't do him very much good. A level 7 advantage plus his 4 Mind would give Stanley  $7+4 = 11$  dice, but he could only use 10 of them.

However, if Stanley suffered a penalty or had to use a different Stat or something, the advantage might be of use.

Advantages never stack with each other to add power. You can only add power from one advantage at a time. However, a dis-advantage and an advantage could come in at the same time).

Here are some example advantages. Those in bold are the standard combat advantages. See Action Time for a description thereof. Combat skills are considered to be quite broad. That's cuz pirates like fightin'.

Advantage	Breadth
<b>Melee</b>	<b>4</b>
<b>Firearms</b>	<b>3</b>
<b>Dodge</b>	<b>4</b>
Sailing	4
Movement	4
Running	2
Climbing	2
Command	4
Orders	3
Inspiration	3
Awareness	4
Sea Lore	3
Ship Analysis	2
Ship Repair	2
Cannon	3



*A treacherous reef in the Seas Between*

### Disadvantages

Disadvantages are just backwards advantages. So, I would suggest that Scott take Thunderin' Stanley's Body at 7 or 8, and then buy a big disadvantage called "Clumsy", that brings Stanley's power down to 5 or 4 when sneaking and climbing and dancing and all that. We would probably assign this disadvantage a breadth of 1 or 2. How often was it going to be important that Stanley is dancing, anyways?

You cannot buy disadvantages that will take your power below 2.

### Skills?

There are no "skills" in the pirate game. Every pirate is capable of doing all the things encompassed by his stats. Furthermore, if you have 5 Mind, you do not need the Sailing advantage just to know the difference between mainsheet and jibsheet. You can already sail as well as the average pirate.

## Special Abilities

If you have a strange and wonderful power, you should buy a special ability.

Special Abilities do not grant extra dice, but only open up new possibilities.

The cost of a special ability is its **breadth** times its **breach**.

Breadth is reckoned just the same as for normal abilities. How often will this be useful?

Breach runs from 1 to 10, and represents how far beyond the normal world your special ability lets you go. Here are some examples.

Breach	Description	Example
1:	A small deviation	Stanley's eyepatch itches
2:	Substantially beyond normal.	Stanley can make little grenades
5:	Truly abnormal	Telekinesis
7:	Unnatural deed	Speak to the dead
10:	Defy the laws of the creator	Raise the dead

You might want to buy a regular advantage to add some dice to the activity of the special ability, because special abilities themselves never add dice.

## Special Items and Sidekicks (SI&S)

*Special Items and Sidekicks are bonuses that come from outside yourself. You can buy them just like advantages, disadvantages, and special abilities.*

*For instance, if Pikey has a magic amulet that gives him extra dice for sneaking, his player would just buy the item as if it were an advantage, and then record it in his SI&S section.*

*You don't need to buy "special items" just to have some basic pirate gear, like a pistol, a sabre, a bottle of rum, and some hoop earrings.*

*For example, Red Laird can have his cutlass for free, but he needs to buy Cap n Pete. Pete might be the equivalent of a 2 breadth, 2 breach special ability. He's very useful for a few weird things, but only when he's not being a bastard, which is almost never.*

*Items and Sidekicks should be discounted by 1 or 2 character points, relative to advantages and special abilities, if the item or sidekick can be lost permanently or temporarily in game.*

## Faster Firearms

*Having a brace of pistols or some other excuse for getting extra shots before you have to reload is a Special Item costing 6 CP for every extra shot allowed before reloading. Multiple shots must be reloaded separately.*

*See the Action Time section to make sense of what that means.*

## HEALTH POINTS and SPIRIT POINTS

*\*\*\*Character Generation Step 3:*

Your max Health Points = (Character Level + Body)x2

Your max Spirit Points = (Character Level + Soul)x2

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You are Wounded when your HPs drop to 2/3 your maximum, and Maimed when your HPs drop to 1/3 your maximum. If you reach 0 HP, you are dead.

You are Verklemped when your SPs drop to 2/3 your maximum, and Disturbed when your SPs

drop to 1/3 your maximum. If you reach 0SP, you are prone to being possessed.

Being Wounded or Verklemt gives you -1D on all rolls.

Being Maimed or Disturbed makes you incapacitated. You may still speak or shuffle about, but you may not roll dice of any kind. You may still spend Joy and Trust (see below).

At the start of each session, you recover 1/3 your HPs.

At the start of each scene, you recover 1/3 your SPs.

## HOW TO ROLL DICE

You cannot roll any dice until you and everyone else affected by the roll knows what the results of success and failure will be. These predetermined outcomes are called **stakes**, and they should usually be high. Each roll should resolve a significant event, and each Protagonist usually only needs one or two rolls a scene.

There are three types of die rolls in the Pirate Game.

**Regular rolls:** are all the kinds of rolls we have described so far.

**Extreme rolls:** are Risk and Back-Off rolls, which are described below. Risking and Backing Off are the only things that can be done to alter the effects of regular rolls. Nothing can change the outcome of Extreme rolls. Risking raises the stakes, making possible both critical successes and botches. Backing Off surrenders something outside the stakes. Nothing can lower the stakes.

**Damage rolls and Initiative Rolls:** are described much later in the rules. In these rolls, you add up the numbers on the dice, rather than counting successes. Extreme rolls cannot alter Damage and Initiative rolls.

## RISKING / BACKING OFF

**Risk:** Almost anytime after you have rolled dice, if you didn't get as many successes as you wanted, you can choose to Risk in order to get some more. When you risk, you get to roll 3 extra dice, and add any successes on.

However, if 3 of those dice roll three or less, you have **botched**. A botch is something much worse than the original failure would have been, and generally affects you as an individual much more than the crew as a whole.

If you get all 3 successes, then you have a **critical success**, which is much more awesome than any ordinary success.

For instance, Pikey leaps onto a rope hanging from the Bloody Mary's rigging, to swing across to the deck of the enemy ship and help Red Laird, who is in battle there. The GM declares that swinging onto the enemy deck is a feat of 2 difficulty. Unluckily for Red Laird, Pikey gets no successes. As it stands, he will just not be able to swing far enough, and could probably try again next round. However, Pikey wants to get to the Quartermaster right now, because Laird is all alone and surrounded by a half-dozen grinning marines of the Reptilian Navy. Pikey decides to Risk. He needs 2 more successes to meet the difficulty.



#Successes from Risk	Effect
3	<b>Critical success.</b> Pikey makes it across and swipes a Marine's pistol.
2	Pikey makes it across.
1	Pikey doesn't make it across.
0	Pikey doesn't make it across.

if three dice roll  $<3$

**Botch.** Pikey falls into between the two ships.

You will never get a critical success or a botch unless you Risk. Your pistol will never backfire, and you will never shoot the cyclops in the eye, as long as you play it safe.

**Back Off:** Backing off is the defensive opposite of risk. After you have rolled for a totally defensive check, you do not have the option to Risk. Instead, you have the option to Back Off. In order to back off, you have to **surrender** something of value to you and/or your friends. Then you get to roll 3 extra dice to save your own sorry skin. There is no chance of a botch or a critical success.

You will never have both the Risk and Back Off options for any given roll. Only totally defensive checks let you Back Off. If there is any ambiguity, you can only Risk.

Generally, players propose surrenders and the results of botches, and GMs and TLOs propose the results of critical successes. Of course, agree on the stakes before you roll.

## FEELY-O-ACTIONABLES

Risking and Backing Off let you make an extreme roll after making a regular roll you're not satisfied with. Feely-O-Actionables let you add extra dice to regular and extreme rolls. These added dice can go beyond your maximum power.

But before you can spend those delicious Feely-Os, you have to acquire them.

There are four types of Feely-Os: Anger, Despair, Pride, and Joy.

You can acquire up to two Feely-Os each scene:

1) Goal. At the beginning of a scene, make it clear what your character wants to achieve. At the end of the scene, we ask whether your pirate achieved or failed to achieve their goal.





If you achieved, you can choose either Pride or Joy to represent how your character feels. If you failed, you can choose either Anger or Despair to represent how your character feels. It's okay to change goals during a scene. But be public about it. Each player must know each other player's goals.

2) Once per scene, at any time during a scene, when another character does something that matters to your character (insults you, dances with the girl you want to dance with, or gives you a nice birthday present), you may take one appropriate Feely-O.

Whenever you get a Feely-O, make a quick note reminding yourself as to how you got it.

Supporting Characters (explained later) can only get Feely-Os in the second way, and therefore can only get one per scene.

So, what are these points good for?

You never lose Feely-Os. Instead, you spend them.

Use the Feely-O-Actionable BEFORE you roll.

<b>Feely-O Actionable</b>	<b>Cause</b>	<b>Spend to add one...</b>	<b>To...</b>
Anger	Failure	Die	Your regular roll
Despair	Failure	Success	Your Back Off roll
Pride	Achievement	Die	Your Risk roll
Joy	Achievement	Die	An ally's regular roll

You can benefit from the use of up to 3 Feely-Os per action. Supporting Characters can only benefit from 2. An extreme roll counts as part of the same action as the regular roll that it is adding to.

If you have 4 or more points of any one kind of Feely-Os, you can be provoked into acting out irrationally and counterproductively. As a general rule, if something reminds you of the reason you got the Feely-O, you have to make a Soul roll, difficulty = Feely-Os -1, or act out. Bigger failures should produce bigger acting-out. You cannot spend Feely-Os to affect this roll, but you can Back Off.

Acting out should be fun for the players, and bad for your character.

### *\*\*\*Character Generation Step 4:*

Give your character 2 Feely-Os to start with. This represents your characters' mood at the beginning of the campaign: grumpy, despondent, hopeful, etc. Record next to those Feely-Os why your character begins by feeling that way.

Now, describe your character's motivations. This is a guide to the way in which your characters' mood (and Feely-Os) can be reinforced or transformed during the adventure.

I like a series of short entries beginning with things like:

I hate...I love...I crave...I fear...I envy...I respect...I believe...I imagine... I think I am...I daydream about...I have nightmares about...I miss...I make up for it by...  
but every player has their own method.

Now you are done character generation. The rest of the rules describe mechanical and dramatic details. There's a lot of italics in there.

## TRUST

Trust is the only way to reroll dice

Once per scene, each Protagonist may give one point of trust to another Protagonist. Doing so indicates that the one character trusts the other. Trust can never be revoked, ever. The person who is trusted now has a chance to help or harm the other.

Keep track of which Protagonists have placed trust in you. Immediately after someone who has placed trust in you has rolled a Regular Roll, you may spend their trust to make them reroll the whole Regular Roll, including any Anger or Joy placed in it. They must reroll whether or not they want to, and the second result counts whether it is higher or lower. It cannot be Trusted back into another reroll.

To use a trust to cause a reroll, you must briefly roleplay or describe the way in which your character affects the other. If you wish to affect a character who is not in the same scene as you, you may invoke flashbacks or mental images to explain how your character helps or hurts the other.

### **Betrayal**

When you are using Trust to make someone reroll a good roll, that is, you are betraying them, you may spend up to three Anger or Despair to reduce the number of dice they roll on their second roll by up to three. This is the only way to change the number of dice rolled.

Protagonists may still Risk and Back Off after the effects of Trust have been resolved.

## ACTION TIME

**Action time** is when the shit hits the fan. Action time is played out in rounds.

Rounds have 3 phases:

- 1: Upkeep
- 2: Initiative
- 3: Action

### Phase 1: Upkeep

This is the phase for keeping track of things like countdowns, weather conditions, and all that crap.

### Phase 2: Initiative

Anyone who has not yet rolled initiative for this action scene, and who knows that the shit has hit the fan may now roll initiative. Roll your Mind, but instead of counting successes, just add the numbers together.

You won't roll initiative every round. If something dramatic changes, we roll initiative again.

### Phase 3: Action

Starting with the creature with the highest initiative, take turns doing stuff.

You can hold your action, and use it after someone else's action. That changes your initiative number.



To act, just declare what you want to do. "I catch the monkey."

The scene's GM tells you what stat and advantage to roll, and what the difficulty is.

Then you roll. Afterwards, if you want, you can Risk.

You can take more than one action in a round, but each action will have 2 less dice. Declare all your actions before rolling for any of them. If the second action is dependent on a success in the first action, then the second action is lost unless you succeed on the first one. No refunds.

If your action is a person-to-person attack:

1) Roll to attack. Generally, you will use your melee or firearms advantage.

Note: Unless you greatly outnumber the other team, no more than two people can attack one enemy.

*1a) The Effect Option. You may state an objective for the attack other than merely inflicting damage. If so, agree on a number of successes at which you will achieve that objective.*

*Firearms attacks require +1 success to get their effect.*

2) Opponent rolls to defend. If it's a melee attack, they use their melee advantage (if they have one). Otherwise, they use their dodge advantage (if they have one).

3) Once the defender has rolled their regular roll, the attacker now has the opportunity to Risk. Then the defender has the opportunity to Back Off.

4) Deal damage.

If you, the attacker got one or more successes, you deal damage.

Each attack success above and beyond the defence successes is called 1 **hit**.

You inflict one damage die per hit.

If you are unarmed, you inflict one less die of damage.

If you are armed, you deal normal damage.

Most attacks deal damage in d6s.

Firearms deal damage in d10s.

Mechanically speaking, unless you have a special weapon, all melee weapons are the same and all firearms are the same.

The definition of "unarmed" and "armed" depends on your character and the drama of the scene. Essentially, if you have the normal sort of weapon with which you like to do battle, you are armed. If you lose that, you are probably unarmed.

*4a) If you took the Effect Option, you deal 1/2 damage, and you may achieve your effect.*

### **AVAST!!!**

*If you are reasonably close to your opponent, whether you are using a firearm or a melee attack, and you hit, instead of having your normal effect you may just point your gun or sword at them and call "**avast!**". Avast gives the defender the opportunity to surrender.*



#### Avasting process:

- 1) Declare avast after rolling to hit, but before rolling damage.
- 2) The defender then chooses whether to desist (stop what they are doing and drop their weapon or whatever), or to just take the hits like normal.
- 3a) The attacker loses nothing if the defender chooses not to desist. Deal damage as normal.
- 3b) If the defender desists they are "avasted" at gun or sword point or whatever.
- 4) The attacker holds on to their hits. Firearms are really good for capturing, and if you are using one you can give yourself an extra hit to hang on to.
- 5) Next round, the attacker will still have the avasted defender thusly pinned, and can order them to do stuff. If they refuse, or try something brave, or even if the attacker just feels like being a dishonorable dog, the attacker can unleash their held attack. When the attacker does this, they roll to attack again, and add the hits from before as successes on their new attack roll. Ouch.

*Holding someone avasted (or executing them) is an action. You can unleash your attack at any time in the initiative order.*

*If the situation changes, the avasted enemy may be able to get out.*

### **Firearms Reloading**

*You need 5 successes added up to reload an ordinary firearm.*

*One action spent reloading gives one automatic success plus whatever you roll.*

*You cannot finish reloading and then shoot in the same round.*

### **Action Space:**

We reckon distance in action time quite loosely, and generally use Body rolls to get around in it.

## **SOCIAL CONFLICT**

Most verbal disputes can be resolved by each character making one Soul roll. Roll before your roleplay. Some disputes, however, escalate to the point where one or both of the characters involved is going to walk away changed. In this case, use the Social Conflict mechanic. Social Conflict is more powerful than physical combat. Physical combat can only maim bodies. Social Conflict can change spirits.

Step 1) Establish and agree upon the stakes of the Conflict very clearly. The winner of the Conflict may be able to **add** something to the loser's motivations section. If the stakes are too high, one of the contestants can leave before the conflict begins.

Step 2) Roll Initiative.

Step 3) Simultaneously, both characters in the conflict roll Soul plus any appropriate advantages (Command, Confess, Insinuate, Seduce, etc.).

Step 4) The character with the lower initiative Risks or lets his roll stand. Then the character with the higher initiative Risks.

Step 5) Whoever gets more successes over the other character gets "hits" equal to the number of successes. Roll damage just as in physical conflict.

Step 6) Repeat until one character relents or becomes Disturbed. Relenting means the character agrees to do something. Becoming Disturbed means that the character's motivations themselves have actually been changed, as set in the stakes.

## CHARACTER FUNCTIONS

This final section gives some definitions that, along with the presence of TLOs, make it possible for a lot of people to play the game in a free and exciting way.

The use of a character, their dramatic purpose in a session, determines what the character's **Function** is for that session. There are four functions: Protagonist, Supporting Character, Background Character, and Antagonist.

Mostly, the player characters are Protagonists, but sometimes they are Supporting Characters.

TLOs often play Supporting Characters and Antagonists.

While a character and their influence is offstage, they do not have a function.

*A character, by the way, is a personality in the story which has goals, and which can be affected by other characters. If a person in the story does not have goals and/or cannot be affected by other characters, he or she is not a character, and is instead merely a **Force**.*

### **Protagonists:**

The purpose of Protagonists is to drive the story: They move the story forward by seeking to achieve their goals and by getting affected by things in the world around them. If the

Protagonists don't care about something, we shouldn't roleplay it.  
Protagonists have lots of Feely-Os.



### **Supporting Characters:**

SCs have two main purposes. 1) To be the interface through which otherwise idle players can find ways to participate. 2) To help make the session about the Protagonists either by challenging or highlighting them.

If the Protagonists set out to rescue someone, the person to be rescued is probably an SC, as are those standing in the way.

SCs are notable and well-defined characters, and they have names and goals and perhaps even character sheets.

SCs have some Feely-Os.

### **Background Characters:**

BCs have three main purposes: the same 2 as SCs, plus the purpose of providing a sense of the condition of a group of people.

For instance, I use my "Leaning Laurie" voice for me to chime in, for me to point out the importance of Protagonists, or for me to demonstrate the mood of the crew.

BCs do not have Feely-Os.

### **Antagonists:**



The purpose of an Antagonist is to drive the story forward by having goals that conflict with those of the Protagonists, and by being affected by the Protagonists decisions and actions. Although an Antagonist is like a SC in that its dramatic purpose is to highlight the Protagonists, it is like an Protagonist in that it is very important in the story. Antagonists are important enough to hold the spotlight for a few minutes, and redirect the plot to greater madness. They have Feely-Os just like Protagonists.

The Protagonist/Antagonist/SC/BC division says nothing directly about character level; however, characters with lots of power will tend to creep into the spotlight, because they will have the power to change the outcome of a scene.

Of course, characters will shift Functions, especially between sessions.

## **FINALLY**

That's the end of the main body of the Pirate Game rules. There will be mini-game rules for boxing, dueling, gambling, elections, and ship-to-ship combat.

Let's play.