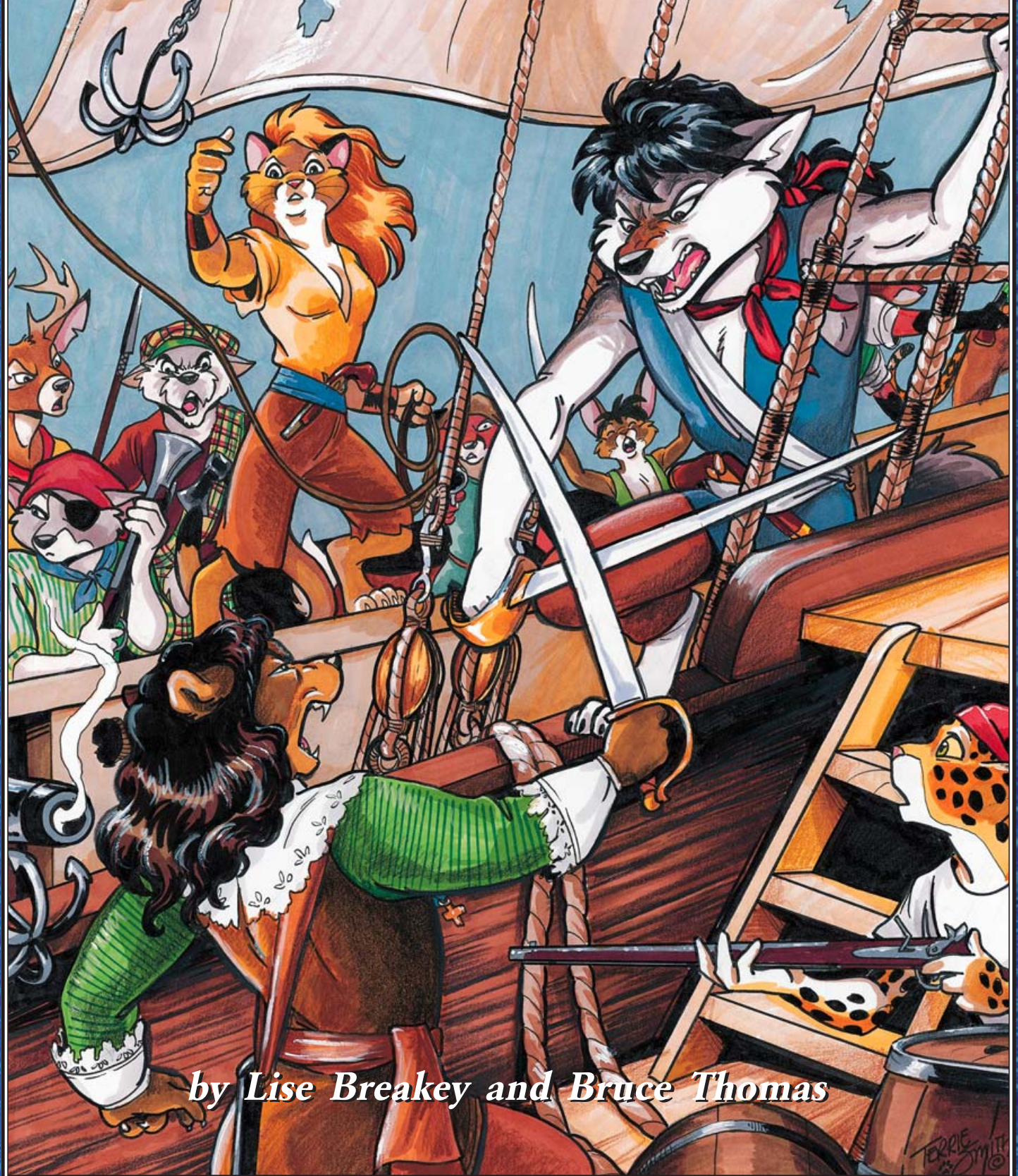


FURRY PIRATES

Swashbuckling Adventure in the Furry Age of Piracy



by Lise Breakey and Bruce Thomas

TERRE
SMITH

CREDITS

Author	Lise Breakey
Halogen System Design	Bruce Thomas
Publisher	John Nephew
Editing & Project Development	Jeff Tidball
Cover Art	Terrie Smith
Interior Art	Eric Hotz and Terrie Smith
Cartography	Eric Hotz and Bruce Thomas
Layout & Graphic Design	John Nephew and Jeff Tidball
Ship Designs	Bruce Thomas
Playtesting	Ailene Bonner, Christopher McAllister, Lori McAllister, Annette Pschirrer, Terrie Smith, Curt Werner, and Susan Woolard
Furry Games Edition	Lise Breakey, Christopher McAllister, Annette Pschirrer, Bruce Thomas, Susan Woolard, and Glen Wooten
Special Thanks	Lee Herholdt
Atlas Games Would Like to Thank	Bob Brynildson, Jerry Corrick, and Kenneth Hite.



Atlas Games

PO Box 131233
Roseville, MN 55113
Phone: 651-638-0077
Fax: 651-638-0084
E-Mail: info@atlas-games.com
Web: www.atlas-games.com



Furry Games

3552 38th Street
San Diego, CA 92105
E-Mail: furypirates@furrygames.com
Web: www.furrygames.com

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Welcome to Furry Pirates!

Welcome to **Furry Pirates!** **Furry Pirates** is a roleplaying game set in the Furry version of the Golden Age of Piracy (1690-1720). The action takes place on the high seas in wooden sailing ships.

The player characters choose their profession: out-and-out pirates, privateers attacking the enemies of their native land, blockade-runners trying to get desperately needed goods into harbor during a war, smugglers carrying out illegal trade in peacetime, or pirate-hunters trying to put an end to any or all of these activities. They may be a mercenary crew prepared to carry out any of these dangerous missions as the occasion warrants. They may be motivated by money, power, revenge, patriotism, a slightly warped sense of justice, economic necessity, or the thrill of adventure.

The world of **Furry Pirates** is inhabited by intelligent anthropomorphized animals known as Furries who possess human characteristics such as opposing thumbs, erect posture, use of tools, and so forth. Furries in **Furry Pirates** evolved from various species of

animal, just as man in the real world evolved from lower primates. Just as there are still primates in the real world, there are still ordinary animals in the Furry world.

The ways in which **Furry Pirates** differs from the time of Louis XIV in the human world are caused by two factors. The first is the variety of Furry types, causing a civilization in which (though to a lesser extent than was true in previous centuries) species determines one's place in society. The second is that Magick works, and wars have been fought over whether or not it should be practiced, and by whom.

In other ways, the time of **Furry Pirates** is quite similar to our own late seventeenth and early eighteenth century. Political and economic circumstances send thousands of desperate Furries swooping down on the sea lanes of the world. Pirates plunder shipping to the point where the entire economies of some countries are threatened; they have raided the coasts of North and South America to the point that no merchant vessel can consider itself safe with-

out an armed escort. The Caribbean has become a pirate lake and the Bahamas, a pirate kingdom. In the Mediterranean, wars waged between Islam and Christendom have given legitimacy to the activities of Algerian corsairs and Sicilian freebooters, while in the north, wars drawn along economic as well as religious lines do the same for English, Dutch, and French privateers. Around the coast of Africa, the island of Madagascar is ruled by pirates, a base from which their ships sail to loot Arabian fleets and galleons belonging to the Moghul of India. Farther east, local pirates ravage the spice trade, sometimes daring to attack the huge and well-armed ships of the East India companies. In the seas of the Far East, a Chinese or Japanese pirate admiral might command a fleet of several hundred junks.

The plunder taken during the Golden Age has never been calculated, but it was certainly enough to pay the debts of nations. In **Furry Pirates**, you'll claim your portion of that loot, as well as your fair share of intrigue, romance, swashbuckling, and adventure!

Roleplaying Games

A roleplaying game (also known as an RPG) occurs when a group of otherwise normal human beings sit down together with pencils and paper and dice and tell a story together.

There are two sorts of players involved, really. Game Masters (GMs) create the background and situations and take on the roles of the story's antagonists and minor characters. There is usually only one GM at a time. The other players (cleverly called "players") each take on the role of one of the story's heroes.

The end result is a tale in which the player characters (that is, the characters controlled by players) are the protagonists, acting on a stage created by the GM and interacting with supporting characters controlled by the GM. As the tale progresses, the GM adjudicates the characters' actions, determining the outcomes for all involved.

Dice are used by both players and the GM to determine random results ("Does my character successfully swing on the rigging across to the enemy vessel, or does he wind up in the drink?") and the rules of the game provide a

framework for what can realistically occur. However, neither the dice nor the rules can ultimately make the story happen. In many situations, the GM will fall back on common sense and the power, used judiciously, of arbitrary decisions. The GM's position can be the most rewarding, but it also requires the most work.

A given story can be complete within itself, or it can be part of an ongoing campaign. In a campaign, the same group of player characters moves from one story to the next. As a campaign progresses, characters will gain in experience and ability.

Winning is not the point of an RPG, although there are always some objectives within the story that are provided by the GM for the player characters to attain, by which a certain amount of success can be measured. Although an RPG can be played competitively, the best results are produced when the players, through their characters, cooperate toward a common goal.

The most important object of an RPG is roleplaying — the assumption of a role. Roleplaying allows the player to

become anyone or anything he wants to be (within the definitions provided by the GM and the world in which the story takes place, of course). Success in an RPG, therefore, is best measured by how well a player portrays his or her character, whether it is a medieval knight, a space-going brigand, a sophisticated British spy, a disreputable 20th century urban magician — or a Furry pirate.

For the GM, the point of the game is a little different: she must supply the story's raw material and invent the challenges that will be offered to the player characters. In the course of an adventure, the GM describes the situations the characters are facing, and the players describe their characters' reactions. Taking that into account, the GM describes new outcomes, *etc.*, *ad infinitum*. The GM's most important charge is to tell a good story, and to keep the players involved and excited.

But enough of this exposition! The best way to learn is to jump right in! On with **Furry Pirates!**

The Halogen System

The Halogen system is a system for roleplaying designed for use with any genre of roleplaying campaign. It is based on the assumption that any action attempted by a character has something going for it — an *attack* score — and something going against it — a *defense* score. Two numbers added together (one associated with attack and one with defense) and one die roll determine the outcome of the event.

Attack and defense scores are determined in advance of the game, while creating characters, to avoid the bother of looking them up or calculating them during play. A character's attack and defense scores are based on ability scores and skill levels, which quantify the character's innate aptitude and the ability gained from experience, respectively. Passive defense scores determine the difficulty of tasks which don't involve an opponent (such as climbing rigging, swinging on a rope, piloting a ship, or charting a course for Madagascar), are determined by the GM, and are called difficulty factors.

Furry Outlaws?

You'll find references to a game called **Furry Outlaws** in this book. **Furry Outlaws** is a roleplaying game similar to **Furry Pirates**, but it is set in the middle ages — the time of Robin Hood, Richard the Lionheart, Saxon rebels, and the like. Just like **Furry Pirates**, it uses the Halogen mechanical system.

Furry Outlaws was published (much as **Furry Pirates** was originally published, before Atlas Games got its

Because of its basic simplicity, this system can be used in any roleplaying context. Appropriate skills may be added or taken away from one campaign to another, but the basic framework of Halogen remains the same. The tables and skill lists provide non-intrusive backup for the GM, but leave enough flexibility for storyline, common sense, and the imagination of GM and players to dictate the outcome of the adventure. As it should be.

If you're already familiar with **Furry Outlaws** (see "Furry Outlaws?", below) it may not be necessary for you to read all of Chapter Two, which describes the mechanics of the system. You will want to read the Sailing Mechanics and Ship-to-Ship Combat sections, and note that the section on Aerial Combat has been updated. Also note that some of the Magick skills in Chapter One have been modified from the **Furry Outlaws** version to better suit the **Furry Pirates** genre.

paws on it) in a small-press format in 1994. It is still available in that format, though not, at this time, from Atlas Games. Atlas Games may someday publish **Furry Outlaws**, or other Halogen games in the Furry genre. We'll just all have to wait and see what happens.

In the meantime, if you're interested in obtaining **Furry Outlaws**, you should contact Furry Games at www.furrygames.com or 3552 38th Street, San Diego, CA, 92105.

A Brief Interlude from the Developer

"Are you *madmen*? A game about *anthropomorphic animal pirates*!?"

They've questioned our sanity before and I imagine they'll do it again. I, too, was skeptical when Atlas Games President John Nephew asked me what I thought about publishing **Furry Pirates**. Save a brief bout with Teenage Mutant Ninja Turtles in junior high school, the anthropomorphic genre has hardly been a driving passion of mine.

As I worked on this project, how-

ever, the raw potential of the swash-buckling genre for roleplaying and the freedom to step just outside the historical box (I'm used to working rigorously within it on **Ars Magica** projects, where you'll find no talking flying squirrels with opposable thumbs, thank you very much) absolutely enchanted me.

Yes, there are those who will think we've taken leave of our senses with this project, but **Lunch Money's** 180

Dice

This section explains how dice are used in **Furry Pirates**. If you're familiar with roleplaying, you've heard all this before. Move along.

To play **Furry Pirates**, you'll need six different kinds of dice: four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided. You might not use them all very often, but you'll need each type from time to time.

The best way to learn dice lingo is by example. When the rules ask you to roll a "d6," you'll roll a single six-sided die. If it asks for "3d6," you'll roll three six-sided dice and add the results together for a total (so, if you rolled a 1, 3, and 5, you'd have a 9). 2d4 is the sum of two four-sided dice, d8 is a single eight-sided die, and so on.

There are three weird bits. First, the ten-sided die you bought at your local game store is probably numbered 0-9. Read the 0 as a 10. Second, you might occasionally have to roll something bizarre like a d3. Since such geometric monstrosities don't exist, roll a six-sided die and divide by two (rounding up). Rolling a d5 follows the same procedure, but with a ten-sided die. Third, you'll come across rules that want you to roll d100 (also known as percentile dice). The procedure for this is easy: roll two ten-sided dice, counting the first as the tens digit and the second as the ones digit. A 7 and 9 are 79, a 1 and 5 are 15, a 0 and 5 are simply 5 (a zero really is a zero in percentile dice) and 00 is 100 (which is the only time a zero is not really a zero in percentile dice). Make sure you designate one of the two dice as the tens digit before you roll, or your companions will accuse you of cheating and throw you overboard.

degree departure from **Once Upon A Time** turned out to be a mammoth success, and our dissimilar lines like **Ars Magica**, **Over the Edge**, and **Unknown Armies** have all stood the test of what makes an Atlas game: quality and fun.

I hope that **Furry Pirates** exceeds your expectations the way it exceeded mine.

—Jeff Tidball
March, 1999

CHAPTER ONE

CREATING THE PLAYER CHARACTER

Character Development

Before players actually create characters, they might want to read this chapter all the way through and skim Chapter Four to get an idea of what options are available in regard to skills and cultural background. After that, take some time to daydream. What do you want to be? Who is your character? What motivated him to become a pirate, and what kind of pirate is he? A blank character sheet, which may be photocopied for personal use, is included at the end of this book.

The character Maximillian Lazarus is used as an example player character throughout this section. Max's character sheet, fully filled out for demonstration purposes, is on pages 26-27.

Player Characters On Board

The **Furry Pirates** genre assumes that the player characters will all be together on the same vessel and that they will be more or less cooperating toward the same, or similar, ends. Since the player characters are the heroes of the story, it makes sense that they will be occupying the most important positions on the vessel. There is a large, but not unlimited, number of useful slots to fill in order to maintain the ship's functions. For maximum effectiveness as a crew, the PC group should be diverse in abilities and skills, but unified in their agreement of what the ship's mission is to be (though cooperation need not be taken to extremes — inter-character conflict and intrigue can really heighten the dramatic tension).

There are several subcategories of saltwater thief, and the players as a group should decide before creating characters what sort they want to play and what their general mission is to be.

A **pirate ship** is one that will attack any tempting and/or vulnerable vessel, regardless of its national origin. Pirates are criminals in every sense and can expect to hang if they are ever caught — but if they aren't, at least they can keep all the loot they acquire.

A **privateer** is a civilian vessel commissioned by a sovereign government in wartime to harass and prey upon the merchant ships of the enemy. Privateer crews will be punished, usually by imprisonment or enslavement,

only if they are captured by the enemy. Furies of their own nationality can be expected to give them safe harbor. Privateers are expected to give thirty percent of their loot to their backers and ten percent to the Crown which commissioned them.

There's a fine line between privateering and piracy. Long after the war is over, a privateer may go right on raiding enemy shipping, pretending not to have heard the news. Or a privateer crew may turn to outright piracy, preying even on vessels from their own shores. Crews which have been pirates right from the beginning often carry letters of marque, whether real or forged, so that they can claim to be pri-



Furry Pirates — No bull.

vateers if they are captured. There are also groups of pirates/privateers who lack an officially recognized government, but who have a sense of national identity strong enough to allow them to claim their deeds are acts of war, not piracy.

A **blockade-runner** is a small cargo vessel which delivers badly needed goods at extremely high prices to ports which are blockaded by enemy ships. There are frequent confrontations between blockade-runners and privateers (and regular Navy). This causes all sorts of interesting diplomatic incidents, as a blockade-runner may well be from a completely neutral country which insists on its right to go on trading with both sides during the war. Captured blockade-runners can expect any treatment, from being hanged on the spot, to being released with a slap on the wrist — plus the confiscation of ship and cargo of course.

A **smuggler** is a vessel that engages in illegal trade in peacetime. They are often colonials who are not engaged in lawlessness merely for profit, but who are trying to supply the colonies with necessary products denied them by the

mother country through restrictions on legal trade. Smugglers are considered criminals, since they lack the excuse of being at war, and can expect imprisonment or death if they are caught.

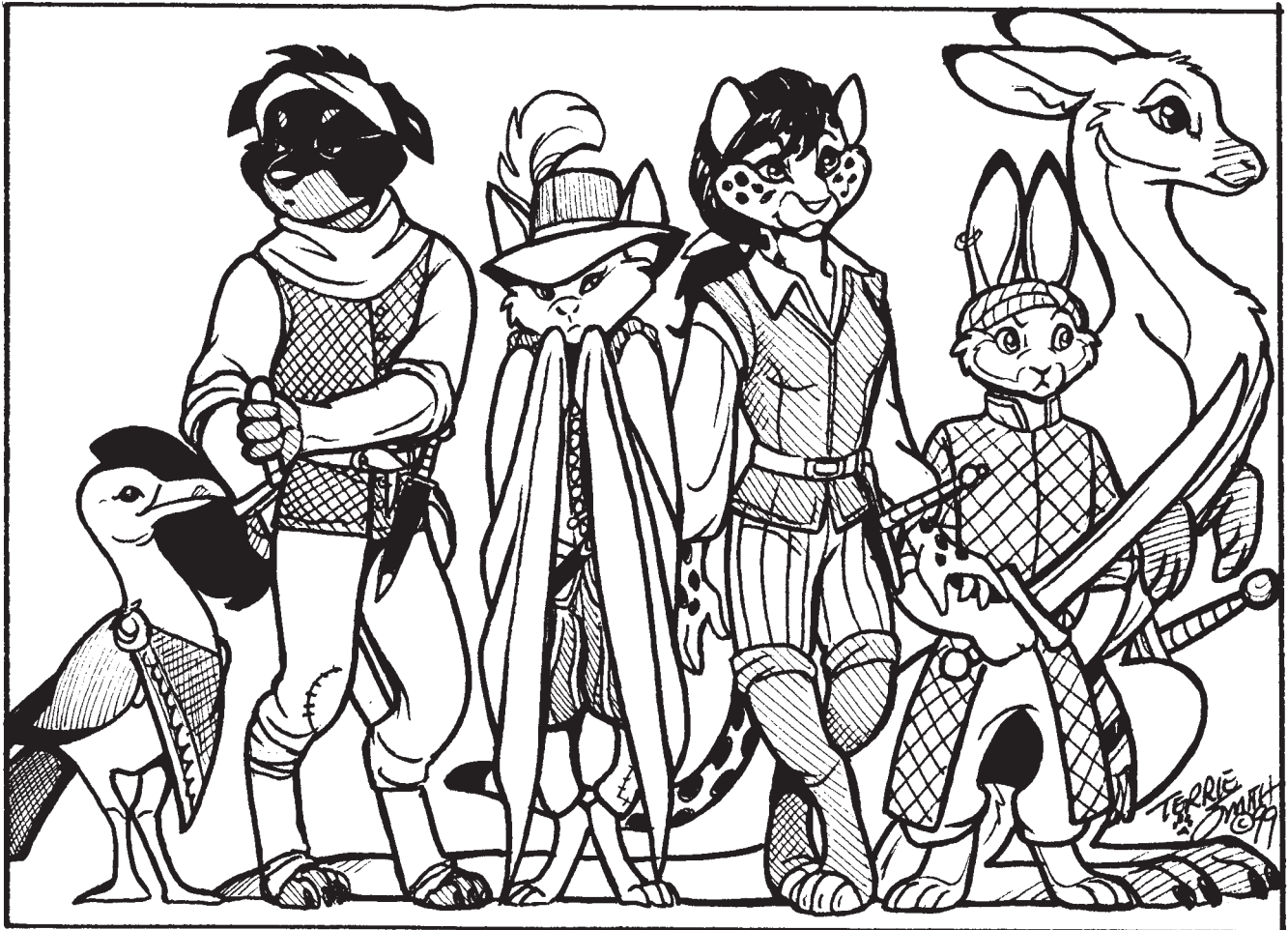
Finally there are the **pirate-hunters**. These may be small warships commissioned to rid the sea lanes of threats to commerce or merchants fed up with losing money at every voyage who have sacrificed some of their valuable cargo-space to carry artillery. They may also be former pirates, such as the Canine Sir Henry Morgan, on the theory of setting a thief to catch a thief. There is generally no attempt made to restore stolen property to its original owner. The pirate-hunter has to give a substantial cut — sometimes as much as seventy-five percent — to the Crown and his backers, but he is allowed to keep the rest as a reward for ridding the seas of pirates.

The players in the campaign in which example character Max Lazarus was played decided that they would officially be English privateers out to raid French shipping during the

War of the League of Augsburg, and would carry letters of marque as such. It was, however, stipulated that any other vessel not of British origin would be considered fair game if it looked like they could get away with attacking it.

Species

This is one of the first decisions a player should make about his character: what type of Furry is he? In early and medieval Furry society (as in **Furry Outlaws**), status was dependent on species. Carnivores were the warrior elite, while the peasant class was mostly herbivorous. The ranks in between, especially those requiring intelligence, education, and adaptability, were filled by omnivores. These rules don't quite hold true in the seventeenth century. It's no longer important, in an age of gunpowder and ship-of-the-line tactics, to be the largest, strongest, most aggressive fighter, though it can be important



Furry Sapiens (left to right): Avian, Canine, Chiroptera, Feline, Lapine, Marsupial

Species Size Chart

FURRY SPECIES	SIZES				
	Small (3-4' 20-45 lb.)	Light (4-5' 45-90 lb.)	Average (5-6' 90-180 lb.)	Heavy (6-7' 180-300 lb.)	Extra Large (7'+ 300-500 lb.)
Avian	████████████████████				
Canine		████████████████████			
Chiroptera	████████████████████				
Feline		████████████████████			
Lapine	████████████████████				
Marsupial		████████████████████			
Mustalidae	████████████████████				
Prosimian		████████████████████			
Reptile	████████████████████				
Rodentia	████████████████████				
Ungulate		████████████████████			
Ursoid	████████████████████				
	-6 Strength +6 Agility	-3 Strength +3 Agility	No Modifier	+3 Strength -3 Agility	+6 Strength -6 Agility

to pirates, who still use the older grapple-and-board tactics.

A player character, therefore, can be of any species and still come from nearly any walk of life. Racial prejudice keeps most of the “lower” species in their place — for example, you won’t find any Rodents in Parliament — but player characters are designed to be exceptions to the rule. It only requires that the player come up with a good story as to how his character became an exception.

Players will also want to choose species that would make good pirate material. The only bad choices from this standpoint are the extra-large specimens of Reptile, Ungulate, or Ursoid. Though they all make good fighters, they’re too big to be efficient sailors. One of the better choices for a pirate character is a Mustelid type, as they pack quite a bit of fighting ability into a pretty small frame, as do the Felines. However, fighting ability isn’t everything. In every group of PCs, there should be one Magick-using character and several specialists in the arts of seamanship, navigation, and gunnery. Avians small enough to fly are also very useful. See the species size chart above.

All Furrries are vertebrates — that is, possessing a backbone. No annelids (worms), arthropods (insects), or anything without a central spinal cord protected by bone is possible. Creatures that spend a majority of time underwater are not part of this genre; however

intelligent they may be, they have not evolved into tool-users. To save the GM headaches in regard to physics, Furrries are not too large (over 500 pounds) or too small (under 20 pounds). Finally, there are no primates in **Furry Pirates**, aside from the Prosimians of Madagascar (see p. 111).

All Furrries have the following characteristics in common: a backbone, four limbs, upright posture, stereoscopic vision (eyes facing front), and hands with two to three fingers and an opposing thumb. Furrries who evolved from hoofed animals have a slightly clumsier arrangement of fingers. Animals possessing claws still have them as evolved Furrries. Most Furrries have better than human hearing, due to larger, more flexible ears, but their sense of smell is no longer much keener than a human’s. Some species have a digitigrade leg configuration and walk on the balls of their feet. Many Furrries also have tails which, added to ear and facial movements, provide a wide range of personal expression.

Each species in **Furry Pirates** breeds true, and there are no hybridized offspring, except among different sub-species of Canine. The twelve types of Furry Sapiens are described below. All information is stereotypical and varies by individual.

Avian

Bird “Furrries” have evolved small hands with two fingers and a thumb on the joint of their wings, which can be folded flat inside the feathers during flight or extended to grasp a light weapon. Avians come in three sizes: small, light, and average. Only those of small and light build can fly, and the small ones are better at it. Avians of average build are large, flightless birds. Avians are valuable in military reconnaissance and as messengers. Socially, they can be of any rank. Predatory birds often belong to the highest ranks. The common types make up a large portion of the urban poor inhabiting most major European cities at this time.

Canine

Canines range from light (small dogs and foxes) through average (larger dogs) to heavy (really big dogs and wolves). The various sub-species of Canine can interbreed; thus they have a wide range of mates available. Intelligent, adaptable, and socially skilled, Canines can be found in every profession from the highest to the lowest. Quite a large number of Canines go to sea, giving rise to the term “seadog” (especially among disparaging Felines).

Chiroptera

Bat Furries come in small and light sizes, and possess hands and flying ability similar to those of Avians. Evolved bat Furries have lost their sonar, no longer requiring it to locate prey. Chiroptera are shy and reclusive, regarded with suspicion by many other Furries, and are not numerous. They are often found in professions that don't require a lot of social contact, such as Magickal, scientific, or theological research.

Feline

Like Canines, Felines range from light (domestic cats) through average (bobcats, puma, lynx, etc.) to heavy (lions and tigers). Felines hate hard work, so they are most often found either at the top of the social ladder, or at the very bottom of it. The oldest noble families, in Europe and several other places, are large Felines, but they are starting to see a decline in their prestige and power as the merchant class comes into its own.

Lapines

Rabbits and hares come in small, light, and average sizes. These Furries are the backbone of middle management and organization in all professions, whether capitalist, military, religious, political, or Magickal. They also do well as independent shopkeepers and small business owners. They are intelligent and adaptable, and tend to belong to the bourgeoisie.

Marsupials

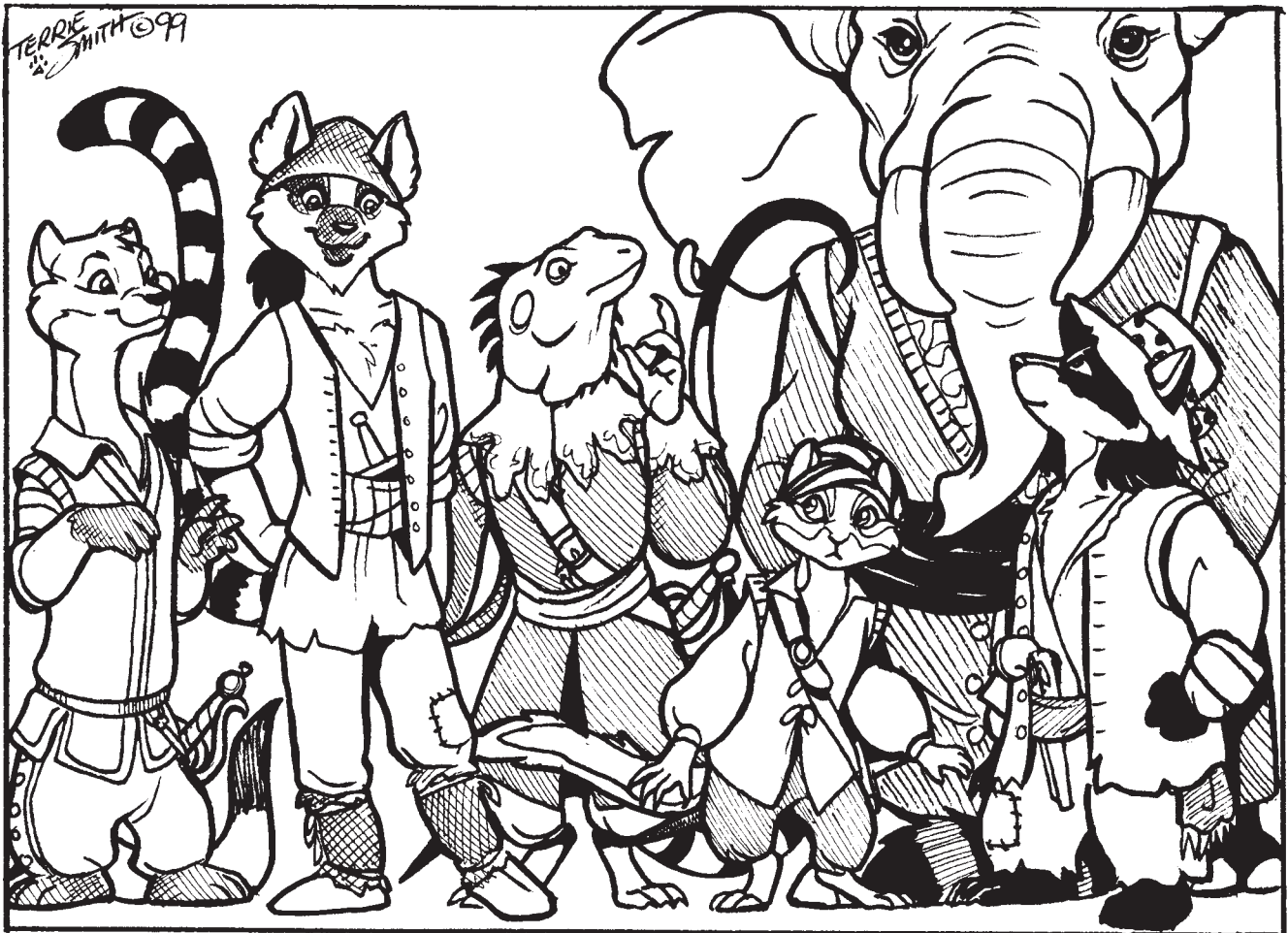
These range from light (wallabies) to heavy (large kangaroos). Marsupials are found on Australia, New Guinea, and New Zealand, all of which are recently discovered and largely unexplored. Players will need good background stories to explain what Marsupial characters are doing outside their native lands. Marsupials are hunters and gatherers or tribal farmers; they also make good fighters or Magick-users.

Mustalidae

Mustalids (weasels, stoats, otters, minks, etc.) come in small, light, and average sizes. These Furries are energetic, even hyperactive, and are good fighters for their size. They tend to be of the lower and middle classes, though there are exceptions. Many of them look for military careers, though they lack the endurance to be regular infantry. They also go in for piracy and highway robbery, being an adventurous and underemployed group.

Prosimians

These strange and beautiful creatures come in small (shrews, aye-eyes), light (marmosets), and average (lemurs) sizes. They are found only on the island of Madagascar, save for a few taken as curiosities or slaves by Arabic traders. As members of the Malagasy tribes, they are mostly skilled in hunting, gathering, agriculture, cattle raiding, handicrafts, fighting, and Magick. As with the Marsupials, players need an explanation of how they became pirates to have this species as characters.



Furry Sapiens (left to right): Mustalid, Prosimian, Reptile, Rodent, Ungulate, Ursoid

Reptile

These “Furries” can be any size. Evolved reptiles are warm-blooded and thus can survive in a temperate climate. Lacking fur, they are an easy target of racial prejudice and tend to stick together. A great many of them can be found in heavy industry, or in the ranks of the Army and Navy. They are often experts with artillery because they don’t have fur to catch sparks in.

Rodentia

These Furries are small (mice and rats), light (larger rats and squirrels), and average (beavers). They are intelligent, adaptable, and very fertile, but they are kept by extreme prejudice at the very bottom of the social ladder (especially rats and mice). They form the bulk of the criminal class in large urban centers, sometimes hand-in-hand with small Avians. They are the usual candidates for being forcibly recruited into the English Navy, which often leads to piratical careers.

Ungulates

Hoofed Furries range from light (gazelles, dik-diks) through average (pigs, goats, sheep, ponies, deer) and heavy (cattle, horses, elk, moose) to extra-large (Clydesdale horses, rhinos). Though pigs are clever enough to belong to the middle class, and horses are sometimes found in the highest ranks, most ungulates are agricultural or cottage industry workers.

Ursoids

Light and average-sized Ursoids (raccoons) are native to North America, but heavy and extra-large family members (different sizes of bear) are common everywhere. They are intelligent as well as strong, fierce, and intimidating, so wherever they are, they are usually in charge — industry owners, merchant captains, military officers, etc. Not all of them can be that lucky, though, and many are common laborers.

Max Lazarus is a Wolf, which puts him into the “heavy” build category of Canines.



A Note on Sex, Reproduction, and Social Consequences

Each species in **Furry Pirates** breeds true, and there are no hybridized offspring, except among the different varieties of canine. In a modern society of Furries, interspecies marriage might be acceptable, although a couple would have to resort to adoption or artificial insemination to have young. In eighteenth-century Furry society, interspecies marriage is Not Done. Thus, in addition to considerations of rank, wealth, and political concerns, a marriage partner must be of the same species, which leads to several consequences.

- Alliances are made between houses of the same species, i.e., two families of Felines join against a Canine enemy. This is why one species eventually ends up forming most of the upper class of any given area.
- Racial prejudices are added to the myriad of reasons (religion, power, money, land) why one group of Furries might go to war against another group.
- As appropriate mates are scarce, social standing **within** a particular species is less important. Two male lynxes, though different in wealth, rank and power, have equal right (if above a Social score of 18) to court a lynx lady.
- Incest is also more acceptable. Brother-sister or parent-child matches are still forbidden, but marriage between first cousins happens all the time.

This is not to say interspecies **mat- ing** does not take place; of course it does. Libertines of both sexes often take only lovers of another species because it avoids the danger of pregnancy. Sadly, members of different species still fall in love. Many are the Shakespearean tragedies written about such fatal affairs: Romeo was a fox and Juliet, a Siamese cat.

Nationality

Player character nationality is slanted toward the British in this genre. A majority of pirates are from the British Isles or the North American Colonies. Other likely choices include French, Dutch, Scandinavian, Portuguese, Spanish, any of the Mediterranean nationalities, coastal African, Native American, Caribbean Islander, Middle Easterner, East Indian, or Asian.

A player character is not generally restricted to those species which, in the real world, are native to whatever area he comes from. From its earliest origins, *H. sapiens* has wandered all over the place and there is no reason intelligent Furries wouldn’t do the same. The differences between the Furry populations of Asia, Africa, Europe, and the Middle East are cultural rather than racial. However, there are species of Furry that developed in geographical isolation, such as the small Ursoids of North America, or the Marsupials of the Australian continent. Characters who are of such species would necessarily be native to those areas, or very recently emigrated.

Max Lazarus is an English Wolf.

Position

Most vessels, pirate, privateer, or otherwise, need the following positions filled: Captain, First Mate, Second Mate, Navigator, Pilot, Master Gunner, Bosun, Quartermaster, Ship’s Wizard, Ship’s Doctor, and Aerial Scout. The Captain is in command of the ship. The First or Second Mate may command in his absence, or coordinate ship defense, or lead a boarding party, or whatever is needed. The Master Gunner is in charge of the gun crew, while the Bosun directs the crew who handle the sails, and the Quartermaster is in charge of supplies and dividing the loot. If there are only a few player characters, the players can opt to combine some roles (such as Ship’s Wizard and Ship’s Doctor), or the GM might decide to create NPCs to fill the extra roles. In any case, it helps if all three senior officers were able to fill the Pilot and the Navigator positions as necessary. If players are unable to agree which characters should fill the various positions, use random methods.

The players in this example decided to use a combination of consensus and random choice to assign positions to their characters. First, a captain was elected from among the players, who figured that a captain whom the others didn't want to follow would not last long. After that was taken care of, the rest of the players rolled dice to find out in what order they could choose the positions they wanted. When it was Max's player's turn, she chose "Master Gunner" as the position best suited to his temperament.

Profession

Another decision to be made early is: what does this character do? What is he good at? There are several broad categories, which can overlap to a certain extent. A player character should specialize in one of these categories, then consider whether or not a few skills from one or two other areas would be appropriate. The extra skills require GM approval and should make sense, given the character's background. Magick skills are not available to characters who do not specialize in Magick.

Individual skills are described in detail later in this chapter. It should be noted that, with the exception of the ship's wizard, the doctor, possibly the gunner and one or two other specialist types, all pirates need to be at least reasonably good sailors (see Seamanship, below).

Some categories of skills have minimum ability score requirements. Any character who wishes to take extra skills outside his profession must meet the minimum ability score requirements for those categories as well, unless the required ability is Social.

Fighting

An obvious and useful choice. A high Dexterity score and a reasonably good Strength and Agility are recommended. Sailors and especially pirates tend to specialize in short but vicious melee weapons and small firearms. Long weapons such as spears and pikes are awkward to use on the tossing decks. Bows and crossbows, which have ease of reloading and a relatively rapid fire rate to make up for the low damage they inflict, are good choices, but they tend to disintegrate quickly in

the salt air. A character's choice of weapons may also be influenced by his cultural background. Unarmed combat is common among Furies, using either claws or fists. Biting can inflict some nasty damage on an opponent and is a favored tactic of pirates.

Magick

To be a Magick-user, the character must have a Reason score of at least 24 and a Social score of at least 18. A high Ego score is also recommended. Most of vessels in the world of **Furry Pirates** carry at least one Magick-user. Wizards who can influence the weather are heavily recruited; also welcome is one who can inflict serious damage on an enemy vessel, or protect his own ship from similar attack.

In the late seventeenth and early eighteenth century, the art of Magick is usually taught by and to Furies who are members of a religious organization, or of a society such as the Freemasons. These various Orders are secretive, jealous of their power, and usually professional rivals if not mortal enemies of each other. As long as a character has aptitude for Magick and sufficient education (as reflected by the Reason and Social score requirements), it is not difficult to get into one of these organizations; they all have a constant need for new recruits. There are even religious orders and societies wherein female Furies can acquire training in the Arts Magickal. Any character not of European origin will probably have learned Magick through a tradition native to his or her own culture. Players interested in Magick-using characters should read the appropriate "Traditions of Magick" sections in Chapter Four. Magick-using characters should be aware there are religious extremists who view all Magick as the tool of evil. Practicing Magick can be dangerous in areas where these opinions hold sway. Sorcerers must be very cautious in New England. Also dangerous are the Scottish Lowlands and certain areas of Northern and Eastern Europe.

Gunnery

Artillery dominates naval tactics of this period. A Furry who knows how to maintain, load, aim, and fire naval cannon is essential to the success of a pirate or any other vessel. A high Reason score and reasonably good Strength, Dexterity, and Constitution scores are recommended. It is also a good idea for a gunner to be of steady

temperament, or no one will trust him with the gunpowder.

Seamanship

The guns are no good if the ship can't maneuver them into play. Characters who understand how the interaction of wind, water, wood, sails, rope, and Furry muscle make a ship go where it needs to go, and as fast as possible, are absolutely required. Navigational skills (knowing how to read, write, make calculations, draw and interpret maps and starcharts, and use the compass and the sextant), are required to make certain a vessel gets from point A to point B on the globe. Reason is very important to a character specializing in Seamanship, as are Strength and Agility.

Alchemy

Scientists of the late seventeenth and early eighteenth century are not specialists. Alchemy is a catchall area that includes chemistry, biology, and medicine. A Furry on shipboard with most of his skills in the Alchemy area is likely to be a doctor by profession, but he may also know such useful things as how to mix gunpowder, how to make concoctions of turpentine, lye, and alcohol to keep borers away from the ship, and how to make drugs or poisons from local plant life. A high Reason and a Social score of at least 19 are required.

Thievery

A light-fingered character can be very useful. A high Dexterity score and reasonably high Reason and Agility scores are recommended. The art of the thief in the seventeenth century is not difficult in a technical sense and can be learned in any East London rookery or Continental equivalent. Thievery skills include sleight-of-hand for picking pockets and cutting purses, knowledge of the right tools for picking locks, and the ability to leap around in the rigging (or wherever) to make your pursuing opponents look like clumsy idiots.

Hunting

Not very useful while at sea, but it can make the difference between life and death when the ship is out of supplies and fetched up on some godforsaken rock of an uninhabited island. A high Strength and a good Reason score

are recommended; it also helps to have a good Constitution score.

Crafts

The ship is going to need repairs; that's a given. A pirate vessel can't always go into port to get them. Thus it is that carpenters and shipwrights are always welcome aboard. So are cooks, musicians, sailmakers, and weapon-smiths. Other craft skills may be useful, but not in any immediately obvious way to the piratical eye. Characters specializing in one of these areas should take skills from one or two other areas as well. Craft skills, while valuable, are not very exciting in a gaming situation.

Education

Knowing how to read and write, speak other languages, and understand history and current events can be very useful, even to pirates. A high Reason score is a good idea. A high Social score is likely, but not required if the character specializes in this area.

Max's background (see below) and his position (Master Gunner) were best suited to a combination of Gunnery and Fighting skills. He also took Seamanship, though he is not as good at it as most other PCs, plus two Education skills.

Character Description

At this point, or later if preferred, the player can determine matters of personal preference about his Furry: age, height, weight, fur color, hair color, eye color, and so forth. Age can be related to level – no one is likely to reach 8th level before age 30. Refer to the Species Size Chart on page 9 to help with height and weight. Fur color should be restricted to whatever is natural to the character's species. Hair and eye color can be anything natural to planet Earth, including human shades.

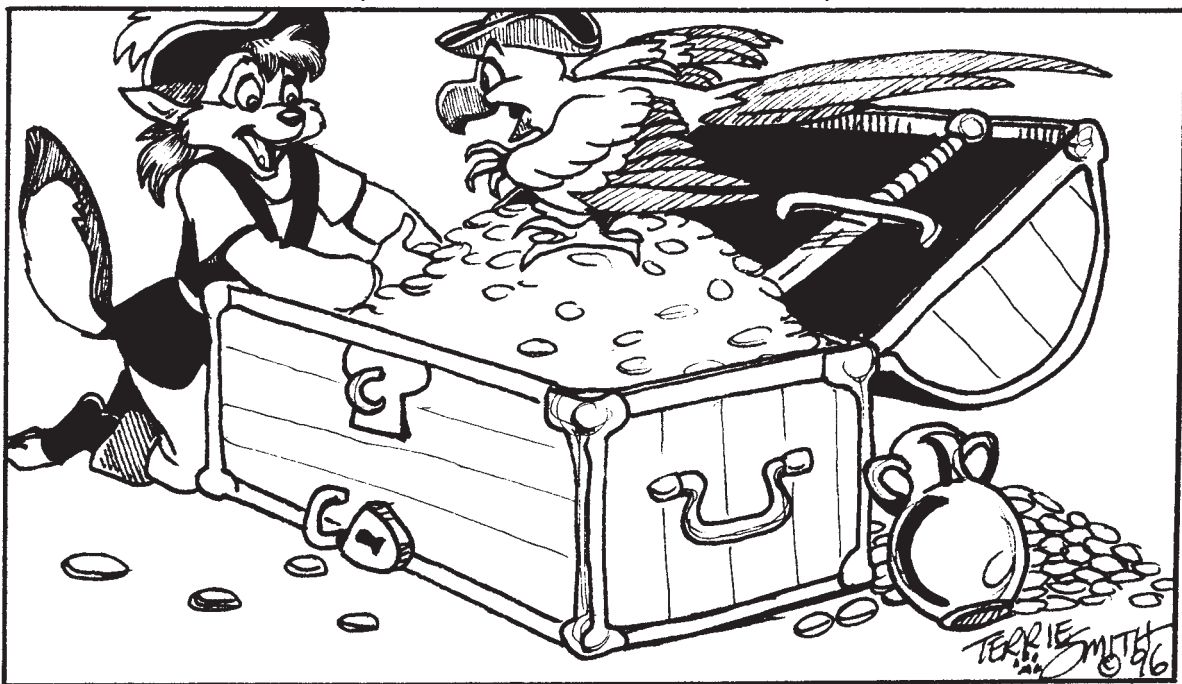
History: Making the Character Real

The most memorable characters are sometimes defined by a single event. How did your character become a pirate (or whatever)? Answering that question in detail can tell you more about him than his mother knows. It enables the player to fill in such details as where the character came from, what his motivations are, who his friends and enemies are, and how he's likely to react in a given situation. It will also help to inspire the GM for adventures that specifically involve that character.

Some players may wish to write a one or two page narration of the event. Others may prefer to tell the GM about it. Do whatever it takes to make it, and the character, real to you. Several or all of the PCs may end up becoming pirates at the same time, by the same event. Others may join up later. The GM can try to fit the PCs' individual stories together so that they all end up on the same ship. Alternately, the GM might use the "becoming pirates" scenario as the basis for the first adventure of the campaign, in which case the players need to figure out why their characters have gone to sea in pursuit of honest careers. If you completely lack inspiration, don't worry about this part just yet. Go on to the next section to figure out the character's abilities and skills, which may help you become better acquainted with him.

Sample Events to Become a Pirate, Privateer, or Whatever

1. The crew of a merchant or military vessel pull off a successful mutiny and turn to piracy (might as well be hanged for pirates as for mutineers).
2. Some of the crew of a vessel captured by pirates are offered a chance to join up, or are forced to join. The offer is usually



A new batch of Furry Pirates gets their first taste of booty.

- made to Furies of middle rank with special skills, but also to common sailors if the pirate ship has lost a lot of crew. Captains and high-ranking officers are not welcome.
- Some of the crew of a vessel captured by pirates are offered the chance to go pirating on their own ship, in company with some of the original pirate crew, and under the command of the pirate captain on the other vessel. Pirates ships usually fill up quickly, and this is one way to relieve the overcrowding.
 - One or more Furry sailors – deserters, escaped prisoners, or shipwreck survivors – are picked up by a pirate crew and demonstrate that they have what it takes to be pirates.
 - The captain and crew of a civilian vessel are commissioned by the King/Queen/Governor/whatever of (fill in the blank) to attack merchant vessels of (fill in the blank) origin and seize their goods. Whether or not these privateers turn to outright piracy remains to be seen.
 - A Magick-using Furry who does not want to pay for his education with a lifetime of unquestioning service to his Order runs away to sea; whether he intended to join a pirate ship is probably moot.

- The captain and crew of a small and weatherly craft discover how much money there is to be made in running supplies to a blockaded harbor.
- The captain and crew of a colonial vessel discover how much profit there is to be made smuggling desperately needed goods from somewhere other than the motherland.

Now it's time to find out who Maximilian Lazarus is. Lazarus is not his real name; it is the name he gave when he was rescued from the brig of a French warship by the other PCs' privateer brigantine, the Vengeance, on its first mission. Max is a Furry of rank, knighted by William III. This is a fact he wants to keep from the other privateers lest they decide to turn full-fledged pirate and possibly toss him overboard. He and his family were bound for a post in Virginia when the French ship caught his brig, the Lioness Anne, and blew her out of the water. Max was one of a few survivors left clinging to the wreckage, and was picked up by the enemy ship because her officers wished to interrogate the important-looking English

Furry. Max's mate and several cubs perished with the ill-fated Lioness Anne. After being rescued by the privateers, Max signed on with them, prepared to disregard and even participate in acts of piracy, so long as the French were their primary target. He shortly thereafter proved himself worthy of the Master Gunner's position.

This history gives the GM several possible adventure hooks for Max. First of all, he's motivated by revenge, so whenever there is a French ship in the offing, the GM can be sure he will vote to attack it. It's also interesting that he wants to keep his real name and rank a secret from his fellows. It could cause some good roleplaying to have him recognized by someone from his former life, and might cause serious trouble if that someone denounced Max as a pirate. Finally, suppose one of Max's cubs actually survived and was rescued by some other ship? To what lengths might Max go to find his offspring, were he to learn this fact?

Abilities

Ability scores are the measure of how strong, smart, fast, healthy, and so forth your character is. They form the base of the probability that the character can do something in particular, like aim and fire a gun, climb up a line, pick a pocket, or whatever. They also help determine whether or not someone else can do something to him. There are nine abilities; three of them are considered attack abilities, three are defense abilities, and three are more or less just descriptive. Abilities fall within a range of 3 to 30, with two size-related exceptions: Strength and Agility can reach 36. See the Species Size Chart on page 9.



Determining Ability Scores

The GM must decide if ability scores for player characters should be chosen (with restrictions) by each player, or rolled completely at random, or determined by a combination of these methods. However, if a player has a profession in mind, for instance a thief, it will be very frustrating if he or she rolls a 4 for Dexterity. Listed below are a few possible methods for generating ability scores.

Scoring

GM: Assign each PC 216 points to divide among the nine abilities. This gives an average of 24, which is appropriate for characters designed to be

heroes. (Mathematical average for the general population would be 16.5, though if survival-of-the-fittest is taken into account, it's probably closer to 18 or 20.) If you want to run a campaign in which the PCs are definite underdogs, and are required to think more often than fight, consider giving out fewer points – 180, making an average of 20. This would be appropriate for a campaign in which the PCs are teenagers, or even younger.

Random

Players: Roll 3d10 once for each score, in order. Discard if the results make an unworkable character and start over. Repeat until a satisfactory combination emerges, or until bug-eyed from reading dice. Alternately, roll 3d10 nine times and arrange these scores as

desired. Or roll 4d10 once for each score, discarding the lowest die.

Attack Abilities

Note: Abilities are not exclusively attack or defense scores. In particular, some defense abilities are used to determine attack scores in passive situations. The categorizations made here are generally applicable, though, and are those used in combat situations.

Dexterity

This is the character's hand-eye coordination, primarily a measure of his ability to hit something. It also helps determine whether or not he can pick a pocket, do embroidery, juggle, or anything else requiring fine motor skills. A score of 3 in this ability indicates the coordination of a newborn cub (none at all). A score of 30 would be appropriate for the Furry With No Name.

Ego

Not necessarily how stuck up your character is (though it may be an indication) but a measure of his or her strength of will. This ability determines success in spellcasting. Someone with an ego of 3 would have absolutely no sense of self, whereas the villain in an adventure movie always seems to have a score of 30.

Strength

A straightforward ability measuring how much damage the character does when he hits something, and how much stuff he can carry. It also covers short-term endurance, measuring how long a character can keep up any grueling activity. This is a size-related ability. Furries of Small and Light build subtract six and three points from their Strength scores, respectively. Likewise, Heavy Furries add three, and Extra-Large ones add six.

Defense Abilities

Agility

This measures the character's ability to block, duck, or get out of the way when someone else is trying to hit him. It can also help a character avoid damage by landing correctly when falling

out of the rigging, or whatever. It is closely related to Dexterity, and the two may seem to overlap in many areas. The main difference is this: one is an attack ability, the other is a defense ability. This is also a size-related ability. Furries of Small and Light build add six and three points to their Agility scores, respectively. Likewise, Heavy Furries subtract three, and Extra-Large ones subtract six.

Reason

A combination of a character's basic intelligence and the wisdom gained from experience. This ability forms the character's defense against Magick, including Magick with a direct physical effect. This ability is generally important for everyone, but especially for Magick-using types. This ability is also an attack score in regard to intellectual activities such as trying to decipher a tome of ancient lore, make a potion, or learn a new language.

Constitution

This stat measures how healthy the character is generally, as well as how long it takes him to recover (if at all) from an injury or illness. It forms the base of the character's defense score against a poison or drug. It also covers long term endurance, measuring how long a character can go without food, water, or sleep.

Descriptive Abilities

Appearance

Attempts to measure how physically attractive the character is without taking into account the eye of the beholder.

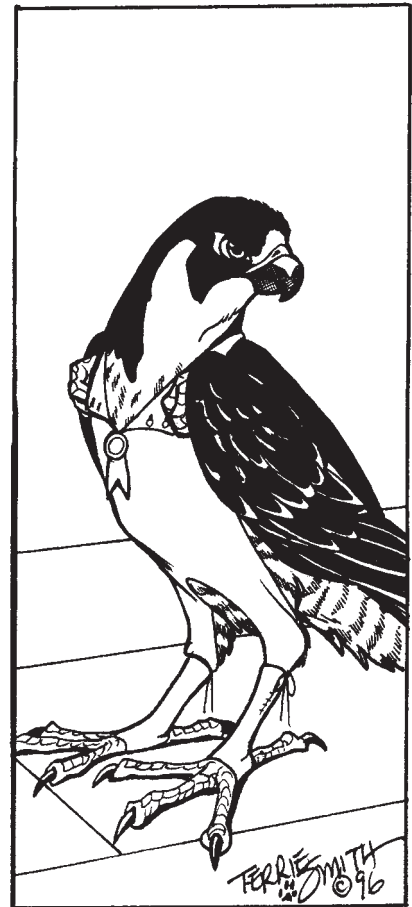
Luck

When all else fails, the GM determines the outcome by random methods, and a character's Luck score helps her do it. Luck is also used as the character's defense score when, for whatever reason, nothing else can be used. A character who doesn't know he's about to be stabbed in the back cannot use his Agility score as a defense, so Luck is used instead.

Social

This stat determines a character's place in society, his wealth, and how much education he has received. For instance, a character must have a Social score of 18 to be literate, unless he has the skill of Linguistics. The meaning of this ability varies widely with the setting of the campaign. What any given Social score means in **Furry Pirates** is listed on the next page. The professions given are examples, not absolutes.

The GM of the campaign Max will be played in has allotted players 216 points to be distributed among the nine abilities. Max is of Heavy build, so he can have at most a 27 Agility, but up to a 33 Strength. Dexterity, Strength, Reason, and Constitution are all important in his area of expertise. We also know his Social score can hardly be less than 24. After juggling figures, Max ends up with these Ability scores: Strength, 25; Constitution, 25; Dexterity, 30; Agility, 22; Ego, 24; Reason, 24; Appearance, 24;



Not your typical birdbrain.

Social Table

Social	Status	Wealth (C)
3	Slave, indentured servant, or other “property.”	-0-
4-6	Beggar, homeless street dweller, or rural vagabond.	1d4
7-12	Laborer, cottager, apprentice, menial servant.	1d8
13-18	Small farmer or freeholder, common soldier or sailor, or an important servant.	1d10
19-21	Struggling artisan, crafter, shopkeeper, merchant, etc. Or professional – clergy, doctor, lawyer, Magick-user, scientist.	5d10
22-23	Established – as above, but successful.	10d10
24-25	Lesser noble, military officer; or very successful merchant or professional.	10d10 x5
26-28	Extremely successful merchant or professional; or lesser noble with a lot of money.	10d10 x10
29	Great noble, senior military officer.	10d10 x20
30	Great noble connected to royal family.	10d10 x50

This table indicates the PC’s social position prior to becoming a pirate. Any titles may be forfeit if his new profession becomes known. Wealth is in units of currency (C) for the character’s nation of origin, whether pounds, francs, florins, guilders, marks, lira, rubles, reals, cruzados, oban, tael, or whatever, and is rolled using the indicated die. Wealth indicates what the character has with him or can lay paws on when the campaign starts. It may also represent the character’s annual income before he became a pirate.

Luck, 18; and Social, 24. Despite his Social score, the circumstances under which Max became a pirate have left him penniless, although the GM could rule that in his former identity, he has the rolled amount in a bank in Amsterdam, for all the good it can do him.

and capability at dealing with life. Mature Furrries are at least 3rd level overall. At 5th level overall, a Furry is considered competent at whatever his area of expertise is. A Furry at 8th level is considered a master of his art; at 10th level, a legend.

The GM should determine what overall level the PCs will be at the start of the campaign. This will provide level modifiers for primary attack and defense scores, plus indicate the initial experience points to be distributed among individual skills. If a player has a character of higher level from a previ-

ous campaign, it is up to the GM whether or not she will allow it in hers.

Refer to the Standard Adjust Table below to determine the experience points needed to be a given level. Note that the numbers in the second column, labeled “Adjust/Skill Points” are the experience points required to be a given level in an **individual** skill. (It is possible, for example, for a Furry who is 3rd level overall to be more or less competent at a given skill – he might be 2nd level at it, or 4th level at it, or any other level.) To get the number of experience points required to be a given level overall, refer to the third column. The second column provides the level modifier, or **standard adjust** used with ability scores to determine attack and defense scores. The same numbers are the experience points required to be the indicated level in an individual skill.

The GM rules that the player characters should start the campaign at 6th level. This is good for Max, who was dreamed up as a battle-experienced campaigner. Checking the Standard Adjust Table, we find that 6th level overall gives 210 overall experience points to be distributed among Max’s skills, and a level modifier, or standard adjust, of 21.

Overall Level

Overall Level is a term used to describe a Furry’s general competence

Standard Adjust Table

Level	Adjust / Skill Points	Overall Points
1	1	10
2	3	30
3	6	60
4	10	100
5	15	150
6	21	210
7	28	280
8	36	360
9	45	450
10	55	550
11	66	660
12	78	780

Primary Attack/Defense Scores

Primary attack and defense scores are determined using the standard adjust of the character's overall level. They are used when skill-related attack and defense scores do not apply.

Base Defense (BD)

The character's Luck score, or 10, whichever is higher. This is the defense score used when the character cannot defend himself for some reason, such as being sound asleep, chained to a wall, or unaware that he's about to be attacked.

Unarmed Defense (UD)

The character's Agility score added to his standard adjust. This is the defense score used when the character has no weapon (or unarmed combat skill) available to parry an attack, or is being attacked from a distance by someone with a missile or projectile weapon. The character is free and aware of being attacked, but can do nothing except try to dodge.

Magick Defense (MD)

The character's Reason score added to his standard adjust. Magick-users

(that is, those who have selected "Magick-user" as their Profession) add 10 points. This is the defense score used when being attacked by magical means. Though some Magicks produce a direct, physical effect, the magic-user must roll against the victim's Magic Defense to succeed in casting the spell.

Poison Defense (PD)

The character's Constitution score, or 10, whichever is higher. This is the score used for defense against drugs or poison.

Healing Attack (HA)

The character's Constitution score subtracted from 50. A wounded character can roll to heal for each full 12 hours of rest taken.

Hit Points (HP)

The character's Strength, Constitution, and Agility scores added together, then divided by 3 (round naturally). Hit points are the measure of how much damage a character can take before being stunned, wounded, incapacitated, or killed.

Primary Stats Table

BD:	Luck, or 10 (whichever is higher)
UD:	Agility plus Adjust.
MD:	Reason plus Adjust (Magic-users add 10 points).
PD:	Constitution, or 10 (whichever is higher).
HA:	50 minus Constitution.
HP:	Average of Strength, Constitution, and Agility (rounded).
MP:	Reason plus Adjust.

Mana Points (MP)

The character's Reason score added to his standard adjust. Only magic-using characters use mana points. They determine how many spells the character can cast before needing rest.

Max started out at 6th level overall, so his Adjust was 21. He ended up with BD, 18; UD, 43; MD, 45; PD, 25; HA, 25; HP, 24. Since he is not a Magick-user, we didn't bother figuring out Mana Points for him, but if we had, he'd have 45.



Choosing Skills

After the GM has assigned overall level and experience points, and the character's primary attack and defense scores have been figured out, it's time for the player to select appropriate individual skills for the character and assign experience points to them to determine skill levels. The Standard Adjust Table's second column indicates how many experience points it takes to be a given level in an individual skill.

Players may choose any skill from among those that fall within the character's area of expertise (see "Profession" on page 12). They may

also take a few skills from other professions so long as these make sense given the character's background, abilities, and social standing — that is, as long as the player can justify to the GM why the character should have these skills. This is another means to force the player to think about his Furry's history.

Unless the character's profession only has a few skills in it you won't want to take every available skill, especially in an area like Crafts, which contains everything outside the other major professions that a Furry might make a living at. If your Furry is spe-

cializing in an area with very few skills, such as Gunnery, he should also take a few skills from one or two other areas. For pirate characters, some professions go hand in hand, Fighting and Seamanship being the most obvious example. Education and Magick go well together, as do Education and Alchemy.

If your Furry is a professional fighter, think about his weapons of choice, and take those skills. To cover all your bases, take at least one skill each from Melee, Unarmed, and Distance Combat. Traditional pirate

Skill List

Bold indicates a category of skill (that is, the Profession it is associated with), Roman (normal text) indicates a single skill, and *Italics* indicates a Proficiency option.

Skills	Attack/Defense	Skills	Attack/Defense	Skills	Attack/Defense
Fighting: Melee Combat (p. 29)		Education (p. 35)		Magick: Circle of Abjuration (p. 37)	
Single Weapon	Dex/Agl	Linguistics:	Rea/	Binding	Ego/
<i>Dagger</i>		Lore	Rea/	Expulsion	Ego/
<i>Sword</i>		<i>Current Events</i>		Protection	Ego/
<i>Two-Handed</i>		<i>Geography</i>		Warding	Ego/
<i>Bladed Pole</i>		<i>History</i>		Magick: Circle of Alteration (p. 38)	
<i>Thrusting</i>		<i>Mathematics</i>		Ability	Ego/
<i>Pole</i>		<i>Occult</i>		Chance	Ego/
<i>Weighted</i>		<i>Ship</i>		Flight	Ego/
<i>Other</i>		<i>Theology</i>		Force	Ego/
Double Weapon	Dex/Agl	<i>Value</i>		Invulnerability	Ego/
<i>Dagger</i>		Crafts (p. 35)		Light	Ego/
<i>Sword</i>		Actor	Ego/	Shape	Ego/
<i>Bladed Pole</i>		Architect	Rea/	Speech	Ego/
<i>Pole</i>		Blacksmith	Dex/	Visibility	Ego/
<i>Weighted</i>		Brewer	Rea/	Magick: Circle of Astral (p. 40)	
<i>Combination</i>		Bureaucrat	Ego/	Projection	Ego/
<i>Other</i>		Carpenter	Dex/	Magick: Circle of Divination (p. 40)	
Fighting: Unarmed Combat: (p. 30)		Clerk	Rea/	Aura	Ego/
Hands/Fists	Dex/Agl	Cook	Rea/	Clairvoyance	Ego/
Feet/Talons	Dex/Agl	Courtesan	Ego/	Consultation	Ego/
Throws	Dex/Agl	Dancer	Ego/	Magick: Circle of Domination (p. 41)	
Teeth	Dex/Agl	Dyer	Rea/	Charming Animals	Ego/
Fighting: Distance Combat (p. 31)		Engineer	Rea/	Charming Intelligent	Ego/
Thrown Weapon	Dex/	Farmer	Rea/	Charming Plants	Ego/
Bow	Dex/	Fisher	Rea/	Charming Undead	Ego/
Trigger	Dex/	Gunsmith	Dex/	Possession	Ego/
Fighting: Other (p. 31)		Haberdasher	Dex/	Magick: Circle of Elemental (p. 42)	
Horsemanship	Dex/Agl	Hosteler	Rea/	Earth	Ego/
Dogfighting	Dex/Agl	Jeweler	Dex/	Fire	Ego/
Thievery (p. 32)		Juggler	Dex/	Lightning	Ego/
Acrobat	Dex/Agl	Leather worker	Rea/	Water	Ego/
Ambush	Dex/Rea	Mechanic	Rea/	Wind	Ego/
Lock-picking	Dex/	Merchant	Rea/	Magick: Circle of Enchantment (p. 44)	
Sleight-of-Hand	Dex/	Miller	Rea/	Conjunction	Ego/
Hunting (p. 32)		Miner	Dex/	Storage	Ego/
Athletic	Str/	Musician	Ego/	Magick: Circle of Illusion (p. 45)	
Gathering	Rea/	Painter	Dex/	Illusion	Ego/
Tracking	Rea/Rea	Printer	Dex/	Magick: Circle of Necromancy (p. 46)	
Alchemy (p. 33)		Prostitute	Ego/	Healing	Ego/
Chemistry	Rea/	Sculptor	Dex/	Harming	Ego/
Herbal	Rea/	Seamstress	Dex/	Growth	Ego/
Medicine	Rea/	Shipwright	Dex/	Magick: Circle of Summoning (p. 47)	
Poison	Rea/	Spinner	Dex/	Summoning	Ego/
Seamanship (p. 34)		Stonemason	Dex/		
Sailor	Dex/	Tavern-keeper	Dex/		
Navigation	Rea/	Wainwright	Dex/		
Gunnery (p. 34)		Weaver	Dex/		
Gunner	Rea/	Writer	Ego/		

weapons include the cutlass, the rapier, the dagger, and the flintlock pistol. Consider however, your Furry's species, background, and national origin and choose weapons he or she would be familiar with.

Magick-users in the world of **Furry Pirates** are traditionally taught one Circle of Magick at a time (see the list of Magick skills above) and must learn every skill in that Circle before moving on to the next one. Individual Orders

of Magick-users often only have knowledge of two or three Circles of Magick. Pirate characters however, whose history can often be described as "colorful," or "checkered," may have had a more haphazard education and learned a few

skills from several different Circles. It's best to read the descriptions of the Magick skills later in this chapter before choosing them, to make certain they fit with your Furry's background, especially as a few of them are unknown or illegal in some parts of the world.

If she wishes, the GM may rule that Magick and Fighting are mutually exclusive. In playtesting **Furry Pirates**, it's been noted that the character with both heavy combat and Magick-using skills has an unfair advantage over the other PCs. A confident GM and experienced players whose character origin stories explain how their Furies managed to learn both professions might enjoy a campaign that allows both. Also, since the literacy level is higher than it was in the Middle Ages, and since it doesn't take quite so long to learn how to fight as it used to, the Fighter/Magick-user character might be a little more common than it was in **Furry Outlaws**. However, if the GM prefers to disallow this sort of character, one possible rationale follows.

Iron is a substance which, according to legend, disrupts Magickal energy and is harmful to magickal creatures. If the GM wishes to adopt a natural law to help restrict Fighter/Magick-user PCs, she can rule that iron and steel drain Magickal energy and become superhot in the process. Therefore, Magick will not work when cast by someone who is in contact with more than an ounce of ferrous metal, and if he tries it anyway, he's likely to be badly burned. This law allows Magick-users to use weapons that contain no iron, which are usually less effective than the ones that do. It also provides a way for

captured Magick-users to be neutralized (iron shackles). Damage caused by touching iron while spellcasting is equal to the mana cost of the spell.

The Skill List is on page 18. Detailed descriptions of skills start on page 29. Once skills are chosen, experience points can be distributed among them according to the Standard Adjust Table.

Naturally, Max takes Gunner, the only skill under the heading Gunnery. As behooves a Furry of his rank, he also knows how to fight with Single Weapon: Sword, and Single Weapon: Dagger, plus all four Unarmed Combat skills and Trigger under Distance Combat. His social position also indicates levels in Horsemanship (though this might not ever be useful in his career as a pirate), Linguistics and Lore: Current Events. Because he has served on the Vengeance for a few months, the GM allows him the skill of Sailor. Also, because most characters are crippled without them, she allows him the skills of Athletic and Ambush, making for a total of fourteen skills.

Attack Scores

An Attack score is the sum of the ability score and the standard adjust for the skill level, subtracted from 50. The Attack Table on the next page may be

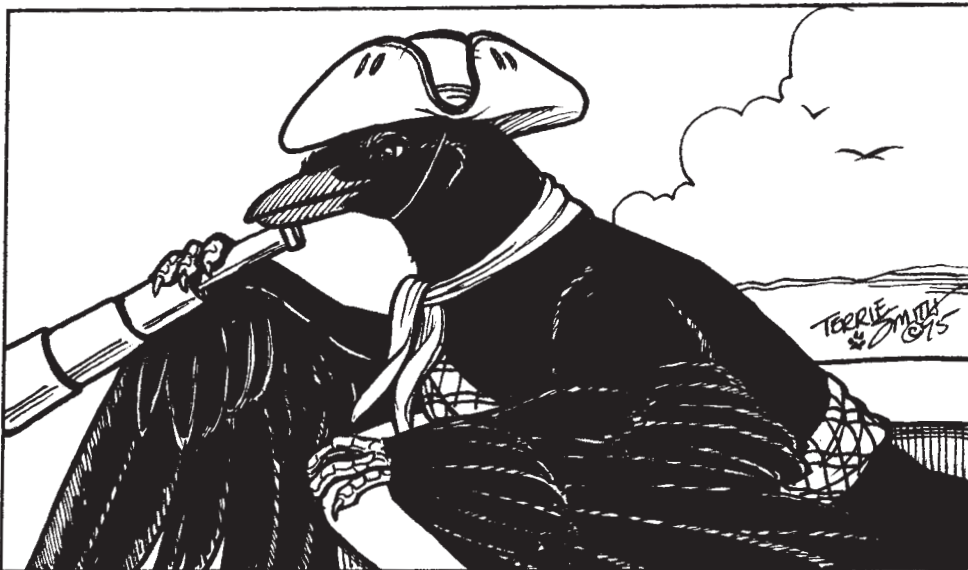
used to find the score using the appropriate ability and skill level.

Defense Scores

A Defense score is the sum of the ability score and the standard adjust for the skill level added to 10. The Defense Table on page 21 may be used to find the score using the appropriate ability and skill level.

A Very Important Note: You want your Defense scores to be as high as possible, while your Attack scores should be as low as possible. Your Attack score is added to your opponent's Defense score in combat, giving the number you must beat on percentile dice to be successful.

Max's player had 210 points to spend among fourteen skills, which meant Max could be 5th level in every skill, with nothing left over. However, since he had not been a sailor very long, the player dropped that skill down to 3rd level, freeing up 9 points. Likewise, because they are not very useful while at sea, she dropped Linguistics and Lore: Current Events down to 3rd level, making a total of 27 extra points. Adding 13 of those points to Gunner made Max 7th level in his most important skill. Adding 6 points each to Trigger and Sword made him 6th level in these fighting skills, while the extra 2 points were put under Dagger so that this skill level can be raised later. Max's player then checked each of his chosen skills on the Skill List to determine which ability is used to figure out its attack and defense scores. For most Combat skills, Dexterity and Agility are used, but the other skills use various different abilities. The attack and defense scores for each skill can then be looked up on the Attack and Defense Tables by skill level and ability score, making it unnecessary to consult the Standard Adjust Table or use a calculator.



Though it's known as the crow's nest, other birds can go there, too.

Attack Table

Ability Score	Skill Level											
	I	II	III	IV	V	VI	VII	VIII	IX	X	XI	XII
9	40	38	35	31	26	20	13	5	-4	-14	-25	-37
10	39	37	34	30	25	19	12	4	-5	-15	-26	-38
11	38	36	33	29	24	18	11	3	-6	-16	-27	-39
12	37	35	32	28	23	17	10	2	-7	-17	-28	-40
13	36	34	31	27	22	16	9	1	-8	-18	-29	-41
14	35	33	30	26	21	15	8	0	-9	-19	-30	-42
15	34	32	29	25	20	14	7	-1	-10	-20	-31	-43
16	33	31	28	24	19	13	6	-2	-11	-21	-32	-44
17	32	30	27	23	18	12	5	-3	-12	-22	-33	-45
18	31	29	26	22	17	11	4	-4	-13	-23	-34	-46
19	30	28	25	21	16	10	3	-5	-14	-24	-35	-47
20	29	27	24	20	15	9	2	-6	-15	-25	-36	-48
21	28	26	23	19	14	8	1	-7	-16	-26	-37	-49
22	27	25	22	18	13	7	0	-8	-17	-27	-38	-50
23	26	24	21	17	12	6	-1	-9	-18	-28	-39	-51
24	25	23	20	16	11	5	-2	-10	-19	-29	-40	-52
25	24	22	19	15	10	4	-3	-11	-20	-30	-41	-53
26	23	21	18	14	9	3	-4	-12	-21	-31	-42	-54
27	22	20	17	13	8	2	-5	-13	-22	-32	-43	-55
28	21	19	16	12	7	1	-6	-14	-23	-33	-44	-56
29	20	18	15	11	6	0	-7	-15	-24	-34	-45	-57
30	19	17	14	10	5	-1	-8	-16	-25	-35	-46	-58
31	18	16	13	9	4	-2	-9	-17	-26	-36	-47	-59
32	17	15	12	8	3	-3	-10	-18	-27	-37	-48	-60
33	16	14	11	7	2	-4	-11	-19	-28	-38	-49	-61
34	15	13	10	6	1	-5	-12	-20	-29	-39	-50	-62
35	14	12	9	5	0	-6	-13	-21	-30	-40	-51	-63
36	13	11	8	4	-1	-7	-14	-22	-31	-41	-52	-64

The Character's Equipment

Unless the character was waylaid, impressed and sent to sea, or became a pirate under circumstances similar to those of Max Lazarus, he had time to pack before setting off. Exactly what sort of equipment is available to each PC is something the GM and the player will need to work out. The GM should allow any contemporary, mundane equipment that seems reasonable, given the PC's history and resources.

If you prefer to do this according to some kind of system, refer to the Social Status Table on page 16. Determine the character's starting wealth; this is the amount of cold cash he has on hand when the campaign starts. Refer to the list of equipment and prices below and purchase the character's stuff using that figure.

The circumstances under which Max became a privateer did not allow him to use his

social score to determine what equipment he had. However, since the campaign started after the characters had been privateering for awhile, the GM ruled that Max had picked up whatever he wanted in the way of clothes and weapons from the loot the privateers had acquired.

Golden Age Currency

Currency (C) is simply the main unit of exchange for whatever country the campaign happens to start in. For gaming purposes, think of one unit of currency as having the purchasing power of twenty modern American dollars. This is nowhere even close to historical accuracy, but it may make unlist-

ed prices easier to set. "P" represents the lowest unit of exchange, whether pennies, centimes, pfennig, kopeks, or whatever. There are 100 P to one C. The GM may change prices at any time during the campaign according to region, availability of various items, and economic fluctuations. Whenever a horde of Furry pirates descend on a port with their pockets full of gold, prices skyrocket.

Stuff to Wear (Males)

The existence of fur does not make nudity acceptable among the inhabitants of Europe, though Furrries living in warmer climes might not bother with clothing.

Defense Table

Ability Score	I	II	III	IV	V	Skill VI	Level VII	VIII	IX	X	XI	XII
9	20	22	25	29	34	40	47	55	64	74	85	97
10	21	23	26	30	35	41	48	56	65	75	86	98
11	22	24	27	31	36	42	49	57	66	76	87	99
12	23	25	28	32	37	43	50	58	67	77	88	100
13	24	26	29	33	38	44	51	59	68	78	89	101
14	25	27	30	34	39	45	52	60	69	79	90	102
15	26	28	31	35	40	46	53	61	70	80	91	103
16	27	29	32	36	41	47	54	62	71	81	92	104
17	28	30	33	37	42	48	55	63	72	82	93	105
18	29	31	34	38	43	49	56	64	73	83	94	106
19	30	32	35	39	44	50	57	65	74	84	95	107
20	31	33	36	40	45	51	58	66	75	85	96	108
21	32	34	37	41	46	52	59	67	76	86	97	109
22	33	35	38	42	47	53	60	68	77	87	98	110
23	34	36	39	43	48	54	61	69	78	88	99	111
24	35	37	40	44	49	55	62	70	79	89	100	112
25	36	38	41	45	50	56	63	71	80	90	101	113
26	37	39	42	46	51	57	64	72	81	91	102	114
27	38	40	43	47	52	58	65	73	82	92	103	115
28	39	41	44	48	53	59	66	74	83	93	104	116
29	40	42	45	49	54	60	67	75	84	94	105	117
30	41	43	46	50	55	61	68	76	85	95	106	118
31	42	44	47	51	56	62	69	77	86	96	107	119
32	43	45	48	52	57	63	70	78	87	97	108	120
33	44	46	49	53	58	64	71	79	88	98	109	121
34	45	47	50	54	59	65	72	80	89	99	110	122
35	46	48	51	55	60	66	73	81	90	100	111	123
36	47	49	52	56	61	67	74	82	91	101	112	124

Coarse clothes: For commoners, a peasant's smock, or a singlet (a white shirt or blouse), jerkin and breeches of wool, leather, or cotton, dark-colored, plain and hard-wearing, probably not washed as often as would be desirable. The shirt and breeches alone are good for running around on deck; anything more might trip you up. 1C.

Fine clothes: The singlet and knee breeches with stockings, garters, and a long or short-sleeved doublet made of finer wool, cotton, or linen, and a coat or cape over all that. The singlet in this case is usually linen, and one can tell what class the wearer belongs to by how clean the collar and cravat are. Color varies according to wealth, social class, religion, and/or national origin. 5C.

Rich clothes: Same ensemble as above, except made of silk, satin, velvet, furs, embroidery, or whatever, and with more accouterments (listed below). Be warned: staying in fashion during the reign of the Sun

King requires a character to look utterly ridiculous by twentieth-century standards. 10-50C or more.

Uniforms: The age of gunpowder brought the military uniform into existence as it became necessary to identify one's own soldiers and sailors to avoid firing on them. Thus uniforms of the seventeenth and eighteenth centuries are colorful and easy to spot. They are otherwise much like the clothes listed above (only with a military cut), and with the same gradations in rank. 1-10C.

Footwear: Furrries go barefoot more often than humans do. If they wear shoes or boots, it's usually in cold or wet weather, or while on horseback. Footwear is especially uncomfortable for Furrries with canted legs. 1-20C.

Wigs: A wig, with holes cut for the ears, is *de rigeur* for every European male Furry with a Social score of 22 or higher, unless he is a Puritan. Fashionable wigs of the late seventeenth century are long and curly,

parted in the middle and spilling down the shoulders (if the Furry's hair does this naturally, he may get away with not wearing one). In the eighteenth, they are pulled straight back into a ponytail or worn in a variety of other styles, and are also worn by the middle classes (Social of 19 or higher). 2-10C. Of course, no one insists that a pirate be fashionable.

Accouterments: Velvet doublets thickly embroidered with gold thread. A broad, floppy hat or a tricorne with a band, ribbons, feathers, plumes, or whatever. Lace spilling frothily from one's throat and wrists. Slits in the sleeves of the doublet. Huge rosettes or bows attached to the fastenings of one's stockings. Absurdly high-heeled shoes (especially for digitigrade legs). Breeches covered with ribbons. Rings, jewels, ribbons, rosettes or other ornaments for one's tail. Powder for one's wig or hair. You name it, it's happening in the reign of Louis XIV.

Stuff to Wear (Females)

This is one of the very few points in history when female fashion is not more complicated than male fashion.

Coarse clothes: A long smicket or chemise which fulfills the same function as the male's singlet, a single petticoat, a plain dark woolen gown, an apron, and a head covering of some sort, either a shawl worn over the head, or a white cap (both of which cover the ears) or a straw "chip" bonnet (which is narrow enough to be worn between the ears). 2C.

Fine clothes: As above, but made out of finer wool, cotton, or linen, with extra petticoats and more color. Also includes a bodice with stays to keep a tight waist. The gown's sleeves generally come down to the elbow, and the white sleeves of the under-gown a bit lower. No shawl, but the white cap or the bonnet,

fastened with ribbons, is required. 10C.

Rich clothes: Variations on fine clothes made of richer and more colorful materials, a simple "scoop" neckline that reveals a lot of shoulder, sleeves, a skirt cut or fastened to reveal equally colorful petticoats. Still wearing the white cap, or possibly some fancy variation. 10-80C.

Footwear: Shoes, if worn at all, are much the same as they are for males, only daintier, more slipper-like, and without the high heels. 2-20C.

Accouterments: Wigs are available, but not yet required for females of the upper class. Otherwise, females go in for lace, ribbons, bows, rosettes, sleeve slits, etc. quite as much as the males do. Females running away to sea might do well to consider male clothing as a disguise and a convenience (if you consider "petticoat breeches" a convenience).

Armor

Metal armor went out of style a century before the time of **Furry Pirates**. It's too heavy, too awkward, takes up too much room on shipboard, it rusts, and it's useless against small arms fire. Leather armor is also not used because salt water degrades it faster than you can say "Yo ho ho."

Weapon Prices

These prices are for standard, ordinary, well made but unadorned weapons.

Melee Weapons

Dagger: Any blade under 12" in length, with or without balance for throwing purposes. It's possible for Magick-users to find ones made of bronze or silver at double the cost. 1C.

Small Sword: Any blade from 12" to 24", from the short, straight dirk to the wide, curved cutlass. 10C.



Powdered wigs: Manly clothing for manly Furies.

Medium Sword: Any blade from 24" to 36", from a saber to a katana. 15C.

Two-handed Sword: Any blade from 36" to 48", usually requiring both hands to wield. 25C.

Large Two-handed Sword: Any blade over 48", definitely requiring both hands to wield. 30C.

Small Bladed Pole: This means a hatchet. 1C.

Medium Bladed Pole: An ax, which may be balanced for throwing. 5C.

Large Bladed Pole: An edged blade attached to a pole six or eight feet long. Mostly obsolete, except in the East, although they are useful for disabling enemy sails at close quarters. 5C. Some made in the Middle East have muskets built into them; 12C.

Thrusting: A bayonet for the end of one's musket or rifle. 2C.

Large Thrusting: A spear, pike, or lance, usually 6' to 7'. 4C.

Small Pole: A stick 24" to 36" long, such as a nightstick. 10P

Medium Pole: A stick, 36" to 60". 20P

Large Pole: A stick over 60", a quarter-staff. 30P.

Small Weighted: A small club or an unloaded pistol: anything about 5 pounds, heavy on one end. A club usually doesn't cost anything; see under Firearms for pistol prices.

Medium Weighted: a larger club, a mace, a morningstar, or a discharged musket; anything about 10 pounds, heavy on one end. A mace or morningstar costs 1C.

Large Weighted: A larger, heavier mace or morningstar, say 20 pounds, costs 2C.

Distance Weapons

Small Streamlined: A dart. 20P for a dozen.

Large Streamlined: A spear, pike, or lance, usually 6' to 7'. 4C.

Small Tumbling Blunt: Pebbles are free; half-pound shot costs 25P per dozen.

Medium Tumbling Blunt: Rocks are free; one pound shot costs 25P per dozen.

Large Tumbling Blunt: Same thing. Two to six pound shot costs 30P per dozen.

Small Tumbling Spiked: Shuriken or caltrops. 25P.

Medium Tumbling Spiked: See Dagger or Small Bladed Pole.

Large Tumbling Spiked: An ax, balanced for throwing. 5C.

Extension: A slingshot, cheap and easy to make, about 20P. Pick up pebbles for nothing, or try small shot for 5P per dozen.

Large Extension: An atlatl, or spearhucker. 40P.

Small Bow: 5C. Arrows, 30P per dozen.

Longbow: 15C. Arrows ditto.

Crossbow: 5C. Bolts, 50P per dozen.

Large Crossbow: 8C. Bolts ditto.

Firearms

Small Caliber Pistol (.20 to .45): The small flintlock pistol, called a traveling pistol, is used for personal protection, but is also a favorite of pirates because it's easy to carry several of them. Locks and stocks can be made tiny enough even for Furies of small build (.20 caliber), but the barrel has to be at least nine inches long or all accuracy is lost (so they look like short mus-



The fashions of the Age of Piracy: Swashbuckling accouterments for female Furies.

Weapon Damage/Stunning & Initiative Table

Melee Weapons	Strength					Initiative	Encumbrance
	7-12	13-18	19-24	25-30	31-36		
Dagger	4/1	5/1	6/2	6/3	6/4	4	1
Sm Sword		6/2	8/3	10/4	10/5	6	2
Med Sword			10/4	10/5	12/6	8	4
Two-Handed				12/6	15/6	10	6
Lg Two-Handed				15/8	20/8	12	8
Sm Bladed Pole	3/2	4/3	5/4	6/4	8/5	4	1
Med Bladed Pole			8/6	8/8	10/8	8	2
Lg Bladed Pole				12/10	15/10	10	4
Thrusting			8/2	10/3	12/4	6	2
Lg Thrusting			10/4	12/5	15/6	8	4
Sm Pole	2/3	3/4	4/4	5/6	6/8	4	1
Med Pole		4/6	6/8	8/10	8/12	6	2
Lg Pole			8/10	10/12	12/15	8	3
Sm Weighted	4/5	6/6	6/8	8/10	10/12	6	2
Med Weighted			8/8	10/10	12/12	10	4
Lg Weighted				12/12	15/15	12	8
Hands	1/2	2/3	3/4	4/5	5/6	4	—
Feet	3/5	4/8	5/10	6/12	8/12	8	—
Talons	3/0	4/1	5/3	6/4	8/6	6	—
Teeth	1/0	2/0	3/0	4/0	5/0	4	—
Double Daggers		4/1	4/2	5/2	5/3	6	2
Double Sm Swords			5/3	6/3	6/4	8	4
Double Med Swords				8/4	8/5	10	8
Double Sm Bladed Pole			4/4	5/5	6/6	6	2
Double Med Bladed Pole				6/8	8/8	10	4
Double Sm Poles		2/4	3/5	4/6	4/8	6	2
Double Med Poles			5/6	6/8	8/10	8	4
Double Sm Weighted			5/6	6/8	8/10	8	4
Double Med Weighted				8/10	10/12	12	8
Sm Shield Blunt			2/4	3/5	4/6	6	4
Sm Shield Spiked			4/4	5/5	6/6	6	5
Distance Weapons							
Sm Streamlined	3/0	3/0	4/0	5/0	6/0	4	1/dox.
Lg Streamlined		6/0	8/0	10/0	12/0	6	2
Sm Tumbling Blunt	1/1	2/2	3/4	4/5	4/6	4	1
Med Tumbling Blunt		5/6	6/8	8/8	10/10	6	2
Lg Tumbling Blunt				10/12	12/15	10	3
Sm Tumbling Spiked	1/1	2/1	4/2	5/2	6/2	4	2/dox.
Med Tumbling Spiked		6/2	8/3	10/3	12/3	6	1
Lg Tumbling Spiked				12/4	15/4	10	2
Extension	2/3	3/3	4/3	4/4	5/4	4	1/2
Lg Extension		5/0	6/0	8/0	8/0	6	1
Sm Bow		6/0	6/0	8/0	8/0	6	2
Longbow			8/0	10/0	12/0	8	4
Crossbow	8/0	8/0	8/0	8/0	8/0	6 (loaded)	6
Lg Crossbow			12/0	12/0	12/0	6 (loaded)	8
Firearms							
Sm Caliber (.20-.45)	12/0	12/0	12/0	12/0	12/0	6 (loaded)	3
Lg Caliber (.50-80)		20/0	20/0	20/0	20/0	6 (loaded)	6
Blunderbuss			24/0	24/0	24/0	6 (loaded)	5

kets in the paws of Rodents). Including accessories such as powder horn and ramrod, 5C.

Large Caliber Pistol (.50 to .75): The weapon of officers and cavalry. The standard pistol of the English Army has a caliber of .65 and a barrel length of 12 inches. 8C with accessories.

Musket (Large Caliber): Standard infantry weapon, the smoothbore, single-shot, muzzle-loaded flintlock. Usually a .75 caliber weapon with a barrel length between 40" and 48". They are made more cheaply than pistols and are more prone to misfiring. With accessories, 5C.

Rifle (Large Caliber): The weapon of choice for hunters because its effective range is three times that of a musket, but seldom used by the military or pirates due to its slow rate of fire. Not being military weapons, rifles are not standardized and can have a total length from 4' to 7.5'. 15C.

Blunderbuss: Wide-mouthed musket that fires scatter shot, the 17th century equivalent of a shotgun. 5C.

Ammunition

Solid shot: Lead balls cost 10P per dozen.

Scatter shot: 5P for a dozen "charges" of lead or scrap iron.

Cartridges: Paper packet with the ball and the right amount of gunpowder inside – saves you having to measure the powder yourself and provides paper for wadding. 30P per dozen.

Gunpowder: 10P for a dozen charges large enough to fire a pistol, musket, or rifle.

Magick Components

Crystals, jewels: To determine the price of a given mineral or gemstone, find out what it's worth in the present day and multiply by twenty to find its cost in C. Think in terms of thousands of C for diamonds, rubies, sapphires, or emeralds; hundreds of C for turquoise, pearls, or jade; and tens of C for quartz, magnetite, or malachite, although it varies greatly by region.

Divinatory materials: Tarot cards, 3C. Dice, 5P. Runestones, casting

bones, 1C. Ouija boards, 3C. Crystal balls, 25C.

Drawing materials: Charcoal, free. Chalk, 1P. Ink, 30P. Paints, 50P per color. Paper, 5P per sheet.

Spellbooks: Almost priceless. Each Order guards its spellbooks zealously and keeps all outsiders away from them. Even initiates are allowed to study them only under the supervision of their superiors. If a spellbook is offered for sale, it's almost certainly been stolen, and the price will be anything the thief thinks he can get away with demanding, starting at around 5000C.

Navigational Tools

Compass: 5C.

Octant: 10C.

Rutters: A rutter is a journal kept by the pilot or navigator of a ship, recording where the ship has been and how it got there. For a pilot venturing in unfamiliar waters, a rutter written by someone who has been there before can make the difference between life and death. Common rutters describing well-known waters, such as those around Europe, cost 20C. Rare ones, describing the coasts of Africa, Asia, or the New World, start at 100C. Often such rutters are national or corporate secrets, with the death penalty proscribed for any traitor Furry who sells them, which raises the price to whatever the market will bear. A one-of-kind rutter, describing someplace no one else has ever been, is almost priceless.

Charts: Maps are drawn by the pilot or navigator who first visits a place, and improved upon by subsequent pilots and cartographers. As with rutters, their rarity dictates price: 5C for a common chart, 30C for an uncommon one, 100C or more for a unique or proscribed one.

Alchemical Equipment

Herbs: Common European herbs go for 10P per gram.

Spices: Imported all the way from India or Indonesia, spices are worth 2C per gram.

Potions: A potion can be purchased for a number of C equal to the potion's mana cost on the Mana Cost/Die Table (second column) per dose (enough to affect one creature). See the skill of Potions under Alchemy in Chapter Two for some idea of what kind of potions can be bought.

Salves: See Potions. The same statistics apply.

Poisons: As Potions, but more dangerous to purchase, since it indicates criminal intent. Generally, it will take a bribe in addition to the cost of the Potion to procure.

Thief's Tools

The most difficult items for a thief to get a hold of, assuming he's not a locksmith, are skeleton keys. You'll have to commission these from a smith you think you can trust, or steal them. Picks can be made from any strong, thin piece of metal. Leaving aside the possibility of Magickal wards or traps for the unwary burglar, eighteenth-century security is a primitive art. In the case of a prisoner never intended to be released, shackles are often welded on. Therefore, it's a good idea for the full-service cracksmen to possess a file, a hammer, a chisel, and a crowbar. 15C for the whole kit.

Encumbrance

Encumbrance points are deducted from the character's combat defense scores and certain attack scores (as stated in skill descriptions). This is because it's easier to hit someone who's weighted down with a lot of equipment. Any character can carry a number of pounds equal to his or her Strength score without being encumbered. After that, one pound equals one encumbrance point. GMs might consider allowing that weapons be excepted from the rules of encumbrance, unless someone tries carrying an absurd number of them. This will probably allow the GM to dispense with encumbrance altogether, as pirates seldom carry much other than weapons – they have a ship to hold everything else.

Weapon	Damage	Stunning	Initiative
<i>Sword</i>	<i>d10</i>	<i>d5</i>	<i>d6</i>
<i>Dagger</i>	<i>d6</i>	<i>d3</i>	<i>d3</i>
<i>Pistol</i>	<i>d12</i>	<i>ul a</i>	<i>d5</i>
<i>Hands</i>	<i>d4</i>	<i>d5</i>	<i>d3</i>
<i>Feet</i>	<i>d6</i>	<i>d12</i>	<i>d6</i>
<i>Teeth</i>	<i>d4</i>	<i>ul a</i>	<i>d3</i>

Equipment

two pistols, saber, dagger, locket containing portraits of his wife and child, sash, sword belt, leather vest, pants

Currency

C: *25*

P: *60*

Encumbrance

Character Illustration



Background, Personality, Relationships, & Notes

Real Name: Sir Maxwell Greycoat

Bound for Virginia, his family was killed and he was captured by the French, who sank his ship, the Lioness Anne. He was rescued from the French warship's brig by privateers. He was knighted by William III, but has not yet revealed this to the privateers.

Character Advancement

Raising Levels

The GM will award **experience points** whenever she feels it is appropriate, whether in the course of game play, at the end of a gaming session, or at the end of an adventure scenario which could take several gaming sessions. Experience points should be given for solving the problems presented in the game, for remaining faithful to one's character concept (that is, for good roleplaying), or best yet, for solv-

ing the problems while remaining faithful to character concept. It's recommended that between four and eight experience points be awarded for each gaming session per player.

Experience points can be used to advance a character's level in any skill he already possesses. At the same time, they advance the character's overall level, though slowly. Refer to the Standard Adjustment Table when distributing experience points to determine new levels achieved, and adjust

Attack and Defense scores for those skills (or overall level) accordingly. For example, if a player is 5th level in a skill then it takes six points to go to sixth level in that skill. Thus, If the player goes from fifth to sixth in a skill then the attack score will drop six points and the defense will rise six.

Acquiring New Skills

A new skill can be taught by anyone who is at least 5th level in the desired skill. To learn a new skill, a character needs to find someone, whether a PC or NPC, of the appropriate level and ask to be taught. If an NPC is asked, the GM must determine if that Furry is willing to teach the PC and what he might demand in return, whether money, a specific favor, an exchange of teaching, or whether he will simply do it for friendship's sake. Also possible is a master-apprentice relationship, where the character works for a master for a previously stated

amount of time in exchange for being taught the secrets of a craft.

Once a teacher has been found, the PC will then spend the majority of his time learning the new skill, either with the teacher, or in individual practice. All skills take at least a month (game time, not real-life time) to acquire. Each month, the PC should be allowed a Reason roll (an attack score based on the ability only, with no skill level modifier, vs. a difficulty factor assigned by the GM). When he succeeds, he will need to sacrifice two experience points, which are permanently removed from his overall experience score. At that time, he may take the new skill at 1st level, requiring another experience point (though this one is not removed from the overall points).

New Magick skills are more difficult to get. A Furry must be functionally literate before he can learn any Magick at all (which requires a Social score of at least 18, or being 3rd level in Linguistics for the appropriate language). Magick cannot be comprehended by any Furry with a Reason score less than 24. A PC wizard may be willing to teach a neophyte, but the odds are against a non-wizard PC being allowed to join a sorcerous Order, even if he has the requisite Social and Reason score, simply because he is a pirate. Also, to acquire the first Magick skill, a non-wizard character will have to study much longer than usual, and will only be allowed a Reason roll every **year** (game time) to determine if he's picked it up yet, though for subsequent skills, the roll can be made every month. A character who already knows some Magick will find it easier to learn new Magick skills. A teacher is not required if the Magick-using Furry can find a spellbook for the skill he wants. These are, of course, extremely rare and valuable. A spellbook is usually an ancient, fragile, leather-bound grimoire of delicate parchment, about a foot high, ten inches wide, and four inches thick — and that's just for one skill. With a spellbook, the Magick-using character can make a Reason roll every month just as if he had a teacher to determine if he's learned the new skill yet. Once the skill is learned, it's no longer necessary to cart the spellbook around, fortunately.



Romeo and Juliet: forbidden love

Skill Descriptions

The following sections describe the skills available to characters in **Furry Pirates**.

Some skills cover extremely broad areas. In these cases, the character must choose a **proficiency** — a single sub-area that is the character's specialty. Skills that require a proficiency selection are called Proficiency skills. The character can operate in other areas encompassed by the same skill, but at a 10 point penalty on both attack and defense scores. If the player wants the character to be proficient with more than one of the proficiency areas, he will have to take the skill twice and spend the extra experience points.

For example, the Proficiency skill Single Weapon covers anything a Furry can swing, from a sword to a two-by-four. When choosing Single Weapon, the character must choose a proficiency (some examples for Single Weapon include Dagger, Two-handed, or Thrusting). If a character chose Dagger, he would be at a 10 point penalty when swinging a Two-handed sword, unless he spent the extra experience points to purchase that proficiency as well.

Some skill descriptions describe what happens if the character scores double or triple effect, which means rolling 20 or 50 points, respectively, above what was needed to accomplish a given task.

Certain Magick skills, especially those which cause damage, use the Mana Cost/Die Table, found on this page, to determine what sort of die is rolled when a spell is cast at a given level. This table also provides the mana point cost of each level of spell. For example, if a Furry sorcerer casts Elemental: Lightning at 6th level, it will cost him 21 mana points and cause d200 worth of damage to whatever hapless creature or object he throws it at. (When rolling dice above 100, it's best to use percentiles and multiply by 2, 3, or whatever.)



Mana Cost / Die Table

Level	Mana Cost	Die Rolled
1	1	10
2	3	20
3	6	30
4	10	50
5	15	100
6	21	200
7	28	300
8	36	400
9	45	500
10	55	600
11	66	800
12	78	1000

Fighting

In most cases, scoring double or triple effect in combat means inflicting double or triple damage on your opponent. However, there are other options. See the Combat Rules in Chapter Two.

Melee Combat

Single Weapon

Attack Ability: Dexterity
Defense Ability: Agility

This is the skill of fighting with a single one- or two-handed weapon. It is a Proficiency skill, therefore the player must choose a weapon to be proficient in. The character can use a weapon outside his proficiency at a 10 point penalty on Attack and Defense scores. Note that this skill does *not* include throwing the weapons described. (See "Thrown Weapon" under Distance Combat.) These weapons are subject to strength limitations listed on the Weapon Damage/Stunning and Initiative table.

Dagger: This is a blade under 12" in length.

Sword: This is a flat-edged blade, either curved or straight, 12" to 36" in length.

Rapier: This is a long lightweight blade with a sharp point but little edge, such as a rapier, foil, or épée.

Two-handed: This is a flat-edged blade long and heavy enough to require both hands to wield (usually over 36").

Edged Pole: Any weapon consisting of an edged blade attached to a han-

dle or pole, such as an ax or polearm.

Thrusting: This is a weapon with a sharp point but little cutting edge, such as a lance or bayonet.

Pole: A balanced blunt weapon ranging in size from a nightstick to a quarterstaff.

Weighted: A pole with a weight on one end, like a mace, a club, or a bat.

It also includes weapons with a weight at the end of a chain such as a flail or morning star.

Other: Any melee weapon which is not described (such as a whip) requires its own proficiency category.

Double Weapon

Attack Ability: Dexterity
Defense Ability: Agility

This is the skill of fighting with a pair of weapons. The ability to use two weapons requires a Dexterity score of 24. It is a Proficiency skill, therefore the player must choose which weapons he is proficient in. The character can use a weapon outside his proficiency at a 10 point penalty on Attack and Defense scores. Note that this skill does **not** include throwing the weapons described. (See "Thrown Weapon" under Distance Combat.) These weapons are very much subject to strength limitations. They also do less damage and have a higher die roll for initiative.

Dagger: A pair of blades under 12" in length.

Sword: A pair of flat edged blades from 12" to 36" in length.

Rapier: A pair of long lightweight blades with a point but little edge.

Edged Pole: A pair of weapons consisting of an edged blade attached to a handle or pole which are under 4', or a single pole over 4' with a blade at each end.

Pole: A pair of balanced blunt weapons under 4'.

Weighted: A pair of poles or chains with weight on one end under 4', or a single weapon over 4' consisting of two weights attached by a pole or a chain or cord.

Combination: Any combination of the above as long as your Strength score allows it.

Other: Any melee weapon combination not described requires its own proficiency category. Use common

sense here: some weapons can't be used together.

Unarmed Combat

Don't confuse a defense score in an unarmed combat skill with "Unarmed Defense." A character's Unarmed Defense is used when he can't do anything about an attack except try to get out of the way. A defense score in an unarmed combat skill means the character is capable of blocking an unarmed or melee attack as well as anyone with a melee combat skill.

Hands/Fists

Attack Ability: Dexterity
Defense Ability: Agility

This is the skill of beating up other Furrries with your bare hands. Depending on cultural orientation, the character may be using claws, open hands, clenched fists, second knuckles, poking fingers, or whatever. This is a double weapon skill, thus it uses two initiative dice.

Feet

Attack Ability: Dexterity
Defense Ability: Agility

Similarly, this is the skill of kicking other Furrries. This is a double weapon skill, thus it uses two initiative dice. Avian characters may find this skill particularly helpful in aerial combat because they won't have to carry a weapon and try to use it while flying.

Throws

Attack Ability: Dexterity
Defense Ability: Agility

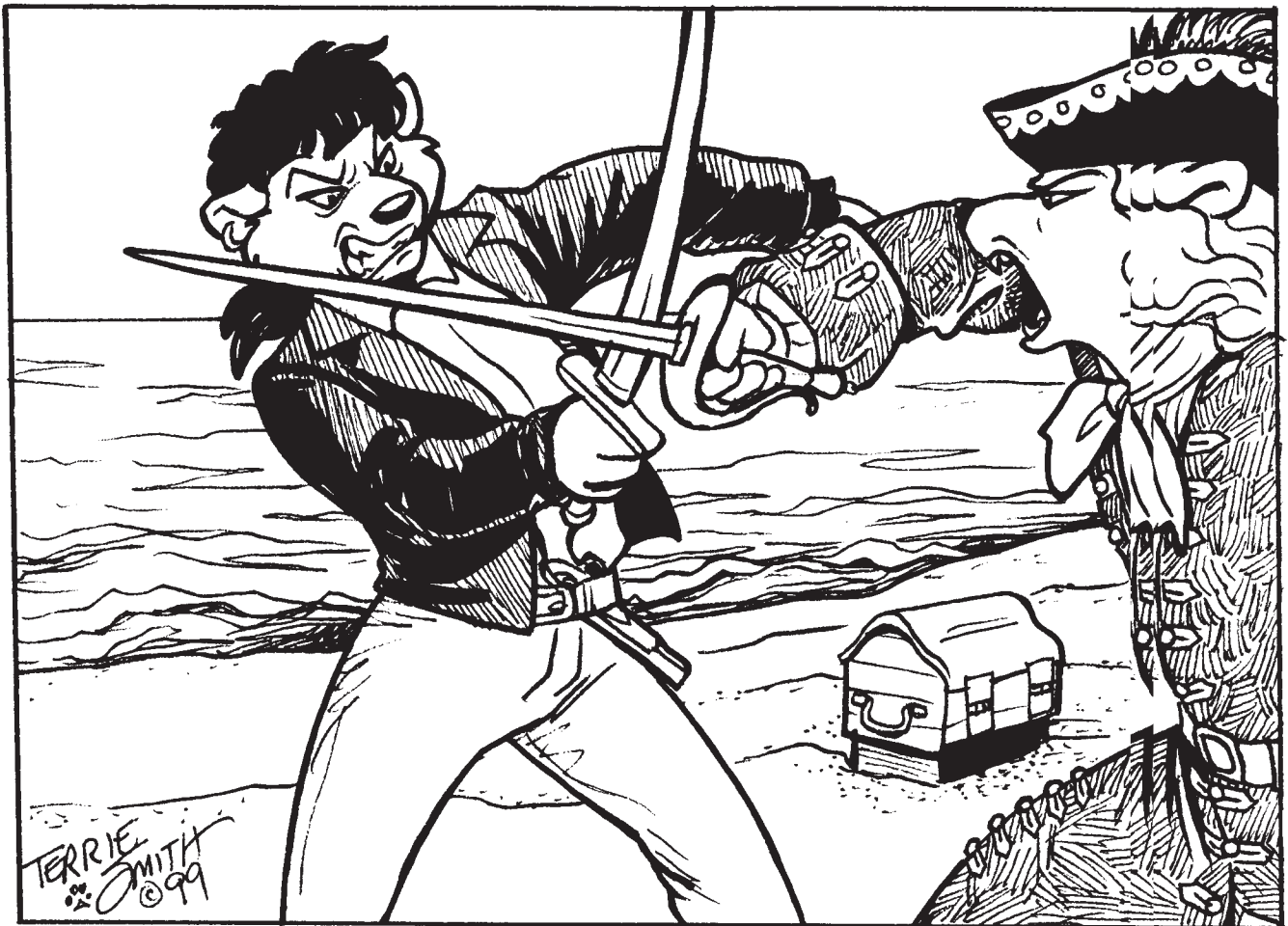
This is the art of throwing other Furrries. When someone charges or otherwise attacks you, overextending himself, you duck or step out of the way and help him along. Note that the character needs both hands free. An attempt to throw with one hand will be performed at a one effect penalty (double effect will do single, triple will do double). This skill does no damage *per se*, but depending on how successful the attack roll was, it may do one of the following:

Single Effect: The character has prevented his opponent from making his attack, though the opponent is still on his feet and can attack in the next combat round.

Double Effect: The character has thrown his opponent, who loses both this attack and the next, spending the time to get up.

Triple Effect: The character has thrown his opponent in the direction of his choice, causing the opponent to lose both this attack and the next one, and possibly to take damage from the environment (depending on what's available, the opponent might be thrown overboard, into a wall, into quicksand, or nothing worse than cow pies).

If the attempt to throw was not successful, the opponent may carry through with his attack against the character's defense in Throws.



"Arr! You sank my battleship! Prepare to die!"

Teeth

Attack Ability: Dexterity

Defense Ability: Agility

Sometimes, you've got to revert to the basics. Biting your fellow Furies is uncouth, but heck, you're a pirate, right? Achieving single effect means you've inflicted a simple puncture wound; double and triple effect indicated extra damage achieved by tearing.

Distance Combat

Thrown Weapon

Attack Ability: Dexterity

Defense Ability: N/A

Goes Against: Unarmed Defense

This skill makes you good at throwing balanced objects at your opponent, subject to strength limitations. While throwing something, you will be using your Unarmed Defense against attackers, because you can't concentrate on blocking at the same time (besides, you're throwing away the thing you could block with). This is a Proficiency skill; therefore choose an area to be proficient in, taking a 10 point penalty in attack score for the others.

Streamlined: A weapon that flies straight through the air, like a dart or a spear.

Tumbling: A weapon that tumbles in flight, like a dagger, a shuriken, an ax, a rock, etc.

Extension: A weapon that extends your throwing arm, like a sling or an atlatl (a spearthrower).

Bow

Attack Ability: Dexterity

Defense Ability: N/A

Goes Against: Unarmed Defense

This skill makes you a marksman with that nearly obsolete weapon, the bow. It is subject to strength limitations; also, a Furry of small build can only use a short bow. While shooting, you will be using your Unarmed Defense against attackers, because you can't concentrate on blocking at the same time. Note that to be able to fight effectively with a bow as if it were a quarterstaff, you need the skill of Single Weapon (Pole).



The longbow is not to be disdained, even in the eighteenth century. Its range, accuracy, and rate of fire are superior to the firearms of the day. The flintlock pistol's advantage, aside from doing more damage with each shot, is that it can penetrate metal armor. Of course, since all Furies are carrying flintlocks these days, nobody bothers to wear armor anymore...

Trigger

Attack Ability: Dexterity

Defense Ability: N/A

Goes Against: Unarmed Defense

This skill makes you proficient with a hand-held trigger weapon. In **Furry Pirates**, that means either a crossbow or a flintlock pistol, musket, or rifle. This is a Proficiency skill, so the character must choose one of these four to be proficient with. While shooting, you will be using your Unarmed Defense against attackers, because you can't concentrate on blocking at the same time. If you want to bash someone over the head with your gun or crossbow you should have the skill of Single Weapon (Weighted).

It takes eight to ten seconds (three rounds) to reload a crossbow. It takes an expert fifteen to twenty seconds (six rounds) to reload a flintlock pistol or musket. A rifle requires a full minute (twenty rounds). Usually in a melee situation, these weapons are only good for one shot, unless the character doesn't mind exposing himself to attack while reloading. However, both guns and crossbows can be kept loaded indefinitely, which may give a better initiative for that first shot.

Other Combat

Fighting from horseback probably won't occur very often in **Furry Pirates**, but if it does, here's the skill.

Horsemanship

Attack Ability: Dexterity

Defense Ability: Agility

By itself, this is merely the skill of training and riding horses. In combination with combat skills, it becomes devastating. A single weapon used while on a charging horse will score for higher damage (one step up in effect; see Combat Rules) because of the horse's momentum. The same applies to thrown weapons. The horse must go at a gallop; lower speeds have insufficient momentum for extra damage. Firearms and crossbows can be used but score only ordinary damage.

Double weapons can be used on horseback, but the character must roll double effect in Horsemanship to be able to attack with both. A mounted combat attack requires two rolls: one to control the horse and get into position and one to hit. Note that a character on a charging horse will also take the same extra damage if he runs into anything sharp and firmly planted to receive his charge, such as a bayonet or a pike or other polearm.

Aerial Combat

Avians cannot fly while encumbered. They may be able to glide for awhile with a small amount (no more than 10 encumbrance points worth), if it does not restrict their wings. If any Avian tries to engage in aerial combat while encumbered, the usual penalty should be doubled and applied not only to combat defenses, but also to dogfighting and attack rolls.

As an Avian's hands are positioned along his wings, he cannot use any single weapon that requires both hands, although he can use lightweight double weapons or his talons as per Feet in Unarmed Combat. Avians also have trouble using any but the very smallest firearms in flight (.20 caliber). The recoil of a heavier gun is apt to send an Avian tumbling or even snap a delicate wing bone. This rule does not apply to Furies using Alteration Flight, who can use any weapon they normally manage, as long as they stay within their weight limit (10% of body weight).

Dogfighting

Attack Ability: Reason

Defense Ability: Agility

This is the skill used to outmaneuver an aerial opponent, whether in melee or distance combat. Any Avian who wants to engage in aerial combat should take this as well as a weapon skill. A combatant who gains the advantage using Dogfighting in a round of aerial combat will incur a penalty on his opponent's attack and defense scores, and he may be able to attack without fear of retaliation if his Dogfighting roll is high enough. Details of aerial combat are described in the Combat Rules in Chapter Four. It should be noted here that Avians of Small build have a slight advantage in aerial combat; not only do they have the usual Agility bonus, but they can dive faster than any of the large-winged heavy birds.

Thievery

Acrobat

Attack Ability: Dexterity

Defense Ability: Agility

Goes Against: Assigned Difficulty Factor

This is the skill used by the thieves and scoundrels of movie legend (Zorro, D'Artagnan, the Thief of Baghdad, Philippe the Mouse, and Aladdin, just to name a few) to leap around in trees and rigging, evade pursuers, fall from great heights without getting hurt, and generally make the bad guys look like complete klutzes. Not only is this fun in chase scenarios, it allows the character to use an acrobatic defense in combat, much as a character with an unarmed combat skill. As usual, this does not apply if you're being shot at from a distance.

The success of this skill greatly depends on what sort of environment it's being used in. Utilization of full acrobatic defense requires a fair number of objects (or Furrries) to dodge behind, jump on top of, or tumble down from. It also helps if there are ropes, vines, or curtains to swing on. Good places to use your Acrobat skill are tavern interiors, ballrooms with chandeliers, large trees, densely-packed urban areas, ships with lots of rigging, etc. If you are out in an open field or cornered against a blank wall, the GM will probably have your attackers roll against your Unarmed Defense (unless they are so numerous and stupid that they get in each other's way – then you can use *them* to dodge around or duck behind).

Note that this skill is not useful for inflicting damage on your opponents. If you're trying to trip your adversary, or dodge at the right moment to make him tumble off a roof, or duck just in time for two opponents to hit each other, you need Throws (see Unarmed Combat). However, if your opponent fumbles his attack roll, one of those events might just occur anyway. Normally, you will use only your defense score in these situations, but if you want to try a specific maneuver, the GM will have you roll for success. Also, if you jump or fall off something, you can roll an acrobatic attack to avoid damage by landing correctly.

Furrries weighted down by a lot of stuff will receive a penalty on both attack and defense in these maneuvers (see "Encumbrance Adjustment" under Equipment).

Ambush

Attack Ability: Dexterity

Defense Ability: Reason

Goes Against: Opponent's ambush defense or Reason (whichever is higher)

This is the skill used for any stealthy maneuver: sneaking, hiding, shadowing, or attacking by surprise. Under normal circumstances, the attack is rolled versus the opponent's ambush defense, if any. The GM will also take into account factors such as terrain, lighting, number of adversaries, number of innocent bystanders, noise level, what you are wearing, and so on. Success means your opponent is unaware of you or of what you are attempting to do, and you may choose to attack versus his Base Defense. If you fail, your opponent may simply be aware that something is going on, he may have spotted you and/or realized what you're about to do, or he may have initiated a successful counter-sneak and now has the drop on you.

An Ambush attack roll is generally required before trying anything you don't want your mark to notice, such as picking his pocket or poisoning his drink. Note if you fumble, you may think you're perfectly safe in trying this – until the mark grabs your hand with his purse in it.

This skill is appropriate to many pirate character-concepts, not just thieves. It is also recommended for hunters. Furrries carrying a lot of heavy stuff will receive encumbrance point penalties on both attack and defense in Ambush.

Lockpicking

Attack Ability: Dexterity

Defense Ability: N/A

Goes Against: Assigned difficulty factor

Metal-warded locks, first made by the Romans, were common in Europe by the 13th century. The wards are obstructions inside the lock, which the key must be made to bypass in order to turn the bolt. Sometimes these locks were combined with springs to hold the bolt shut. Skeleton keys could be made to open a variety of warded locks. Warded locks, though more sophisticated than they were in medieval times, are still in use in the late 17th century. The next step toward modern security, the tumbler lock, will not be invented until later in the 18th century.

The skill of lockpicking consists mostly of having the right equipment and knowing how to use it. A skilled

cracksman (5th level or higher) might be able to open some locks with a makeshift pick, if it's long, thin and strong enough not to break in the lock. In general, a cracksman should be allowed three attempts (rolls) to pick a given lock, each of which takes a full minute. After that, the character must assume that he does not have the right sort of pick or skeleton key, or (if he fumbled one or more attempts) that the lock is damaged beyond any possibility of opening.

Sleight-of-hand

Attack Ability: Dexterity

Defense Ability: N/A

Goes Against: Assigned difficulty factor

After successfully making his Ambush roll, the thief has the opportunity to exercise this noble art. This skill covers any maneuver from juggling to cutting a purse to making a pigeon disappear. The roll is made versus the difficulty level of the task (determined by the GM). Failing this roll usually means you simply failed. Your mark already had his chance to notice you when you rolled Ambush. However, if you fumble, the GM might decide to make you an important turning point in the game...

Hunting

Athletic

Attack Ability: Strength

Goes Against: Assigned difficulty factor

This skill covers uncomplicated physical exertions such as running, swimming, climbing, jumping, lifting, and (in the case of winged creatures) flying. Under ordinary circumstances, the difficulty factor is low, but goes up in harsh terrain or rough seas, or when fatigue begins to tell. This skill is mostly used to determine if one character is doing something faster or better than the one next to him, which of them will be able to do it for the longest time, or in the case of something very difficult (like climbing a sheer cliff) whether they can do it at all. This is a proficiency skill; the character should choose an area to specialize in, receiving a 10-point penalty for other areas. Furrries carrying a lot of stuff will receive an encumbrance point penalty to the attack roll when using this skill. The GM may opt to raise this penalty when appropriate, especially in swimming or flying.

Gathering

Attack Ability: Reason

Goes Against: Assigned Difficulty Factor

This is the skill of locating, identifying, and collecting edible plants and/or medicinal herbs in the wild. The difficulty factor of this skill depends on the fertility of the area being searched and on the time of year. The character is allowed to roll once for each hour of active searching. Success depends on what effect is achieved: single effect means a small amount of rather boring food has been found, double means a lot has been found, some of it yummy or useful, triple means a lot of very yummy and/or useful plants have been found. Note that finding medicinal herbs doesn't mean knowing what to do with them afterward (see Herbal and Medicine skills, under Alchemy).

Tracking

Attack Ability: Reason

Defense Ability: Reason

Goes Against: Assigned difficulty factor or Tracking defense

This skill enables a character to follow the sign or spoor of either animals or Furies. The attempt is rolled versus the prey's tracking defense if applicable (if the prey also has a tracking skill). Otherwise it is rolled versus an assigned difficulty factor, which the GM will calculate based on variables like how old the trail is, how crafty the prey is, prevailing weather conditions, and so on. Unless the hunt is a plot device, or part of a search for something/someone in particular, the GM probably won't go into much detail describing the results. If a character is simply hunting for food, he should be allowed one roll for every two hours to determine success, and the GM should take game proliferation factors into account. The skill of tracking includes knowledge of animal habits and hunting tactics such as camouflage, masking scent, the use of dogs, beaters, etc. It does not include actually sneaking up on the prey (see Ambush, under Thievery skills).

Alchemy

Alchemy includes the art of making herbal drugs, medicines, poisons, and other contemporary chemical compounds. A character with one of these

skills will know how to acquire the ingredients of these compounds. It is up to the GM to determine how long and how difficult the task of making a given concoction is. Generally, the higher level a concoction is, the harder its components will be to come by. A character who is 2nd level in an Alchemy skill is likely to have the components for a 1st level concoction already, and to know how to acquire the components of a 2nd level one. Once components are assembled, one hour should be enough time to make the stuff, though it can vary by quite a bit. Note that the skill of making a drug or poison does not include the skill of delivering it to the victim (see Ambush or Sleight-of-hand). The attack roll is not made until the potion is actually delivered to the target, because the alchemist will not know for certain whether or not he got it right until then.

Chemistry

Attack Ability: Reason

Goes Against: Assigned difficulty factor

This is the skill of making compounds known in the late 17th to early 18th century, from fleapowder to gunpowder, which don't fall into the other categories listed below. The level an alchemist needs to be in order to know how to make something in particular depends on the complexity of the compound. Making gunpowder requires the alchemist to be a mere 3rd level, as the formula is simple: "18 partes refined Saltpetre, 2 partes Brimstone, and 3 partes Cole made from clean twigs of a filbert tree." (78% saltpeter, 9% sulphur, 13% charcoal). For other compounds, the GM will have to make a judgment call on the level required and the difficulty factor faced.



Please remain seated until your ship is ready for boarding.

Herbal

Attack Ability: Reason

Defense Ability: N/A

Goes Against: Poison Defense

This is the art of making drugs or potions. These include sleep draughts, painkillers, hallucinogens, stimulants, aphrodisiacs, etc. The character can only make a potion at the same level he is in Herbalism, or less. Since potions don't cause either damage or healing, the Mana Cost/Die Table doesn't apply. The GM will have to determine the exact effects of a potion of a given level. Level should affect the potion's strength, the speed with which it takes effect, and its duration.

Strength: Weak, average, strong, or very strong.

Speed: Slow, average, fast-acting, or very fast-acting.

Duration: Short, average, long, or very long.

A 1st level potion is weak, slow, and short. A step up in any one category requires another level. Thus, a very strong, very fast-acting, and very long-lasting potion is a 10th level concoction. The herbalist must determine in advance whether the stuff needs to be injected, ingested, or inhaled. The potion may have greater or lesser effect, depending on the herbalist's Attack roll:

Single Effect: The victim feels the effect, but realizes it is not natural and can fight it. The GM should determine whether or not the victim takes a penalty on attack rolls while under the influence.

Double Effect: The victim is fully affected, to whatever extent the herbalist anticipated.

Triple Effect: The potion works better than the herbalist expected it to. This can be a drawback if he meant it to be a **mild** aphrodisiac...

Medicine

Attack Ability: Reason

Goes Against: Patient's Healing Attack

This is primarily the skill of making and applying healing salves, but it includes doctoring skills such as preventing (or incurring) blood loss, cleaning and bandaging wounds, splinting broken bones, surgery to extract bullets or remove gangrenous limbs, keeping patients warm and dry, etc. Like poisons, healing salves are classified by level to determine how strong they are.

Although the skill in non-magickal, the mana cost column is used for the amount healed. See the Mana Cost/Die Table at the start of this chapter. The character can only make a salve at the same level he is in Medicine, or less. If successful, the amount in hit points healed equals the mana cost (in addition to any natural healing that took place).

The character's Medicine attack roll is not made until twelve hours after the salve is applied to the wound because he will not know whether or not he got it right until it takes effect. In game terms, this means the patient must get a full twelve hours of rest before any healing will occur.

Poison

Attack Ability: Reason

Defense Ability: N/A

Goes Against: Poison Defense

This is the art of making poisons, which are classified by skill level to determine how strong they are. See the Mana Cost/Die Table at the start of this chapter. If the poisoner's Attack roll is successful, then the amount in hit points of damage equals the mana cost. If the character rolls double or triple effect, the poison will inflict double or triple damage. The character can only make a poison at the same level he is in Poison, or less. The player must also determine in advance if the damage inflicted by the poison occurs immediately and all at once, or later and slowly. He also must determine if the poison must be injected, ingested, or inhaled.

A character that knows how to make poisons may also know how to counteract them. Antidotes can be made the same way poisons are, but at a 10 point minus on the attack roll because it's always easier to kill than to cure.

Seamanship

Sailor

Attack Ability: Reason

Goes Against: Assigned Difficulty Factor

All aspects of the sailor's craft, other than long-range navigation, are covered by this skill. Any maneuver a vessel undertakes, whether in combat or in ordinary sailing, will require a roll by whichever character is giving the orders (or in case of a small vessel, doing it all himself). Thus the character with this

skill will know the basic points of sailing and the variations on each. In addition to piloting, the character will be able to distinguish different kinds of vessels and the strong and weak points of each. The skill also covers the maintenance of the vessel; the character will know when it needs careening, recaulking, repairing, or replacing.

Navigation

Attack Ability: Reason

Goes Against: Assigned Difficulty Factor

This skill covers the use of the magnetic compass and the octant in determining position: knowing how to make calculations, draw and interpret maps and starcharts, figure out where best currents and tradewinds are, and generally making sure the vessel is going where it's supposed to be. Charting and following a course requires a character to make a navigation roll once a day in open water, again whenever driven off-course, and also when confronted by a landmark. Navigational skills are hampered when the weather is overcast (unless combined with Divination), and pretty much useless in a storm.

Gunnery

Artillery dominates the tactics of the 17th and 18th century sea fight, being more effective than the older grapple-and-board tactics, and more reliable than the ship's wizard. How much the cannon get used in a fight depends partly on whom the vessel is attacking, and what the purpose of the attack is. Warships and pirate-hunters get the most use out of their ordnance because their aim is to destroy the enemy. Pirates and privateers whose primary aim is to acquire loot (and possibly another ship) will use cannon to disable the prey rather than sink her. If the prey is a weakly-armed ship, they usually close and board it, using the cannon mostly for intimidation. If caught by a warship, a pirate, privateer, smuggler, or blockade-runner uses cannon for the very compelling purpose of self-defense.

The fact that Magick works has had a profound effect on the science of gunnery, especially its safety considerations. There is always the possibility that the wizard on the enemy ship will have the skill of Elemental: Fire or Elemental: Lightning. Every conscientious Furry gunner stores gunpowder in unmixed form — the charcoal separated from the saltpetre and sulphur mixture

– until it has to be used. When preparing to fire, the gunner will keep the port hatch closed until the last possible second to avoid making the loaded gun the target of an explosive spell. And every good gunner – and captain – keeps himself aware of the effective range of the ship’s ordnance, balanced against the effective range of spellcasting (as well as that of the enemy’s guns).

Gunnery

Attack Ability: Reason

Goes Against: Assigned Difficulty Factor

Although it can take as many as fourteen Furies to run the heaviest naval cannon, only one of them really needs to know what he is doing: that Furry is the gunner. This skill enables the character to maintain, load, aim, and fire all types of ordnance, mix and maintain gunpowder, and make cartridges out parchment or cloth with the appropriate amount of powder. It gives him knowledge of different kinds of guns and the strength, windage, range, battering power, and recoil of each. It also gives him knowledge of different kinds of shot, some of which are effective against the enemy’s hull, some of which is designed to spread and hit Furies on the opposing deck, and some of which is designed to take out rigging and sails. See the “Ship to Ship Combat” section in Chapter Two for more information.

Education

Linguistics

Attack Ability: Reason

Goes Against: Assigned difficulty factor

This is not a Proficiency skill. You must choose one language per skill, and acquire another Linguistics skill for each new language. First level in this skill allows the character to speak the language well enough to be understood. Second level allows him to read and write it, assuming he knew how to read and write his native language in the first place. Third level allows him to speak it like a native, or read and write if he didn’t already know how. Fifth level allows him to write sonnets.

Alternately, a non-literate character (Social of less than 18) can take Linguistics with his own language. In this case, the character will know how to read by 3rd level.

Lore

Attack Ability: Reason

Goes Against: Assigned difficulty factor

A skill level in this gives a character a chance to be aware of some fact he might not otherwise know. This is a Proficiency skill, so the character must choose an area to be proficient in, taking a 10 point penalty in other areas. Some of the areas to choose from include:

Current Events: You keep up with things.

You know how the current war is going, who is marrying whom, what alliances are being formed (openly or under the table), current scandals, and so on.

Geography: Knowledge of how the land lies and an ability to read and draw maps. This is very valuable for a navigator.

History: Study of more or less factual accounts of the past.

Mathematics: Abstract math, beyond the mere fundamentals every clerk knows. Very useful to architects and engineers; also a good bizarre method for a spell casting using Divination.

Occult: Knowledge of the various Magick-using Orders of Europe and elsewhere, their practices, rituals, initiations, etc.; also gives a chance to identify unusual or magical objects.

Theology: Makes it possible for a character to debate religious theory, or formulate some of his own.

Value: This is a merchant’s skill, giving a character a fair idea how much any given object is worth. It’s helpful when someone is trying to cheat you.

Crafts

Common skills fall into this category. In general, they include anything a character can make a living at. Most of them require some sort of permanent establishment and the right tools to practice, plus a clientele. A character should be 5th level in a craft before he is considered good enough to work on his own. Below 5th level, the character is either an apprentice or a struggling independent. This is not a comprehensive list. Attack abilities for these skills are usually Dexterity, Ego, or Reason, as noted. Defense scores are not required for these skills.

Actor: (Ego) You don’t need a permanent establishment for this, just a troupe to travel with and an ability to duck rotten vegetables and worse items. Consider taking “Acrobat” and other thieving skills as well.

Architect: (Rea) You must be educated for this, with a Social score of at least 18. You won’t get paid until you’re 5th level; you won’t get rich until you’re 8th level.

Banker: (Rea) Someone who produces nothing except money, and provides no service except advice on what to do with it. The first stock exchange has been set up in Amsterdam. Social of at least 18.

Blacksmith: (Dex) All-purpose metalworking; requires good Strength, Constitution, and Dexterity scores, plus a tough hide and the right tools. It pays well if you are skilled enough to attract rich customers. Social of at least 13.

Brewer: (Rea) This means beer. Social of at least 13.

Bureaucrat: (Ego) Government is starting to get complicated and it needs more and more warm bodies to be in charge of things without necessarily doing anything about them. Social of at least 18.

Carpenter: (Dex) All-purpose woodworker. Social of at least 13.

Clerk: (Rea) Someone who can read, write, and keep accounts. There is a great demand for them in government, in private enterprise, on land, and at sea. Social of 18.

Cook: (Rea) Self-explanatory. Pay varies with level. Social of at least 13.

Courtesan: (Ego) Kept mistress of the rich and powerful. Social of at least 13, and a decent Appearance score.

Dancer: (Ego) See Actor. Also requires a good Agility and Appearance score.

Dyer: (Rea) A lot of Furies can now afford dyed cloth. Social of at least 13.

Engineer: (Rea) Designs and constructs complicated works, especially machines. Social of at least 18.

Farmer: (Rea) 70-85% of the population still does agricultural work, and even rural-dwelling lords have this skill, which includes animal husbandry. Social of at least 7.

Fisher: (Dex) Your success depends on your level and on how big a boat you own. Social anywhere from 7 to 18.

- Gunsmith:* (Dex) Blacksmith specializing in casting guns, whether hand-held flintlock pistols or fifteen-foot mounted culverins. Social of at least 15.
- Haberdasher:* (Dex) Fashion designer specializing in accessories — hats, wigs, veils, collars, cravats, gloves, etc. Social of at least 18.
- Hosteler:* (Rea) Owner of an inn. Social of at least 18.
- Jeweler:* (Dex) Working in precious metals and stones, either for personal adornment or to ornament other objects. Social of at least 18.
- Juggler:* (Dex) See Actor.
- Leatherworker:* (Dex) Tanning hides, making saddles, tack, aprons, etc. Social of at 13.
- Mechanic:* (Rea) The repair of the era's machinery. Social of at least 13.
- Merchant:* (Rea) The general buying and selling of goods, having nothing to do with making them. A profession that's gotten both complicated and lucrative. Social of at least 18.
- Miller:* (Rea) Grinding grain using a wind or water mill. Social of at least 13.
- Miner:* (Dex) Not a healthy profession, nor well-paying.
- Musician:* (Ego) See Actor.
- Painter:* (Dex) Portraits in Baroque and Rococo style are the big thing now. Expect to starve without a patron. Social of at least 13.
- Printer:* (Dex) Running a printing press. Social of at least 18.
- Prostitute:* (Ego) A streetwalker or bagnio wench, as opposed to a kept mistress.
- Sculptor:* (Dex) See painter.
- Seamstress:* (Dex) Making and repairing all sorts of clothing. Social of at least 13.
- Shipwright:* (Dex) The construction and repair of ships in every aspect. Social of at least 13.
- Spinner:* (Dex) Turning carded wool into thread to be woven, a very common cottage industry. Social of at least 7.
- Stonemason:* (Dex) Construction and repair of stone or brick buildings. Social of at least 15.
- Tavern-Keeper:* (Ego) Owner of an eating and/or drinking establishment, whether a pub or a coffeehouse. May be combined with Hosteler. Social of at least 18.
- Wainwright:* (Dex) A wagon-maker. Social of at least 13.
- Weaver:* (Dex) Producing cloth out of spun thread, another very com-

mon cottage industry. Social of at least 7.

Writer: (Rea) Historian, poet, theoretician (science or Magick), theologian, fiction writer. Social of at least 18.

Magick

The following sections describe the various Circles of Magick and the various skills that fall thereunder.

All Magick-users expend mana points in spell casting. The number of mana points required to cast a given spell depends on the level of the spell. The Mana Cost/Die Table on page 21 shows mana cost in the second column by level. When a Magick-user gets low on mana, he becomes groggy, develops a splitting headache, and has trouble concentrating. If he goes below zero mana, he'll pass out and suffer hit point damage equal to the amount he went below zero. Thus, a caster can still muster a third level spell even when down to only two mana points. It just means that the ten point spell will knock him unconscious and inflict eight points of damage. After a full night of sleep (8 hours), the Magick-user regains all mana points lost. It is up to the GM's discretion to determine if a few mana points can be regained by catnapping, but generally it requires deep sleep.

All spell-casting attacks are rolled vs. the victim's magick defense (MD), or 10, depending on the skill. Objects which are in the current possession of a specific individual have the magick defense of that individual; thus a ship will have the magick defense of its captain (or owner, if that individual is on board). The caster's attack score is added to the victim's MD and that becomes the number the caster must roll over to succeed. Sometimes the victim is not yet determined when the spell is cast. In this case, the roll is noted down and compared against the victim's MD when appropriate. See the individual skill descriptions for further information on particular spells. Note that, in general, double and triple effect do not apply to Magickal attacks; a spell either works as planned or it doesn't. See individual descriptions.

The Magick-user must be able to concentrate while casting a spell. During spell casting, the mage can only use his base defense (BD) against physical attacks. If the Magick-user takes damage while casting a spell, his chance

for success drops 5 points for every hit point of damage taken. Going without food or sleep, ingesting alcohol or drugs, or being wounded already may also affect a magick attack roll. **Mana points are lost even if a spell is interrupted or fails.**

Casting time varies by individual magick skill. Casting time can be halved (rounded up) by doubling the cost in mana points, down to a casting time of 1 point in an initiative round (about a quarter-second), assuming the caster has sufficient mana.

Duration of a spell, where appropriate, varies with the individual skill. Duration can be doubled by doubling the mana cost, up to the limit of the mana available to the caster.

Both casting time and duration can be doubled and re-doubled, as long as the caster is willing to pay the exponential mana costs.

If a skill description does not include spell range, then for combat purposes, it is line-of-sight, meaning that if the Magick-user can see someone or something, he can cast a spell at it. This means a Magick-user can start casting spells at an enemy ship when he is 3,000 feet away from it, in clear weather. However, the Magick-user's ship and the enemy ship must be within 800 feet of each other before he can start targeting individual Furrries. If a spell's intended victim is not in sight, then the caster must be able to identify him in the spell by means of his name or a unique characteristic.

A **victim** is defined as any creature or thing the spell is meant to affect. All spells are cast versus the victim's magick defense or 10, whichever is higher. The victim may choose to waive his magick defense if the spell is beneficial (in which case he is referred to as the **recipient**). If the spell's effect is not beneficial, the victim's full magick defense applies, even if he doesn't want it to. A victim's possessions (anything he is carrying, wearing, or riding) are considered part of the victim and share his magick defense. A ship has the magick defense of its captain.

Any spell can be dispelled by another Magick-user with the same skill. To do this, he must overcome the original caster's magick defense with a spell of the same or greater level. In some cases (like with, say, with Elemental: Lightning), timing is also an issue, as the caster can't dispel the spell's effects after the magic is gone and only the damage remains. If two Magick-users start their spells in the same round, the

GM should give them an initiative roll; otherwise, the one who started first will finish first, unless extra mana is used to speed things up.

Circle of Abjuration

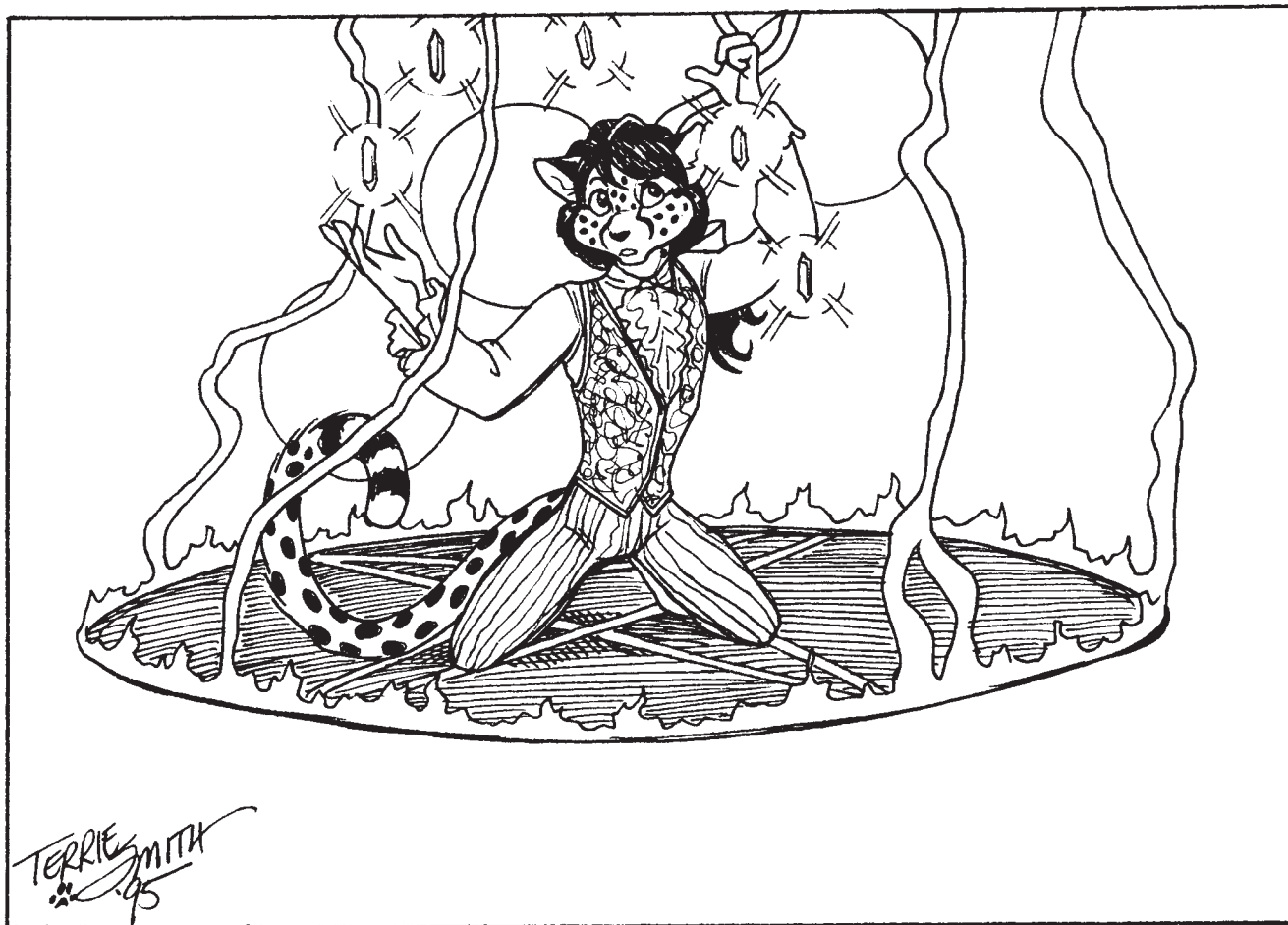
This is considered the most professional of the types of Magick. The caster creates a finite circular area and defines Magickal "laws" which affect that area. All Abjuration spells have a casting time of one minute, not including the time it takes to draw a near-perfect circle and its attending symbols, which depends on how large the circle needs to be, and what sort of surface (it has to be horizontal and reasonably smooth) it's being drawn on. A different kind of circle must be drawn for each type of spell (you can't use one circle for multiple purposes). However, circles can be compounded (one drawn inside another) which can create some very nasty effects. Once the circle is drawn, the casting method consists of a spoken incantation and ritual gestures. An Abjuration has no fixed duration: it lasts until it is dispelled, or until the circle is disturbed. To be considered disturbed, a circle must be erased at least in one place. The circle cannot be

disturbed by the victim of the spell, but it can be disturbed by other Furrries or worn away by forces of nature. (Wizards often have permanent circles carved or inlaid into the floor of a dwelling or workshop). An Abjuration can be dispelled by another Magick-user with the same skill, even if he is the victim, if he succeeds in an attack roll versus the caster's magick defense. However, the Magick-user casting the dispel must be present at the circle to unlock its inner workings (Abjuration spells and dispels cannot be cast from a distance). Anyone other than the specified victim of the Abjuration can pass through the circle without detrimental effect. Abjurations can be cast upon locations or objects such as buildings, ships, treasure chests or even small pieces of jewelry, and made permanent by combining them with an Enchantment spell (see Enchantment below).

Mana points for most Abjurations are expended per victim. However, the victim(s) must be specified in the spell by their definite physical characteristics. The victim cannot be identified by attitude, philosophy, intent, or any other noncorporeal qualities. Thus a protec-

tion circle can be drawn against all demons, or all astral spirits, or all ursoids, or all Furrries, but not against all enemies, or all assassins, or all evil Furrries, or everyone whose name begins with "Q." The circle can be defined to keep out specific substances, such as iron, or gunpowder, and it will then affect anyone in possession of the substance (in a measurable quantity). It can also be cast to protect against the effects of a spell, but the spell has to be identified by the name of the skill.

Abjurations are used by every literate culture from South America to China. In Europe, it is practiced by nearly all secular and religious orders. The symbols and the rituals used vary; Catholic Orders use the Latin style, while the Freemason and Rosicrucian Orders prefer the far older Egyptian version, and the Cabbalists use their own Hebraic/Arabic method. Professionally, Abjurations are practiced by demon- or undead-hunting Orders, or, in combination with Enchantment, by private magicians who like to make a lot of money — because every important Furry wants his house and property protected or warded.



Magic of the Circle of Abjuration

Binding

Attack Ability: Ego

Defense Ability: Reason

This skill enables the caster to bind a victim within the confines of the circle. (Of course, you have to *put* him there first). Once the spell is cast, the victim is trapped in the circle, assuming you have overcome his magick defense, until the spell is broken or the circle is disturbed. Bindings are done using a circle large enough to hold the victim, with appropriate symbols drawn around the edge on the inside. The physical effect on a victim who tries to get out is not harmful — it feels like running into a spongy, progressively resistant force field.

Expulsion

Attack Ability: Ego

Defense Ability: Reason

This skill enables the caster to expel a specified creature, thing, or substance from the drawn circle. This is useful in cases of disease, poisoning, or demonic possession, as it forces the disease, the poison, or the demon out of a creature placed in the circle. Demons usually require a binding to keep the possessed creature in as well as an expulsion to drive the demon out. For purposes of figuring the level of the spell, count either the number of demons (or whatever) being driven out, or the number of Furrries that the poison (or whatever) is being driven out of, whichever is most appropriate. Expulsions are performed using a double circle with symbols drawn on the outside edge of the inner circle.

The effects of Expulsion are not always successful or pretty. If a disease is caught too late, a Furry may well die anyway, due to the violence with which the millions of organisms are driven out of his body. Poison is usually a safe bet — the poisoned Furry will vomit or sweat it out without much additional damage. A demon in spirit-form will vacate without doing any harm, but a demon with a physical presence will probably tear his way out of the Furry's body. A proper diagnosis is essential before using this skill.

Protection

Attack Ability: Ego

Defense Ability: Reason

This type of Abjuration keeps specified creatures or things *out* of the circle, which the caster usually draws around himself or whomever he wants to protect. Unlike the other Abjuration

skills, the level of a Protection spell is figured by the number of creatures being protected (one per level). After all, if you cast a protection spell to keep out vampires, how are you supposed to know how many vampires are going to try crossing the line? When you roll your attack for this spell, write down the number you get. This will be compared to the magick defense of every vampire (or whatever) that makes an attempt to get into the circle; if one beats it, he gets in. Again, no one attempting to cross the line will feel any harmful effects. Protections are cast using a circle with the symbols around the outside edge.

Warding

Attack Ability: Ego

Defense Ability: Reason

This skill is used in combination with other Magick skills from the categories of Alteration, Elemental, or Illusion. The caster must have the skill he wants to use. The selected spell is woven into the Warding circle, and when a defined someone or something attempts to cross the circle, whether from the inside or the outside, the spell goes off, assuming the caster's original attack roll beats the victim's MD. Essentially, a Warding is the trigger of a booby trap.

The spell used should be something that affects the victim directly, such as Alteration Ability, Alteration Light, or Elemental: Lightning. The level of a Warding spell does not depend on how many creatures attempt to cross it, nor how many creatures are protected by it. It is based on the number of levels of the spell(s) woven into it. A fifth level Alteration requires a fifth level Warding. So do five first-level Alterations. You can put more than one type of spell into a Warding, and you can put in as many spells as you have mana points for (keeping in mind that the Warding costs mana points too). The spells will go off, one at a time, in the order in which they were cast, every time the defined victim crosses the circle, until they are used up. Additionally, every time the victim crosses the line, an alarm bell will ring in the caster's mind. The bell will continue to alert the caster even after the spells are used up, until the Warding is dispelled or the circle is disturbed. If you want to cast a Warding with only the bell, it's a mere first-level spell. A Warding is cast by drawing a circle with symbols drawn around both the inside and outside edge.

Circle of Alteration

This type of Magick is the most valuable in combat situations, being fast acting, short-lived, and showy. All Alteration skills have a casting time of a few seconds (an initiative of d12). The casting method for an Alteration consists of a quick incantation spoken in a commanding voice (don't try to be subtle or sneaky with this) plus dramatic gestures. Therefore the caster must be free to speak and move. Unless the skill description says otherwise, the duration of an Alteration spell is one minute. Mana points for these spells are expended *per victim*, unless stated otherwise in the skill description. You can use a fifth level spell to affect one victim, or you can use a fifth level to affect five victims with the effect of a first level spell. It costs less mana to cast five first level spells than one fifth level spell, but each one requires a d12 initiative (probably taking a full combat round). All Alterations are reversible, either by the caster himself, or by another Magick-user who knows the same skill if he succeeds in an attack roll versus the caster's magick defense. Many Alterations make use of the Mana Cost/Die Table on page 21.

Alteration Magick, being easier to learn than most other forms, is often the first circle to be taught to apprentices. Adventurous, relatively young wizards practice Alteration Magick. It is common in all parts of the world.

Alteration: Ability

Attack Ability: Ego

Defense Ability: Reason

This skill allows the caster to change the Dexterity, Agility, Strength, or Constitution scores of the victim(s). This is *not* a proficiency skill; you can choose only one ability to affect, and if you want the others, you must take each one as a separate skill. The amount added to or subtracted from each ability is equal to the mana cost, based on the level of the spell. A victim's score cannot be dropped below 1 or raised above 42; therefore when you become high level in this skill, it's a good idea to use it on multiple victims.

Alteration: Chance

Attack Ability: Ego

Defense Ability: Reason

This skill allows the caster to increase or decrease the chance that a particular event will occur. In a given situation, the caster makes himself

aware of all possible outcomes of an event in the immediate future and selects one outcome to become more probable. The caster requires a focus, such as *one* specific event occurring within the minute of the spell's duration, or *one* specific Furry's efforts at a single task for that one minute. The spell can be attached to an object, like a sword or a bullet, giving it a higher or lower probability to hit. The amount of increase or decrease of probability goes up equal to the mana cost according to the level of the spell cast. This spell only affects an outcome that has at least a 1% chance of occurring all by itself (the skill does *not* allow you to rain meteors on your opponent's head!) Note that Alteration Chance does not change any outcome that does not involve a dice roll (that is, free will is not affected).

Alteration: Flight

Attack Ability: Ego

Defense Ability: Reason

This skill allows the caster to bestow the power of flight on the recipient. While affected, the recipient can fly by will alone with the speed and maneuverability of an Avian of light build (see Aerial Combat in Chapter Two). Spell recipients are not under the control of the caster (unlike Alteration Force). The spell affects one creature per level. Those affected can carry about 10% of their own weight while flying. Those other than the Magick-user who are affected by this spell need to be told what they can now do (it takes an act of will).

Alteration: Force

Attack Ability: Ego

Defense Ability: Reason

This skill allows the caster to telekinetically move objects. In terms of maneuverability, velocity, and fine manipulation, this is just as if the Magick-user had a single long-distance invisible hand. Keep in mind however, that delicate tasks require the caster to see what he is doing. For instance, to telekinetically load a musket, the Magick-user would have to be almost as close as if he were doing it with his own paws, and have some idea how to do it (skill of Trigger). He'd also have to cast the spell at 2nd level, as loading a flintlock requires two hands. To use this skill in combat, the spell-caster must definitely be able to clearly see the creature he is attacking. To use this skill *effectively* in combat, the spell-caster

needs to know how to use the weapon — that is, he must possess the skill of Single Weapon, or whatever. His attack score is figured out just as if he were fighting personally, except that the Strength and Dexterity scores for this long-distance hand are equivalent to the spell-caster's Ego score. The spell-caster has to learn these combat skills the hard way, just like everyone else.

The spell-caster can generate as many hands as he has mana points to spend (one hand per level of the spell) in as many different locations as he likes, within range. However, he can only effectively use one hand, or one pair of hands working together, at a time, unless all hands are performing the same task, such as lifting something really heavy, or throwing things in the same direction. (It's as if you have multiple remote-control cars but only one remote controller). It takes no time for the caster to shift his attention to another pair (no extra initiative required). The GM should keep in mind what tasks require two hands, such as drawing a bow, lifting or carrying something heavy, firing a rifle, etc.

The term "hand" is used only as an analogy. This Alteration produces a non-corporeal force, so if anyone tries to grab it, there isn't anything there to be grabbed.

Alteration: Invulnerability

Attack Ability: Ego

Defense Ability: Reason

This provides the spell caster or whomever or whatever he casts the spell on with the equivalent of glowing, non-encumbering armor. The degree of invulnerability depends on the level cast. The amount of damage subtracted from a hit is equal to the amount of mana cost, so a 4th level spell will enable the spell caster to take 10 points of damage off any hit from a weapon for the duration of the Alteration. For the purposes of casting invulnerability on objects, assume one level of spell casting for each item — unless the item is huge, such as a ship — then see below. Unlike the case with metal armor, Invulnerability will protect against bullets and from direct magical damage such as lightning bolts, but not against Abjurations (a caster will still trigger a warding while invulnerable), Possession, or Illusions.

In ship-to-ship combat the magick-user can cast Invulnerability on a ship at a cost of one level for every 100 Hull

Points (or Sail Points but *not* Crew Points). Therefore, a 4th level spell on a ship with 400 Hull Points would cost 28 mana points (7th level equivalent). Ten structural points would be deducted from each hit to the hull during the one-minute spell duration. Fractional parts of a ship cannot be made invulnerable — it's all or nothing.

Alteration: Light

Attack Ability: Ego

Defense Ability: Reason

A magick-user can create and manipulate light with this skill. A first level spell creates (or removes) an amount of light equivalent to a 100 watt incandescent bulb, and this increases with the mana cost (a 6th level spell would create 2100 watts). At the time the spell is cast, the light source can be spread around an area (the caster's line-of-sight is the effective range) or concentrated at any point. Normally, the light will stay there until the spell's duration is up, but it can be anchored to an object, which can then be carried around like a lantern. The duration for light is ten times longer than other Alterations — i.e., ten minutes per level. This is purely a light source; no heat is generated.

The caster can also create a sudden flash in a victim's face. This will temporarily blind the Furry (it is considered an attack and must be cast vs. the victim's magick defense). The victim will remain blinded for ten seconds (about three combat rounds). Each additional Furry attacked this way will require another spell level.

Alteration: Shape

Attack Ability: Ego

Defense Ability: Reason

The caster chooses a particular creature when learning this skill. It can be any ordinary animal or Furry he has ever seen. This is what he can turn himself (or someone else) into for the duration of the spell. If you want another shape, you must take the skill twice. While in the alternate shape, the caster's Ego, Reason, and Luck scores remain the same; the other scores will correspond to the type of creature he's become. As the caster, you will have its instinctive abilities of movement (including flying, if applicable) and balance. Others who are turned into this shape for the first time will be disoriented for at least ten seconds. To fight with any success in an animal shape, you will have to acquire new skills

(Teeth, Claws) unless the GM is merciful enough to allow your Unarmed Combat skills (if any) to apply. The GM should make this ruling based on how different your new shape is from the old one – and keep in mind you don't have much time to learn from experience, as Alteration spells are of limited duration.

Note: Religious European Orders view Alteration Shape as one of the black arts and they are forbidden to teach it (though some have ignored this injunction). Secular European Orders (other than the Druidic Temple) view it with distaste. It is widely practiced by Native Americans, Africans, and Australians.

Alteration: Speech

Attack Ability: Ego

Defense Ability: Reason

This skill enables the recipient to speak and understand another specified language for the duration of the spell, at a cost of one spell level per recipient. As well as languages spoken by other Furrries (French, Latin, Arabic, Mandarin, etc.), these include languages spoken by animals (divided by species: Dog, Weasel, Dolphin, etc.) GMs should note, however, that animals seldom have anything to say that is relevant to anyone but another animal. Their talk only concerns what they are interested in, and their long-term memories (except those associated by smell) are poor. The reverse of this spell can be used to render the victim's speech unintelligible to anyone.

Alteration: Visibility

Attack Ability: Ego

Defense Ability: Reason

This skill lets you turn yourself, or someone or something else, invisible. As is usual with Alterations, the amount of time or the number of Furrries goes up with the level of the spell cast. As with Alteration: Invulnerability, when casting this spell on the ship, one level is required for every 100 Hull and Sail Points. Invisible Furrries can't see themselves, but they can see normally otherwise. This spell is cast versus an MD of 10, unless the recipient chooses to use his magick defense against the spell. However, anyone with a magick defense higher than the caster rolled will be able to see the invisible creature or thing.

Circle of Astral

This circle has only one skill, but it has a variety of uses. Several European

Orders and most other traditions practice this type of Magick, though it can be very hazardous.

Projection

Attack Ability: Ego

This skill allows the caster to leave his body and travel the astral plane. (GMs: Travel and combat on the astral plane is described in Chapter Five). Astral Projection takes one minute to cast. The casting method is a simple meditative chant, but it can only be used in a quiet, comfortable, seated or lying down position. The duration of the spell is technically unlimited. However, while the caster is away from his body, it is helpless and appears (to the casual observer) to be dead. The body can stay in this coma-like state for a number of hours equal to the caster's Constitution score without detrimental effect. After that, for every hour spent away, the caster loses one hit point.

A first-level spell only takes the caster out of his body, but with each additional level, he can take another Furry. However, unless the other Furry also has the skill of Astral Projection, his spirit must stay in contact with the projectionist's. This is because only the projectionist knows how to move about on the astral plane. Others will drift helplessly, or be drawn back into their bodies. An attempt to take someone to the astral plane against his will must be rolled versus that Furry's magick defense. Also the caster must be touching the Furry he wants to take along while he is casting the spell (if there are more than two, all must hold hands).

The main advantage of Projection is the opportunity it gives to spy. The caster is incorporeal, thus can pass through mundane walls, and is inaudible and invisible to all Furrries on the material plane, save those using the skill of Aura.

Another advantage is that the astral is the plane through which Magick operates; thus most spells cast in this state get a 10 point bonus on attack rolls. However, there are some spells which cannot affect the material world when cast from the astral. Necromancy, for example, requires the caster to touch the victim, which he cannot do if he is on the astral while the victim is on the material. Enchantment spells require the caster to touch the object being enchanted. Abjuration spells require a circle to be drawn on the material plane, so they cannot be cast while on the astral plane. Domination spells (except Possession) can only be

cast on other astral creatures when the caster is on the astral, because these spells require eye contact with the victim. Possession only works when there is a physical body to possess. Other than these, spells can be cast either to affect the astral directly, or to affect the material plane from the astral.

The magickal energy of spells cast from either the astral or the material can be seen in the astral plane. The aura given off by all living or inanimate things on the material world can also be seen from the astral, but the Magick-user will not be able to interpret these without the skill of Aura (see Divination).

The disadvantage of Projection, other than one's deteriorating health, is that other Magick-users are aware of the danger to them from someone on the astral plane. Many of them create barriers and set traps for projectionists, using Abjuration skills. But other mages are not the only hazard of astral travel. The astral plane is also full of ghosts, demons, animistic spirits, and other supernatural nasties who can cause any number of problems, from annoyance to insanity to death.

Circle of Divination

These skills enable the caster to gain information by supernatural means. The more complicated the information is, the more powerful the spell must be. Divinations take one minute to cast, but are of varying duration. Range is not usually a consideration in Divination, but the GM may introduce a difficulty factor (added to the victim's defense) if a victim is on another plane of existence. The method for casting Divinatory Magicks is different for each skill, but each requires enough peace and quiet to allow the caster to concentrate.

The caster may have in mind a specific supernatural entity or entities from whom he is receiving information, or he may simply learn it by means unfathomable. This decision is best left up to the player, but it should be consistent with everything else known about the PC and his culture of origin. If the player chooses a specific entity, the GM will then have to determine how much that entity knows, how he knows it, whether or not he is likely to tell the character, and if he might be inclined to tell more than the character asked for (especially if the character can offer him something he wants).

Many Orders in Europe, as well as most other traditions around the world, use Divination, but each has its own preferred method.

Aura

Attack Ability: Ego

The skill of Aura enables the caster to see onto the astral plane. All things, animate or otherwise, have auras, and this skill allows the caster to see them, as well as to interpret what he sees. An aura will generally demonstrate a Furry's strongest current emotion, and the state of his mental and/or spiritual health. An aura will often reveal whether or not someone is deceiving you. It will also tell you whether or not a creature has magickal power, or potential for magickal power, as such auras tend to be brighter. Magickal energy can also be seen imbued in an object, though you can't tell exactly what sort of magickal energy it is.

This skill is hazardous in that the Furry using it will not necessarily see what is physically present. Though all things have auras, those of inanimate, nonmagickal objects are weak and difficult to see, thus easy to trip over. On the positive side, the skill allows the caster to see things that are present only on the astral plane, and other Magick-users who are using Alteration Visibility.

The spell lasts for one minute per level used. It requires a full minute of concentration aided by a meditative chant to cast, after which the caster will be able to see the aura of everything within range except those whose magick defense he failed to overcome. These last will appear as gray blurs, unless they are using Aura to disguise themselves (see below).

The range of aura vision is difficult to define, as the astral plane is misty place of shifting impressions. Much depends on the eye of the beholder, on current astral conditions, and especially on the strength of a given aura. Under typical conditions, an ordinary Furry's aura would be visible at fifty feet, while a major supernatural manifestation could be seen from five miles off. One way to consider it is as the distance at which one Furry would recognize another using ordinary sight. Thus, the aura of someone familiar to the caster would be easier to distinguish than that of a stranger.

The caster can also use this skill to disguise his own aura, giving off an entirely different impression of who and what he is to anyone looking. This also requires one minute to cast, and lasts

for one minute per level of the spell. For the sake of good role-playing, the player should specify exactly what impression his character is trying to project.

If actually **on** the astral plane, a Magick-user with Aura will be able to see and interpret auras without casting the spell.

Clairvoyance

Attack Ability: Ego

This skill allows the caster to see and hear what is going on outside of normal sight and hearing. The spell requires a focus, usually someone the caster has met or seen before, who is present at the scene. The spell takes one minute to cast and lasts for one minute per level used. Clairvoyance can only pick up what is going on in present time. The spell is cast against the Furry with the highest magick defense in attendance. The spell-caster needs something to see visions in, such as a crystal, a pool of water, or smoke.

Consultation

Attack Ability: Ego

This skill enables the caster to ask specific questions and receive more or less specific answers. Spell level depends on how complicated the question is. If it can be answered with a yes or a no, it's first level. If it's a multiple-choice question, with all choices specified in advance by the caster, it's a second level spell. Single-item answers (a noun phrase) require third level spells. Questions that can be answered with one sentence require fourth-level spells; with one paragraph, fifth-level spells, and so forth. If a question cannot be answered the way it is worded (for example, a multiple-choice question in which the answer is none of the above) the caster will lose the mana points spent on the spell and receive no answer. As with most Divinations, this takes one minute to cast.

Casting methods for this skill varies, but all include asking the question out loud, and the use of some kind of prop. The most common ones for specific questions are Tarot cards, dice, runes, casting bones, Ouija boards, and other items involving chance and symbolism. Consultation can be performed, if the Magick-user is also a navigator, using a magnetic compass and an octant. This is excellent for determining one's position in overcast weather, and can also answer questions unrelated to direction using astrological

symbols. For vaguer but possibly more informative answers, crystal balls, bowls of water, smoke, or flames are good bets.

The information garnered through Consultation is probably reliable, but it does not have to be. The "powers that be" from whom all this information flows are non-player characters, even if poorly defined ones, controlled by the GM. The GM may have good reason not to tell the PC what he wants to know. Thus, these NPCs may be knowledgeable or ignorant, truthful or dishonest, cooperative or capricious. Information about the future is particularly undependable. *Caveat emptor!*

Circle of Domination

These are the Magicks used to get other Furies to do what the caster wants. They are fast-acting and short-lived, taking one minute to cast, and affecting the victim for ten minutes afterward (you can extend the duration by casting the spell a level higher, of course). Mana points for these spells are expended per victim: one victim per level of the spell. The casting method entails a series of hypnotic gestures or movements, accompanied by low intoning. The range of Domination Magicks is limited because the caster must get the victim's attention at the beginning of the spell: either he must hear the spell, or the caster must make eye contact with him. This is when the caster makes his Attack roll. If it succeeds, the victim is hypnotized for the minute during which the caster gives instructions, unless he is distracted by something that demands attention (a very loud yell in the ear, or being stabbed in the back, for instance). After this, the victim will be under the caster's control while the spell lasts, to an extent determined by the degree of effect achieved.

Single Effect: Intellectual control. The victim will listen to the caster's suggestions and agree with them unless they run strongly counter to the victim's emotional desires. Even so, the victim will not directly oppose the caster. At the very least, he will be too confused to do anything.

Double Effect: Emotional control. The caster can induce any emotional state in the victim, lending power to his suggestions. In this state, the victim will do anything the caster requires, unless it is so repugnant to him that under ordinary

circumstances he'd rather commit suicide. In this case, the victim will be paralyzed with indecision. The caster may implant post-hypnotic suggestions, but these will only carry the weight of single effect.

Triple Effect: Physical control. The victim's entire psyche has been temporarily swept out of the way and the caster controls him like a puppet. This effect also allows the caster to implant post-hypnotic suggestions, carrying the weight of double effect.

These spells are difficult to cast in combat situations (because both the caster and the victim are liable to be distracted), but it is sometimes possible. The GM should determine how much of a penalty is required, based on the exact circumstances.

In many areas of Europe, Domination Magicks are restricted or illegal. The penalty depends on which country the crime is committed in. Several religious and a few secular Orders secretly practice Dominations. They are also practiced in other parts of the world, though they may be restricted in some areas.

Charming Animals

Attack Ability: Ego

This skill, which entails the domination of non-intelligent sentient creatures, differs in two ways from the general description of Domination. It is not possible to obtain intellectual control of a creature with no intellect, so single effect achieves emotional/instinctual control, and double and triple effect both achieve physical control. Also it is not possible to plant a post-hypnotic suggestion into an animal's mind. However, an animal who has a pleasant experience being charmed is likely to remember the caster as a friend. Animals with a natural disposition for loyalty (dogs, horses, etc.) will probably bond permanently with a caster who treats them well. Consider that animals have a magick defense of 10, unless they are already charmed by another Magick-user, in which case his magick defense applies. The GM may also give a higher magick defense to intelligent sea-going mammals, such as dolphins and whales.

Charming Intelligent

Attack Ability: Ego

This is the basic skill of dominating your fellow Furrries, as described in the introduction to Domination.

Charming Plants

Attack Ability: Ego

This spell causes plants to do what they ordinarily would not: move. Affecting one plant per level of spell, the caster can cause trees to break up the ground they are rooted in, vines to wrap, branches to strike, and roots to trip. He *cannot* cause a tree to uproot itself and walk. The spell's effects are limited to what the plant can do on its own, only it makes them faster. On the sea, it can be used to make sea-plants, if any are available, impede the progress of an enemy ship (it's not a myth in a world where Magick works). Like animals, plants have a Magick Defense of 10, unless already under the control of another caster.

Charming Undead

Attack Ability: Ego

This skill actually only works on those shambling, mindless types of undead that have little or no will of their own, except the desire to rip the insides out of the living. Those who come through the horrific process of becoming undead with a relatively whole mind (vampires, for instance) are more likely to be affected by Charming Intelligent, but expect to roll against a high magick defense. Non-corporeal undead (ghosts) cannot be affected.

The average mindless undead has a magick defense of 10, unless it is already controlled by another Magick-user, in which case his magick defense applies. The spell controls one undead creature per level cast, as usual.

Since the undead affected by this skill have no minds, any degree of success will give the caster triple effect — complete physical control. The drawback is that they will take his instructions very literally. If he doesn't personally direct them at all times, they can foul up even the simplest task. Post-hypnotic suggestions work well on undead, but they must not be complicated. Also, they have poor long-term memories, so the charm will have to be reapplied frequently (like once a day). Otherwise they may forget who is in charge and try to tear the caster's throat out.

This skill is generally illegal in Europe except as practiced by certain

Orders who have devoted themselves to hunting down and destroying undead. Nonetheless, the necromancers who create such creatures more often use it. It is heavily practiced in Africa and the Caribbean.

Possession

Attack Ability: Ego

This skill differs from the others in that the caster actually leaves his own body behind in order to occupy victim's body. This gives the caster absolute control over the victim, but it has two drawbacks: only one victim can be possessed at a time, and while the caster is gone, his body is defenseless and appears to be dead to the casual observer (see Astral Projection). Any living creature can be possessed. The possessor will experience a moment of disorientation in a new body, especially if it is very different from his own. The possessor will not be able to use the victim's skills while in the new body, and his own skills may suffer a penalty on attack and/or defense, at the GM's discretion — especially fighting or other skills that require physical coordination. Although the possessor and the victim will be vaguely aware of each other, they will not be able to communicate telepathically.

Circle of Elemental

These skills extend control of the elements to the Magick-user. All Elemental spells take one minute to cast and all of them require an invocation spoken in a commanding voice, plus ritual gestures, so the caster must be free to speak and move. Elemental spells that cause damage have a one-shot effect. Those that are subtler last for ten minutes, during which the spell-caster can manipulate the various effects.

Though these spells take too long to be helpful in personal combat, they are very useful in naval warfare, and also in massive land battles and sieges. For this reason, many shipboard wizards, as well as those in the employ of powerful nations or individuals, possess these skills, both to use against enemies, and to counteract when used by enemies.

As with all Magicks, the target of an Elemental spell must either be in sight (within 800 feet), or identifiable by name or distinguishing characteristic. The target has to be identified while the spell is being cast; the Magick-user cannot cast the spell and then choose the target.

In Europe, the Druidic Brotherhood, the Freemasons, and the Knights Templar practice these Magicks. They are also used by many other traditions around the world, though the casting methods are very different for some. Native Americans are quite good at them.

Element: Earth

Attack Ability: Ego

This skill enables the caster to manipulate earth, metal, and stone, allowing the Magick-user to disrupt any piece of ground within sight as if by an earthquake. The caster can cause damage equivalent to the level of the spell on the Mana Cost/Die Table. As fortresses and earthworks have a lot of structural hit points, this skill is not very effective until the caster reaches the upper levels (this is why most English castles are still standing, even after being "slighted" by Cromwell's forces). This spell can also be used in reverse, reinforcing a wall, for example, with additional earth and stone, by adding hit points rolled on the Mana Cost/Die Table. Once the spell expires, the extra stone and earth will follow

gravity's course. Unless the caster also has the craft of engineering, his work may collapse under its own weight.

Element: Fire

Attack Ability: Ego

The caster picks a target and causes it to burst into flame, or warp, or melt, as the case may be for whatever material it's made of. Damage caused by this spell goes up by level on the Mana Cost/Die Table. If multiple targets are chosen, the damage should be divided among them in whatever proportion the caster chooses. This spell can be used in reverse, to put out a fire already present, or to counteract a fire spell as it is being cast.

Element: Lightning

Attack Ability: Ego

As with Element: Fire, the spell has a single effect: the casting of a bolt of lightning at a chosen target or targets. The level of spell on the Mana Cost/Die Table determines damage caused. Again, the damage must be divided among multiple targets.

Element: Water

Attack Ability: Ego

This skill allows the caster to manipulate water, which has two possible uses. First of all, the caster can precipitate fresh water out of the air, out of the ground, or from seawater into a container. The number of gallons a mage can get this way is equal to the mana cost of the spell. This is very helpful on shipboard when the fresh water's running out, especially since water gotten this way is of a guaranteed purity. Conversely, the spell-caster can use this spell to evaporate the same amount of water. If this application is used on a living creature and its magic defense is overcome, then the damage done is equal to the die rolled from the Mana Cost/Die Table.

The other use this spell has is to manipulate water already present. The caster can create a wave equal in height (in feet) to the amount of mana spent; thus a fourth level spell would create a ten-foot wave. This may not seem very devastating, but at tenth level the caster can create a virtual tsunami.



Like rats from a sinking ship...

After succeeding in casting the spell, the caster will have to make an additional attack roll (using Reason and the standard adjust of the level of the spell to determine the attack score, vs. a difficulty factor the GM thinks is appropriate) to direct the wave at its target. See “Magick in Ship-to-Ship Combat” in Chapter Two. This spell has a “one-shot” effect.

Element: Wind

Attack Ability: Ego

This skill allows the caster to change wind direction and speed for the duration of the spell (ten minutes, or ten ship-to-ship combat rounds). The spell can raise or lower a ship’s speed by one step on its windspeed chart (see the Vessel Stat Sheets in Chapter Three) per level of the spell. This is subject to the direction the wind is already going. If the spell is increasing the wind in the direction it is already going (and the ship’s sails are set to take advantage of it), it raises the ship’s speed by one step for each level of the spell. If the spell changes the wind up to 90 degrees away from its initial direction, then the spell cancels the original wind and starts one up in the new direction from a dead calm. If the spell tries to reverse the wind, between 90 and 180 degrees from its initial direction, then one step of ship’s speed is subtracted for every level of the spell, until it reaches a dead calm. Then the wind begins to blow in the desired direction, moving the ship at one step per additional level of the spell.

Thus, to simply increase a wind from a slight-breeze to a strong-wind in the direction it’s already going requires a 4th level spell. To change the slight breeze up to 90 degrees and take it to a strong-wind requires a 5th level spell. If the wind is a slight breeze in one direction and the caster wants a strong wind in the opposite direction, it requires a 6th level spell.

The area of effect for this spell is only large enough to encompass one ship. To affect two ships, the spell must be cast at one level higher. However, the spell can be divided so that the spell-caster’s ship cruises with a strong wind abaft the beam, and yet the enemy vessel going the same direction is forced to tack into a headwind.

It is a good idea for any Magick-user with Elemental: Wind to know something about sailing, or else be prepared to follow the captain’s instructions to the letter. Otherwise, his ship may be in more trouble than the

enemy’s. Read the “Sailing Mechanics” and “Ship-to-Ship Combat” sections in Chapter Two for more information.

Circle of Enchantment

Most spells have temporary effects and require time to cast. Enchantment is the method by which certain spell effects can be set into objects (magick items) and made permanent. It also includes the skill of storing spells into objects, to be used almost instantly (d12 initiative in combat) and with no mana cost (it’s expended when the spell is stored).

Now the bad news. To make a magick item, the Magick-user does not merely take a ready-made object and enchant it. He has to be there to weave his spell into it during every stage of its manufacture. All objects destined to be magick items must be of the very highest quality, thus expensive. The Magick-user needs time, he needs money, and he has to know someone (or be someone) of at least 8th level in the necessary craft. He also needs a well-stocked laboratory: the preparations and paraphernalia required are extensive. An object intended for storing spells must be made in a similar fashion, though once created it can be used over and over again.

In other words, it will be difficult for a pirate character to practice this type of Magick. Assuming that expense is not a problem, there’s still the difficulty of finding a craftsman, preferably in a port where the caster is not a wanted criminal. Also, if a PC is working on a magick item, he is essentially out of game play for the time it takes.

Enchantment is practiced by Cabbalists and Freemasons, especially reputable wizards with a lot of capital who build themselves an establishment in a good-sized town and stay put. They are protected and respected by local governments because they produce useful consumer goods and pay a lot of tax. Enchantment is also widely practiced in the Middle East, India, and China.

Conjunction

Attack Ability: Ego

This is the art of making objects with permanent spell effects (magick items). It is not a proficiency skill. It can be used with any Magick skill listed below that the character has (with exceptions as noted). Conjunction

used with any spell costs as much mana again as the spell itself does.

Abjuration: Enchantment will work with any Abjuration. It essentially makes an Abjuration portable. A Binding, Expulsion, Protection, or Warding glyph is inscribed on a small object, which then affects the person who carries it accordingly. It can also be used on the lids of boxes or the door of a dwelling, or on any part of a ship. Inscribed on a keystone, it will affect a whole building. Multiple glyphs can be used on the same object, but of course this requires the appropriate spells to be cast. The object used should be appropriate to the purpose. A Binding cast on something means that the person wearing it will not be able to take it off; this is more usefully cast on shackles than on jewelry. Protection or Warding, however, would be very appropriate on jewelry. See these Abjuration skills for each of their effects.

Alteration Chance: This is the standard method of making magick items. Combined with Enchantment, it can be used to make any given object more effective for its intended use. A sword imbued by Enchantment with a 3rd level Alteration Chance will give its wielder +6 to his attack roll in sword fighting (or -6, if the sorcerer wants to put a curse on it instead). See Alteration Chance for the adjustment per level. Despite restrictions, if any, on casting Magick while touching iron, Enchantments can be effectively cast on iron and steel objects. They will still get hot, but wizards need only take a few safety precautions to avoid being burned.

Alteration Shape: This Enchantment is cast on the skin (tanned with the fur still on it) of the specific animal or Furry the mage wants to turn into. The character puts the skin on to turn into the animal and takes it off again to turn back into himself. An effective curse on an enemy is to also put a Binding spell into the skin, so that it can’t be taken off. No other Alterations can be used with Conjunction, but they can be used with Storage (below).

Divination Aura: This Enchantment is cast on a lens or on a large, flawless transparent gem, through

which the astral plane can be viewed. Ground and polished glass is a little easier to come by than a large, flawless gem. Other Divination spells vary so much according to circumstance (who you're going to spy on, what specific question you have) that it's not really possible to make a magick item to work the spell for you.

Domination: Not possible — these skills rely too much on the spell-caster's personal ability to fascinate others.

Elemental: These spells can be stored (see Storage, below) but they do not make useful permanent magick items and cannot be used with Conjunction.

Illusion: Not possible — these skills rely too much on the individual spell-caster's imagination.

Necromancy: When combined with Enchantment, Healing truly becomes Necromancy, because it repairs and animates the dead. The process takes only the ten minutes that Healing requires anyway, though a laboratory is needed for advance preparation of the cadaver. The GM will have to ascertain what level of Healing spell any given corpse requires in order to be animated. It depends partly on what the spell-caster wants the undead to look like. A fresh corpse, completely healed, will look just as it did when alive — only its behavior will give it away — and will probably not be hard to do. A pile of bones, on the other hand, would require a 15th level spell to restore it to what it was in life. However, if the spell-caster simply wants the bones to be joined together with enough tendon to make the skeleton function, it will take no more than a 5th or 6th level spell. Undead created by this method are the mindless zombie type shambling around according to echoes still lingering in their brains — these will usually be violent. Creating an undead does not give the spell-caster control over it (see Charming Undead, under Domination). In addition to these little safety tips, please note that mindless undead are ripe candidates for possession by demons or other astral creatures. Finally, the creation of undead is completely illegal in most parts of the world. Necromancers are usually hanged, if they survive being caught. This Enchantment is practiced by small,

secretive Orders, by mad or renegade members of established Orders, and by individual sorcerers in remote parts of the world, especially the Caribbean.

Storage

Attack Ability: Ego

This is the skill by which spells possessed by the Magick-user can be stored in an object, to be used when required. As in other Enchantments, the Magick-user must work with the craftsman making the object to prepare it to receive spells. A separate object is required for each type of spell (that is, for each skill) the Magick-user wants to store. The level of Enchantment required for the initial manufacture of the object is equal to the highest level of spell the caster wants to be able to store. If he is 5th level in both Alteration Ability (for example) and Storage, then a 5th level Enchantment will allow him to store 5th level Alterations in the object. If he's 5th level in the Alteration, but only 4th level in Storage, he'll have to settle for storing 4th level Alterations.

The object used must be of the very highest quality, and it should be appropriate to the type of spell to be stored. It should be made of some material that the spell won't damage (do not, for instance, store Elemental: Fire spells in a wooden staff), and that won't impede the spell (don't put Lightning spells in something not conductive).

Storing a spell costs twice as much mana as simply casting it does. The points are expended while storing the spell, thus are not deducted when it is used. A stored spell works almost instantly (d12 initiative in combat). A given object will hold as many spells as a Magick-user can put into it in the course of one day (before sleeping to regain mana), but no more.

Abjuration: Any Abjuration can be stored, but the spell-caster will still have to draw the appropriate circle before activating the spell.

Alteration: There's not much point in storing Alteration spells just to save time, as Alterations already have a d12 initiative, but it will help the character conserve mana points for that important battle. Any Alteration can be stored, though of course you need a different object for each type of Alteration.

Astral Projection: No problem. This is a simple spell. However, the caster

must touch anyone he wants to take into the astral plane with him.

Divination: The Enchantment must be cast on the object(s) generally used by the spell-caster for divinatory purposes. This may save mana, but it won't save time, as the caster still has to define the question to be asked at the time he wants to ask it. (Exception: Aura spells can be stored with no problem).

Domination: The best place to store these spells is within a crystal or other light-reflecting object that can be used to hypnotize the victim. Although victims can be Dominated quickly, the Magick-user must still give instructions. The GM will have to determine how long that takes.

Elemental: This is the most devastating use of Enchantment that can be devised. These are simple spells and can be stored with no problem.

Illusion: Most of an Illusion spell consists of describing what the illusion should look like, so the spell-caster will not be able to save time by storing these, unless he describes them in advance.

Necromancy: These spells cannot be stored. They make use of too much matter-altering energy — no object can contain them.

Circle of Illusion

Illusion has only one skill. It is practiced by the Druids, the Rosicrucians, the Templars, and a wide variety of lesser Orders and outcast sorcerers, especially those connected to Gypsy bands, theatre troupes, or traveling shows. It is very popular in the Far East.

Illusion

Attack Ability: Ego

This skill allows the caster to create special effects and phantasms that are real to every sense except touch. Illusions can take from ten seconds up to a couple of hours to cast. The spell consists mostly of describing what effects should occur, so the casting time depends on how complicated they are, especially if they are mobile. The casting method consists of gestures, often dance-like, or reminiscent of an orchestra conductor, and words, sometimes spoken, sometimes sung. The spell lasts for the number, in minutes, equal to the mana spent.

When casting the spell, the Magick-user must describe in detail what will occur, and when. It's comparable to animation, or a computer graphics program: you set it up and let it run. If the caster wants to alter the spell's "program" while it's running, he will have to cast another spell at the same level.

Lacking tactile effects, an illusion can't hurt anyone, though it can trick someone into hurting himself – by covering a gaping pit with a carpet of grass, for instance. Or it can be extremely unpleasant, even distracting – especially the olfactory effects. It should be noted that other Magick-users and many mundane Furries will recognize an illusion, especially if it's of something obviously impossible, because they have seen them before as entertainment.

Circle of Necromancy

The term "necromancy" is used to cover all Magickal skills that deal with what might more accurately be called "life sciences." This type is considered the subtlest, the most dangerous, and the most significant of all Magicks. Necromancy skills have a casting time of ten minutes, but the casting method

is simple. Intoning the spell in a low voice, the Magick-user passes into a trance, during which life-altering power flows through him into the recipient or victim. The Magick-user **must** be touching the victim throughout the spell. The effects of the spell are slow, but they are permanent (unless altered by another Magick-user with the same skill). Mana points for these skills are expended per victim.

Necromancy was forbidden by the Church, except to high-ranking clergy, during the Middle Ages. In the eighteenth century, it is legal, but practiced only by the Morganites, the Jesuits, and the Cabbalists, who keep these spells as closely guarded secrets. The Church was assiduous in its efforts to stamp out Necromancy, and burned books as well as practitioners, so it is very difficult to learn Necromantic skills without belonging to one of these Orders. A European player character with any of these skills needs an origin story that explains how he learned them. Magick-users from other parts of the world, however, have their own traditions of Necromancy.

Healing

Attack Ability: Ego

This is the power to reverse entropy in living organisms. The

Magick-user with this skill can see the pattern (we use this term for lack of a better one) of a living creature he is touching, and if it is damaged, he can apply the energy needed to put it back the way it was. In terms of hit points, the amount equals the mana spent. The spell is cast versus an MD of 10, unless for some reason a wounded character wants to invoke his magick defense.

Healing is very powerful, but it has limits. The Magick-user could (if he has enough mana) restore a severed limb, but could not grow himself an extra one, since his basic pattern only allows four of them. He can retard the aging process (this would be a fifth-level spell and would need to be cast at least once a month) but cannot reverse it – the pattern of youth is no longer visible in an adult. He can heal the damage caused by a poison, but cannot rid the body of the poison itself. The Magick-user also cannot restore the dead. He can completely heal the body, but if the soul is gone, it cannot be recalled (at least not by Healing alone).

Harming

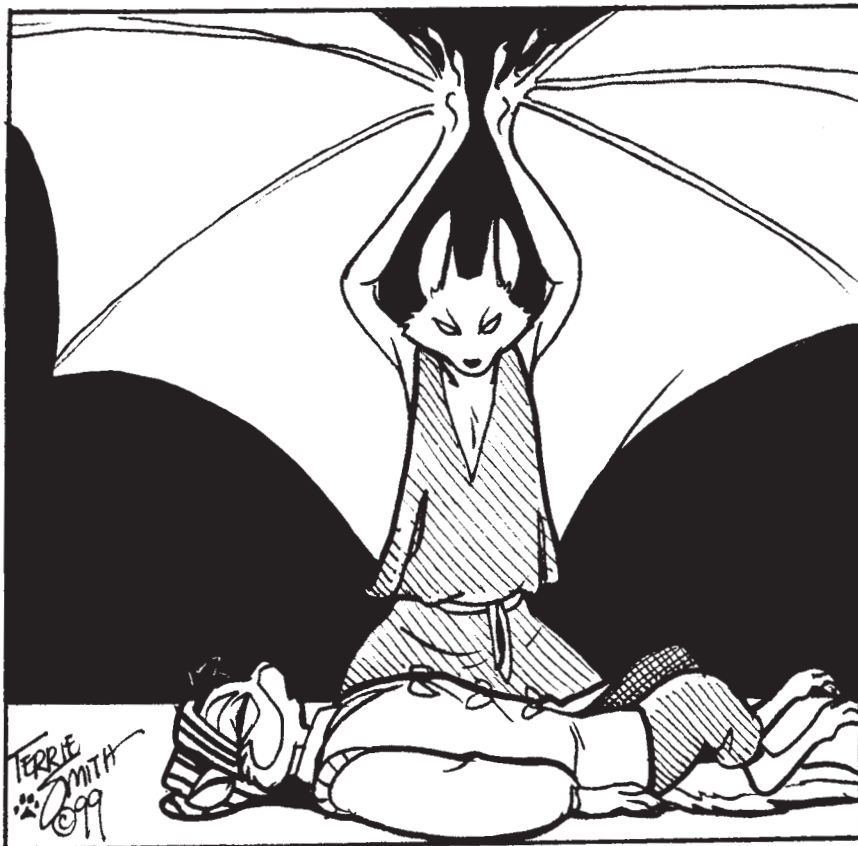
Attack Ability: Ego

This is the reverse of Healing: the power to speed up entropy, using energy to shatter the pattern of a living thing. As with Healing, the amount of damage is equal to the amount of mana spent. The way in which the victim is damaged can be almost anything the Magick-user chooses: an injury, an apparent effect of aging, or of poison, or even of disease (though the victim won't actually have the disease). The victim may or may not heal with time, depending on what effect is chosen. This spell allows for some really horrific effects, but is a very inefficient way of dealing with an enemy. Considering the amount of time it takes to cast the spell, and the fact that only someone ignorant, paralyzed, or tied down would hold still for it, a gun is much more practical.

Growth

Attack Ability: Ego

A variation on Healing, Growth is used primarily on plants, as they have a sufficiently rapid natural growth for the effects to be noticed. For every level of the spell cast, the affected organism, whatever it is, will experience three months worth of growth within the ten minutes of casting time, up to the maximum amount that is natural to that



Never trust a necro-bat.

organism. Continued acceleration after that point will not stimulate any more growth, nor cause the organism to deteriorate. Note that Growth does not affect mental processes, which only develop with experience. A newborn accelerated to the age of two will be a larger newborn, both mentally and in terms of motor skills.

Circle of Summoning

This has only one skill. The Cabbalists and the Jesuits and possibly other little known and ill-intentioned Orders practice it in secret. Since the popular concept of Summoning is of evil necromancers calling up demons from the pits of Hell, this skill is restricted or illegal in Europe, the New World Colonies, the Middle East, and most of Asia.

Summoning

Attack Ability: Ego

This is the skill of summoning a specified creature or thing into a drawn circle or pentagram instantaneously. Like Abjuration, the spell takes one minute to cast, not counting the time required to draw the Summoning circle, set up the candles and so forth. Unlike Abjuration, the creature or thing summoned must be identified individually, by name or by a unique feature. If it is a sentient being, it must be someone you can name and describe: "my cousin Fred," or "the demon Calibraxis." If it is an object, you must define its nature and its current location: "the ham sandwich on the Earl of Rochester's bedside table." If it's been moved since you saw it there, you're out of luck. Substances of which there is an indefinite quantity must be defined either by a container or a specified amount: "the rum in the bottle by Tom Cat's elbow," or "six bushels of grain from the *Ladybird's* hold."

Summoning has one other use: you can summon *yourself* and anyone with you to a previously drawn summoning circle in a known location. This can be very useful for getting out of a tight situation. However, you can-

not send anyone or anything to a circle without going along yourself, nor can you summon anyone who isn't with you to a circle you're not present at.

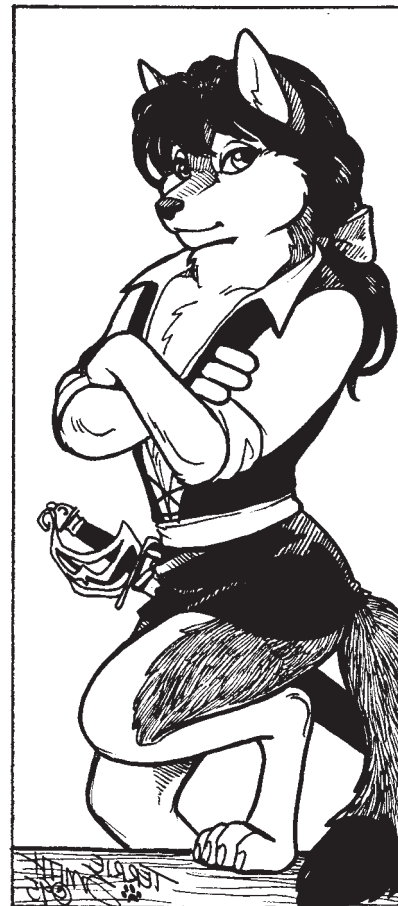
Summoning costs mana per sentient creature or item or type of indefinite substance (like water or grain); you can summon one per level of the spell. Don't try for anything unlimited like "Loch Ness." Though it's identifiable by name, a lake has very inexact boundaries. Besides, what you summon has to fit inside the circle you've drawn. The type of circle or pentagram (or other enclosing glyph) is different for every type of creature or thing you're trying to summon, so it will have to be redrawn for every spell.

Summoning has no range limit. However, if you are trying to summon a being from another plane, the GM may rule that it costs more mana or requires a higher attack roll than usual.

Skills Not Listed

There are a number of possible skills which can't be easily quantified because success or failure in them depends more on the player's ability than on the character's. Some examples are the skills of Seduction, Interrogation, Diplomacy, and Tactics. A level in Seduction might indicate whether or not a PC could have his way with an NPC, but suppose the intended victim is another PC? The GM can assign the victim a "Seduction Defense" and have the seducer roll, but that's a cop-out, and rather unfair: a player should be allowed to decide whether or not his character finds another character attractive. It's best if issues like this are settled by roleplaying, not by dice rolling.

Similarly, consider Tactics. Suppose the PCs' ship is leaking like a sieve, the ammunition is all gone, the enemy ship is closing in for the kill, and a player says, "My character is 11th level in Tactics, so he's going to think of something clever to save us all." "Like



Max Lazarus

what?" the GM asks, to which the player responds, "I don't know anything about this stuff, it's my *character* who's 11th level." Then the GM herself has to come up with something they can do, or arbitrarily allow them to escape, or admit that she doesn't know anything about Tactics either; three options which are all examples of remarkably poor roleplaying.

The GM should be prepared to reward the players if they do think of something clever to save the situation, especially if they demonstrate quality roleplaying in the process. If they only escape with their lives, they should at least be awarded more experience points. In real life, experience is what you get when you don't get anything else.





CHAPTER TWO

HOW TO PLAY THE GAME

Basic Mechanics

This section describes how to tell if a character succeeds or fails at the various tasks he attempts, and how to judge the outcome of any general situation. The special rules for combat are described in the next section.

Whenever a player character tries to do something, the GM's most likely response will be "Roll percentile dice," unless the character is attempting something that is either automatic, or completely impossible. An automatic action would be an expert rider getting on the back of a calm horse — no point in rolling. An impossible action would be a mundane levitating onto the back of a horse — no point there either. A roll is made when you're an inexperienced rider climbing onto a nervous horse, possibly under fire.

Success

When you roll percentile dice, the GM compares the roll to a previously determined number. If your roll beats that number, you have succeeded, more or less, at what you were attempting. If your roll beats that number by 20 points, you have achieved double effect; if you beat it by 50 or more points, you have triple effect. What that means exactly depends on what you were trying to accomplish. The non-combat skills in Chapter Two have double and triple effect described, where applicable. The result of double and triple effect in combat situations is described in the combat rules.

The GM doesn't have to tell you what number you are rolling against, nor whether you have achieved double or triple effect (though she probably will in a combat situation; it saves time). The GM only needs to tell you the outcome of your action, or anyone else's, as your character perceives it.

Failure

If your roll is equal or less than that number, you have failed. The greater the difference between the numbers, the worse your failure, as determined by the GM. If you roll between 01 and 05, you have fumbled. Not only have you failed, but something bad happens — again, determined by the GM.

Fumbles

The 01-05 rule actually applies only to characters under 5th level. Characters with higher overall levels fumble less often — 01-04 at 5th level, 01-03 at 8th, and 01-02 at 10th. The GM can have this rule apply to specific skills, or merely to overall level, as she prefers. Example fumbles follow.

Fighting: See combat rules.

Magick-use: Possible options: The spell failed completely and drained twice its usual cost in mana points. The spell failed completely and drained all remaining mana points. The spell had the opposite effect to what was intended. It depends on how nasty the GM wants to get. Magick is a very unpredictable art.

Gunnery: See Ship-to-Ship combat rules.

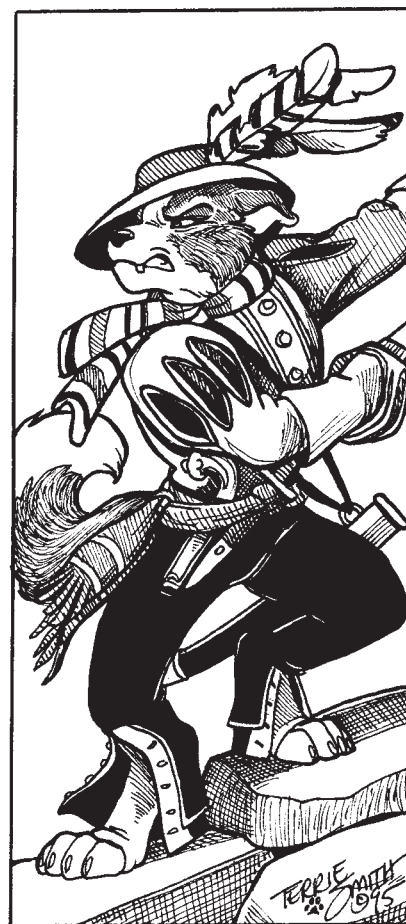
Seamanship: See Sailing Mechanics.

Alchemy: Spoiled or useless components were used. The potion might completely fail, or it might work and have a nasty side effect, or it might have the opposite effect to what was intended.

Thieving: The thief gets caught, naturally. Or perhaps he trips and hurts himself going out the window.

Difficulty Factors

When the character is rolling against a passive force, the GM assigns a passive defense score, or difficulty factor, and adds the character's attack score in the appropriate skill to come up with the number the player must roll against. The harder the task is, the higher the difficulty factor will be. An almost automatic task, such as hitting a dartboard at close range, would have a difficulty factor of 0. Something easy, like casting a spell on someone who has



My name is Inigo Montoya...

waived his magic defense, or sailing a ship in open seas and fair weather would have a factor of 10. A moderate task would get 25, a hard task would get 50, a really difficult task would get a 75, and a “pack it in” task would get 100, 125, or even higher.

Active Defense Scores

When a character is working against an active opponent, the GM adds the character’s attack score in the appropriate skill to the opponent’s defense score to come up with the number the roll has to beat. If the opponent also has the skill, or one that can counter the character’s attack just as well, the defense score is determined just as a PC’s defense score is, using ability scores and standard level adjustments. If the opponent does not have a skill to counter the attack with, he may use his ability score (see below). If the character’s attempt has nothing to do with a quantifiable skill (for instance, trying to negotiate with, impress, or seduce an NPC), the GM should determine the odds as if using a difficulty factor, based on her knowledge of both characters. (Ego and Reason scores can be used to formulate attack and defense in personal manipulation, if appropriate or helpful). If a PC is trying to impress or seduce another PC, the GM may act as an arbiter, but should restrain herself and the dice from dictating the outcome.

Non-Level Skill Attacks

Just because a character doesn’t have a particular skill doesn’t mean he has no chance of success in attempting it — that is, unless it’s something the average creature definitely can’t do (like a magical, alchemical, or other “technical” endeavor). The character may try, using attacks calculated with only the appropriate ability score subtracted from 50, with a 10-point penalty on the roll due to lack of proficiency.

Working Together

Characters can sometimes improve their chances of success by cooperating. It depends on the type of task.

If it is something several Furies can do simultaneously without hampering each other, the players should take the average of their attack scores to come up with a group attack score. Then they should all roll dice and add the results together. For example, if two Furies with Athletic scores of 5 and 15, respectively, try to lift something large and heavy, their group attack score is 10. The GM rules that this task has a difficulty factor of 80, so their rolls need to add up to 90 to succeed (though a fumble may mean a character has dropped the object on his paw in the process).

If the task allows Furies to work together reasonably well, but does not allow a cumulative effect, all characters should roll and the highest roll should be used to determine the outcome. This improves the odds for the group, if not for the individuals. For instance, if two characters who read contemporary English come across a book written in Old English, they have a better chance of deciphering it between them than either would have on his own.

Characters may also split a task between them in such a way that only one of them (determined randomly) has a chance to succeed. In that case, the GM should determine with a secret roll which of them it is, then have them all try, but only take the selected character’s roll into account.

In a situation in which one character is better at a cooperative task than the others, and those others are taking orders from him, that player should be the one to roll. This method should be used to maneuver a ship or fire a cannon.

Sometimes several characters will attempt something that really should be left only to those who are good at it. In this case, all players roll, but the worst roll is used to decide the situation. For example, a group of characters set an ambush on board an apparent ghost ship for a group of enemy pirates, but one of the characters does not have Ambush as a skill. He rolls too low to

succeed and the GM rules that he sneezed at a critical moment. The other characters were perfectly silent, but the enemy is nonetheless alerted.

Don’t Depend on the Dice

The die roll is used to answer the question “What happens?” If common sense, or the GM’s decision, makes the answer obvious, don’t bother to roll. Also, keep in mind that the dice only determine degrees of success or failure. The specific results are left to the imagination of the GM and the players, which is what roleplaying is all about. In the final analysis, the operation of the adventure depends on the GM’s ability to decide what happens in ambiguous situations, and on the players’ acceptance of the GM’s decisions. Without these, the campaign will quickly fall apart. Support your GM; she does the most work of anyone in the game. GMs, be fair. You may have godlike power in this game, but unlike real-world situations, your players have the option of walking away if they don’t like it. Everyone should keep in mind that roleplaying, not winning, is the point of the game, and that the story is more important than anybody’s ego.

Fate

Occasionally, the GM will want to randomly determine conditions that have nothing to do with anybody’s skill, for instance, the weather. The GM does not have to do this randomly; if it befits the story that it’s raining cats and dogs, then it’s raining cats and dogs. If the GM decides to give the advantage of strong winds to the larger of two vessels, such is her prerogative. If however, the GM decides to roll, then the Luck score of whichever character has the most at stake (for instance, the captain of the vessel in a fight) should be used as the basis for a defense score. Luck scores can also be taken into account when an unavoidable fate is about to befall one of a number of characters, for instance, an Elemental: Lightning spell from an enemy sorcerer (unless he has reason to attack one PC over the others).

Sailing Mechanics

There are three factors that determine the speed at which a sailing craft can move under optimum conditions: the force of the wind, the type of vessel, and the direction the vessel is moving relative to the wind. The type of vessel should be known, the direction of the vessel is (more or less) the characters' decision, and the force of the wind, if the GM doesn't determine it in advance as a plot device, can be rolled randomly:

Wind Force Table

Roll	Condition
01-02	Dead calm
03-17	Slight breeze
18-32	Light breeze
33-68	Gentle wind
67-83	Moderate wind
84-98	Strong wind
99-100	Gale

Wind Direction

Compasses of the period do not use degrees of arc. Instead they use thirty-two points, each of which is 11.25 degrees. Two compasses are used here: one divides absolute direction into thirty-two, using magnetic north as a starting point; the other uses the direction that the wind is coming from as zero, and goes up to sixteen, the direction the wind is going. If it's necessary to randomly decide which direction the wind is coming from, roll a d4 to determine the quadrant (1 being northeast, 2 being southeast, etc.), then a d8 to narrow it down further (1 being true north, 2 being north by east, and so on).

Vessel Direction Relative to the Wind

Running: 14 to 16 points off the wind.

Sailing with the wind coming from dead astern. In other words, if the vessel is pointing at 12 o'clock, the wind is coming from between 5 and 7 o'clock. In still other words, if the wind is an easterly (that is, coming from the east), then the vessel will be Running when she is pointed due west.

Quartering: 10 to 13 points off the wind. Sailing with the wind coming from abaft the beam. If the vessel is pointing at 12 o'clock, the wind is blowing from approximately 4 or 8 o'clock. If the wind is an easterly, the vessel will be Quartering when she is pointed north-west, south-west, or thereabouts.

Reaching: 7 to 9 points off the wind. Sailing with the wind abeam. The wind is coming from either 3 or 9 o'clock. With an easterly wind, a vessel will be Reaching when she is sailing due north or south.

Beating: 5 to 6 points off. Sailing with the wind coming from slightly forward of the beam. The wind is coming from not quite 2 or 10 o'clock. With an easterly, the vessel will be Beating when sailing north-northeast, or south-southeast.

Hauling: 4 points off. Sailing pointed as far into the wind as possible while still maintaining momentum. If the vessel is pointed is 12 o'clock, the wind is coming from 2 or 10 o'clock. If the wind is an easterly, the craft will be Hauling when sailing northeast or southeast. Only fore-and-aft, lateen, lug, or junk-rigged vessels can sail close-hauled. Square-rigged ships, if they try this, will go straight to Dead.

Dead: Or Disabled, Drifting, or whatever you want to call it, meaning that the ship has turned too far into the wind, or has lost its sailpower. The speed values given in the Vessel Stat Sheets (see Chapter Three) for Dead refer to the ship speed as it drifts in the direction the wind is pushing it (except for ships equipped with oars — they move normally).

Sailing Speed

A Stat Sheet is provided in Chapter Three for each type of vessel. It includes a table indicating how fast the vessel can move under the different conditions of wind force and direction. Speed is given in knots (nautical miles

per hour), which can be roughly converted into feet per minute by multiplying by 100. The numbers provided assume that the character who is giving the orders has gotten single effect on his Sailing attack roll. If a character gets double effect, the ship's speed should increase by one step in wind force, unless the wind is already Strong, in which case it should be raised one knot. If triple effect is achieved, speed is raised either two steps or two knots, or one step and one knot, as appropriate. Double and triple effect do not apply when the ship is in a dead calm or in a gale. With no wind, it doesn't matter how good a sailor anyone is, and in a gale, all sails are taken down lest the ship be torn apart.

If the character rolls a simple failure, the vessel's speed drops one step in wind force. If the character fumbles, orders may be misinterpreted, or the ship may drift too far to leeward and go off course, or turn too far into the wind and come to a stop, or heel over and pitch unlucky crewmembers into the drink, or whatever else the GM may think is amusing.

Sailing attack rolls should be made whenever conditions change or new orders are given. If nothing else is going on, one roll per watch should suffice (a watch is six hours). When determining the difficulty factor for sailing, the GM should take the weather and the experience of the crew into account. In the worst possible conditions with a green or insufficient crew, the difficulty factor can be raised all the way up to "pack it in."

Turning

Turning orders are given to the helm in points, such as "Three points to starboard!" (See "Wind Direction" above). Each Vessel Stat Sheet includes its turning rate in points per minute. Generally, the big square-rigged ships can only turn one point per minute, while the medium-sized ones, 3rd to 6th rate, can turn two. Vessels with partial fore-and-aft or lateen rigging, such as brigantines and xebecs, can turn three points per minute. Those that are completely fore-and-aft, lateen, lug, or junk-rigged can turn four.

Tacking

When you absolutely have to go in the exact direction the wind is coming from, you have to zigzag; this is called tacking. It's a slow, tedious, and crew-power consuming process, Hauling or Beating on first one tack, then the other, with a brief slack period in between when the ship is pointed straight into the wind.

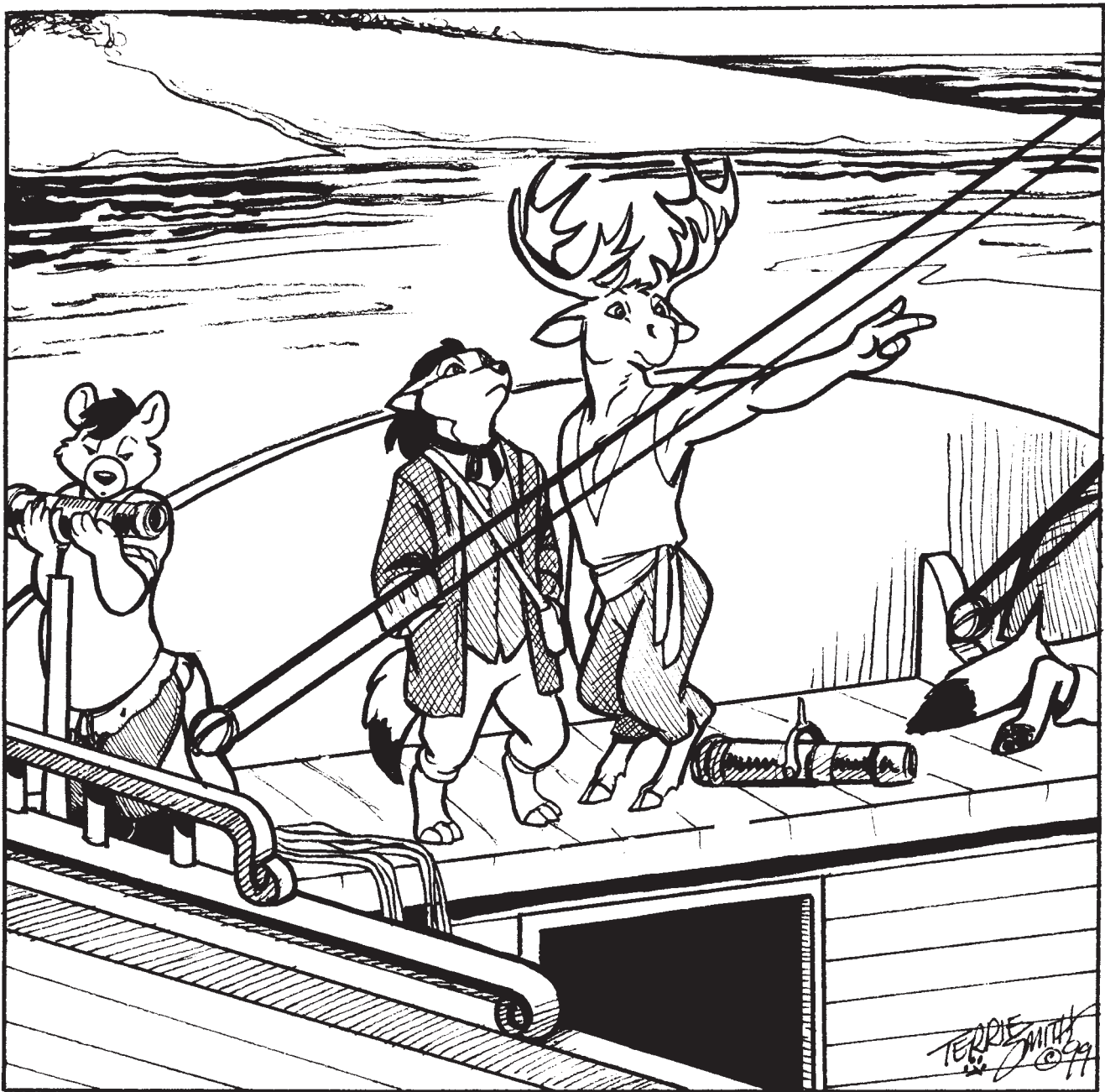


Shortening or Lengthening Sail

Battles at sea usually take place under shortened or "fighting" sail. Characters may opt to fight under full sail, but all attack rolls with Magick, cannon, swivel guns, or personal weapons will receive a one-effect penalty due to the pitching motion of a fast-moving ship. It takes an experienced crew one minute (one ship-to-ship combat round) to change from full sail to fighting sail, or vice-versa. See "Ship-to-Ship Combat" on page 62 for more details.

Rough Weather

When the GM determines that a gale is brewing, she will need to figure out how bad it's going to be. If a random method is preferred, roll percentile dice figuring that 01 to 75 is just what it says on the vessel's Sailing Speed Chart — annoying, but not too dangerous. A roll of 76-95 indicates that the ship is being pitched around hard enough to strain it, and the GM should take 10 to 50 points off its Hull Points until it can be repaired. A roll of 96-99 indicates the ship is also in danger from solid hazards such as rocks or coral reefs, and some PC had better make a good Sailing attack roll to save the ves-



My antlers have been caught in the rigging there, and there, and there...

sel from taking serious damage, 50 to 500+. A roll of 00 indicates a hurricane or typhoon that even the sturdiest ship with the most experienced pilot is very unlikely to survive. However, we suggest the GM avoid shipwrecking the PCs except as a plot device.

Vessels attempting to fight in a gale of the 01-75 variety should suffer a one effect penalty (-20) on all attack rolls, whether for firing cannon, personal combat, spell casting, or whatever. Anyone idiotic enough to fight in a 76-00 gale will suffer a two effect penalty (-50) and must roll on an Acrobatic skill or on his Agility or Luck score in every ship-to-ship combat round to avoid being pitched overboard (if up on deck).

Ship Maintenance

Under normal conditions, a ship sailing in cold waters will need to be beached once a year to have the barnacles scraped off and the worm-eaten planks replaced. A ship that spends most of its time in warm waters will need to do this at least twice a year. If it doesn't happen, the GM can start taking off Hull Points (see "Ship-to-Ship Combat") at a rate of 25 per week until the ship is taken care of, or sinks. The sails will also need repairs, especially after rough weather, but these can usually be taken care of while at sea.

Crew Morale

If the PCs are pirates, they have a crew that expects to be treated as equals, with full shares of the loot and an equal vote in affairs of the moment (except in combat, when the captain commands absolutely). If they don't get the respect they are entitled to, they will mutiny. After all, as pirates already, they have nothing to lose.

If the PCs are privateers or other legitimate ship officers, the crew expects to be treated like pond scum — but there is a limit to the abuse they will take. If the PCs treat them with extreme harshness or blatant unfairness, they will mutiny, fight halfheartedly, or surrender *en masse* next time the ship gets into a fight. The GM will have to play it by ear.

Combat

The general rules of play can be reinterpreted or disregarded as necessary for the sake of good action, or the smooth functioning of the campaign. In combat, however, where your character's life is on the line, you will want hard and fast rules. They're provided below.

Melee Combat

In a melee engagement, the combatants are on the ground or the deck, up close and personal, trying to hit each other with various objects or their bare hands.

Rolling Initiative

In a straightforward melee engagement, initiative must be rolled before the fight starts to determine who gets to strike first. Each player rolls the initiative die appropriate to the weapon he wants to use or for the action he intends to attempt. The GM will roll initiative for all NPCs, either individually or with one roll for a group, whichever is preferred. Important NPCs should get their own rolls, but "cannon fodder" NPCs can be rolled *en masse*, especially if they are attacking as an organized group. The GM takes note of the characters from the lowest roll to the highest. This is the order in which they will attack or otherwise act in the first round.

It is important to take note of the highest die being rolled, because it determines how long the combat round will last. If someone is rolling a d12, then the round will end on 12 (regardless of what the roll was). This means that someone with a lower initiative die may get to attack more than once in the round. If the round ends on 12, and another player is rolling a d4, he will get to roll initiative and attack three times in that round, once between 1 and 4, once between 5 and 8, and once between 9 and 12. A d5 will attack at least twice, and possibly a third time if the third die roll is 2 or less. A d6 will attack twice, a d8 twice if the second roll is 4 or less, a d10 twice if the second roll is 2 or less.

A character using a double-weapon skill will roll his initiative die twice, once for each weapon as listed in the Damage/Stunning and Speed Table under Double Weapon. Using two daggers, for example, a player rolls a d6 twice, coming up with 2 for the first weapon and 5 for the other, thus going both at 2 and at 5 in the combat round. Using a sword and a dagger, the player rolls d8 for the sword and d6 for the dagger, coming up with a pair of 3s — thus uses both weapons simultaneously. The character can attack again with either weapon or both weapons if their initiative dice fit into the combat round (see above).

The GM calls on each player in turn, depending on their initiative rolls, the players respond by describing their actions, and attack rolls are made to determine the outcome of each (see below). The GM will also describe the actions of the various NPCs in their turn, and the results of their attack rolls.

Weapon initiative dice are listed on the Damage/Stunning and Speed Table in Chapter One. Magick spells used in combat are usually Alterations, which have an initiative of d12, although the Magick-using character may opt to cut his initiative in half or a quarter or even an eighth (rounded up) by expending more mana points (see "Magick Skills" in the skill list in Chapter One). Other spells started in melee combat are not likely to be finished before the melee is over. Alternately, a character may choose to do any other action that would take a few seconds, such as close with an opponent, run away, change weapons, prevent someone from bleeding to death, shout instructions to another character, or whatever. Actions such as these use an initiative roll of d6. If a character tries to do too much, the GM may require a higher die to be rolled, or rule that the character can only perform part of the intended action in one round. For instance, it takes three average-length rounds to reload a crossbow, six to reload a pistol or musket, and twenty to reload a rifle.

Smaller, lighter weapons get better initiative because they are easier to maneuver than heavy, cumbersome battle-axes and things. It also helps the balance of the game for weapons that do less damage to have better initiative.

Not Rolling Initiative

In some situations, it's obvious who gets to attack first, at least in the first round of combat. First of all, something has to get the fight started. In a successful ambush, the ambushing party gets automatic initiative. In a brawl between total strangers, someone decides to throw the first punch. Thus the character who initiates combat has initiative in the first round. He takes his shot (or they take theirs), then everyone rolls initiative for the second round. Of course there are situations when it's obvious to everyone that there's going to be a fight (or in which honor requires that no blow be struck until both opponents are ready), in which case all initiatives should be rolled.

Secondly, certain weapons will get initiative automatically in the right circumstances, no matter what the Damage/Stunning and Speed Table says about die rolls. A loaded gun held ready will get it unless the Furry holding it has been successfully ambushed. A charging cavalry soldier will get initiative over a foot soldier, unless the latter has a polearm firmly planted to receive the charge (or a loaded gun, of course).

Finally, a character with initiative may choose to wait until later in the round to attack. In this case, the player simply interrupts when he is ready to take his turn. By holding his action, a player can coordinate a simultaneous attack with another player.

Again, roll the dice only when you can't tell in advance what's going to happen.

Combat Rounds

A round is supposed to last long enough for each character to perform at least one *simple* action; that way everybody stays involved. The actual amount of time that passes in a round varies. An expert exchange of rapier swipes in a duel might take a second or less. In ship-to-ship combat, which will be described later, an exchange might take as long as half an hour. In melee combat, the best way to think about it is that each number, from one to the highest number possible for that round,

represents the tick of a clock. There are four "ticks" in a second. Thus, if a round goes as high as 12, there are three seconds in that round. Don't bother to calculate this unless you need to know.

Movement

For closing with an opponent, for running away, or just for getting from one point to another, you'll want to know how long it takes. The speeds listed below presuppose a three-second round.

Crawling: 4 feet per round (1 mile per hour)

Walking: 12 feet per round (3 miles per hour)

Jogging: 36 feet per round (8 miles per hour)

Running: 48 feet per round (11 miles per hour)

Sprinting: 66 feet per round (15 miles per hour)

No ordinary Furry with eight or more points of encumbrance will be able to go faster than running speed. No one with sixteen or more encumbrance points can move faster than a jog. Twenty-four or more encumbrance points will keep you at a walk. However, a Strength score over 30 will move you up one notch. Note that 15 miles per hour is a 4-minute mile. Not very many biped creatures can run that fast for that long, even unencumbered.

Attacking

When it's your turn, tell the GM exactly what your character is attempting to do, including what effect you hope it will have. Be as specific and as graphic as you can; it's part of roleplaying. When the GM is certain she understands what you are trying, and what the odds are, she'll tell you to roll. Your attack score will be added to your opponent's defense score for the number your roll has to beat.

Modifiers

GMs: It is an optional rule in combat to take factors other than the combatants' attack and defense scores into account. Common advantages one character might have over another are a higher-quality weapon (sharper, lighter, less likely to break), a superior reach, a better position (on higher ground, behind an opponent, on top of him, etc.), a psychological edge (due to reputation, or innate ferocity, or fighting for

something you believe in), or anything else you can think of. These factors should not sway the odds by more than 10 points either way.

Players: Tell the GM if you think you have an advantage that modifies your attack score — but don't argue if she disagrees, or is not interested in using a rule which may slow combat down.

Full Attack

In any given melee combat round, a character may choose to go all out. This means the character attacks so furiously that he neglects his defense. During the round in which the character is going all out, the standard adjustment for his weapon skill is removed from his defense score and subtracted from his attack score. (That may not make much sense, but remember you want your defense score high and your attack score low). For example, Max Lazarus finally confronts the French captain responsible for blowing up the *Lioness Anne* and attacks in a blind rage. Max is 6th level in swordplay, which gives him a standard adjust of 21. Those 21 points are deducted from his attack score, giving him a good chance of disemboweling his opponent in that round. However, those points are also deducted from his defense score, leaving him wide open for the captain's retaliation.

Note that the full skill adjustment is deducted, even if it drops the character below his Unarmed Defense score. The point is, the character is so determined to nail his opponent that he doesn't care about getting hurt. Full attack cannot be used in distance combat, though it can be used in mounted or aerial combat.

Defending

In melee combat, a character uses the defense score of his chosen weapon skill. If he is being attacked by a missile weapon at a distance, or if he has no weapon or unarmed combat skill to parry a melee attack, he uses his Unarmed Defense score; this signifies an attempt to duck or dodge. If he is being attacked with surprise, or is unable to dodge for whatever reason, he uses his Base Defense score.

Modifiers

Outnumbered: In melee, a combatant can defend normally against one

attacker for every two levels he has in whatever fighting skill he's using (starting at first level, jumping to third, and so forth). Every additional opponent attacks versus the character's Unarmed Defense score. The defending character gets to choose which opponents he will defend against.

More Than Six: Even in an open field, a normal-sized Furry cannot be attacked by more than six normal-sized creatures at once. If more than six attack, they should suffer penalties to their attack rolls as they trip each other up.

Wounded: A character who is badly hurt may take a defense penalty – but on the other hand, being badly hurt may give him a surge of desperate adrenaline to counteract the penalty. The GM will have to play this one by ear. However there are specific wounds that will definitely affect a character's defense score (see “How Badly is the Character Hurt?” below).

Other: Fighting left-handed when you are right-handed (if your Dexterity is under 24), half-blinded by glare, completely blind (50 point penalty at least!), or anything else the GM can think of and wishes to include.

Full Defense

A character who opts not to attack in a given combat round may use his skill level attack modifier to improve his defense score. If Max finds himself in a duel with a friend or a shipmate whom he doesn't want to kill, he could use full defense, add 21 points to his defense score, and buy enough time to find out what the problem is.

Full defense cannot be used in distance combat, though it can be used in mounted or aerial combat.

Success in Combat

This is rarely total. It depends partly what you're trying to do. The most common thing anyone tries to do in combat is hit his opponent anywhere he can for as much damage as possible. This is easy and can be achieved with a simple hit – single effect. Roll the damage listed for your weapon and Strength score on the Damage/Stunning and Speed table. GMs, roll the location of the hit on the character's body on the Body Area table below. The damage is removed from the character's hit points, and if it is a single effect hit, it's considered a flesh wound. It usually takes a few of these to kill or even slow down a Furry Pirate combatant.

Double and Triple Effect

Assuming that the entire purpose of the character's attack is to hurt his opponent as much as possible, if he scores double effect (rolling at least 20 points over what's required to hit), then he scores twice normal weapon damage and inflicts a crippling wound. See what this means under “How Badly Is The Character Hurt?”

Triple effect requires the character to roll at least 50 points above what is needed to hit. A triple-effect hit does triple normal damage and scores a lethal wound. A lethal wound may not be instantly fatal – it depends on the location of the hit, on how much damage was taken, and on the GM's imagination and medical knowledge – but without help, the character will die eventually. See “How Badly Is The

Character Hurt?” below for more information.

Special Attacks

When a character tries to do something to his opponent other than damaging him (or in addition to damaging him), the attack roll is made as usual, but the effect is dropped one step in damage. If, for example, you want to position your opponent (so his back is to a cliff edge, or so the sun is in his eyes, or whatever), you will succeed on a normal (single effect) roll, without doing him any damage. You will succeed and do your opponent normal damage on a double effect roll, or succeed and do your opponent double damage on a triple effect roll. (Though you don't have to damage him at all – you can opt to position him only).

Special attacks include positioning, tackling, disarming, knocking your opponent down, pinning or otherwise immobilizing him, etc. The GM should feel free to make any of these maneuvers more difficult. Disarming your opponent, for example, should require a double effect roll just to succeed.

When a special attack succeeds, the GM will need to figure out what difference it makes to the victim's attacks and defenses. A pinned character is probably reduced to his Base Defense, possibly with a slight bonus for squirming or for having a weapon still in his hand. The effect on his attack depends on whether his hands specifically are being held. (These penalties only apply while he's pinned; his next move will probably be an attempt to get loose). A character with the sun in his eyes might have a 5 or 10 point penalty on attacks and defenses. A disarmed opponent is reduced to his Unarmed Defense and

Body Area Table

Body Area (d8)	Location Within (d6)					
	1	2	3	4	5	6
1 Head	Face	Neck	Left Side	Right Side	Top	Back
2 Left Arm	Shoulder	Upper Arm	Elbow	Forearm	Wrist	Hand
3 Right Arm	Shoulder	Upper Arm	Elbow	Forearm	Wrist	Hand
4 Upper Torso	Front Center	Front Left	Front Right	Back Center	Back Left	Back Right
5 Lower Torso	Front Center	Front Left	Front Right	Back Center	Back Left	Back Right
6 Groin/Buttocks	Front Center	Front Left	Front Right	Back Center	Back Left	Back Right
7 Left Leg	Upper Thigh	Lower Thigh	Knee	Calf	Ankle	Foot
8 Right Leg	Upper Thigh	Lower Thigh	Knee	Calf	Ankle	Foot

no attack to speak of, unless he has an Unarmed Combat skill.

Another special attack is an attempt to hit more than one opponent at once. With a double effect roll, you can do single damage to two opponents, assuming there are two within reach. With a triple effect roll, you can hit three opponents for single damage, or one for double and another for single.

A character can also opt to strike his opponent in a specific area rather than a randomly rolled one – this also requires a double effect roll to do single damage, etc. Most special attacks can only be used in melee combat, although you can choose to hit your opponent in a specific area using a distance weapon.

Hitting to Stun

A character may opt to hit for stunning damage – meaning he is



Cages are for the birds.

pulling his punches, hitting with the flat of the blade, or whatever is appropriate for the weapon. Stunning damage for each weapon is listed on the Weapon Damage/Stunning and Speed table. Some weapons are better suited for stunning than others – firearms are not at all appropriate.

Failure in Melee Combat

A failed attack roll usually means a deflected blow or a clean miss. However, if a character rolls a fumble, the consequences can be more dire.

Melee Combat Fumbles

- 05: Stumbled, overextended, or otherwise went off balance. Opponents get a free (outside initiative) attack vs. the character's Unarmed Defense.
- 04: Tripped, overextended, or otherwise went extremely off balance. Opponents get a free attack vs. the character's Base Defense.
- 03: Stumbled and dropped weapon; opponents get a free attack vs. Unarmed Defense; all further attacks will be vs. Unarmed Defense until the character retrieves his weapon or switches to another one.
- 02: Tripped and dropped weapon; opponents get a free attack vs. Base Defense; all further attacks will be vs. Unarmed Defense as 03.
- 01: Struck an ally, if available, for 1/2 normal rolled damage; plus penalty listed under 05.

These are only suggestions; the GM should feel free to make up any event that works for the story.

How Badly is the Character Hurt?

Flesh wound

The character has been hit for single effect, and the rolled damage was not enough to stun him, so he has a flesh wound. The wound is neither lethal, nor incapacitating. Damage,

whether real or stunning, is merely subtracted from his hit points.

Stunned

Regardless of what effect was rolled, if a character loses half or more of his **current** hit points from one blow, he is stunned for the duration of that combat round and the next one. It doesn't matter whether the blow was for stunning damage or real damage (see below). While stunned, the character can use only his Base Defense against all combat attacks. During the next round, the character is recovering from the stun – the GM can rule that he is dazed and staggering, or was knocked down and is now getting up, or whatever. It may help for the GM to require the character to make an ability roll using his Strength, Constitution, or Ego score as she deems appropriate. The GM can use this roll to decide if the character can use his Base, Unarmed, or weapon defense score during the round in which he is recovering. By the second round from taking the stunning damage, the character should be able to attack and defend normally, unless the GM rules a penalty for damage taken, or unless he was stunned again (or worse) while recovering.

Crippling wound

If a character takes a double damage hit, he has a crippling wound. Even if the character only takes two points of damage, it's still a crippling wound. What exactly this means depends on the location of the hit, on the weapon that inflicted it, and the imagination of the GM.

Lethal wound

If a character takes damage from a triple damage hit, he has a lethal wound. He may not die immediately – he may even continue to fight for the duration of the combat – but he's definitely in trouble. A lethal wound usually means that major organs have been pierced or major blood vessels severed. Even three points of damage, if the area rolled is the head, can mean a sliced jugular vein. If a lot of damage is rolled, it may mean multiple compound fractures, massive trauma, internal bleeding, and shock.



More on Double Damage

Suppose a character takes two points of damage from a crippling blow – and the GM rolls that the wound is in the area of the left foot. What does that mean? Well, two points of damage is enough to sever the Achilles tendon, and a Furry isn't going to be able to walk if that happens. If the GM wishes to be merciful, she may rule that some of the less important muscles and tendons on top of the foot have been cut (or bruised), and the character is merely limping. If a fair amount of damage has gotten through, it probably means the character has a broken bone.

In any event, a double damage hit to any given limb usually means that it is useless for the duration of that combat. If hit in the arm, the character won't be able to attack with it; if hit in the hand, a weapon will likely be dropped. Using a d6 initiative, the character can switch hands and go on fighting. The GM may or may not assess an attack penalty for using the wrong hand, but if a character has a Dexterity score of 24 or more, there should be no penalty (except for loss of initiative bonus for double weapons, etc., where applicable). If hit in the leg for double damage, a penalty should certainly be applied to both weapon and Unarmed defense scores, as the character will have trouble dodging. We recommend 20 points for one useless leg, 50 points if both are useless. Movement should also be reduced, probably to a jog at best for one crippled leg, or to a crawl for both.

A double damage hit to the head can mean the character has a concussion, or has been blinded either by blood or by actual damage to the eyes, has had his windpipe struck, or any of a number of nasty events. Double damage in the torso might mean character has had the wind knocked out of him, has a broken rib or three, has been hit in the groin or the solar plexus, etc. During combat, these effects should mostly be treated as being stunned for two combat rounds (see above) in terms of defense scores and recovery (though being blinded can make things much worse). After the combat is over, the GM can determine what the long-term effects are.

If the character was struck for stunning damage only, there will be no long-term effects. Nothing has been

cut or permanently damaged, only bruised or numbed into uselessness.

More on Triple Damage

If the character has hit points over 0, he's still capable of fighting, though if he's taken half or more of his current hit points in damage, he will be stunned (see above). The GM will have to assess further problems for the character based on the location of the wound, nature of the weapon, and hit point loss. A hit to a limb with a sharp weapon probably means an important blood vessel has been severed, with a blunt object, that several blood vessels have been crushed, while a gunshot may mean either or both. If the damage is severe, then the limb may also have one or more breaks, and "crippling wound" penalties will apply. If the character is bleeding heavily, further hit point loss will accrue until the bleeding is stopped. (We recommend no more than one hit point per round be lost – less, if no major arteries are damaged). Damage sufficient to instantly drop a character from being reasonably healthy to zero hit points or less may mean the limb has been crushed or removed.

If the character has been struck in the head or torso for triple damage, but is still above zero, treat the injury as "stunning" (see above), and assess further problems as required. Injuries that won't kill you immediately include serious concussions, punctured lungs (from the weapon itself, or from a splintered rib), gut wounds, internal bleeding, etc. If the character has been dropped below 0 hit points by the damage taken from a single blow, he may have had his skull penetrated or crushed, throat cut, heart pierced, spine shattered, or any of several horrible fates.

If a character is struck for stunning damage only, then a triple damage hit is an instant knockout. Go ahead and roll the damage, but only to find out if the character takes so much that he's in a coma (See "Beyond Help" below). Otherwise, the character will have a headache when he wakes up, but he'll live.

We are giving GMs a lot of leeway in determining just how lethal a "lethal wound" is so that you can take it easy on your players if they fall prey to lousy die rolls or rampant carelessness. The injuries listed above are worst-case scenarios; there are any number of in-between wounds from which a PC

might recover with decent care, or shrug off with Magickal healing.

Out of it

When a character has been reduced to 0 or fewer hit points, he is out of the fight. This can mean several things, depending on how far below 0 he is, and what kind of injury put him there. If he was struck for stunning damage only, a character is dazed and helpless at 0 hit points, at Base Defense, and generally incapable of putting up any resistance.

Someone put below 0 by multiple flesh wounds is probably weakened by blood loss, in shock, demoralized, and semi-conscious. He is usually stable however, and should not lose any more hit points immediately, unless an enemy takes an opportunity to finish him off. Given time and the help of friends, he should recover completely.

If put below 0 by one or more crippling wounds, a character is most likely traumatized and in severe pain. He may be unconscious from a head injury, or passed out from heavy bleeding and shock. The GM may require a roll be made using the character's Constitution or Ego score, against a difficulty factor based on the severity of the injury to determine whether or not he remains conscious. Even if conscious, the injured character is completely helpless and may die eventually from shock, blood loss, or exposure if he is not given assistance. The GM may assess further hit point loss as appropriate. One point per hour is probably sufficient.

Lethal wounds leave a character below 0 helpless, in severe shock, bleeding, and dying. Immediate assistance will be required to save him. Even if the character's wounds do not indicate rapid blood loss, the GM should assess a rate at which he is losing hit points. One per round should be the maximum, and only in the instance of arterial bleeding. One per minute is probably an acceptable rate in most cases (though some fatal injuries can take days to kill you).

When a character is out of the fight, even if he's still conscious, he is not capable of any combat action or use of Magick. The GM may rule that someone below 0 due to mere flesh wounds is capable of crawling away from the scene, but that's about it.

Beyond Help

A character dies when he has taken twice as many points of damage as he has hit points. Thus a character with 24 hit points dropped to -24 is either dead or dying. At the halfway point between 0 hit points and death (-12, in this example), the character cannot be saved by any mundane means available in the 18th century. Only Magickal healing will bring him back.

A character dropped to the halfway point by stunning damage is unconscious and likely to remain so for quite awhile; see "Recovery" on page 67. If put down to the point at which real damage would kill him, he has suffered a more severe injury than his attacker intended and may be in a coma.

Beyond Triple Effect

It is just barely possible in an extremely uneven combat that a character will roll 100 points above what is needed to hit. Assuming the character's intent is to hurt his unfortunate opponent as much as possible, roll quadruple weapon damage and assess a lethal wound, as if for a triple damage hit.

Distance Combat

This occurs when characters, whether on foot, mounted, or in the air, are at a distance shooting or throwing things at each other.

Initiative

Initiative is rolled in distance combat to see who goes first if both sides have distance weapons, or to see if a character without a distance weapon can do something else (like dive into

cover or cast a spell) before being fired upon. This is assuming both parties are aware of each other; a successful ambush will get initiative in the first round. Characters use initiative dice appropriate to the weapon being used (see Weapon Damage/Stunning and Initiative Table) or to the action being taken (the GM's call, but a d6 suffices for any simple action). Note that it requires three three-second rounds to reload a crossbow, six rounds to reload a pistol or musket, and twenty rounds (one minute) to reload a rifle.

Attack Modifiers

Aside from the fact that distance weapons are used against the defender's unarmed defense score, the main factors in determining the odds of hitting an opponent are range, and cover.

Range

Normal attack scores assume point blank, or, in the case of a long bow or rifle, close range. Modifiers for distance are listed in the table below. Note that a defender without a distance weapon who is less than eight feet away may roll initiative to attack first and turn the fight into melee combat (unless the attacker has a loaded gun, crossbow, or nocked arrow held ready). If the GM prefers, she can add or subtract fewer points in borderline situations. For instance, a Furry firing a pistol at someone 203 feet away might get a mere 30 point penalty rather than going straight to 50 just because of a three-foot difference.

Cover

If characters are firing through a tangle of sails, masts, and rigging, a smoke-filled battlefield, a wooded area,

a collection of buildings, or whatever, modifiers are used due to cover.

Partial light cover: 10 point penalty

Partial heavy cover: One effect penalty (-20)

Full light cover: One effect penalty (-20)

Full heavy cover vs. Firearm: Two effect penalty (-50)

Full heavy cover vs. Other: Can't be done

"Light cover" means smoke, twigs, leaves, grass, or other items which shield a character from sight, but which cannot physically stop a shot. "Heavy cover" means walls, masts, trees, rocks, other Furies, or anything that could prevent a missile from getting through to the defender. "Partial cover" means some part of the character can be seen (enough for the attacker to have a good idea where he is, anyway). "Full cover" means the character is completely out of sight and the only way an attacker might know where to aim is by sound, by deduction, or by some Magickal means (like Aura).

As a rule of thumb, any character who can shoot back at his attacker is only under partial cover, at least for the duration of any round in which he is shooting, unless the cover is a stockade with loopholes for muskets. If a character's cover falls somewhere between partial and full, the GM can modify the penalty as needed.

Note that use of Aura will negate light cover, whether partial or full, but the entire penalty still applies to heavy cover. Invisible characters should be treated as if under full light cover,

Modifiers by Range

Weapon	Point Blank 0-50	Close 51-200	Medium 201-800	Long 801-2000	Extreme 2001-3000
Balanced Item (ax, knife, spear, etc)	0	-20	—	—	—
Unbalanced Item (sword, frying pan)	-20	-50	—	—	—
Extended Weapon (sling, atlatl)	0	-20	-50	—	—
Short Bow	0	-20	-50	-100	—
Long Bow	0	0	-20	-50	-100
Crossbow	0	-20	-50	-100	—
Pistol	0	-20	-50	-100	—
Musket	0	-20	-50	-100	—
Rifle	0	0	-20	-50	-100
Blunderbuss	0	-20	—	—	—

assuming the enemy is even aware of their presence.

The GM will have to judge, depending on what type of weapon is being used, whether an obstacle constitutes light or heavy cover. A canvas sail, as an example, will stop a thrown object but not a gunshot. Similarly, in the instance of heavy cover vs. a firearm, the GM will have to judge whether or not there's any chance the ball could reach the defender. If the obstacle between attacker and defender is a thin wooden wall, then yes. If it's solid rock, put it in the "Can't be done" category.

Failure in Distance Combat

Usually a failed roll means a deflected shot or a clean miss. A fumble (01-05) can have more dire consequences.

Distance Combat Fumbles

- 05: Exposed self; opponents get a free attack (outside initiative).
- 04: Exposed self to unseen opponent, who gets a free attack vs. Base Defense.
- 03: Damaged weapon (pistol jams, string snapped, knife hits a rock, etc.), which is now useless until it can be repaired.
- 02: Damaged weapon as in 03, plus penalty listed under 05.
- 01: Ricochet struck ally or self for 1/2 normal rolled damage, plus penalty listed under 05.

Magickal Combat

This section summarizes and reiterates all that has already been said about the use of Magick in combat. Only Alterations are of much use in personal combat, since other Magicks take too long to cast. However, some spells cast before combat begins can be extremely helpful, while others cast during prolonged ship-to-ship or massive land-engagement battles often make the difference.

Initiative

Alterations normally use a d12 initiative. This can be halved by doubling

the spell's mana cost, quartered by quadrupling it, etc. If a longer spell is finished while the fight is still going on, the GM can have the Magick-user roll a d12 to determine when in the current combat round it will take effect, or arbitrarily have it happen at a particularly dramatic point.

Attacking

If the spell has a particular target or victim, the attack is rolled versus the victim's magick defense. If the spell has a beneficial effect, or is cast upon the Magick-user himself, the recipient's magick defense may be waived and the attack is rolled versus a difficulty factor of 10. If the Magick-user is attacking an inanimate object, it has the magick defense of whoever is currently in possession of it, or 10 if no one owns it. If the target is an enemy ship, then the attack roll is made versus the magick defense of either the captain or the legal owner (if he is aboard) of the ship. If neither is aboard, or if they have been killed, the ship has the magick defense of the officer next in command. The victim or recipient of the spell's effect must either be within sight of the caster, or within 800 feet, provided the caster can identify him or it by name or by some distinguishing characteristic. Magick needs to know what it is affecting, or the results can be very disturbing (see Failure in Spell-Casting, below). Mana cost is determined by the level of the spell on the Mana Cost/Die Table. As a Magick-user expends mana, he becomes groggy and unable to concentrate; when he goes below zero mana, he passes out and takes hit point damage equal to the amount below zero.

Attack Modifiers

If the caster is injured during the round in which he is attempting a spell, he receives a 5 point penalty on his attack roll for every hit point of damage taken. GMs may penalize the attack roll for previous injuries if she rules they are debilitating or painful enough to distract the spell-caster. A lethal wound should probably incur a one effect penalty. The GM may also penalize the Magick-user for going without food or sleep or for ingesting excess alcohol or drugs.

Defending

A Magick-user can only use his base defense against physical attacks while he is casting a spell. Versus other Magickal attacks, he uses his magick

defense. Between spells, the Magick-user may use his unarmed defense, or weapon skill defense if available. Modifiers due to circumstances should be used as appropriate.

Success in Spell-Casting

If the roll succeeds, the spell works — if it is a straightforward attack spell, such as Alteration Light used to blind somebody. If it is a spell which affects the caster himself, things may be more complicated. In Alteration Visibility, for instance, the caster may succeed in a general sense, but a character with a high magick defense may still be able to see him. The player should write down the roll he got so that it can be compared to his attack score plus the magick defense of whatever opponent is in question, to see if it is high enough to render his character invisible to that opponent. Also, some spells produce an effect that must be rolled for all by itself. A character who succeeds in an Alteration Force spell must still roll his attacks if he is using it in combat.

When a spell succeeds, the GM must determine what effect it has on the combat and for how long. Spell descriptions are given in the skill list in Chapter One. Double and triple effect only apply to those Magick skills where it is referred to.

Failure in Spell-Casting

If the roll fails, the spell does not work, though it still drains the mana required to cast it. If the caster rolls a fumble, or fails to identify the target of the spell, the GM can get as imaginative as the story permits in describing the results. The spell may drain twice as much mana, all mana, rebound on the caster, his allies, on other Furies chosen at random, or any other result that seems appropriate.

Mounted Combat

Before making any attack roll, a mounted character must roll to control his horse. When determining the difficulty factor for this roll, the GM should keep in mind what sort of horse it is, how well-trained it is, how good the terrain is (horses hate bad footing), and

whether or not there is a lot of unnerving motion and noise in the given situation (as in mass combat there is likely to be).

A fully trained, combat experienced warhorse can be controlled in almost any battle situation with a difficulty factor of 10. A trained warhorse without any actual combat experience can usually be controlled with a difficulty factor of 25 (but assess further penalties if its first fight is especially unnerving, with a lot of gunfire or the sound of other horses screaming). An ordinary, well-broken riding horse will be hard to control in a fight – difficulty factor of 50. For a horse not fully broken, give a difficulty factor of at least 75. If any horse is under a Domination to make it calm, drop the difficulty factor to 10.

If characters are using double weapons while on horseback, add 20 points to the difficulty factor for their Horsemanship roll.

Initiative

Controlling one's horse does not normally take any time away from combat – that is, the character can roll his weapon initiative and proceed with his attack as if on foot, assuming that his roll to control the horse was successful.

A failed roll usually means a spooked horse, which shies and bucks, requiring the rider to make another roll to calm it – which necessitates a d6 initiative roll. The rider will be able to attack that round only if the roll to calm the horse succeeds, and if his weapon initiative roll fits into what's left of the round.

Movement

If a mounted character's opponent has a late initiative roll, the GM may want to consider how fast the horse is moving to determine whether the opponent will have time to attack at all. This table presupposes a three-second round.

Walking: 18 feet per round (4 miles per hour)

Trotting: 40 feet per round (9 miles per hour)

Cantering: 53 feet per round (12 miles per hour)

Galloping: 110 feet per round (25 miles per hour)

This is for an average-sized and relatively unencumbered Furry on an ordinary riding horse. A horse bred for racing with a skilled, lightweight rider can reach speeds up to 175 feet per round

(40 miles per hour). Note that it takes a d6 initiative for a horse to “shift gears,” that is, go from one speed to the next. Thus it takes about two rounds for a horse to reach a gallop from a standing start. Note also that horses tire quickly, especially at a gallop.

Success in Mounted Combat

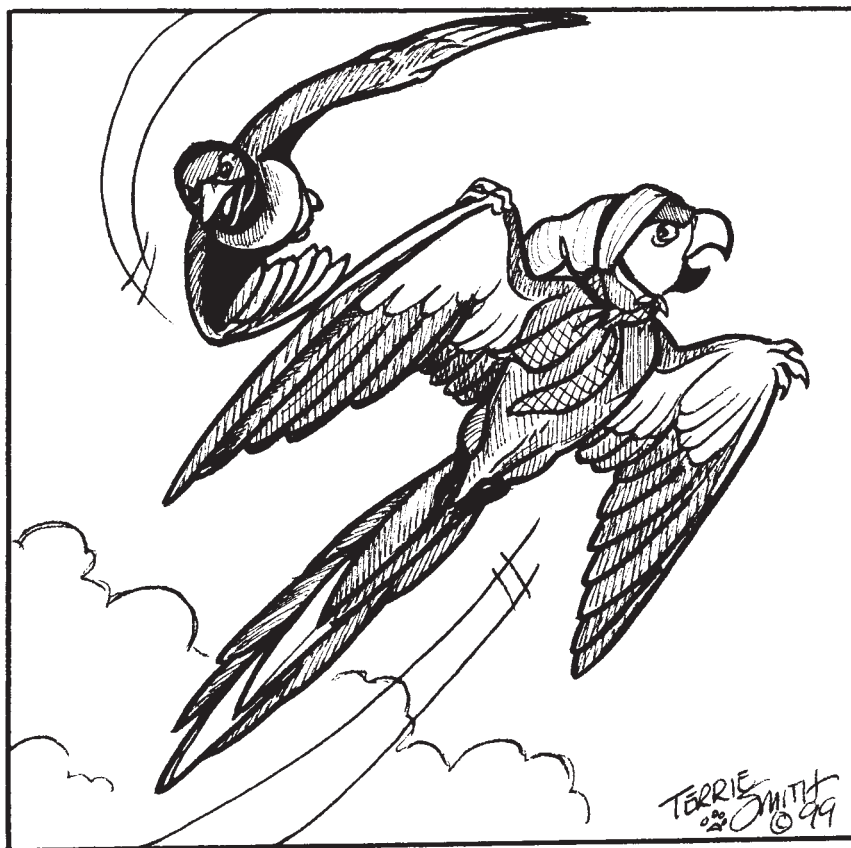
When a mounted rider charges a stationary target, a mounted character charging at him, or a character fleeing on foot, and succeeds in both the Horsemanship and the attack roll, he achieves one step up in effect (if attacking for damage) with a melee, thrusting, or thrown weapon. If he attacks another character fleeing on horseback, the relative speed of the target will cancel out the momentum bonus. A charging horse must move at a gallop, which takes two rounds from a standing start. Note that if a character on a charging horse is struck by a melee or thrusting weapon in a frontal assault, he will also take the extra damage of the next step up in effect.

Failure in Mounted Combat

If the rider fails three attempts to control the horse in a row, or fumbles any one roll, the horse is most likely panicked. If you're a really inexperienced rider, the GM may rule that the horse is calm, but you fell off anyway. A panicked horse may throw its rider, run away, charge straight at the enemy, put its hoof down a hole and break its leg, or anything else the GM can think of. Damage to the horse or to the rider may ensue.

Aerial Combat

Avians cannot fly while encumbered. They may be able to glide for a little while with a small amount (no more than 10 points worth), if it does not restrict their wings. If any Avian tries to engage in aerial combat while encumbered, the usual penalty should be doubled and applied not only to combat defenses, but also to dogfighting and attack rolls. Also, they can use only their talons, lightweight weapons that can be wielded with one hand, or the very smallest crossbows or .20 caliber firearms (which cannot be reloaded during flight) in aerial combat. Furies using Alteration Flight



Dogfighting: "I'll get you yet, Red Baron!"

should be treated as if they are Avians of Light Build for speed, maneuverability, initiative, etc. However, since they are flying by willpower, not wing muscle, they may use any weapon within their weight limit (10% of body weight total).

Initiative

Unless using distance weapons, Avians do not roll weapon initiative because, unlike mounted combatants, they can't stop in midair to continue a fight. A melee round between Avians consists of one attack for each of them, made virtually at the same time, before they must disengage and recover. This holds unless one of them achieves such a superior position (above and behind) that he can continue attacking while the defender can do nothing but try to shake him off (see "Dogfighting" below). Instead of weapon initiative, each combatant rolls a d12 and both attacks occur on the lowest roll. However, the combatant who gets initiative (by rolling lowest) may make a dogfighting roll versus his opponent's defense in dogfighting (or against his unarmed defense if he doesn't have the skill) to get the better position.

Movement

An Avian engaged in aerial combat with another Avian will vary his speed by quite a bit (slowing before a strike to avoid a collision, speeding up to get away from an attack, etc.), but will generally be in the "Working at it" category. An Avian in a full dive at someone on the ground will need to make a Dogfighting roll to pull up in time. Magick-users using Alteration Flight are in the "Working at it" category, but can reach 70 miles per hour by diving. This table presupposes a three-second round.

Gliding: 90 feet per round (20 miles per hour)

Steady flight: 130 feet per round (30 miles per hour)

Working at it: 175 feet per round (40 miles per hour)

Dive: 210 feet per round (70 miles per hour)

Full dive: 650 feet per round (150 miles per hour) (Small build only).

Dogfighting

The Avian with initiative gets to make the first maneuver. If his roll beats his Dogfighting attack score plus

his opponent's defense score, he has gotten the better position. He may choose to apply a single effect bonus to either his attack or his defense; that is, he can get double damage on a single effect attack roll, or he can require his opponent to roll double effect just to hit him. If he rolls a double effect for Dogfighting, the single effect bonus applies to both his attack and defense scores. If he rolls a triple effect, he has gotten right behind and above his opponent, where he can attack with a single effect bonus while his opponent cannot attack him at all. On a simple failure (not a fumble; see below), the combatants roll their weapon skill attacks with no advantage to either side.

If the Avian with initiative rolls a simple failure, or a first or second effect success in Dogfighting, then the two aerial combatants pass each other after the engagement, recover, and decide what to do next. They may opt to run away, switch to distance combat, or re-engage in melee. If they re-engage, they roll d12 initiative again to see which of them can try for the position advantage in the next round.

If the Avian with initiative rolls for triple effect in Dogfighting, and is therefore stuck on his opponent's back like grim death, then in the next round, his opponent has to win initiative and succeed in a roll against his Dogfighting defense to shake him off. If he succeeds, combat continues as in the paragraph above. If he fails either roll, the Avian with the advantage can attack in that round with impunity, without needing to make another Dogfighting roll.

The exception to this rule is for Avians of Small build being pursued by Avians of Light build; the smaller of the two can go into a full dive (see Movement, above) and be out of reach in the next round, altitude permitting.

Dogfighting can also be used in distance combat, but in that case, initiative dice will depend on what action each Avian is taking. An Avian who chooses to try for superior position before firing rolls a d12 initiative, and makes both the Dogfighting attack roll and his weapon attack roll on that instant. An Avian who simply fires without trying for position uses the weapon initiative die, so if he gets initiative (quite possible, since he's probably rolling a d6 or less) he'll shoot before his opponent gets to roll for position advantage.

If combat takes place between a diving Avian and a Furry with a melee

weapon on the ground, the Avian rolls a d12 while the Furry rolls his weapon initiative. If the Avian gets initiative, he can attack and escape before his groundslogging opponent can retaliate. If the Furry gets initiative, then he is prepared for the attack and can retaliate, although both attacks will actually occur on the Avian's initiative roll. In either case, the Avian must make a Dogfighting roll to escape; if he fails it, then he and the Furry roll initiative again to see if the Furry can attack before the Avian can get airborne (and if he fumbles it...yuck!) If the Furry has a friend in the Avian's flightpath, the GM might rule that he can take a swipe at the flyer, and of course anyone with a distance weapon may fire on his or her weapon initiative as usual.

Defense Modifiers

In distance combat, an airborne Avian gets a standard defense bonus of one effect for being a rapidly moving target. This is in addition to whatever range factors may apply.

Double and Triple Effect

Despite their speed, Avians do not get the extra damage bonus given to characters on charging mounts. They simply don't weigh enough to seriously hurt anyone they crash into — they're much more likely to get hurt themselves. Double and triple effect are as in melee combat.

Failure in Aerial Combat

A simple failure in a Dogfighting roll means that combat takes place in that round with neither side having the advantage of position. A simple failure in an attack roll has the usual melee or distance combat consequences — a blocked attack or a clean miss.

A fumble in Dogfighting may mean that the Avian has stalled and is falling, requiring a roll to recover and giving his opponent initiative automatically in the next round. It may also mean the two opponents are tangled together and falling, or have collided for whatever damage the GM deems appropriate. These consequences may also apply to weapon attack rolls, in addition to the usual consequences of fumbling in melee or distance combat.

Ship-to-Ship Combat

If there are dedicated wargamers in your group, or if you would like to use visual aids to help everyone comprehend what's going on, it might be a good idea to acquire a large, flat surface, a ruler, and some models or counters at 1/1200 scale to represent ships. At 1/1200 scale, one inch equals 100 feet, so a counter representing a ship making ten knots will travel approximately ten inches in a ship-to-ship combat round (which is one minute).

You should also make sure you designate north and the wind direction on the table, so everyone can see them. You can photocopy and cut out the compass on page 70 and lay it on the table for this.

When two ships that are likely to get into a fight encounter each other, the first thing the GM needs to determine is what the weather is like, especially the force and direction of the wind and the visibility conditions. See "Sailing Mechanics" on page 51. The second thing to determine is the position of the vessels relative to each other and to land features in the vicinity, if there are any. The third thing is to determine which ship spots the other first, and at what distance. In clear weather, it's possible to see a sail from several miles away. If the GM doesn't care to decide arbitrarily whether one vessel spotted the other first, then a Luck roll, a Seamanship roll, or even an Ambush roll can be made the deciding factor. What happens after that depends on what the involved characters decide to do, and how far apart they are.

Past Extreme Range (3000+ feet/30+ inches)

Scan: With spyglass or with naked eye, the Furry captain studies the strange vessel to determine its type, origin, nationality, armament, strong sailing points, vulnerabilities, number of crew, likely cargo, etc. A Seamanship roll can be made to help determine how much he learns about the enemy. The ship's aerial scout can do a flyover, if he isn't afraid of being shot at, bespelled, or getting into a fight with the other ship's scout.

Stalk: Follow the ship at a distance. Pirates have been known to stalk

their prey for days trying to break down the morale of the other crew. This will also give you time to find out more about your potential enemy.

Hide: If you are a smuggler or a blockade-runner, the last thing you need is a confrontation. A familiar coastline, especially one with lots of inlets, is your best bet for hiding. Out on the open ocean, odds are you'll be spotted quickly.

Run/Chase: When a vessel is being chased, she can usually maneuver to sail on her best point and outrun the pursuer, unless the enemy is faster in the prevailing weather, or some peculiarity of position cuts the pursued vessel off from the courses on which she can sail fastest. Consult your Vessel Stat Sheet to find out what direction it's best to run in.

Fake-Out: Hoist the flag of the country that is your worst enemy. If the other vessel is of that country, she may well hoist it too, thinking you are friendly. Or pretend to be a neutral, or anyone other than who you really are. Or hoist the flag that says you have plague aboard, or the one that says you want to parley.

Gain the Weather Gauge: Gaining the weather gauge means getting to windward of the enemy. A vessel with the wind behind her can move in a wide arc in almost any direction, and her opponent will be at a tactical disadvantage. See "Sailing Mechanics" on page 51 for basic maneuvers.

Cast Spells: Although the other ship is out of range for attack-type spells, this might be a good time for casting Divinatory spells on it, or defense or preparatory spells on your own ship or yourself.

Extreme Range (2000-3000 feet/20-30 inches)

Re-Evaluate: Take another look at the other ship. Check to see if it appears to be damaged, low in the water, or barnacle-ridden. If either ship tried a fake-out earlier, this is

the time to figure out whether or not it's working.

Fire Solid Shot: It is possible for the larger cannon to fire solid shot this far, though the odds of hitting the hull are not great. See the Cannon Table on page 64 or the Stat Sheet for your ship.

Personal Weapons: It is technically possible for a rifle or long bow to hurl a projectile this far, but unless you're Hawkeye from *The Last of the Mohicans*, you'll just be wasting ammunition. See "Modifiers by Range" on page 58.

Cast Spells: If the Magick-user has attack-type spells, he is now in range to use them on the enemy hull or sails, but he cannot pick out enough detail to target individual Furies.

Long Range (800-2000 feet/8-20 inches)

Re-Evaluate: How many crew are on deck, and how lively do they seem to be? Is it possible those gunports are painted on?

Intimidate: If your vessel is the more formidable of the two, closing may be a good option...unless you are afraid of the possible ace up the enemy's sleeve; that is, the Magick-user. Hoist your colors and put a shot across the other vessel's bow. If you have a fearsome reputation, that may be all that is required.

Fire Solid Shot: The odds of hitting something have improved somewhat.

Personal Weapons: Rifles and long bows can be fired at a penalty, pistols, muskets, crossbows, and short bows at an extreme penalty.

Medium Range (200-800 feet/2-8 inches)

Shorten Sail: If you haven't switched to fighting sail yet, now might be the time to do it, especially if you're going fast enough to collide with the other ship.

Re-Evaluate: Check one more time. Are you sure you want to do this? If either ship tried to intimidate the

other earlier, this is the time to determine if the weaker of the two is going to surrender, assuming it can't run.

Talk: If hoisting the flag of truce was not a fake-out and you really want to talk (or make threats and demand the other ship's surrender) you are now within shouting distance, assuming there isn't a gale blowing.

Broadside: You are now within effective range for cannon. You may target the hull using solid shot, or the sails using chain or crossbar shot. They will be firing back at you, but you made sure you had them out-gunned before pulling this move, right?

Other Tack: After letting them have it with one broadside, try to maneuver to pound them with the other, while the first side is reloading. This may be difficult if you don't have the weather gauge.

Personal Weapons: Pistols, muskets, crossbows and short bows can be fired at a penalty to hit, rifles and long bows at a slight penalty.

Cast Spells: The Magick-user may now target individual Furies with his attack spells. Individual Furies may now also target the Magick-user, if he can be identified. (Gee, is he the one up on the quarter-deck waving his arms around?)

Close Range (50-200 feet/0.5-2 inches)

Broadside: In addition to pounding the hull and sails, you may now fire at the enemy crew using canister, langril, or grapeshot.

Swivel Guns: You may also fire the deck-mounted swivel guns at the enemy crew.

Personal Weapons: Most distance weapons can be used effectively at this range.

Point Blank Range (0-50 feet/0-0.5 inches)

Broadside: At this range you can only target the hull with cannon or the enemy crew with deck-mounted swivel guns, but at least it's difficult to miss.

Personal Weapons: In addition to bows and firearms, thrown weapons are effective at this range.

Grapple: Snag the enemy with grappling hooks and draw her alongside, swing across, and board her. They meanwhile will be trying to repel you with musket-fire and scatter-shot from the deck-mounted swivel guns.

Ram: Deliberately run your prow into the enemy's side. Damage to both vessels will result, but it will be pretty tough for them to get away.

Board: Once the two ships are fouled (stuck together), or the crew of one has boarded the other, the fight becomes melee or regular distance combat.

Initiative

A round in ship-to-ship combat is one minute: the time it takes to reload a cannon, shorten or lengthen sail, or change course as much as your vessel's turning rate allows. The appropriate PCs and NPCs (captains, master gunners, whomever is giving orders) should each roll a d20 to determine in what order these events occur in each round. More than one action can be undertaken during the round, provided there are sufficient crew to carry orders out. (Each Vessel Stat Sheet in Chapter Three lists the number of crew required to run the ship or fire a given cannon). However, some actions will not be practical to carry out simultaneously, such as firing cannon at the enemy ship in the same round you're boarding her. It's also possible, since both ships are moving, that the target will not present itself to be fired at in every round.

If some characters are firing personal weapons while the ships are engaged, then regular distance combat and ship-to-ship combat are occurring simultaneously. There are 20 regular combat rounds (assuming they are three seconds long) in a ship-to-ship combat round. This means it's possible to fire a short bow 40 times or a long bow 30 times in a ship-to-ship combat round. However, counting reloading time, a crossbow can only be fired seven times, a pistol or musket three times, or a rifle once. A swivel gun can be fired six times if there are two Furies operating it and are plenty of previously loaded breech chambers on hand; otherwise it can only be fired

once. If the PCs are just firing at whomever they can hit (cannon-fodder NPCs), the GM can save time by having them roll only once each ship-to-ship combat round, and figure out how many enemy crew have been killed or wounded by gestalt methods (detailed below). If they are trying to target specific individuals (officer-class NPCs), the GM can either make them roll for every shot, or give them only one attempt in each ship-to-ship combat round by making it difficult to distinguish that individual from the rest of the enemy crew.

A Magick-using character should roll a d20 to determine when in a ship-to-ship combat round he is commencing or completing any spell, other than an Alteration. As Alterations have a regular combat initiative of d12, twenty of them can be attempted in a ship-to-ship combat round. Since such a profigate use of Magick will run the sorcerer out of mana very quickly, the GM probably won't need to resort to gestalt combat (described below) to save time, but can have the player roll attack dice for every spell.

Movement

During any ship-to-ship combat round in which a vessel is turning, it loses 0.3 knots (30 feet or 0.3 of an inch per round) of speed for every compass point it turns. A 4th rate warship that is quartering in a moderate wind will normally travel 3.2 knots (320 feet or 3.2 inches per round) under fighting sail. If it executes its full turning capacity of 2 points in a round, it will drop to 2.9 knots (290 feet or 2.9 inches per round).

In the round after executing a turn, the ship will reach the full speed possible for its new direction. Each time a ship changes course (or the wind changes direction), refer to the speed chart on its Vessel Stat Sheet to find out how fast it's now going, then plot where it will be at the end of the combat round. Ship-to-ship combat should take place under fighting sail, meaning the sails are partially rolled up, slowing the vessel. Vessels may fight under full sail (see Sailing Mechanics, on page 51), but will receive a one-effect penalty (-20) on attack rolls with cannon, deck-mounted swivel guns, or personal firearms, due to the pitching motion of a relatively fast-moving vessel.

Attacking

Attacks with personal weapons or Magick should be made vs. the intended target's appropriate defense score as usual. However, because cannon are grossly inaccurate, especially on the pitching ocean, gunners target broad areas such as the hull, the sails and rigging, or concentrations of enemy crew. Therefore, the GM should use difficulty factors rather than defense scores to determine the odds of hitting the target. There is little cover out on the ocean, so the main factors to take into account are the size of the cannon and the range of the target. Difficulty factors for each type of cannon a ship carries at various ranges are listed on each sample Vessel Stat Sheet. Difficulty factors for all types of cannon at various ranges are listed below. Note that the size of the cannon is determined by the weight (poundage) of shot that it throws.

Everyone should keep in mind that only the cannon on the side of the ship facing the enemy can hit it.

Attack Modifiers

A one-effect penalty (-20) applies to attacks with cannon, personal weapons, or Magick if the vessel is under full sail. The GM may opt to make it a two-effect penalty (-50) if the seas are especially rough.



Success With Cannon

Every ship described in the Vessel Stat Sheets in Chapter Three includes a Hull Point value, a Sail Point value, and a Crew Point value to represent how much damage the enemy can take before losing speed and maneuverability through taking on water or losing too much sail or crew power, or before sinking. Hull and Sail Points refer to the amount of structural damage each can take before being rendered useless. Crew Points refer to the actual number of crew. Thus when a 50-pounder does 7 points of damage to the hull, it is weakened or possibly even breached. When it does 7 points damage to the sails, they are torn and will work less efficiently. When it does 7 points damage to the crew, then 7 crew members have been taken out of the fight. The GM can figure a 50-50 split between killed and wounded.

Each type of cannon listed in the table below has a flat rate of damage it does to the enemy hull, sail, or crew (the third column) when it hits. Different types of shot are used against these three targets. Solid shot is best used against the hull, for it is heavy enough to damage it and will travel farther than other types of shot; however it will only put a small hole through a sail, or kill only the one very unfortunate crew member it happens to hit. Sails are best targeted with chain or crossbar shot, which expands and rotates through the air, doing maximum tearing damage. These types of shot will not travel as far as solid shot and will not hurt the hull or crew as much (figure half normal damage). Enemy crew are best taken out with

canister, langeril, or grape shot, which spreads out as it is fired and kills its maximum number of Furrries piecemeal. These types of shot will not hurt the hull or sails much at all, and can only be fired at close or point blank range.

Double and Triple Effect

When a gunner scores double effect with a cannon shot, one Crew Point is removed in addition to whatever normal damage has been achieved against the hull, sails, or crew. If the hull or sails were targeted, it is assumed this Furry was taken out by shrapnel or by something heavy falling on him. If a gunner scores triple effect, then that Furry was either an important NPC officer type, or (if the gunner is an enemy), one of the player characters. GMs, if you roll randomly to see which one it was, be sure to take the PCs' various Luck scores into account. In any case, the PC or NPC is not necessarily killed outright, but takes d20 points of damage.

Beyond Triple Effect

If by some miracle a character rolls 100 points above what is needed to hit with a cannon, then he has taken out one of the three extremely vulnerable parts of a ship: the rudder, the mast, or the powder room (assuming the enemy gunner keeps powder mixed). See "How Badly Damaged is the Ship" on page 66.

Cannon Table

Cannon Shot Poundage	Optimal Crew	Ship Damage	Difficulty Factor By Range				
			Point Blank 0 - 50	Close 50 - 200	Medium 200 - 800	Long 800 - 2000	Extreme 2000 - 3000
1 - 1.5 (swivel)	2	1	20	70	120	-	-
2 - 6	4	2	10	50	70	100	-
8 - 12	6	3	10	40	60	80	100
14 - 20	8	4	10	30	50	60	90
22 - 28	10	5	10	20	40	50	80
30 - 40	12	6	10	20	30	40	70
45 - 50	14	7	10	20	30	40	60
			Crew (swivel) Hull (cannon)	Hull, Sail, Crew	Hull or Sail	Hull	Hull

Failure With Cannon

A simple failure means a clean miss or a low hit in which the shot's momentum was absorbed by the water. If an 02-05 fumble is rolled, the gun completely fails to discharge. If an 01 is rolled, the gunner should roll percentile dice once more. On a second 02-05 fumble, the gun discharges or recoils in such a way that it does damage to the ship or to the gun crew (d20 to the hull or d20 each to a crewmember or three). If a second 01 is rolled, the gun will burst and severely injure or kill everyone within a twenty-foot radius (d50 damage each plus d20 damage to the hull). On an 06-00 roll, the gunner will realize there is a problem with the gun before firing it and he will have to take an extra minute (one ship-to-ship combat round) to correct it.



Roleplaying Artillery Attacks

GMs: to add color and drama to your ship-to-ship combat, stress the low ceilings, the pitching motion, the billows of smoke, the screams of the wounded, the blood on the floor, and the acrid smell of black powder on the gun deck during a fight. Players, though your characters may be undisciplined pirate-types, you can spice up your combat by giving orders like military gunners.

1. *"Silence!"* The gun crew is to shut up and pay attention.
2. *"Cast loose the guns."* Unstrap the guns from where they're lashed down, and gather the other instruments needed to load them. A gun must be mounted on a slide carriage or otherwise restrained to keep it from recoiling too far or in the wrong direction.
3. *"Take out your tompions."* Tompions are the wooden plugs blocking the muzzle of each piece.
4. *"Point your guns."* Adjust the cannon's elevation according to previous instructions given by the master gunner.
5. *"Load with cartridge."* The package of powder is stuck in the muzzle, seam downward, and a wad after it, and both are rammed home with the rammer.
6. *"Shot your guns."* Put the shot and another wad in the muzzle.
7. *"Ram home shot and wad."* After pushing the shot and wad down to the cartridge, the rammer should give it two more good, solid shoves.
8. *"Prime."* Pierce the cartridge with a piece of wire down the vent, then fill the vent and pan with fine-grained priming powder from the powder horn, then hang up the horn back out of reach of any stray sparks.
9. *"Run out your guns!"* Open the hatch and shove the muzzle of the cannon out. This order is given last before firing, so that the cannon will only be exposed to the



"Did we hit him?"

sight of an enemy Magick-user when it's ready to go off anyway.

10. *"Fire!"* A lighted taper is placed on the priming powder above the vent. Take into account the motion of the ship when giving this order. If firing on the up-roll, the shot is more likely to hit enemy rigging; if on the down-roll it's more likely to hit the hull. Keep in mind also, it may be a full second after the gun is touched off that it discharges.
11. *"Close the hatches!"* This is after the guns have recoiled, and should be done immediately, unless they fall closed by themselves.
12. *"Worm and sponge."* Remove unburned bits of wadding and cartridge, then ram the wet sponge down the barrel and twist it to extinguish any traces of fire — otherwise you'll get an unpleasant surprise when loading the next cartridge. Repeat orders 5 through 12 as necessary.

Success With Magick

Magick-users must also target the broad areas of hull, sail, or crew. If the Magick-user is targeting the enemy ship's hull or sail, the amount of damage to them in terms of Hull or Sail Points is the same as when he is attacking a single Furry opponent, rolled on the standard die table. Thus an 8th level Elemental: Lightning spell which normally does d400 damage to whatever hapless creature it's being thrown at will do d400 Hull or Sail Points worth of damage when fired at the hull or sails. However, an 8th level Lightning spell cast at the enemy crew will *not* take out d400 of them. The Magick-user will have to choose multiple targets and divide hit point damage among them as usual. Magick generally works better on inanimate objects than on living creatures. Also remember that the enemy ship has the magick defense of the Furry in command. The GM will probably want to give cannon fodder NPCs the same defense rather than figure it out on an individual basis for all several hundred of them. Double and triple effect do not apply to Magickal attacks.

How Badly Damaged is the Ship?

The Hull

When under attack by cannon or Elemental Magick, a vessel will maintain its integrity and sailing ability until at least half of the Hull Points have been lost. Additional points lost after the halfway mark indicate damage below the waterline, or close enough that water is getting in. The crew of the damaged ship will have to work the pumps or else lose 25% of their sailing speed. When three-quarters of the Hull Points are lost, the ship's sailing speed will drop 50% unless the crew works the pumps (though it will not drop below its Drifting speed). When all Hull Points are lost, water is coming in too fast for pumping to help. The ship drops to half its Drifting speed and will sink anywhere from five minutes to eight hours later (GM's fiat).

If the hull is damaged by underwater hazards such as rocks or coral reefs, the ship's speed will drop proportionally to the amount of damage taken. If the ship has lost half its Hull Points, it's moving at half its normal sailing speed, unless the pumps are being used.

The Sails

The ship's speed and maneuverability drop in direct proportion to the percentage of Sail Points lost. Thus a schooner, which has a top speed of 11.8 knots (1180 feet or 11.8 inches per minute) and a turning rate of 4 points per minute, will drop to 5.9 knots (round up) and 2 points per minute when it has lost half of its Sail Points. Sailing speed will not drop below the ship's Drifting rate due to sail damage, nor below 1 point per minute in its turning rate (unless the rudder has also been destroyed). Rather than refigure the ship's sailing speed every time the sails take damage, the GM should do it in 25% increments.

The Crew

The minimum number of crew required to run the ship and the cannon are listed on each Vessel Stat Sheet. If there are insufficient crew to run all cannon, then some of them will not be fired every round. Since most of the

Furries crewing a cannon are needed to push it back into place after it recoils, it is possible to do a staggered firing, setting off each gun every other round. This requires at least two Furries per cannon to reload it, plus the minimum number of Furries needed to push the ship's single heaviest cannon back into place, who run from gunport to gunport. After that, for every two Furries lost from the gun crew, one more cannon becomes as useful as a giant paperweight.

If the number of crew up on deck drops below the minimum required to make the ship move and maneuver at the speeds listed on each Vessel Stat Sheet, the ship's maneuverability will drop proportionately. A schooner, which requires ten crew to make it turn at 4 points per minute, will drop to 2 points per minute if there are only five. If it drops below a quarter of the minimum number required, the ship will continue on the course and speed it was last on until the wind conditions change or it collides with something.

If the hull is damaged enough to require some crew to go down below and work the pumps, these Furries will have to be removed from the number firing cannon, handling the sails, or performing other tasks. Each Vessel Stat Sheet includes the number of crew needed for pumping in case of a hull breach.

Special Damage

If a gunner has rolled 100 points above what was needed to hit, he has achieved quadruple effect and taken out the rudder or one of the masts or the powder room. If the rudder is gone, then the ship loses half its normal turning rate, which can drop to zero if there is already 50% sail damage. Losing a mast means that the ship has lost all, half, or a third of its current Sail Points, depending on how many masts it carries. If a shot hits the powder room, and the enemy stores gunpower in ready-mixed form, the explosion will possibly remove all remaining Hull Points and kill or incapacitate up to 75% of the crew (the GM should play this one by ear, since it depends on how much powder there was).

Gestalt Combat

In ship-to-ship combat as well as in massive land engagements, there are so many factors to take into account that on some occasions the GM will simply

have to make a judgement call. For example, when the ships are ponderously closing with each other and a PC who has nothing better to do is taking shots at random enemy crew with a crossbow, have him roll just once in the ship-to-ship combat round, then make your best guess at how many of them he has killed or wounded, if any. A crossbow can be fired seven times in a

minute, the average cannon-fodder NPC sailor has an Unarmed Defense of 25, and we'll say the PC's attack score with Trigger is 0. At point blank range he has a 75% chance of hitting each one he fires at, so if he rolls well, you can figure he killed or wounded five of them, although since it's only a crossbow, some of the wounded may still be capable of fighting. (If these sailors are

smart, they're taking cover, so next round it may not be so easy for him). It's not necessary even to figure things this closely. If a fight is not exciting or vital enough to play out round by round, roll some dice, look them over, think about what you know about the characters' abilities and skills, and fake it — and get on with the game.

Recovery

When the fight is over, characters have to pick up the pieces and try to fit them back together.

Recovering from Stunning Damage

If at 0 or more hit points, a character who is at rest should recover one point per minute. The GM can stretch this time out if the character immediately gets up and goes about his usual routine. Most characters will feel up to their normal level of activity in fifteen or twenty minutes, possibly less in an emergency situation. If put below 0 by stunning damage, a character recovers one point per hour, until he reaches 0.

Recovering from Real Damage

For each twelve hours of complete rest, the character can make a roll using his Healing Attack vs. the difficulty factor the GM comes up with, based on the severity of his injuries and the kind of care he is receiving. If a character has suffered only flesh wounds and is being kept clean, warm, dry, fed, and reasonably undisturbed, the difficulty factor should be around 10. If the same circumstances apply, the difficulty factor for crippling and lethal wounds should be 25 and 50, respectively. If a character is not being well cared for, especially aboard a crowded, unsanitary ship, the GM may apply a 20 point penalty. If the character is being treated by an ignorant "doctor" — all too common, in this period — a 50 point penalty may apply, especially if the patient is being bled. (This might help a character with flesh or crippling wounds, but could kill a seriously hurt Furry). If the character succeeds in his

roll, he will get a d3 for hit point recovery. Double effect will give him a d6, triple effect a d10.

If the character rolls a fumble for an attempt to heal, his wounds have become infected. In this case, the character will begin to lose one d3 hit points per twelve hours, regardless of what he rolls later, unless he gets help from a Furry who knows what he's doing.

Getting Help

Although antiseptics are unavailable, a character with the skill of Medicine will at least know how to keep a wound clean and apply hot compresses, etc. If he succeeds in his Medicine roll, he will be able to return a character with infected wounds to his normal healing rate, unless the wounded character rolls another fumble. If a Furry with infected wounds reaches 0 hit points before getting help, only Magickal healing or excision (removal of gangrenous and surrounding healthy tissue) will save his life.

A character with the Medicine skill can also make salves that will speed healing. See the skill "Medicine" under Alchemy in the skill list in Chapter One. Magickal healing, of course, will take care of any character who isn't already dead. See "Healing" under Necromancy, in Chapter One.

Ships and Repair

The Hull

If the ship has taken less than 50% hull damage from cannon or Elemental Magick attacks, it can be repaired while still at sea, out of the materials the ship normally carries. (If it's the second or third time the characters have had to do this, the GM may rule that those sup-

plies are exhausted). If the ship has taken 50% or more from attack, or 25% or more from underwater hazards, it needs to be beached for repairs. The characters will have to patch things up and limp into port or to some forested island as best they can. It is the GM's prerogative to decide how long repairs take, whether a matter of hours, days, or weeks. Shortening the time or stretching it out is a good plot device to use if the GM wants to hold an adventure for the PCs while they are in port. If excuses are needed, there's availability of materials, tools, or crew power, cooperation or lack thereof from local officials, or simple bad luck to take into account.

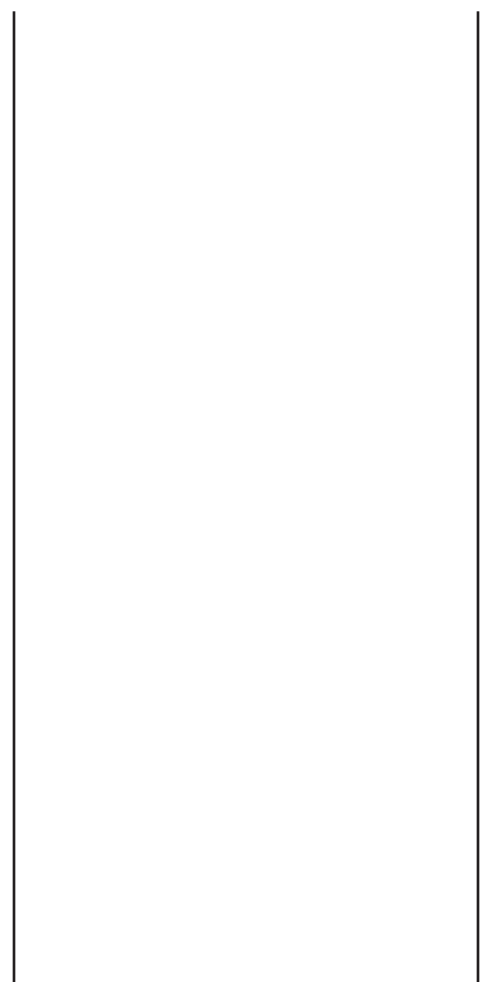
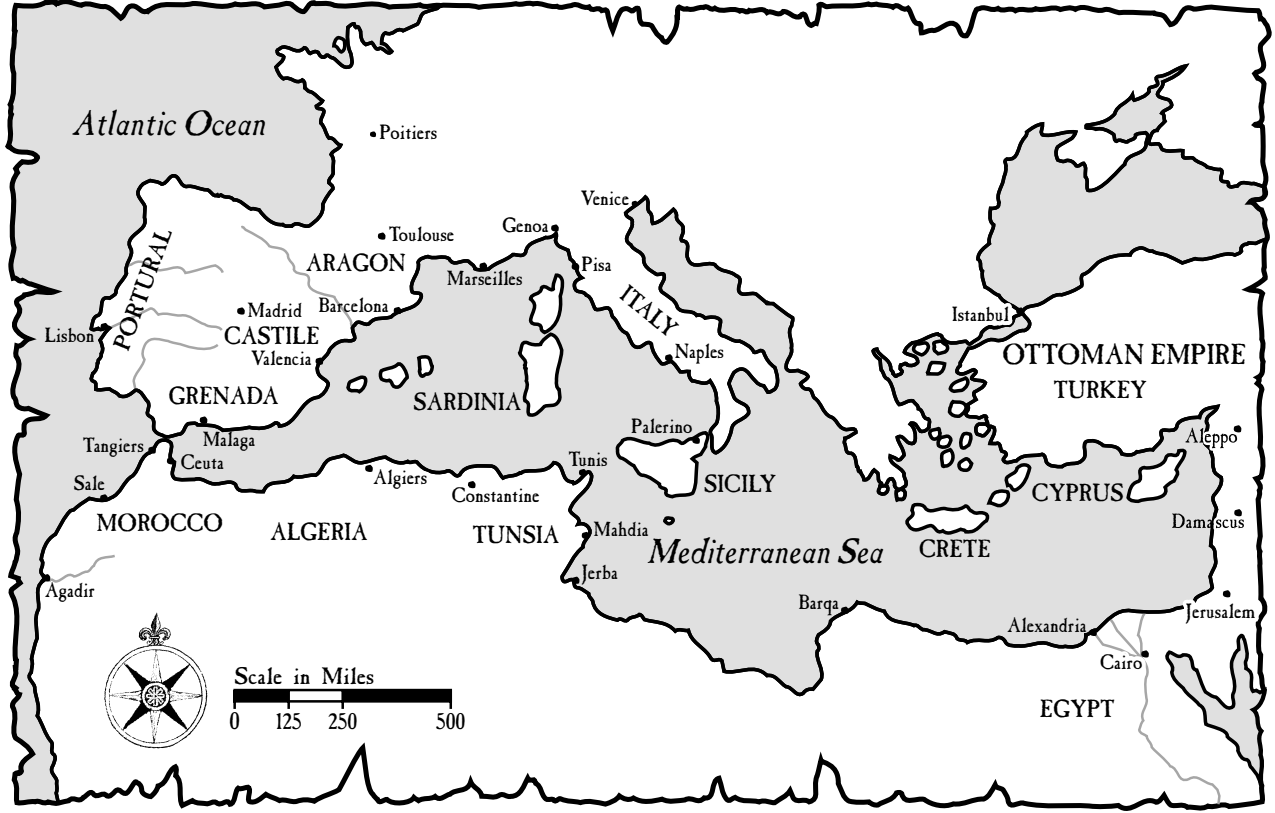
The Sails

If the sails have taken less than 50% damage, they can be patched or stitched up. If they've taken 50% or more, they need to be replaced. A ship normally carries one spare set of sails plus miscellaneous pieces of canvas. If the spare set has already been used, it will be necessary to go into port to get a new one. Realistically, it's not possible to stretch out the repair of sails longer than a couple of days.

The Crew

See the Recovery sections above to get an idea of how many of the wounded crew are going to survive and how long it will take. Find out if the PCs are giving the crew any help and take that into account. If they aren't giving the crew any help, see "Crew Morale" on page 53. If the crew has dropped significantly enough to affect the outcome of the next fight, or to keep the ship from operating at peak efficiency, the PCs will want to go into port to acquire new Furry sailors, or possibly press captured enemy crew into service. The quality of sailors they get depends greatly on what part of the world they're in.

Map of the Mediterranean





CHAPTER THREE

THE PIRATE SHIP

This chapter includes descriptions and statistics for various types of vessels in the Golden Age of Piracy. Vessel Stat Sheets, which may be photocopied for personal use, are provided for each type. The player whose character is in command should keep the pirates' Vessel Stat Sheet. This chapter is not comprehensive, but it does include many of the vessels a European Furry is likely to use or encounter.

How the characters acquire their vessel depends on who they are and what they want to do, and what kind of origin story they, individually, as a group, or in cooperation with the GM, come up with. Players and GM may select and equip the vessel together, under the assumption that the characters are already in possession of it. Alternately, if the GM wants to use a "becoming pirates" scenario as the first adventure of the campaign, she can choose the vessel herself, or arbitrarily assign them one as an adventure hook. ("Since you have the fastest known sloop on the seven seas, every Furry captain in the civilized world is out to challenge you," or "Since your brig is a leaky tub infested with borers and dry rot, you've got to capture another ship before she sinks.")

Would-be pirates often get their first vessel by mutinying against its original masters, or by joining other pirates who have captured the vessel they were serving on. Smugglers or blockade-runners may be given a vessel for the purpose, with the understanding that the vessel and whatever profit it makes belongs to the original owner, who will pay captain and crew a certain percentage. If there is a player character with a sufficient Social score (22 is a good minimum), the vessel may belong to him already. Privateers and pirate-hunters may likewise already own a vessel. If not, they may be given one of His or Her Majesty's ships when they are commissioned under the same terms as above.

Some generalities to consider when choosing a vessel type: Merchant vessels

are valued by how much cargo they can carry and warships by how many guns they mount. For vessels engaged in dubious or illegal activities, speed, weatherliness, and shallow draft are the most important criteria, and other considerations are sacrificed to them. It's difficult to define what constitutes a fast ship, as different vessels perform differently under various conditions. Usually a vessel that performs well on at least two of the three basic points of sailing is considered fast.

Square-rigged vessels catch more wind and have better propulsion out on the high seas. However, they require large crews, since Furies have to go aloft and climb out on the yard to shorten or let out each sail. Fore-and-aft rigged vessels are more weatherly, meaning they can point more nearly into the wind and still maintain speed, than square-rigged ships. Weatherly craft have a greater range of courses available than the less weatherly, and greater ability to work up narrow channels and handle in confined areas. They are also quicker to maneuver, and don't require so large a crew since even the big fore-and-aft sails can be hoisted or lowered from the deck.

In light winds, small vessels are slightly faster than large ones, but in stronger winds, large vessels are faster because an increase in size gives an increase in stability, which allows the large ship to carry more sail. This is especially true in a gale, when the large vessel has the advantage over the small on nearly all points of sailing. Large ships also have the advantage of being able to take more punishment than small ones.

Pirates, privateers, and pirate-hunters sometimes prefer large vessels, which are more intimidating, carry more fighting Furies, and mount more guns. Smugglers and blockade-runners however, in addition to being fast, must also be able to maneuver in shallow waters, snug harbors, and up rivers, besides which large ships attract too much attention in port, and are too expensive to risk losing. They tend to

prefer smaller craft built to be as fast as possible.

The more guns (or other cargo) a vessel carries, the more sluggish it becomes. Pirates are generally better armed than merchants, but not as well-armed as warships. This is because it's not worthwhile getting into a fight with a warship, which seldom carries anything of interest to a pirate. It's best to be fast enough to get away from warships, and well armed enough to force merchant ships to surrender.

Vessel Statistics

Draft: This is the minimum water depth required to keep the vessel afloat. One fathom equals six feet.

Description: The main points that distinguish this type of vessel from the other types listed.

Crew Minimum: The lowest number of Furies required to make the vessel move and maneuver at the speeds listed on the Vessel Stat Sheet. The ship should carry at least three times this number so that the crew doesn't die of exhaustion over time. It does not include the number of Furies required to crew the vessel's cannon.

Crew Capacity: Maximum number of crew a vessel can carry, not including player characters or officer NPCs. The number can be doubled if all nonessential cargo space is sacrificed.

Gunports: How many cannon the vessel can carry (excluding deck-mounted swivel guns), not how many it actually has.

Cannon Maximum: Optimum amount of cannon poundage a vessel can carry. (A cannon is classified by

the poundage of shot it throws). Characters may opt for any combination of types of cannon, so long as the total number does not exceed the number of gunports, and the total poundage does not exceed the cannon maximum.

Hull Points: How much damage the vessel can take before sinking. It can be incapacitated by less; see Ship to Ship Combat in Chapter Two.

Sail Points: How much damage the sails can take before the ship is dead in the water. If half the sail points remain then the ship can only travel at half the speed listed, down to its "Dead" speed.

Crew Points: How many crewmembers there are on the ship. Each point represents one crewmember. A loss of ten crew points indicates that ten crewmembers were killed or incapacitated (GMs: figure a 50/50 split of wounded to dead). If the crew points drop below a quarter of the minimum number, the ship is adrift and can no longer be handled. Note that each cannon requires Furies to crew it in addition to the minimum required to crew the ship. Fewer crewmembers mean fewer cannon can be fired.

Pump Requirement: The number of crew needed to operate the vessel's pumps to keep it from sinking when there is a hull breach below the waterline.

Turning Rate: Compasses of the period do not use degrees of arc. Instead they use thirty-two points, each of which is 11.25 degrees (eight points for every 90). This statistic is the number of points per minute the ship can turn.

Sailing Speed Charts

These provide the speeds at which each type of vessel can move, given the force of the wind and the direction the vessel is moving relative to the wind, both under full sail and under fighting sail. These numbers assume that the character giving the orders has gotten single effect on his Sailing attack roll.

See "Sailing Mechanics" in Chapter Two.

Guns

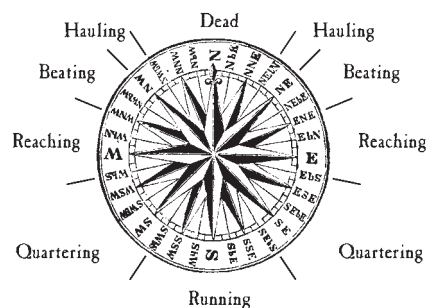
Only the cannon on the side of the vessel facing the enemy can fire at it. Swivel guns can fire in any direction, but since they are only effective at close range, they are used to repel boarders or to soften up the enemy prior to boarding. The PCs' vessel should have the types of guns on each side listed, and how many of each, along with the damage they do (see the Cannon Table on page 64). It is also a good idea to know how many Furies it takes to crew each of these guns, and the optimum range at which it should be fired.

The Vessel Stat Sheets

The vessels described in the following sheets are samples. Modifications can be made to them with the understanding that improving one aspect of a vessel's function means sacrificing another. If more gunports and cannon are added, a vessel will become more sluggish. If sail is added to make the vessel faster, it will become less stable and prone to capsizing. If the draft is deepened to provide more stability, the vessel is more likely to run aground in shallow water.

Compass

The compass represents what sailing condition the ship is in relative to the wind. With a top view of the ship pointed straight up on top of the compass, the wind direction can be used to see whether the ship is Running,



Quartering, Reaching, Beating, Hauling, or Dead. For example, if the wind is blowing seven points off of port then the ship is Reaching.

Vessel Equipment

Guns

Prior to 1689, different types of artillery were designated by names such as minions, falcons, sakers, demi-culverins, culverins, demi-cannons, and cannons. It was a romantic system, but it created a lot of confusion, because guns of different bores often had the same name. Colonial nations were the first to indicate different guns by the weight of the solid shot which they fired; thus a gun throwing a four-pound ball ceased to be a minion or a falcon, and became a four-pounder. The damage each type of gun inflicts is the same whatever type of shot is being used; however, some types of shot are intended to damage the hull, others to tear up the rigging, and still others to wound or kill enemy crew. Shot that is effective for one task may not be for another; see "Types of Shot" below. All cannon can be reloaded and fired in one minute, assuming there is a Gunner and sufficient crew present. A single Gunner can, in two minutes, load and fire any cannon once, but will not be able to move it back into position after it recoils (unless he has a strength over 30).

Swivel Guns

These are small, breech loading anti-personnel weapons mounted on a yoke and swivel up on the deck of the ship. They fire half-pound to one-pound solid shot, though they are more often loaded with scatter-shot. Each is equipped with a separate breech chamber shaped like a beer mug with a touchhole at the base. If extra chambers are kept ready-loaded with powder, two Furies can fire every ten seconds (six times in a ship-to-ship combat round). If they have to repack the chambers, they can only fire once per minute.

Prices for Cannon

On average, cannon cost 5C for every pound of shot they throw, so a one-pounder swivel gun will cost 5C and a 50-pounder cannon will cost 250C. Assume that the price of each gun includes the cost of its various accouterments, such as the rammer, worm, sponge, priming wire, etc. These prices are supplied to help PCs supplement or replace the guns their vessel may already have (assuming the GM is generous).

Types of Shot

Prices are for 25-pound shot. Variations may exist based on caliber.

Canister: Sheet metal cylinder filled with small lead or iron balls, designed to break apart and scatter. Effective versus enemy crew. 50P per dozen.

Chain: Solid shot cut in half and the two parts connected by a chain; designed to turn on its axis as it flies. Effective versus enemy crew and rigging. 1C per dozen.

Crossbar: Two cannon balls joined by a bar; variations include expanding crossbar and jointed crossbar. Effective versus crew, rigging, and hull. 1C per dozen.

Grape shot: A group of iron balls clustered around a wooden spindle and held together by canvas and lashings; intended to break apart and scatter. Effective versus enemy crew. 50P per dozen.

Langeril: Any collection of scrap iron tied in a bag or put loosely into the bore. Effective versus enemy crew. 3P per load.

Solid shot: Basic iron cannon ball. Effective versus the hull. This is the only type of shot that can be used at Long or Extreme range. 50P per dozen.

Powder

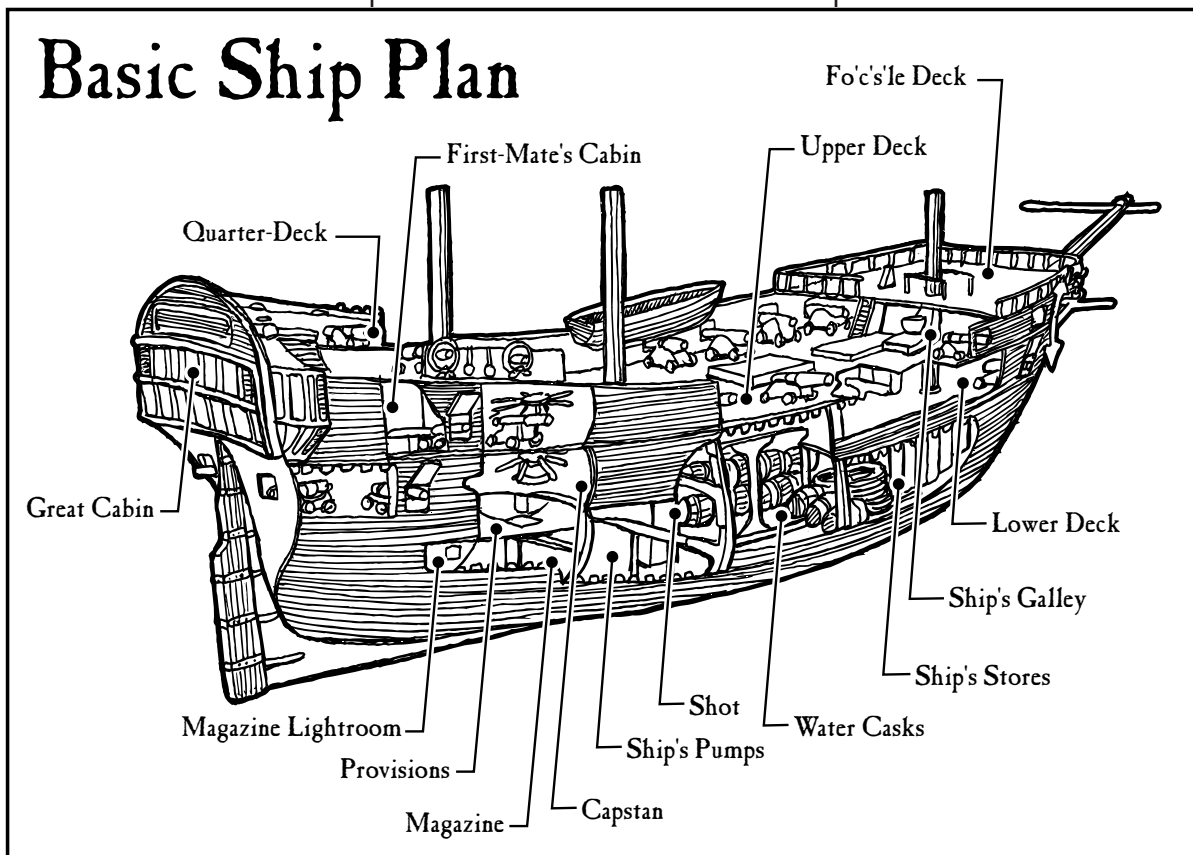
If bought in bulk, gunpowder costs 1P for each pound of shot being fired. At that rate, it costs the British Crown the equivalent of \$800 each time one of its 1st rate warships fires off every one of its cannon, which is very cheap compared to today's military expenditure.

The Crew

If you are paying your crew a standard wage, instead of dividing loot among them according to the Pirate's Code in Chapter Four, common sailors get around 2C a month on top of room and board. Middle-management types like the quartermaster, bosun, and bosun's mate require 10C; important professionals like the Master Gunner, Pilot, and Navigator get 30C; senior officers and really important professionals like the Ship's Wizard start at 50C but can often insist on more.

Ship's Stores

The ship's stores include dried, salted, and indigestible food, barrels of water, extra fittings, sails, rope, tackle, grappling hooks, planking, blankets, rum, candles, lanterns, oil, weapons, powder, medical supplies — you get the idea. The Quartermaster should figure an operating budget of about 1C per crew member per month, with 5C per month for middle ranks, and 20C for senior officers (except among pirates, who are relentlessly democratic), plus 50C for ship maintenance. Prices may skyrocket in foreign ports, especially if you suddenly have a lot of money and really need supplies.

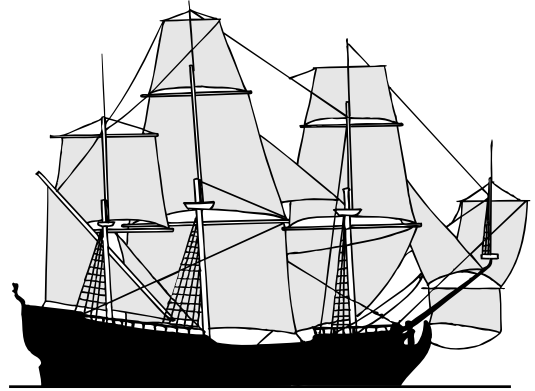


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Vessel Stat Sheet

EAST INDIAN

Ship's Name:	
Size:	Very Large
Draft:	4 fathoms
Crew Minimum:	22
Crew Capacity:	500
Description:	Three masts, square rigged
Sail Points:	450
Hull Points:	1200
Current Crew Points:	
Pump Requirement:	40
Gunports:	54 on two decks (24 each side, 6 aft)
Cannon Maximum:	1,600 total poundage
Turning Rate:	1 point per minute
Notes:	Ferrying wealth of the Orient, this is the ultimate prize. Speeds given are for when the ship is fully loaded; if empty, use speed chart and draft for a 4th rate warship.



East Indian: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	1.6 / 0.7	2.1 / 0.9	1.6 / 0.7	1.1 / 0.4	-0.1 / -0.1	-0.1 / -0.1
Light Breeze	3.3 / 1.3	4.0 / 1.6	2.9 / 1.1	1.4 / 0.5	-0.3 / -0.3	-0.3 / -0.3
Gentle Wind	4.5 / 1.8	5.5 / 2.2	4.0 / 1.6	2.5 / 1.0	-0.4 / -0.5	-0.5 / -0.5
Moderate Wind	5.5 / 2.2	10.0 / 4.0	7.0 / 2.8	3.5 / 1.4	-0.6 / -0.6	-0.6 / -0.6
Strong Wind	9.1 / 3.6	12.2 / 4.9	9.5 / 3.8	5.0 / 2.0	-0.8 / -0.8	-0.8 / -0.8
Gale	4.8 / 1.9	6.0 / 2.4	2.7 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

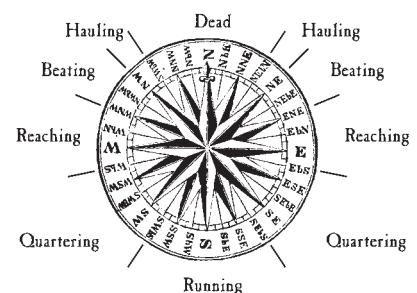
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
30 pounder	10	Port	6	12 / 120	10	20	30	40	70
45 pounder	10	Port	7	14 / 140	10	20	30	40	60
30 pounder	10	Starboard	6	12 / 120	10	20	30	40	70
45 pounder	10	Starboard	7	14 / 140	10	20	30	40	60
10 pounder	6	Aft	3	6 / 36	10	40	60	80	100
Swivel	12	Deck	1	2 / 24	20	70	120	—	—

Gun Ranges Reference

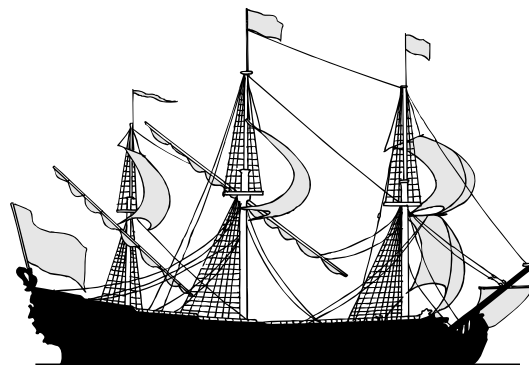
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

WARSHIP, FIRST RATE

Name:	
Size:	Very Large
Draft:	5 fathoms
Crew Minimum:	22
Crew Capacity:	800
Description:	Three masts, square rigged
Sail Points:	500
Hull Points:	1500
Crew Points:	
Pump Requirement:	40
Gunports:	100 on three decks (44 each side, 12 aft)
Cannon Maximum:	3,000 total poundage
Turning Rate:	1 point per minute
Notes:	Used for prestige as flagships, these ships are very intimidating, but sluggish and top-heavy.



Warship, First Rate: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	1.5 / 0.6	2.0 / 0.8	1.5 / 0.6	1.0 / 0.4	-0.1 / -0.1	-0.1 / -0.1
Light Breeze	3.3 / 1.3	4.0 / 1.6	3.0 / 1.2	1.5 / 0.6	-0.3 / -0.3	-0.3 / -0.3
Gentle Wind	4.5 / 1.8	5.5 / 2.2	4.0 / 1.6	2.5 / 1.0	-0.4 / -0.4	-0.4 / -0.4
Moderate Wind	5.5 / 2.2	9.8 / 3.9	7.0 / 2.8	3.5 / 1.4	-0.5 / -0.5	-0.5 / -0.5
Strong Wind	8.0 / 3.2	11.8 / 4.7	9.5 / 3.8	5.0 / 2.0	-0.7 / -0.7	-0.7 / -0.7
Gale	4.8 / 1.9	6.0 / 2.4	2.7 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

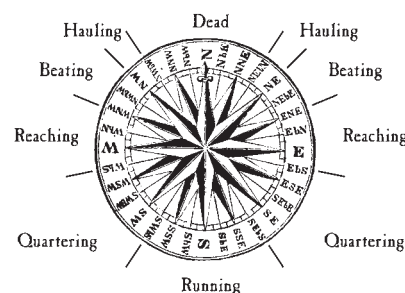
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
30 pounder	20	Port	6	12/ 240	10	20	30	40	70
45 pounder	24	Port	7	14/ 336	10	20	30	40	60
30 pounder	20	Starboard	6	12/ 240	10	20	30	40	70
45 pounder	24	Starboard	7	14/ 336	10	20	30	40	60
20 pounder	12	Aft	4	8/ 96	10	30	50	60	90
Swivel	20	Deck	1	2/ 40	20	70	120	—	—

Gun Ranges Reference

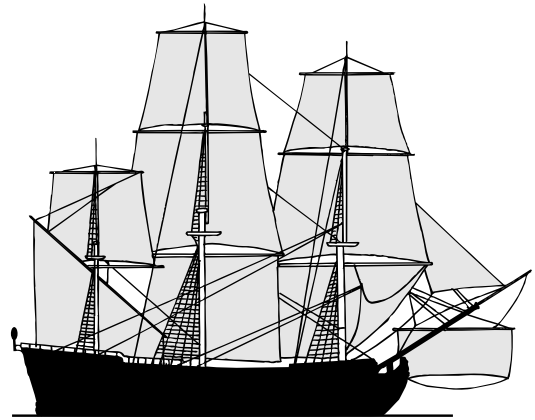
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

WARSHIP, SECOND RATE

Name:	
Size:	Very Large
Draft:	4.5 fathoms
Crew Minimum:	22
Crew Capacity:	700
Description:	Three masts, square rigged
Sail Points:	500
Hull Points:	1500
Crew Points:	
Pump Requirement:	40
Gunports:	84 on two decks (36 each side, 12 aft)
Cannon Maximum:	2,600 total poundage
Turning Rate:	1 point per minute
Notes:	Like 1st rates, these ships are impressive, but sluggish.



Warship, Second Rate: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	1.6 / 0.7	2.1 / 0.9	1.6 / 0.7	1.1 / 0.4	-0.2 / -0.2	-0.2 / -0.2
Light Breeze	3.4 / 1.4	4.1 / 1.7	3.1 / 1.2	1.5 / 0.6	-0.3 / -0.3	-0.3 / -0.3
Gentle Wind	4.6 / 1.9	5.6 / 2.3	4.1 / 1.6	2.5 / 1.0	-0.4 / -0.4	-0.4 / -0.4
Moderate Wind	5.6 / 2.3	10.0 / 4.0	7.3 / 2.9	3.5 / 1.4	-0.5 / -0.5	-0.5 / -0.5
Strong Wind	9.1 / 3.6	12.0 / 4.8	9.5 / 3.8	5.0 / 2.0	-0.8 / -0.8	-0.8 / -0.8
Gale	4.8 / 1.9	6.0 / 2.4	2.7 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

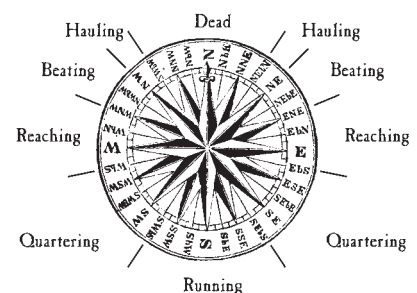
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
30 pounder	18	Port	6	12/ 216	10	20	30	40	70
45 pounder	18	Port	7	14/ 252	10	20	30	40	60
30 pounder	18	Starboard	6	12/ 216	10	20	30	40	70
45 pounder	18	Starboard	7	14/ 252	10	20	30	40	60
20 pounder	12	Aft	4	8/ 96	10	30	50	60	90
Swivel	16	Deck	1	2/ 32	20	70	120	—	—

Gun Ranges Reference

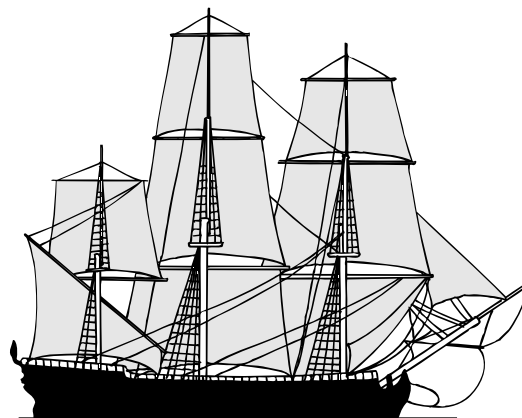
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

WARSHIP, THIRD RATE

Name:	
Size:	Large
Draft:	4 fathoms
Crew Minimum:	22
Crew Capacity:	600
Description:	Three masts, square rigged
Sail Points:	400
Hull Points:	1200
Crew Points:	
Pump Requirement:	35
Gunports:	74 on two decks (34 each side, 6 aft)
Cannon Maximum:	2,200 total poundage
Turning Rate:	2 points per minute



Warship, Third Rate: Typical Appearance

Notes: The most numerous and most effective type of ship-of-the-line. Definitely something to run away from. These belong mostly to the big powers of Europe, Britain and France.

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	1.8 / 0.7	2.3 / 0.9	2.0 / 0.8	1.0 / 0.4	-0.2 / -0.2	-0.2 / -0.2
Light Breeze	3.5 / 1.4	4.5 / 1.8	3.8 / 1.3	2.3 / 0.9	-0.4 / -0.4	-0.4 / -0.4
Gentle Wind	4.8 / 1.9	6.0 / 2.4	5.0 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5
Moderate Wind	6.0 / 2.4	10.5 / 4.2	7.5 / 3.0	3.8 / 1.5	-0.6 / -0.6	-0.6 / -0.6
Strong Wind	10.2 / 4.1	12.8 / 5.1	9.3 / 3.7	5.3 / 2.1	-1.0 / -1.0	-1.0 / -1.0
Gale	4.8 / 1.9	6.0 / 2.4	4.5 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

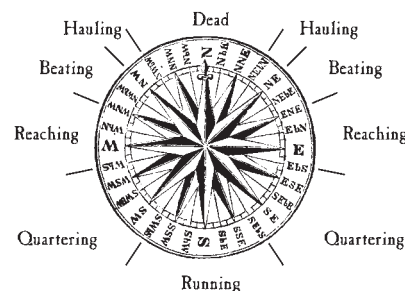
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	14	Port	5	10/ 140	10	20	40	50	80
30 pounder	20	Port	6	12/ 240	10	20	30	40	70
25 pounder	14	Starboard	5	10/ 140	10	20	40	50	80
30 pounder	20	Starboard	6	12/ 240	10	20	30	40	70
20 pounder	6	Aft	4	8/ 48	10	30	50	60	90
Swivel	14	Deck	1	2/ 28	20	70	120	—	—

Gun Ranges Reference

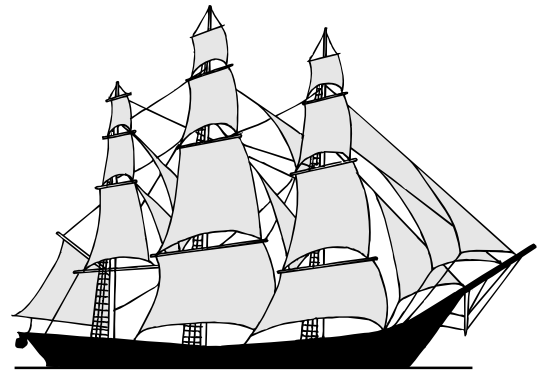
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

WARSHIP, FOURTH RATE

Name:	
Size:	Large
Draft:	3 fathoms
Crew Minimum:	22
Crew Capacity:	400
Description:	Three masts, square rigged
Sail Points:	400
Hull Points:	1000
Crew Points:	
Pump Requirement:	35
Gunports:	60 on two decks (28 each side, 4 aft)
Cannon Maximum:	1,800 total poundage
Turning Rate:	2 points per minute
Notes:	Faster than a 3rd Rate and almost as well armed, so look out. These are the ships most commonly used by the Dutch Republic.

*Warship, Fourth Rate: Typical Appearance***Speed**

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	2.0 / 0.8	2.5 / 1.0	2.0 / 0.8	1.3 / 0.5	0.2 / 0.2	0.2 / 0.2
Light Breeze	4.0 / 1.6	5.0 / 2.0	3.8 / 1.5	2.5 / 1.0	0.4 / 0.4	0.4 / 0.4
Gentle Wind	5.0 / 2.0	6.5 / 2.6	5.0 / 2.0	3.3 / 1.3	0.5 / 0.5	0.5 / 0.5
Moderate Wind	6.3 / 2.5	8.0 / 3.2	6.0 / 2.4	4.0 / 1.6	0.6 / 0.6	0.6 / 0.6
Strong Wind	8.8 / 3.5	11.0 / 4.4	8.3 / 3.3	5.5 / 2.2	0.9 / 0.9	0.9 / 0.9
Gale	4.5 / 1.8	5.5 / 2.2	4.3 / 1.7	3.3 / 1.3	0.4 / 0.4	0.4 / 0.4

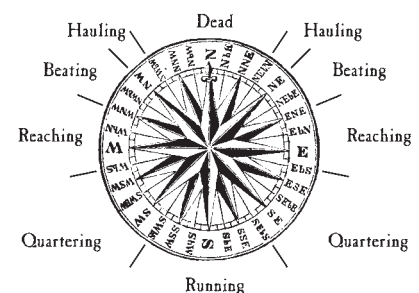
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
20 pounder	16	Port	4	8/ 128	10	30	50	60	90
25 pounder	12	Port	5	10/ 120	10	20	40	50	80
20 pounder	16	Starboard	4	8/ 128	10	30	50	60	90
25 pounder	12	Starboard	5	10/ 120	10	20	40	50	80
10 pounder	4	Aft	3	6/ 24	10	40	60	80	100
Swivel	10	Deck	1	2/ 20	20	70	120	—	—

Gun Ranges Reference

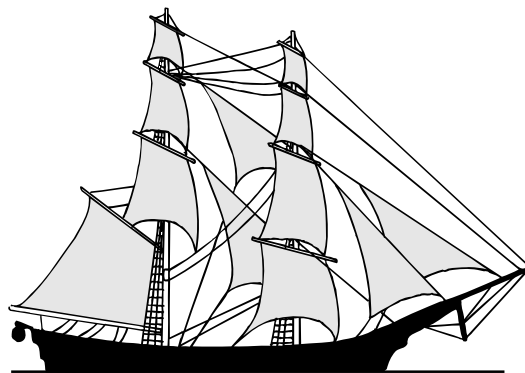
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

BRIG

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	15
Crew Capacity:	300
Description:	Two masts, fore and main, square rigged
Sail Points:	300
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	18 on one deck (8 each side, 2 aft)
Cannon Maximum:	540 total poundage
Turning Rate:	2 points per minute



Brig: Typical Appearance

Notes: A coastal trading vessel, a stout workhorse, but not a great combat ship. Used by all the major European countries, they are commonly found in Atlantic waters.

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	1.8 / 0.7	2.3 / 0.9	1.8 / 0.7	1.3 / 0.5	-0.4 / -0.4	-0.4 / -0.4
Light Breeze	2.5 / 1.0	3.0 / 1.2	2.3 / 0.9	1.5 / 0.6	-0.5 / -0.5	-0.5 / -0.5
Gentle Wind	4.0 / 1.6	5.0 / 2.0	3.8 / 1.5	2.5 / 1.0	-0.4 / -0.4	-0.4 / -0.4
Moderate Wind	5.5 / 2.2	8.0 / 3.2	6.0 / 2.4	3.5 / 1.4	-1.0 / -1.0	-1.0 / -1.0
Strong Wind	10.0 / 4.0	10.5 / 4.2	8.0 / 3.2	5.0 / 2.0	-1.2 / -1.2	-1.2 / -1.2
Gale	1.5 / 0.6	2.0 / 0.8	1.5 / 0.6	1.0 / 0.4	-0.5 / -0.5	-0.5 / -0.5

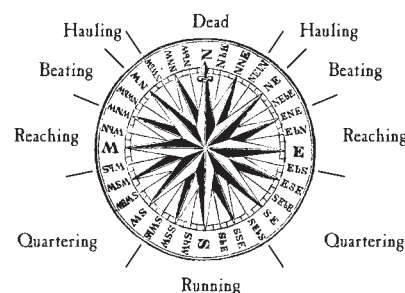
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
20 pounder	8	Port	4	8/ 64	10	30	50	60	90
20 pounder	8	Starboard	4	8/ 64	10	30	50	60	90
20 pounder	2	Aft	4	8/ 16	10	30	50	60	90
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

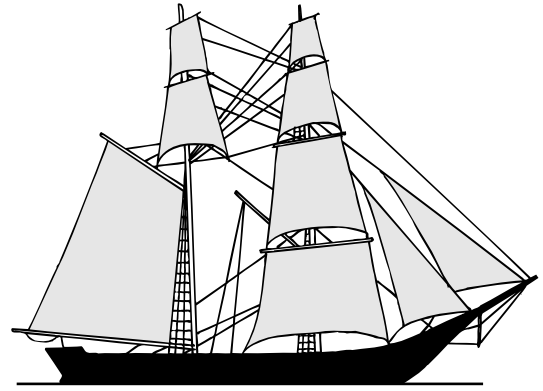
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

BRIGANTINE

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	12
Crew Capacity:	300
Description:	Two masts, fore square rig, main fore & aft
Sail Points:	300
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	24 on one deck (10 each side, 4 aft)
Cannon Maximum:	700 total poundage
Turning Rate:	3 points per minute
Notes:	“Brigantine” was originally the name given to any vessel used by brigands. It is a versatile combat craft often used by pirates or privateers.



Brigantine: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	3.2 / 1.3	4.2 / 1.6	3.5 / 1.4	2.3 / 0.9	1.5 / 0.6	-0.4 / -0.4
Light Breeze	4.3 / 1.6	5.6 / 2.2	4.5 / 1.8	3.0 / 1.2	2.0 / 0.8	-0.5 / -0.5
Gentle Wind	6.2 / 3.0	9.5 / 3.8	7.4 / 3.0	5.0 / 2.0	3.0 / 1.2	-0.8 / -0.8
Moderate Wind	8.0 / 3.6	12.3 / 5.0	9.5 / 3.8	5.6 / 2.2	3.3 / 1.3	-1.1 / -1.1
Strong Wind	9.5 / 3.8	11.5 / 4.6	8.9 / 3.5	6.8 / 2.7	3.8 / 1.5	-1.0 / -1.0
Gale	4.3 / 1.5	5.3 / 2.0	4.0 / 1.6	2.8 / 1.1	2.0 / 0.8	-0.5 / -0.4

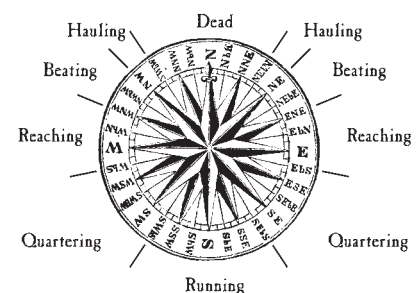
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	10	Port	5	10/ 100	10	20	40	50	80
25 pounder	10	Starboard	5	10/ 100	10	20	40	50	80
20 pounder	4	Aft	4	8/ 32	10	30	50	60	90
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

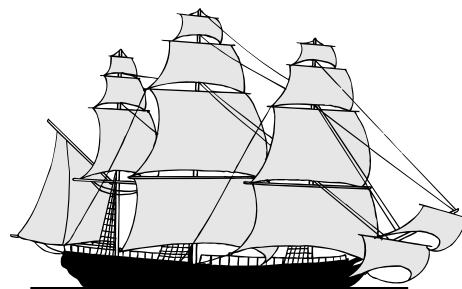
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

CORVETTE

Name:	
Size:	Medium
Draft:	2.5 fathoms
Crew Minimum:	20
Crew Capacity:	300
Description:	Three masts, square rigged
Sail Points:	350
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	32 on one deck (14 each side, 4 aft)
Cannon Maximum:	960 total poundage
Turning Rate:	2 points per minute
Notes:	A Corvette is a 6th Rate warship, ranked below a frigate, used for scouting, escort duty, engaging privateers, and pirate-hunting.



Corvette: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.0 / 1.6	5.0 / 2.0	3.8 / 1.5	2.5 / 1.0	-0.4 / -0.4	-0.4 / -0.4
Light Breeze	4.8 / 1.9	6.0 / 2.4	4.5 / 1.8	3.0 / 1.1	-0.5 / -0.5	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	-0.7 / -0.7	-0.7 / -0.7
Moderate Wind	8.5 / 3.4	10.8 / 4.3	8.0 / 3.2	5.5 / 2.2	-0.9 / -0.9	-0.9 / -0.9
Strong Wind	10.0 / 4.0	12.5 / 5.0	9.0 / 3.6	6.5 / 2.6	-1.1 / -1.1	-1.1 / -1.1
Gale	4.8 / 1.9	6.0 / 2.4	4.5 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

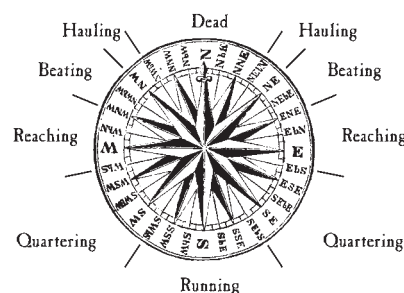
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	14	Port	5	10/ 140	10	20	40	50	80
25 pounder	14	Starboard	5	10/ 140	10	20	40	50	80
20 pounder	4	Aft	4	8/ 32	10	30	50	60	90
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

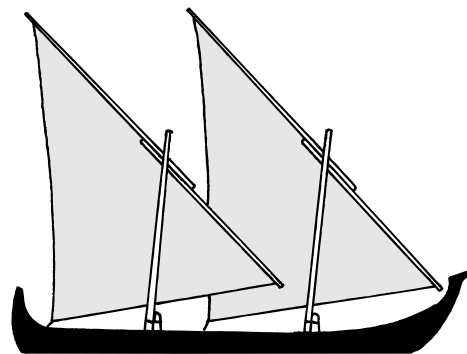
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

DHOW

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	10
Crew Capacity:	300
Description:	Two masts, main and mizzen, lateen rigged
Sail Points:	200
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	12 on one deck (6 each side)
Cannon Maximum:	360 total poundage
Turning Rate:	4 points per minute
Notes:	Furries of the Middle East call their trade vessels by a variety of names, but Europeans call them all Dhows.



Dhow: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.3 / 1.7	5.3 / 2.1	4.0 / 1.6	2.8 / 1.1	2.0 / 0.8	-0.4 / -0.4
Light Breeze	5.8 / 2.3	7.3 / 2.9	5.5 / 2.2	4.0 / 1.6	2.8 / 1.1	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.7 / -0.7
Moderate Wind	7.8 / 3.1	10.3 / 4.1	7.5 / 3.0	5.0 / 2.0	3.5 / 1.4	-0.8 / -0.8
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	7.0 / 2.8	4.3 / 1.7	-1.0 / -1.0
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.4 / -0.4

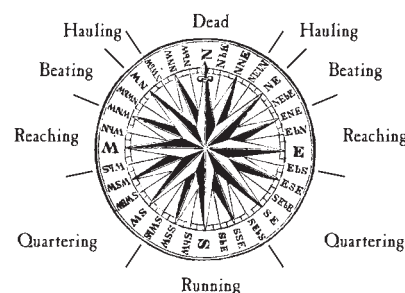
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	6	Port	5	10/ 60	10	20	40	50	80
25 pounder	6	Starboard	5	10/ 60	10	20	40	50	80
Swivel	4	Deck	1	2/ 8	20	70	120	—	—

Gun Ranges Reference

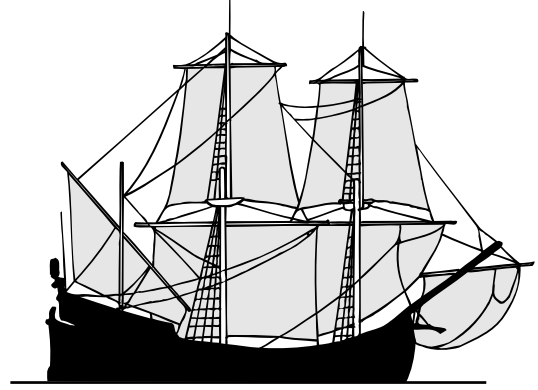
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

FLUTE

Name:	
Size:	Medium
Draft:	1.5 fathoms
Crew Minimum:	15
Crew Capacity:	250
Description:	Three masts, simplified square rig
Sail Points:	300
Hull Points:	500
Crew Points:	
Pump Requirement:	30
Gunports:	14 on one deck (6 each side, 2 aft)
Cannon Maximum:	420 total poundage
Turning Rate:	2 points per minute
Notes:	A flat-bottomed Dutch merchant vessel renowned for its cargo capacity, cheap to make and easy to crew.



Flute: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	2.9 / 1.2	3.7 / 1.5	1.8 / 0.7	1.3 / 0.5	-0.4 / -0.4	-0.4 / -0.4
Light Breeze	3.7 / 1.5	4.5 / 1.8	2.9 / 1.1	2.0 / 0.8	-0.5 / -0.5	-0.5 / -0.5
Gentle Wind	5.1 / 2.0	7.2 / 2.9	5.0 / 2.0	2.5 / 1.0	-0.8 / -0.8	-0.8 / -0.8
Moderate Wind	6.6 / 2.6	9.0 / 3.6	5.3 / 2.1	3.5 / 1.4	-1.2 / -1.2	-1.2 / -1.2
Strong Wind	9.0 / 3.6	10.0 / 4.0	7.5 / 3.0	4.8 / 1.9	-1.5 / -1.5	-1.5 / -1.5
Gale	1.5 / 0.6	2.0 / 0.8	1.5 / 0.6	1.0 / 0.4	-0.2 / -0.2	-0.2 / -0.2

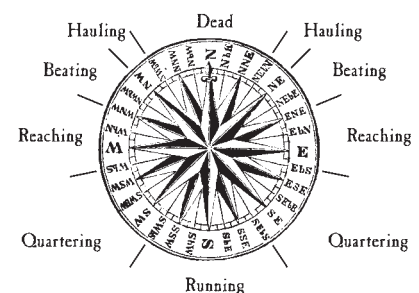
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
20 pounder	6	Port	4	8/ 48	10	30	50	60	90
20 pounder	6	Starboard	4	8/ 48	10	30	50	60	90
10 pounder	2	Aft	3	6/ 12	10	40	60	80	100
Swivel	4	Deck	1	2/ 8	20	70	120	—	—

Gun Ranges Reference

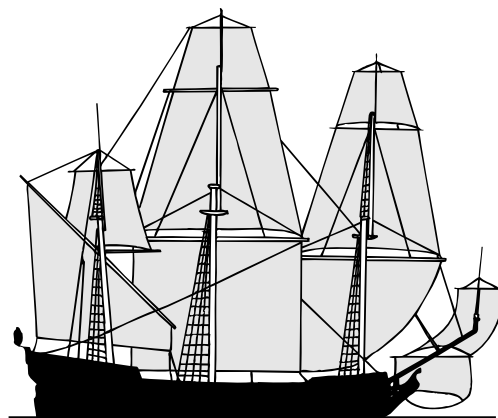
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

FRIGATE

Name:	
Size:	Medium
Draft:	3 fathoms
Crew Minimum:	20
Crew Capacity:	300
Description:	Three masts, square rigged
Sail Points:	350
Hull Points:	800
Crew Points:	
Pump Requirement:	30
Gunports:	38 on one deck (16 each side, 6 aft)
Cannon Maximum:	1,100 total poundage
Turning Rate:	2 points per minute
Notes:	A Frigate is a 5th rate warship, ranked just below a ship-of-the-line, used for scouting, escort duty, engaging privateers, and pirate-hunting.



Frigate: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	3.8 / 1.5	4.8 / 1.9	3.4 / 1.5	2.5 / 1.0	-0.4 / -0.4	-0.4 / -0.4
Light Breeze	4.6 / 1.9	5.8 / 2.3	4.4 / 1.8	2.8 / 1.1	-0.5 / -0.5	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	-0.8 / -0.7	-0.8 / -0.7
Moderate Wind	8.5 / 3.4	10.8 / 4.3	8.0 / 3.2	5.5 / 2.2	-0.9 / -0.9	-0.9 / -0.9
Strong Wind	10.2 / 4.1	12.6 / 5.0	9.1 / 3.6	6.5 / 2.6	-1.1 / -1.1	-1.1 / -1.1
Gale	4.8 / 1.9	6.0 / 2.4	4.5 / 1.8	3.0 / 1.2	-0.5 / -0.5	-0.5 / -0.5

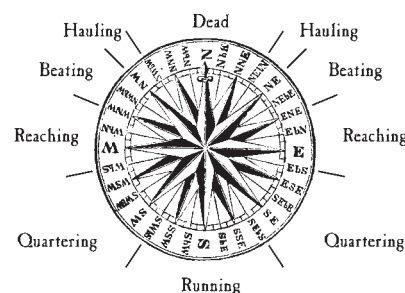
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	16	Port	5	10/ 160	10	20	40	50	80
25 pounder	16	Starboard	5	10/ 160	10	20	40	50	80
20 pounder	6	Aft	4	8/ 48	10	30	50	60	90
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

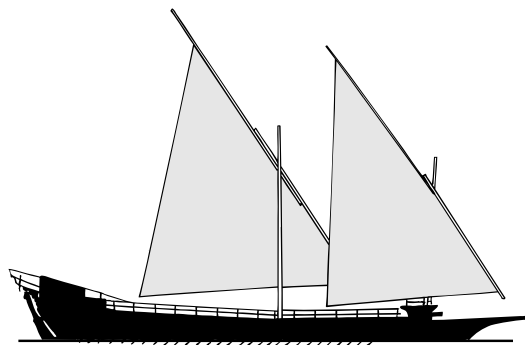
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

GALLEY

Name:	
Size:	Medium
Draft:	1.5 fathoms
Crew Minimum:	15 (90 with oars)
Crew Capacity:	300
Description:	Two masts, fore & main, lateen rig, plus oars
Sail Points:	300
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	14 on one deck (6 each side, 2 aft)
Cannon Maximum:	420 total poundage
Turning Rate:	4 points per minute
Notes:	A good blockade-runner; easy to maneuver in tight places and will move whether there's a wind or not. Assume a speed of 2 knots if there is no wind.



Galley: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	2.0 / 2.0	2.3 / 2.0	2.0 / 2.0	2.0 / 2.0	2.0 / 2.0	2.0 / 2.0
Light Breeze	2.5 / 2.0	3.0 / 2.0	2.3 / 2.0	2.0 / 2.0	2.0 / 2.0	2.0 / 2.0
Gentle Wind	4.0 / 2.0	5.0 / 2.0	3.8 / 2.0	2.5 / 2.0	2.0 / 2.0	1.8 / 1.8
Moderate Wind	5.5 / 2.2	7.5 / 3.0	5.8 / 2.3	3.5 / 2.0	2.5 / 2.0	1.7 / 1.7
Strong Wind	8.0 / 3.2	10.5 / 4.2	8.0 / 3.2	5.0 / 2.0	2.8 / 2.0	1.0 / 1.0
Gale	3.0 / 2.2	2.3 / 2.0	2.0 / 2.0	2.0 / 2.0	2.0 / 2.0	0.5 / 0.5

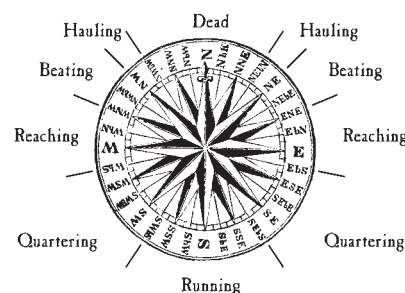
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	6	Port	5	10/ 60	10	20	40	50	80
25 pounder	6	Starboard	5	10/ 60	10	20	40	50	80
25 pounder	2	Aft	5	10/ 20	10	20	40	50	80
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

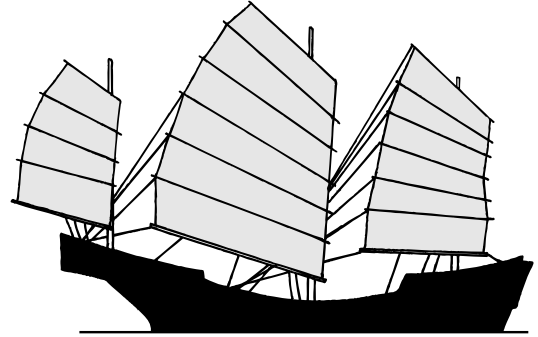
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

JUNK

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	15
Crew Capacity:	300
Description:	Three masts, junk-rigged
Sail Points:	300
Hull Points:	600
Crew Points:	
Pump Requirement:	30
Gunports:	10 on one deck (4 each side, 2 aft)
Cannon Maximum:	300 total poundage
Turning Rate:	4 points per minute
Notes:	Chinese vessel. Sails are horizontal battens. Eyes are painted on the bow so the junk can see where it's going.



Junk: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.2 / 1.7	5.3 / 2.1	4.0 / 1.6	2.8 / 1.1	2.0 / 0.8	-0.4 / -0.4
Light Breeze	5.8 / 2.3	7.3 / 2.9	5.4 / 2.2	3.8 / 1.5	2.8 / 1.1	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.7 / -0.7
Moderate Wind	7.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.0 / 2.0	3.5 / 1.4	-0.8 / -0.8
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	7.0 / 2.8	4.3 / 1.7	-1.0 / -1.0
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.4 / -0.4

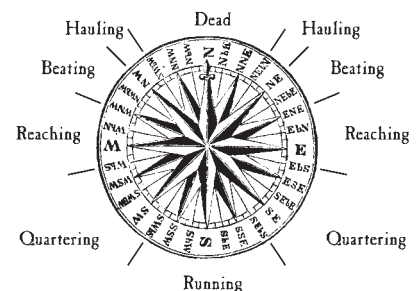
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	4	Port	5	10/ 40	10	20	40	50	80
25 pounder	4	Starboard	5	10/ 40	10	20	40	50	80
25 pounder	2	Aft	5	10/ 20	10	20	40	50	80

Gun Ranges Reference

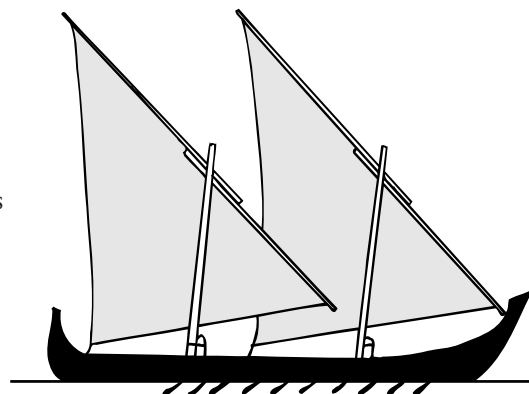
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

PRAO

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	15 (90 with oars)
Crew Capacity:	300
Description:	Two masts, main & mizzen, lateen-rig, oars
Sail Points:	200
Hull Points:	600
Crew Points:	
Pump Requirement:	30
Gunports:	14 on one deck (7 each side)
Cannon Maximum:	420 total poundage
Turning Rate:	4 points per minute
Notes:	The Flying Prao is used by Malaysian Pirates. The sails are made of rattan on bamboo masts.



Prao: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.4 / 2.0	5.5 / 2.2	4.2 / 2.0	3.0 / 2.0	2.5 / 2.0	2.0 / 2.0
Light Breeze	6.0 / 2.4	7.3 / 2.9	5.5 / 2.2	4.0 / 2.0	3.0 / 2.0	2.0 / 2.0
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 2.0	3.3 / 2.0	1.8 / 1.8
Moderate Wind	7.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.2 / 2.1	3.4 / 2.0	1.7 / 1.7
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	7.0 / 2.8	4.5 / 2.0	1.5 / 1.5
Gale	3.5 / 2.0	4.5 / 2.0	3.5 / 2.0	2.3 / 2.0	2.0 / 2.0	0.5 / 0.5

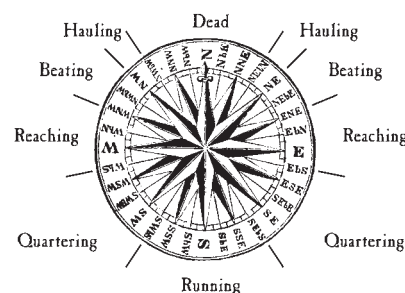
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	5	Port	5	10/ 40	10	20	40	50	80
30 pounder	2	Port	6	12/ 24	10	20	30	40	70
25 pounder	5	Starboard	5	10/ 40	10	20	40	50	80
30 pounder	2	Starboard	6	12/ 24	10	20	30	40	70
Swivel	4	Deck	1	2/ 8	20	70	120	—	—

Gun Ranges Reference

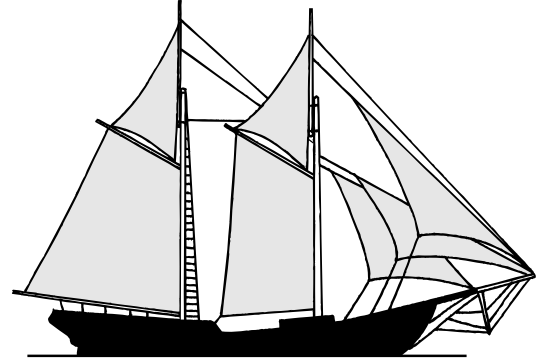
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

SCHOONER

Name:	
Size:	Medium
Draft:	1.5 fathoms
Crew Minimum:	10
Crew Capacity:	300
Description:	Two masts, fore & main, fore/aft rigged
Sail Points:	200
Hull Points:	500
Crew Points:	
Pump Requirement:	30
Gunports:	24 on one deck (10 each side, 4 aft)
Cannon Maximum:	720 total poundage
Turning Rate:	4 points per minute
Notes:	Valued for speed, weatherliness, and shallow draft. A good smuggler or blockade-runner. The foresail can include a square-rigged topsail.



Schooner: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.5 / 1.8	5.4 / 2.2	4.0 / 1.6	2.9 / 1.2	2.0 / 0.8	-0.4 / -0.4
Light Breeze	5.8 / 2.3	7.3 / 2.9	5.6 / 2.2	4.0 / 1.6	2.8 / 1.1	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.7 / -0.7
Moderate Wind	7.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.0 / 2.0	3.5 / 1.4	-0.8 / -0.8
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	7.0 / 2.8	4.3 / 1.7	-1.0 / -1.0
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.6 / -0.6

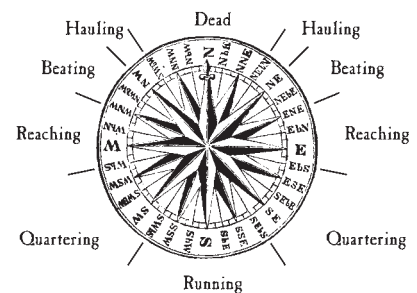
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	10	Port	5	10/ 100	10	20	40	50	80
25 pounder	10	Starboard	5	10/ 100	10	20	40	50	80
20 pounder	4	Aft	4	8/ 32	10	30	50	60	90
Swivel	4	Deck	1	2/ 8	20	70	120	—	—

Gun Ranges Reference

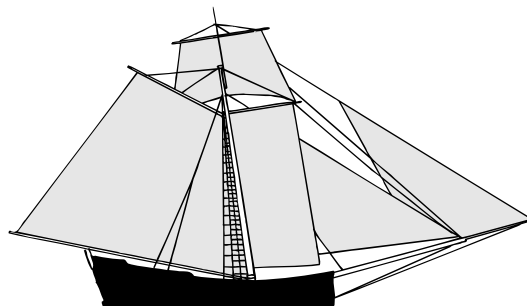
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

SLOOP

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	10
Crew Capacity:	300
Description:	One mast, fore & aft, long bowsprit
Sail Points:	200
Hull Points:	600
Crew Points:	
Pump Requirement:	30
Gunports:	18 on one deck (8 each side, 2 aft)
Cannon Maximum:	540 total poundage
Turning Rate:	4 points per minute
Notes:	Colonial smugglers use sloops to trade grain and lumber in the Caribbean for sugar and rum needed in the North American Colonies. Though fast, they are treacherous and liable to capsize in a gale.



Sloop: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.3 / 1.7	5.3 / 2.1	4.0 / 1.6	2.8 / 1.1	2.3 / 0.9	-0.4 / -0.4
Light Breeze	5.8 / 2.3	7.3 / 2.9	5.5 / 2.2	3.8 / 1.5	2.8 / 1.1	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.7 / -0.7
Moderate Wind	7.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.0 / 2.0	3.6 / 1.4	-0.8 / -0.8
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	7.0 / 2.8	4.3 / 1.7	-1.0 / -1.0
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.4 / -0.4

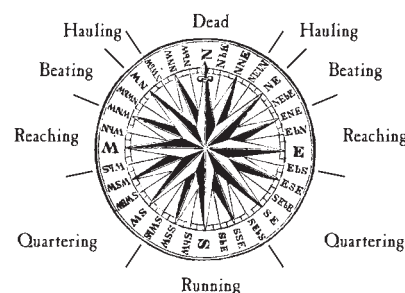
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
20 pounder	8	Port	4	8/ 64	10	30	50	60	90
20 pounder	8	Starboard	4	8/ 64	10	30	50	60	90
20 pounder	2	Aft	4	8/ 16	10	30	50	60	90
Swivel	6	Deck	1	2/ 12	20	70	120	—	—

Gun Ranges Reference

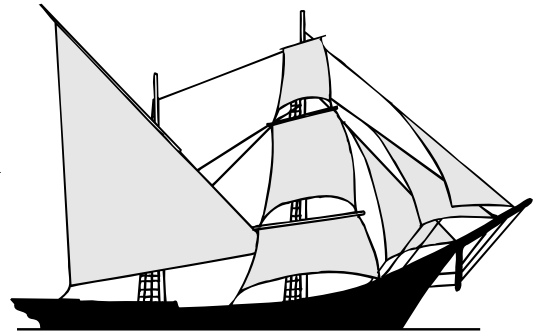
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

XEBEC

Name:	
Size:	Medium
Draft:	2 fathoms
Crew Minimum:	10
Crew Capacity:	300
Description:	Two masts, square-rig fore, lateen-rig main
Sail Points:	300
Hull Points:	700
Crew Points:	
Pump Requirement:	30
Gunports:	20 on one deck (10 each side)
Cannon Maximum:	600 total poundage
Turning Rate:	3 points per minute
Notes:	A classic pirate vessel, used by Algerian corsairs throughout the Mediterranean.



Xebec: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.5 / 0.6	-0.4 / -0.4
Light Breeze	4.8 / 1.9	6.0 / 2.4	4.5 / 1.8	3.0 / 1.2	2.0 / 0.8	-0.5 / -0.5
Gentle Wind	6.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.0 / 2.0	3.0 / 1.2	-0.8 / -0.8
Moderate Wind	8.1 / 3.2	12.2 / 4.9	9.5 / 3.8	5.6 / 2.2	3.3 / 1.3	-1.1 / -1.1
Strong Wind	9.5 / 3.8	11.5 / 4.6	9.0 / 3.6	6.8 / 2.7	3.8 / 1.5	-1.0 / -1.0
Gale	4.3 / 1.7	5.3 / 2.1	4.0 / 1.6	2.8 / 1.1	2.0 / 0.8	-0.4 / -0.4

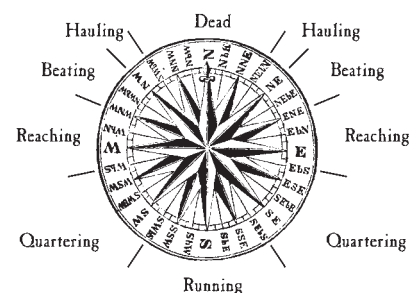
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
20 pounder	10	Port	4	8/ 80	10	30	50	60	90
20 pounder	10	Starboard	4	8/ 80	10	30	50	60	90
Swivel	8	Deck	1	2/ 16	20	70	120	—	—

Gun Ranges Reference

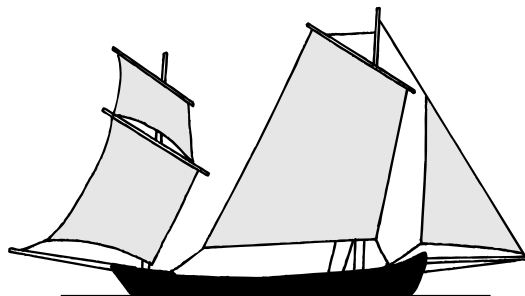
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

LUGGER

Name:	
Size:	Small
Draft:	2 fathoms
Crew Minimum:	6
Crew Capacity:	100
Description:	Two masts, fore & main, lug-rigged
Sail Points:	200
Hull Points:	400
Crew Points:	
Pump Requirement:	20
Gunports:	10 on one deck (4 each side, 2 aft)
Cannon Maximum:	300 total poundage
Turning Rate:	4 points per minute
Notes:	A popular fishing vessel, also used for life saving and for hauling or salvage jobs. Requires few crew, due to ease of handling lugsails.



Lugger: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.1 / 1.6	5.2 / 2.0	3.9 / 1.6	2.6 / 1.0	2.0 / 0.8	-0.4 / -0.4
Light Breeze	5.6 / 2.2	7.0 / 2.8	5.3 / 2.1	3.6 / 1.4	2.6 / 1.0	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.6 / -0.6
Moderate Wind	7.5 / 3.0	9.5 / 3.8	7.3 / 2.9	4.7 / 1.9	3.0 / 1.2	-0.8 / -0.8
Strong Wind	8.8 / 3.5	11.0 / 4.4	8.5 / 3.4	6.5 / 2.6	3.9 / 1.6	-0.9 / -0.9
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.4 / -0.4

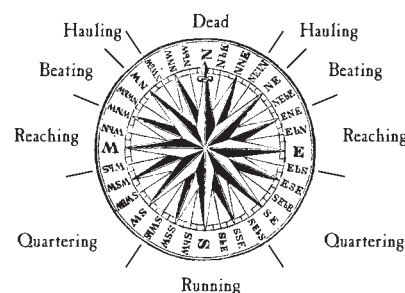
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
15 pounder	4	Port	4	8/ 32	10	30	50	60	90
15 pounder	4	Starboard	4	8/ 32	10	30	50	60	90
10 pounder	2	Aft	3	6/ 12	10	40	60	80	100
Swivel	2	Deck	1	2/ 4	20	70	120	—	—

Gun Ranges Reference

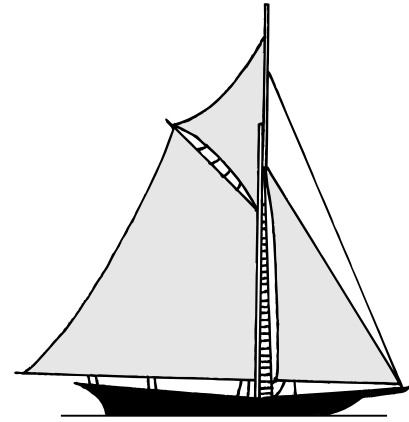
Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



Vessel Stat Sheet

YAWL

Name:	
Size:	Small
Draft:	1.5 fathoms
Crew Minimum:	5
Crew Capacity:	100
Description:	One mast, fore & aft rigged
Sail Points:	150
Hull Points:	300
Crew Points:	
Pump Requirement:	20
Gunports:	8 on one deck (4 each side)
Cannon Maximum:	240 total poundage
Turning Rate:	4 points per minute
Notes:	A small boat used as a coastal trader, for fishing, or as a pleasure vessel. Doesn't normally carry cannon; the information below is for the rare occasions in which it does.



Yawl: Typical Appearance

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.5 / 1.8	5.4 / 2.2	4.2 / 1.7	3.0 / 1.2	2.3 / 0.9	-0.4 / -0.4
Light Breeze	6.0 / 2.4	7.9 / 3.0	5.6 / 2.2	4.0 / 1.6	3.0 / 1.2	-0.5 / -0.5
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	-0.6 / -0.6
Moderate Wind	7.6 / 3.0	9.7 / 3.9	7.2 / 2.9	4.8 / 1.9	3.2 / 1.3	-0.7 / -0.7
Strong Wind	9.0 / 3.6	11.5 / 4.6	8.8 / 3.5	6.8 / 2.7	4.0 / 1.6	-0.8 / -0.8
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	-0.4 / -0.4

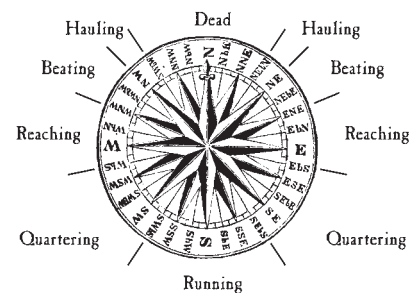
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
15 pounder	2	Port	4	8/ 16	10	30	50	60	90
10 pounder	2	Port	3	6/ 12	10	40	60	80	100
15 pounder	2	Starboard	4	8/ 16	10	30	50	60	90
10 pounder	2	Starboard	3	6/ 12	10	40	60	80	100
Swivel	2	Deck	1	2/ 4	20	70	120	-	-

Gun Ranges Reference

Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only





CHAPTER FOUR OVERVIEW OF THE WORLD

Damn ye, you are a sneaking puppy, and so are all those who will submit to be governed by laws which rich knaves have made for their own security, for the cowardly whelps have not the courage otherwise to defend what they get by their thievery. They vilify us, the scoundrels do, though there is only this difference, they rob the poor under the cover of law and we plunder the rich under the protection of our own courage.

*Charles Bellamy,
Pirate Captain*

This chapter describes a pirate's life and code of ethics (if any), plus parts of the world which would draw the attention of a pirate, privateer, smuggler, blockade-runner, or pirate-hunter.

Europe

Besides being home to many player characters, Europe has a big impact on the rest of the world. Wars started in Europe end up involving all the antagonists' colonies, affect commerce in most major oceans, and provide license to go privateering anywhere the enemy can be found.

Climate

In the extreme north, along the Scandinavian coastline, Europe is tipped with Arctic tundra. South and inland of this is a band of coniferous forest, then a wider temperate zone, mostly forest but with vast expanses of grassland to the east. A lot of this forest has been cut down over the centuries. A long range of mountains, also with coniferous forest, extends with a few interruptions from the northwestern corner of the Iberian Peninsula to the Black Sea. South of these are the dryer Mediterranean lands.

Organization

Europe is a patchwork of theoretically equal states, each continually fighting to gain an advantage over the others. With some exceptions, these states are each governed by a king, usually a Lion, who believes in his divine right to do whatever he damn well pleases. By playing the new middle class off against the old nobility, these Lion kings have gained unprecedented control over their respective countries. Exceptions are in states which have no middle class, or in which the middle class is so strong that it has weakened the king or thrown him out altogether. When a king goes to war these days, he goes with the whole force of the state behind him. Wars are usually fought to expand the territory a king has control over, to prevent another king from gaining control over too much territory, or to gain control over an economic advantage, such as a monopoly or a trade route.

Economics

Every powerful nation is a trade nation. Countries where geography or social backwardness make trade difficult are stagnating. Trade depends on colonies to supply raw materials, indus-

try to turn them into finished products, and consumer nations — such as colonies — to provide a market for them. Trade requires social mobility so that middle-class Furies will be motivated to engage in it. It also needs effective navies to protect it from pirates and keep it from being undermined by smugglers.

Species

Furies in Europe exist in a mixture, with no one species dominating a large area. There are pockets of concentration, such as the arid plateaus of Spain where herds of herbivorous peasants wander trying to find food, or the Gypsy tribes consisting of one species,



Calico Jack





but overall, Europe's population is heterogeneous. Large Felines make up much of the uppermost class, though in the east, Canines and Ursoids are also dominant.

Traditions of Magick

Furry Europe's two medieval Magickal organizations, the Church and the Guild, have fragmented into dozens of Orders, each with its own goals, methods, and rituals, and with different (though often overlapping) Circles of Magick to teach. Each Order guards its secrets jealously, and works to discover the secrets of the others. Thus the Orders are often rivals, and sometimes bitter enemies; however they can be cooperative in the face of an outside threat – such as an attempt to forbid the practice of Magick altogether. There are strict and often lethal punishments dealt out to members who betray their Order. Betrayal means joining another Order, giving secrets to another Order, putting fellow members in danger, or generally behaving contrary to the interests of the Order. All Orders with Divination use Aura to screen their initiates, and the rest use long-term observation or a series of trials to test their loyalty. The seven most

powerful Orders in Europe are the Cabbalistic Brotherhood, the Ancient Ring of the Druidic Tradition, the Grand Order of the Masonic Lodge, the Society of Jesus, the Holy Order of St. Morgan, the Mystic Order of the Rosy Cross, and the Temple of Jerusalem. These Orders are individually described in Chapter Five, but they share a similar organization: a supreme council of two or more Grandmasters between 8th and 12th level overall, a middle-management layer of Masters between 5th and 8th level, and a large group of Initiates under 5th level. Numerous less powerful Orders abound in Furry Europe. Some are exclusively female, such as the various secret Dianic traditions. Others are composed of single-species groups, such as the Gypsies. None them have knowledge of more than three Circles of Magick. Players can invent their own sorcerous Orders and choose Circles for them with the GM's approval.

History

The Thirty Years' War (1618-1648) was an effort by the powerful Hapsburg Lion kings to unite the German provinces under Austria, crush the northern Wolf princes, stamp out Protestantism, and bring the Magickal Arts back under the control of the

Church. The long, bloody conflict drew in nearly all the states of Europe, from Spain to Muscovy. When it was over, though a lot of territory was rearranged, it was clear that the German provinces would remain separate, that Protestantism was going to survive, and that the Art Magick was irrevocably in the paws of those of whom the Church did not approve. After that, major wars were seldom fought over questions of religion or Magickal practice, but over territory and economic advantages.

During this period, the pre-eminent trade nation of the world was the tiny Dutch Republic, engaged in taking over the vast trading empire of the Portuguese. The latter half of the seventeenth century saw the Dutch struggling to maintain their position as other nations modernized their economies and began to compete. England, once recovered from its Civil War, fought three major wars with the Dutch over trade supremacy. France, after settling its own internal difficulties and ending a war with Spain, began to reform the economy and the government under Louis XIV. However, the Sun King is more interested in conquest than in trade, and his aggressive border policies started making the Dutch, among others, very nervous. France is the strongest military power of the period, while the Dutch have only a moderately strong navy and a very small army.

Some Pirate Customs

Getting Drunk: When a pirate crew captures a store of liquor, they throw a party, dipping cans, tankards and bowls into opened hogsheads to drink out of, throwing buckets of alcohol at each other, and washing the deck with whatever is left. If there are bottled spirits, they don't bother to draw the corks, but strike the necks off with a sword, by which method one in three bottles is broken.

Marooning: A pirate who violates the code or displays cowardice in battle is most often punished by being left behind on a small island where survival is uncertain.

Mock Trial: To relieve tension and the fear of getting caught, and for amusement, pirates hold mock trials in a sham court, playing the parts of accused, prosecutor, judge, lawyers, jurors, jailer, and hangman. Usually this is all in fun, with the pirates making jokes, insulting each other, and mocking what they fear most, but sometimes they get carried away and actually hang someone, or let the pantomime end in a free-for-all riot.

Music: Every pirate ship wants to have its own band, and captured musicians are always pressed into service. Not only do these Furies provide entertainment by playing jigs and hornpipes at parties, but they help strike terror into the hearts of the prey by playing aggressive war tunes during a fight.

Salmagundi: Take the entire contents of a captured larder, including turtle meat, fish, pork, chicken, corned beef, ham, duck, and pigeon, roast the meat, chop it into chunks and marinate it in spiced wine. Combine with cabbage, anchovies, pickled herring, mangoes, hard-boiled eggs (shells still on), palm hearts, onions, olives, grapes, and any pickled vegetables available, and stew it slowly together. Season heavily with garlic, salt, pepper, mustard seed, oil and vinegar and serve with drafts of beer and rum.

Torturing Prisoners: If the crew is really bored, they are free, if no charismatic captain or other officer intervenes, to act on any wild or sadistic thought that enters their heads.

In 1672, France and England were about to carve a cowering Dutch Republic into flanksteaks when along came William of Orange, the 21-year-old stadholder of the Republic. This young Lion rallied the Dutch, signed a favorable peace with the English, and forced the French troops out. When the next war with France broke out in 1689, the Dutch had the English as allies. The alliance was firmly cemented when William of Orange became William III of England.

In the Baltic, preparations are underway for a showdown between Sweden and Russia for control of trade through this sea. The North Sea is dominated by Dutch, English, and French warships. England controls the waters around herself. The Atlantic from Europe to the tip of Africa represents trade territory initially carved out by the Portuguese, but now pursued mostly by the Dutch, followed by the English. In the Mediterranean, a centuries-old fight between Christianity and Islam, currently in the form of the Ottoman Empire, continues to be waged. The western Mediterranean is also a theatre for the war being waged against France by England and the Dutch Republic, called the War of the League of Augsburg, or King William's War.

England

The events which got William of Orange crowned King of England were as follows: In 1649, after a bloody civil war, the Stuart Lion king Charles I was beheaded by the Puritan Badger Oliver Cromwell. Cromwell represented only one of several groups that opposed the king. His opinions on government reform and what sort of Church England should have were held by a minority, and by the time of his death, he ruled England only because he controlled the army. The Lion Monarchy and Stuart dynasty were brought back in 1660 and Charles II ruled over the turbulent Restoration period. His successor, James II (1685-1688), was unpopular due to his Roman Catholicism and the Glorious Revolution of 1688 caused him to flee the country. The crown was offered jointly to James' oldest cub Mary and her husband William of Orange, who spearheaded the Revolution. James II fled to the court of Louis XIV, who supports him to stir up trouble in England, while William is

ready to exploit England's resources in his struggle against France.

England is governed by the king as executive and Parliament as the legislative body. Members of the House of Commons are elected by land-owning male Furries (Social score of 18), while members of the House of Lords are appointed by the king. The king is assisted by his Cabinet, which also acts as a mediator between the Crown and Parliament. Most of the actions a king takes have to be approved by Parliament, and only Parliament can make new laws and approve expenditures. Despite this bureaucracy, William III has become an effective ruler by playing the two parties of Parliament, the Whigs and the Tories, off each other.

The official religion is Anglican, however, the Toleration Act of 1690 allows most other faiths to be practiced, though their adherents are forbidden to hold public office. This Act also allows the practice of Magick by any Order, so long as it is practiced within the restrictions of the law. Sorcery in England is considered an important service, held in the same regard as the law or medicine.

England is emerging as a dominant sea power and trade nation. Legal maneuverings by Parliament, such as the Navigation Act, have undermined the Dutch monopoly of shipping. English trading ships now go as far as China. Monopolies on new regions are granted to single companies; thus the East India Company has the exclusive right to trade for England in India and parts east, while the West India Company has the same right in the Colonies and the Caribbean. Smuggling is the only way to get around these monopolies.

France

L'état, c'est moi!

Louis XIV

Inspired by the Sun King, France is flexing its mighty military and industrial muscles in dreams of expansion. If the Dutch Republic could be made a vassal state, her trade would belong to France. If a member of the French royal family could be gotten onto the throne of Spain, all her vast overseas possessions would make the French rich. If the Hungarians could be encouraged to rebel against the

Austrians, the haughty Hapsburg Lions would topple and threaten France's borders no more. And if James II of England could take back his kingdom with French assistance, William III would cease to be a threat. Suffice it to say that the French Lion king has his paws in a lot of European pies. Louis XIV rules France as an absolute monarch, supported by the common Furries who have had enough of the strife that overran the country earlier in the seventeenth century. He has supreme executive, legislative, and judicial powers, and can levy taxes and spend revenue as he pleases. His ministers are all middle class or lesser nobles who, having no importance of their own, work all the harder for him.

Catholicism is the state religion. Protestants were kicked out of France in the 1685 revocation of the Edict of Nantes. Jewish Furries are regularly persecuted and exiled. Free thought is controlled by royal censorship. In sorcerous matters, as in everything, the king is master. His patronage has made the careers of many sorcerers, and his displeasure has ended several others.

France's military might depends on her economic strength. Thus, the king's ministers have instituted a mercantile program which has made France nearly the equal of England. Industry has been encouraged with subsidies and the importation of foreign experts. Workers are forbidden to leave the country and beggars are regularly rounded up and forced to learn a trade. French products dominate the markets, and French taste has begun to accumulate that renown which it will never lose.

Dutch Republic

Amsterdam is a great town where apart from myself there dwells no one who is not engaged in trade.

Descartes

Unique in a world of monarchies, this tiny country has been a republic since winning her independence from Spain (1609). Surrounded by unified states, she is a federation of seven provinces. Resisting the vogue for centralization, she promotes local self-government. Avoiding the services of

career bureaucrats, she is governed by amateurs taking time away from business. Where other countries have huge rural agrarian populations, the Dutch are city-dwellers engaged in manufacturing. Her elite are merchants and bankers. Her common Furries are craftworkers and sailors. Where other states amass armies and engage in aggression, the Dutch Republic relies on her Navy and fights defensively. When other states drive out religious minorities or dissenting intellectuals, the Dutch Republic welcomes them and puts their talents to work.

The Republic is governed by a legislative body called the States-General, whose members come from among the legislative body of each province, called the Provincial Estates, whose members in turn come from among the town corporations. A town corporation is an autonomous body of twenty to forty members who hold office for life. The States-General is notorious for taking forever to decide anything. Policy-making would take even longer if the Dutch had not built up a two-party system, gathered around the Stipendiary Counselor (head of the delegation from Amsterdam) and the Stadholder (commander of the armed forces). The position of Stadholder is hereditary, belonging to the Prince of Orange, but there have been times when the Dutch did without it.

Moderate Calvinism is the official religion. Militant Calvinists are ignored because persecution is bad for trade. Many other faiths flourish in the Republic's oasis of tolerance. Education in sorcery, as well as in the arts and sciences, is the finest available in Europe, and sorcery is a respected moneymaking profession.

Despite competition from France and England, the Dutch Republic is still holding her own as the top trade nation. Half the goods of Europe, the Far East, and the New World are carried in Dutch ships. Amsterdam has the world's first stock exchange. It is the headquarters for banking, loan raising, and insurance for all Europe. Thanks to Dutch Furries, the medieval concept of handcrafted quality items has been replaced by the more efficient, more profitable idea of cheap mass-produced consumer goods. The Dutch, by the way, are even more uptight about their monopolies than the English. They also possess one of the three great modern naval forces of the world (the other two are English and French).

Spain

The dominant power of Europe in the sixteenth century, by the end of the seventeenth, Spain is in sad shape. Drowning in a river of silver and gold from the New World, she used it to buy everything from other countries and produced nothing herself. When the river dried up, so did Spain. From 1621 to 1665 Spain waged disastrous wars against just about everybody, losing nearly all her European territory. Spain's commerce is lost to the Dutch, her economy is in collapse, her common Furries are hungry and plague-ridden, and her natural resources are almost exhausted. Despite these problems, Spain has managed to hold onto rich possessions in the New World, which other kings of Europe are eyeing hungrily as the sickly Hapsburg Lion king, Carlos II, approaches his deathbed without having sired any cubs.

Spanish Furries are devoutly Catholic. The Inquisition deals with heresy. Sorcerers not of Jesuit, Morganite, Templar, or other Orders controlled by the Church are also subject to the Inquisition. The king has no sorcerers who are not also priests, nor any that are loyal to him alone.

Every second year, the Spanish fleet comes out of the Caribbean headed for Seville laden down with silver and gold (though only a fraction of what it used to carry), and guarded by Spain's few remaining warships. It would take a whole pirate fleet, or six to ten ships-of-the-line to take a prize like this, but PCs can dream, right?

Portugal

Santiago e a elles!

Portuguese war-cry

This tiny country managed to unite and kick its Moslem conquerors out a full century before Spain did, getting a head start on a worldwide trade empire. Tough, skillful sailors driven by greed, curiosity, and religious fervor, the Portuguese Furries pioneered the first trade route around Africa to the vast riches of the East, sidestepping the Ottoman Empire's hegemony in the Mediterranean and the Italian monopoly on trade with the Ottomans. Establishing a long string of coastal forts from which they either traded or

took by force the goods they wanted, the Portuguese at the height of their empire dominated world trade from Japan to Brazil. Ultimately, Portugal had insufficient resources at home to hold onto her empire, especially with her best young Furries dying by the thousands of tropical diseases in the east. When the Portuguese Crown was united with the Spanish Crown in 1580, the Dutch used their rebellion against Spain as an excuse to war against the Portuguese in their overseas colonies. By 1640, when Portugal became independent again, the Dutch had won their Asian Empire and fought them to a draw in Africa.

The Dutch advance scared the English almost as much as it scared the Portuguese, so England and Portugal have been allies since 1640, even though the Dutch are now English allies as well. The Portuguese navy is proficient but stuck with antique ship designs, still using sixteenth century galleons in some cases. Portugal makes its living by trade in Brazilian sugar and African slaves and by fruit, wine, and salt production. The nation imports more than it exports and is yearly growing poorer.

Furries in Portugal, as in Spain, are devout Catholics, make use of the Inquisition, etc. However, sorcerers are not required to belong to a Catholic Order, though they are required to be Catholics. Some of the best Furry sorcerers in Europe, especially in the Divination Circle, come from Portugal.

Austria

If the creatures who run this country are not traitors, assuredly they are the biggest asses I have ever seen in my life.

*Prince Eugen,
Austrian Field Commander*

The Austrian Hapsburg monarchy has been busy trying to make a unified state out of a vast collection of provinces. These include Bohemia, Hungary, Moravia, Silesia, Transylvania, Croatia, Slavonia, and Dalmatia. The current Lion emperor, Leopold I, has succeeded in bringing these lands under control, except for Hungary, which is constantly in revolt and menaced from

the east by the Ottoman Empire. In the west, Austria is threatened by the expansionist policies of France. Like Louis XIV, Leopold has his eye on the Spanish throne. However, Austria has to spend most of its time fighting the Ottoman Turks, who were attacking the capital, Vienna, as late as 1683.

Though Leopold I is an absolutist Lion king, his institutions are riddled with bureaucracy and special interests. The government of Austria is usually several steps behind any situation it is attempting to control. Constantly broke, the Hapsburg regime finances wars with subsidies from the Pope, the Dutch, or the English. Austrian armies win astonishing victories in spite of, not because of, central planning in Vienna.

Austria has introduced the Counter-Reformation movement led by the Society of Jesus. Commissions of Jesuits control the press, and the schools and universities, and make lists of heretics. These are given religious instruction and a choice between conversion and exile. Individual sorcerers are tolerated as long as they are outwardly Catholic, and several under-

ground Orders manage to go unnoticed, notably the Freemasons.

Austria is a commercial backwater. She has Mediterranean ports, but few merchant ships and a tiny Navy. She suffers from a lack of skilled labor and an enterprising middle class. PCs are unlikely to take any rich prizes of Austrian origin.

Russia

Under the Romanov dynasty of Ursoid Tsars, the principality of Muscovy began to gather the various Russian lands under itself, while repelling Polish, Lithuanian, Turkish, and Swedish invasions. By means of the Treaty of 1686 with Poland, Russia managed to define her northern, western, and southern borders and enter European politics as a heavy-hitter. Settlers are slowly pushing back the vast eastern frontier toward the Pacific, and in 1689, a border treaty was signed with China.

Under the young and energetic Ursoid Peter I, the Russians are beginning to drive their borders outward in various directions. Peter is also engaged in a mass reformation of the govern-

ment and military, dragging all the nobility into direct service to the Crown. Meanwhile, the peasants are having the shackles of serfdom clamped tighter on them.

The Russian Orthodox Church has great power over the extremely superstitious common Russian Furries. Sorcerers, who are fewer than in other European states thanks to lower standards of education, are treated with extreme reverence and fear.

The Ottoman Empire

In the Mediterranean, an almost continual state of war exists between the European states and the Ottoman Empire, involving Christian freebooters and Moslem Corsairs in widespread looting and pillaging. Begun in the eleventh century by Islamic Turks pushed west by the Mongol invasions, the Ottoman Empire now controls territory in south-eastern Europe, Asia Minor, the Arabian peninsula, Egypt and North Africa, plus the islands of the eastern Mediterranean. The Ottomans are allied with France against

The Pirates' Code

As provided by Captain Bartholomew Roberts, better known as Black Bart

1. Every Furry shall have an equal vote in affairs of the moment. He shall have an equal title to the fresh provisions or strong liquors at any time seized, and shall use them at pleasure unless a scarcity may make it necessary for the common good that a retrenchment may be voted.
2. Every Furry shall be called fairly in turn by the list on board of prizes, because over and above their proper share, they are allowed one shift of clothes. But if they defraud the company to value of even one dollar in plate, jewels, or money, they shall be marooned. If any Furry rob another, he shall have his nose and ears slit and be put ashore where he shall be sure to encounter hardships.
3. None shall game for money either with dice or cards. (This is the one most often violated.)
4. The lights and candles shall be put out at eight at night, and if any of the crew desire to drink after that hour, they shall sit upon the open deck without lights.
5. Each Furry shall keep his piece, cutlass, and pistols at all times clean and ready for action.
6. No young or female to be allowed amongst them. If any shall be found seducing any of the latter sex and carrying her to sea in disguise, he shall suffer death. (There have been exceptions to this rule.)
7. He that shall desert the ship or his quarters in time of battle shall be punished by death or marooning.
8. None shall strike another on board the ship, but every Furry's quarrel shall be ended on shore by sword and pistol in this manner. At the word of command from the quartermaster, each Furry being previously placed back to back, shall turn and fire immediately. If any Furry do not, the quartermaster shall knock the piece out of his hand. If both miss their aim they shall take to their cutlasses, and he that draweth first blood shall be declared the victor.
9. No Furry shall talk of breaking up their way of living till each has a share of 1000C. Every one who shall become a cripple or lose a limb shall have 800C from the common stock and for lesser hurts proportionately.
10. The captain and the quartermaster shall each receive two shares of a prize, the master gunner, bosun, and Sorcerer one and one half shares, all other officers one and one quarter, and private Furries of fortune one share each. (Note the elevated status of the quartermaster on a pirate ship. Except in battle, he is considered to have as much authority as the captain does.)

their ancient enemies, the Hapsburgs of Austria and Spain, and are at war with Russia over trade and territory in and around the Black and Caspian Seas. They also battle any European nation who dares to trade or raid in the Red Sea or the Indian Ocean, meaning the Dutch Republic and England.

Before the Portuguese acquired their trade route around Africa, the Ottoman Empire enjoyed a monopoly on trade between Europe and the Far East. The decline of Ottoman wealth since that time has made it difficult for the government to even maintain itself across such a huge empire. Corruption is rife and poorly paid soldiers and officials are happy to grab provincial land and divert revenue for their own benefit. Meanwhile, the new European powers are pushing back the Empire's borders.

The official religion is Sunni Islam, but Shi'ites, Sufis, Christians, and Jews are tolerated in the conquered provinces. Conversion to Islam is a requirement for any political advancement or commercial success, though sorcerers may be non-Moslems. Sorcery is a highly respected art, often practiced by high-ranking government officials. It is a practical alternative to military training for any wellborn young male Furry, or even for talented slaves.

Most of the Ottoman navy is deployed in the Mediterranean, the rest of it in the Red Sea, clustering in Port Said and Suez. It consists of xebecs, dhows, and captured European warships.

Algeria, the Ottomans' westernmost province, pays tribute and lip service to Istanbul, but is politically independent. Algeria is a notorious den of the Furry corsairs who make the Mediterranean so dangerous to European commerce. Any Christian ship is considered fair game to be seized and looted, its crew ransomed or sold into slavery. Corsairs are also called Barbary pirates, after the fox Barbarosa, who captured Algiers in 1529 and made piracy its national policy. In fairness to the Algerians, it should be noted that the ports of Sicily, Sardinia, and Corsica are safehavens for Christian freebooters who prey on Moslem shipping. Algiers is a highly fortified city on the coast of North Africa, with an enclosed harbor, very Turkish in design (sort of a miniature Istanbul) and difficult to take by sea.

Others

European countries which fall into the second rank of powers include Sweden, which currently controls most trade on the Baltic Sea, and Poland and Prussia, which have enough weight to sway the outcome of a land war in Eastern Europe. Italy and the Mediterranean islands are impoverished and being fought over by the Spanish, French, English, Austrians, and Ottomans. Sweden, Russia, and the Dutch Republic dominate the Scandinavian countries.

The North American Colonies

Ports in the North Atlantic are a pirate's best bet for disposing of stolen goods, banking loot, and refitting for that next adventure. The colonists are in constant need of luxuries, preferably import duty free, and are not inclined to ask questions as to origin. Smuggling is also lucrative in this area.

Climate

The North American colonies generally fall within the temperate zone, but temperatures differ from Quebec, where the Gulf of St. Lawrence is frozen over for five months of the year, to the Carolinas where it never snows. Thick temperate forest covers most of land except where the colonists (and before them, the Indians) have cleared it out.

Organization

England and France have colonies in North America. Wars between England and France, which are long, bloody, and frequent, are fought between their colonies at a level of frontier attacks by Indian allies, battles between privateer vessels, and attempts by New England to take New France by sea. A governor appointed by the king, and a council, which may have been selected by the governor or elected by the most important colonists, runs each colony. Since communication

with the mother country is difficult, the colonies have an autonomy that leads to trouble.

The Northeastern Indian tribes are divided by language into two major groups: the Algonquins and the Iroquois. The Algonquins are a loosely related collection of tribes ranging along the Eastern Seaboard from Acadia to Chesapeake Bay. Disunited and recently defeated by the New Englanders in King Phillip's War (1675-1677), the Algonquin tribes are economic dependents slowly being forced onto reservations. The Iroquois tribes are concentrated in the Mohawk Valley from Lake Champlain to Lake Erie. In political organization and fighting power, they are superior to the Algonquins, and control the most important crossroads of communication and trade of the northern frontier.

Economics

Colonies are dependent on the mother country for manufactured goods. Tobacco, lumber, grain, fish, and beaver fur for use in felting are their principal exports. The fur trade is very valuable and hotly disputed between the French and the English. The French have the advantage of a natural system of waterways, from the Gulf of St. Lawrence to the Great Lakes, and down the Mississippi to the Gulf of Mexico, which allows them to penetrate the interior of the continent in search of the dwindling supply. The English, though hampered by geography (the Appalachian Mountains prevent easy access to the interior) have superior trade goods and lighter taxes. This allows them to offer better prices to the Iroquois who supply them.

Acts of Parliament forbid the English colonies to import goods from anywhere except England, or to export in ships not of English origin. High prices and scarcity have driven the colonists into a clandestine trade with the Caribbean: grain and lumber for sugar, molasses, and rum. Risks are high for smugglers, but so are profits.

Species

When colonies in the New World were first being planned, the colonists took into account the isolation they were likely to experience. To ensure there would be enough mates available, the first ships brought over groups of

one or at most two species. Plymouth was founded by Lapines, Jamestown by a mixture of Mustalids and Ungulates. Other colonies, such as New Amsterdam (New York), which was at first a tradeport rather than a settlement, were more haphazard. Later ships brought over a variety of species, but there are still towns in New England and Pennsylvania inhabited by a single type of Furry.

The Indians are a heterogeneous population, but are missing a few species found in Europe. There are no Heavy varieties of Feline, nor any of the domestic species of Ungulates. There are smaller Ursoids, such as raccoons and ringtails, which are unique to America, plus a large population of beaver Furries.

Traditions of Magick

The colonies have fewer sorcerers in their population than the mother countries. In New France, any of the European traditions of Magick are accepted, though except for small groups of Jesuits and Ursulines, there are very few.

Only the Freemason and Puritan traditions of Magick are tolerated in New England (Puritans practice only Abjuration, a tool granted by God to fight the Devil). All others are suppressed, and “black Magick” is punished by hanging or pressing to death. New Englanders apply this law to the Algonquin Indian tribes under their power. New York has a Dutch Rosicrucian Order, and there are a few Druids living in the wilds of Pennsylvania. Otherwise, the sorcerous population of the English colonies is entirely Freemason.

The Furry Indians have their own traditions of Magick, practiced by tribal shamans without the restrictions Europeans impose on themselves. Though they have their own rituals, names, and conceptions of what the Europeans call the Circles of Magick, in gaming terms, they practice all of them except Abjuration and Alteration. They are especially good at Elemental Magick because they treat the elements as powerful spirits, whereas the Europeans regard them as impersonal forces.

History

During the sixteenth century, the east coast of North America was explored by French, English, and Dutch ships trying to find the fabled Northwest Passage to the East Indies, getting around Spanish hegemony in the southern waters. All the attempts by Furry sailors to break through the northern ice and all the attempts by Furry sorcerers to divine the whereabouts of the Passage failed. A hundred years passed before anything more interesting than fish was brought back from the north Atlantic waters. Eventually, the frustrated energy of the explorers rebounded onto the continent in the way, while the decline of Spanish seapower allowed their settlements to endure. French, English, and Dutch colonies sprang up in the early 1600s, and European demand for tobacco and fur kept them alive.

New France

Cold, harsh, and forbidding, the miracle of New France is that it exists at all. Established in 1608, ravaged by Iroquois raids, lost to English privateers in 1628, regained by France in 1632, nearly abandoned during the 1630s, by 1663 the colony had 2,500 inhabitants – to compare with New England’s 40,000. In 1665, Louis XIV brought the colony under royal control by sending a governor and a regiment of regular troops to defend against the Iroquois. Over the next thirty years, a program of state-aided immigration and subsidized industrial development stabilized the colony and quadrupled its population. New France is now ruled by a Sovereign Council composed of the governor, a bishop, the intendant, and four local residents. Besides deciding military, civil, and religious matters, this council grants fur-trading charters to companies that are willing and able to pay the twenty-five percent tax.

Most of the Furries of New France live along the St. Lawrence River between Quebec and Montreal. Quebec, guarding the point at which the Gulf of St. Lawrence turns into the St. Lawrence River, is a well-fortified town with a seminary, churches, parks, docks, warehouses, substantial public buildings, and a social elitism nearly as refined as that of Paris. Montreal, established on an island as far up the river as ships are able to sail, is a fur-trading post. The land in between is

divided into strips of land granted to *seigneurs* in exchange for pledges of fealty to the King, military service, and the clearing of the land. Each *seigneur* sublets the land to twelve or fifteen *habitants*. These strips are further divided among the *habitant’s* offspring, so that the St. Lawrence looks like a miles-long straggling village street, with farmland, pastures, and woodlands marked at intervals by squat white-washed houses.

Southwest of Montreal, Fort Frontenac guards the opening of the St. Lawrence into Lake Ontario. On the southern bank of the lake, guarding the route to Lake Erie, stands Fort Niagara. Both are garrisoned by professional troops. In addition to the chartered fur traders of Montreal, there are several hundred *coureurs-de-bois*. These are outlaw fur traders gone native, living among the Indians, penetrating the continent via the rivers and the Great Lakes in search of beaver, avoiding taxes, and trading to whomever they can, even the English.

Beaver pelts shipped out of the Gulf of St. Lawrence, or further north out of the Hudson Bay, make privateering in the North Atlantic reasonably profitable. Aside from a few privateers, the French Canadians have no military seapower. Be warned, the Gulf is treacherous sailing if you don’t have a pilot well acquainted with the area.

Newfoundland

A rocky, fog-swept island guarding the north side of the Gulf of St. Lawrence, Newfoundland is disputed territory. Its few settlements are fishing villages, and cod is its main food source and principal export. The French and English colonists squabble over it, but these fights take place between poorly armed fishing boats and don’t attract the attention of the heavy hitters. The English Furries have the advantage of numbers.

Acadia

Also known as Nova Scotia, this sparsely inhabited peninsula forms the southern barrier of the Gulf of St. Lawrence. Acadia serves as a buffer for Quebec against the incursions of the New Englanders, much to the annoyance of the 400-odd French Furries who live there. The largest town, Port Royal, is a safe harbor for French privateers.

The fort at Port Royal is so decrepit that it has changed hands between the English and the French no less than four times. The Acadians' principal means of support is fishing.

New England

*Eat, drink, and be Merrie,
for Tomorrow we may be in
Massachusetts.*

Nathaniel Harris

Puritan turned Privateer

From the founding of Plymouth in 1620, English settlements multiplied along the eastern seaboard and pushed their way inland. In 1630, a Puritan invasion began, bringing 16,000 colonists in ten years. A number of these, dissatisfied with opportunities in the Boston area, migrated inland to Connecticut. Religious controversy in the Bay Colony ended in the founding of a new, "heretical" settlement on Rhode Island. New Hampshire and Maine were first settled by fishers and fur traders, but the lumbering industry soon became the driving force in these colonies. By 1657 the Massachusetts Bay Colony had jurisdiction over New Hampshire and Maine as well as Connecticut.

When English Furies first settled Massachusetts, they bought the land from the Algonquin tribes and were dependent on their good will for survival. Later, as it became clear that fur trading would keep the colony solvent, the settlers continued, in theory, to treat the Indians well. Differing views of land ownership led to trouble, as did English favoritism. Algonquin tribes frequently warred with each other, and the English found it to their advantage to trade guns only to tribes that supported them. The Algonquins became dependent on manufactured products, while the furs they traded for them became scarce. Algonquin sachems became resentful when the English insisted the Indians convert to Christianity and obey colony law. In 1675, caught between the expanding English and the dreaded Iroquois to the west, several tribes began King Phillip's War, hoping to drive the settlers back into the sea. By 1677, though thousands of colonists had died and the western settlements destroyed, the Algonquins were defeated and starving.

Following the war, the settlers were disinclined to pay for land they claimed by right of conquest. The entire strip of territory east of the Appalachians, with well over 100,000 English inhabitants, became New England. Though they have a numerical advantage over the French, the New Englanders have no regular troops, nor any fortifications.

Massachusetts controls New England, and the Puritans control Massachusetts. New England is a theocracy, with officials chosen by the Church Fathers. The Massachusetts Bay Company is dedicated to making New England a combined refuge and laboratory of strict Puritan living. All threats to the holy experiment are dealt with severely. New settlements are only allowed to groups of twenty or more families of compatible species and orthodox views who pledge to build their town according to regulations and acquire a minister to be their spiritual leader. Life in New England towns is tightly controlled with punishments for the slightest immorality. These harsh conditions extend to English indentured servants, and the smaller group of African slaves.

New Englanders are not always pleased to see outsiders. But they are pleased to see trade goods, however bloodstained they may be. Pirates and smugglers are advised to be discreet. Cut loose just once and you'll find yourself in the stocks for public indecency.

Iroquois Nation

The Iroquois are called the Five Nations: Mohawk, Oneida, Onondaga, Cayuga, and Seneca. Far inland as the Five Nations are, seafaring PCs are unlikely to encounter them, but they are a powerful factor in frontier politics. Not only are they a unified fighting force, but they control other tribes in an area far exceeding their own territory. The Iroquois initially traded with the Dutch to acquire guns with which to fight their traditional enemies, the Hurons and the Algonquins, who were being supplied with guns by the French. Running out of beaver in their own lands south of Lake Ontario, the Iroquois wrested the Hurons' north shore territory away from them in the mid-1600s and continued to trade with the Dutch, and later the English, who could offer them the best prices. The French were reduced to trading with lesser Indian nations and scheming

ways to disrupt the Anglo-Iroquois alliance. In the 1689 outbreak of hostilities (King William's War as the New Englanders call it), the Iroquois are English allies.

New York and New Jersey

The Dutch West India Company used the island of Manhattan as a stopping point until 1626, when the settlement of New Amsterdam was officially planted. Dutch Furies, more interested in trade than in farming, did not arrive in the flood that New England experienced. Settlements were concentrated on Manhattan, the surrounding bay area, and up the Hudson to Albany, where a fur-trading post was established in 1614. England seized New Amsterdam in the second Anglo-Dutch War, town and colony being renamed New York. Except for a brief occupation during the third Anglo-Dutch war (1673), it has remained in English paws, though over half the population is of Dutch origin.

Albany is the hottest fur-trading center in the English colonies, being situated right where the Mohawk River cuts from Iroquois territory through the Appalachian Mountain Range, and the Hudson makes it easy to take furs down to the port of New York. The French Canadians covet the whole colony of New York, especially its ice-free harbor, for this reason.

The port of New York City on Manhattan Island is a well-known pirate haven. With the excuse of King William's War, the governor is willing to issue letters of marque to generous Furry mariners to go privateering in the Gulf of St. Lawrence. If furs and liquor do not appeal as booty, it's easy to slip off to the Indian Ocean, the friendly island of Madagascar, and the incredible treasure of the East Indies. When you return, the hospitable New Yorkers will be happy to take the loot off your paws and supply a debauch such as you are unlikely to find elsewhere, as well as the necessities for your next voyage. New York, in common with the other English colonies, does not even have the right under Admiralty law to try pirates, so your safety is all but assured. Many pirates are themselves New Yorkers, and several legitimate New York traders sail to Madagascar to buy spices, silks, porcelains and rich brocades from pirates right at the source,

in what is called the Red Sea Trade. There is also an illegal trade between the New Yorkers and the Dutch, whose ships are more frequent than the English, and whose goods are cheaper.

New Jersey was William Penn's first attempt at a colony, but it has grown up to find more in common with New York.

Pennsylvania

Established in 1682, the colony of William Penn has grown rapidly inland from Philadelphia, welcoming Furrries of any species or national origin with cheap land and political rights. The settlers are mostly Quakers with firm intentions to treat the Indians as brothers, occupy land only with their permission, and pay them for it. The Indians are the Delaware tribe appointed "peacemakers" by the Iroquois Nation. Thus there has (so far) been less strife in Pennsylvania than in any other colony. The Quakers also object to slavery (though not indentured servitude), so there are few African slaves in this colony. Pennsylvania has enraged the other colonies by refusing to participate in war with the French or the Indians, other than by donating money and pious advice.

With rich soil and a moderate climate, Pennsylvania produces the most food of any colony. Philadelphia conducts a lucrative grain smuggling trade with the French and Spanish colonies in the Caribbean, which in time of famine would starve without it. Philadelphians, like New Yorkers, have been known to harbor pirates. Philadelphia is a prosperous, growing port situated where the Schuylkill River meets the narrow Delaware Bay — hard to reach without favorable winds.

Virginia and Maryland

Established in 1607, Virginia became a royal colony in 1625. The Virginians probably suffered more from plague, starvation, and Indian attacks than any other colonists, and might have abandoned the colony but for the growing popularity of tobacco. Virginia's English population is scattered among plantations rather than concentrated in towns, and as there are no restrictions on how much land a single Furry can own, the differences

between rich and poor are pronounced. Virginia has a number of Feline country aristocrats, since many Royalists fled to Virginia after the execution of Charles I in 1649. The official Church is Anglican, though Catholics and Puritans are tolerated.

The colonists' relationship with the Indians has suffered from inconsistent policy. Sometimes the English tried to civilize the Algonquins, sometimes to lock them up on reservations and have nothing to do with them, and other times to wipe them all out of existence. In 1675, war broke out between the English and the Susquehannock nation, but even this was inconsistently managed. The governor, possibly under the sorcerous influence of Furry Susquehannock shamans, tried to fight defensively and wait it out. A band of colonists attacked the Susquehannocks in defiance of the governor's orders, and extended the war against all Indian tribes who would not fight for the English. This led to Bacon's Rebellion and civil war in Virginia, ending with the governor hanging most of the rebels in spite of the King's pardon.

Virginia is run by the King's appointed governor and a General Assembly of elected landowners. Taxation, especially on exported tobacco, is heavy. The colony's population is about 50,000 strong, including 15,000 indentured servants and 3,000 African slaves. Jamestown, on the James River up from Chesapeake Bay, is the capital and main port. Virginians are not hospitable to pirates, preferring to confiscate their loot and send them to England for trial.

Maryland shares Chesapeake Bay with Virginia, and its colonists have many interests in common with Virginians.

The Carolinas

In 1663, a group of English lords known collectively as the Carolina Proprietors were given a charter for a large grant of land in the New World from King Charles II. This grant extended from the 29th to the 36th parallels of north latitude and theoretically, from the Atlantic to the Pacific. The Proprietors, whose concern in the Carolinas was almost entirely economic, offered land to settlers who could establish themselves without cost to them. The settlers were promised representation in a colonial assembly and freedom of conscience. The first settle-

ments were made up of excess Furrries from Virginia, who planted tobacco as they were used to doing. Farther south, an expedition from England established itself at Charlestown, where rice became the main staple.

The Carolinas have suffered from economic deprivation, Indian attacks, and incursions by the Spanish and the French. Although the colonists have several times appealed to the Proprietors for help, none has been forthcoming because the enterprise is proving unprofitable.

The Caribbean

At certain stages in its history, this island chain has been virtually run by pirates, or buccaneers as they are called in the region. These islands overlay the route taken by the Spanish silver fleet, one of the most tempting prizes in a pirate's world. The buccaneers are so numerous that they form a political force. No French or English governor has been able to do his job without employing them or fencing loot for them.

Climate

The Caribbean is in a tropical zone, but kept at moderate temperatures all year round by the trade winds. Torrential rain and hurricanes occur from June to September. Tropical diseases, especially malaria, take a heavy toll on European immigrants.

Organization

The Caribbean island chain, also called the West Indies, from northwest to southeast consists of the Bahamas Archipelago; the Greater Antilles group of Cuba, Jamaica, Hispaniola, and Puerto Rico; and the Lesser Antilles, an arc of smaller islands extending from Puerto Rico to the South American mainland. Four different nations, Spain, France, England, and the Dutch Republic, possess Caribbean colonies, which constantly attack each other and change ownership. The Bahamas are claimed by the English, but they are sparsely populated and swarming with pirates. Cuba and Puerto Rico belong

to Spain. Jamaica was taken from Spain by the English, and Spanish Hispaniola has lost its western third to the French, who renamed the territory Saint-Domingue. The Lesser Antilles are divided among the European powers.



Economics

The three most important words in summing up the economy of the Caribbean are piracy, slavery, and sugar. Piracy has existed since the Spanish first started hauling silver and gold out of the Gulf of Mexico in the sixteenth century. Piracy supported the entire island of Jamaica during its first twenty

years of English control, and is still significant in French Saint-Domingue. Piracy in the Caribbean means attacks on coastal cities as well as on ships, and it has been immensely profitable.

Slavery and sugar go together. There is an insatiable demand for sugar in Europe, and it is becoming the only crop produced by the French and English colonies. Sugar cane, which is



Not all colonists were volunteers.

highly perishable, requires a factory to process, and a lot of acreage to keep the factory supplied. Sugar is therefore the crop of the large plantation owner who relies on slave labor. Slaves are brought from the West Coast of Africa in Dutch, Portuguese, English, and French ships. Each of these nationalities strives to maintain a monopoly on the slave trade to its own colonies, and to acquire a share of the Spanish trade (for Spain no longer has the capital or the ships to do it herself). Wars have been fought over the *asiento*, as the Spanish slave trade is called.

In the Spanish Caribbean, sugar is only one crop among many. Cuba and Hispaniola also produce tobacco, indigo, leather, beef, and cotton. Salt, an important commodity to the Dutch, is found in the southernmost islands of the Lesser Antilles.

Species

The first Spanish in the area did not come as settlers intending to dig roots and raise families, but as adventurers looking for loot and the easy life. They took females from among the Arawak Indians. Later, after permanent settlements were established and the Arawak died out, it became necessary to make up the lack. There never were enough Spanish females of any species to go around, so the males married or mated with mainland Indians or African slaves. Thus the Spanish colonies hold a heterogeneous population both in species and in nationality. As in Europe, species has much to do with a Furry's place in society.

French and English colonies were more carefully planned and included more female Furies; however, a labor shortage (in the early years before mass importation of African slaves began) made it necessary to ship indentured servants, convicts, and prisoners of war regardless of species. The planter classes of Jamaica, Saint-Domingue, Barbadoes and Martinique are mostly Feline with scattered Avians, Canines, Equines, Lapines, and Ursoids. The lower classes are a completely mixed lot.

In the African population, certain species are considered more desirable as slaves than others. Canines, Lapines, Reptiles, Rodents, and Ungulates make up the bulk of them. Marginally acceptable are Avians (clipped), Felines (declawed), Mustelids, and Ursoids, whose strength and endurance compensate for their temperament.

Traditions of Magick

Africans dragged to the Caribbean brought their own traditions of Magick with them. Though slaves are forbidden to practice on pain of death, there are large groups of escapees, called Maroons or *cimarrones*, in the mountains of the larger islands. The various African traditions in the Caribbean, both Magickal and religious, are being boiled down into one, called Voudon, which has a virulent form of Necromancy as a hallmark.

Any European style of Magick can be found in the Caribbean. Sorcerers are in heavy demand due to the wars, pirate raids, slave rebellions, earthquakes, volcanoes, hurricanes, and outbreaks of disease that plague the area. Except in the Spanish colonies, where, as in Spain, practitioners must be connected to a Catholic Order, the laws governing Magickal practice are fast, loose, and often disregarded in emergencies.

History

In Columbus' time, the peaceful Arawak occupied the Bahamas and the Greater Antilles except for Puerto Rico, which, along with the Lesser Antilles, was inhabited by the fierce Caribs. Columbus' second expedition established the settlement of Santo Domingo on the southern coast of Hispaniola and enslaved the Taino tribe. Within ten years the Tainos died off, killed by overwork, malnutrition, suicide, or European diseases to which they had no immunity. The Spaniards did well by cattle ranching and washing for gold in the streams, but had to start raiding other islands for slaves, who fared no better. As more Spanish settlers and adventurers arrived, Hispaniola became a base for further exploration and settlement of the Greater Antilles and the mainland. The Caribs of the Lesser Antilles offered more formidable resistance than the Arawaks, so these islands were passed over by the Spanish. As the Arawaks died out, the Spanish began to import African slaves.

After the conquests of Mexico and Peru, and the discovery of their vast deposits of silver, the Caribbean Islands became unimportant to the Spanish Crown, except as a strategic part of the route by which the silver ships came to

Spain. The best way out of the Gulf of Mexico is to beat east from Vera Cruz, then take the Gulf Stream through the Straits of Florida and catch the trade winds from the Carolinas to Spain. Thus French, Dutch, and English Furry privateers throughout the sixteenth and seventeenth centuries lurked in the Bahamas hoping to catch the silver ships. To protect the treasure, Spain required all ships to gather in Havana each year and travel in convoy. Protection for the fleet did not extend to the settlements themselves, and the privateers, during several wars with the Spanish, pillaged and burned most of the coastal towns at one time or another. In the 1590s the Spanish began a program of fortification for Caribbean bases.

In the 1600s, beginning with the Dutch who had already crippled Spanish seapower, the northern European powers settled those islands among the Lesser Antilles that the Spanish had ignored. The Dutch Furies took only small islands that could be used as trade depots, while the French and the English went in for permanent settlements. In 1655, an English expedition that was supposed to take Santo Domingo succeeded in capturing Jamaica instead. The Dutch, wanting to encourage the English and French to produce a crop which could be sold in Europe at a profit, put them in the way of growing sugar-cane. This in turn led to the plantation system, the dispossession of small proprietors, and the mass importation of slave labor.

The Greater Antilles islands support vast herds of feral pigs and cattle, and communities of landless Furies — dispossessed farmers, shipwrecked sailors, deserters, escaped convicts, and runaway servants or slaves — survive by hunting them. These Furies are called *boucaniers* (*boucan* means the process of curing meat), and they alternate their living by robbery on land or sea. Attempts by the Spanish colonial government to round them up or starve them out have driven them into outright piracy. In wartime, the French and the English have employed them against the Spanish as virtually the only fighting force available. In times of peace, pirate-hunters patrol the Caribbean to keep them from embarrassing the home government.



The Bahamas

I do not dream of going to Heaven, I dream of returning to New Providence.

Pirate saying

After the Arawak died out in the 1520s, these islands were uninhabited until the seventeenth century, when the island of Bermuda became an English colony of about two thousand fishers and tobacco-growers. Other small communities sprang up on various islands after 1650. Agriculture never prospered in the arid climate and thin soil of the Bahamas. However, the islands are strategically placed next to the Florida Strait and the Windward Passage. Also, the waters around them are shallow and treacherous, giving the advantage to the vessel with shallow draft and to the pilot with detailed knowledge.

Nassau, on the island of New Providence, is a haven where pirates swarm in the thousands, a seamy tent town festering on the white sand beach where the numerous taverns are the only permanent buildings. The waters of its snug harbor are a perfect depth: too shallow for warships, but deep enough for the shallow-draft vessels favored by pirates. Both wild game and fresh water are abundant on the island. Overlooking the harbor is a crumbling limestone fort, relic of a failed English settlement, with a few small cannons.

The Bahamas are ruled by incompetent and corrupt governors who happily sell letters of marque for shares of the loot, while the sparse and poverty-stricken colonists are hospitable to pirates for the sake of the goods they bring. Treasure hunting is a common pastime here, as there have been Spanish ships wrecked by accident as well as design.

Cuba

A large, fertile island with its own mountain range, vast forests, and plenty of fresh water, Cuba is the most important island in the Spanish West Indies. Havana, the main port city, is vital in protecting *La Flota* (the fleet from Vera Cruz carrying Mexican silver) and *Los Galleons* (the fleet from Porto Bello carrying Peruvian silver). The harbor at Havana is one of the best in the world, with deep, spacious anchorage and a

promontory along one side of the harbor mouth with excellent defensive fortifications. Havana is one of the very few Spanish New World coastal cities which has not been sacked, burned, or held for ransom by French or English pirates. Being the assembly point for all silver ships in the annual convoy to Spain, Havana has made Cuba the most prosperous of the islands.

Most industry and agriculture is concentrated near Havana, or on the coast. Cuban crops are not produced by the plantation system; thus the island has relatively few slaves. Cuba produces a small amount of sugar and a very superior variety of tobacco. In the eastern part of the island, non-piratical buccaneers survive by hunting wild cattle and pigs and trading meat and hides to passing ships.

Hispaniola and Saint-Domingue

The first New World colony established by Spain, Hispaniola lost trade and prestige to Cuba after the route through the Florida Strait was discovered. For a long time it made up the lack by illegal trade with the Dutch. To discourage this trade, the northwest coast of Hispaniola was forcibly depopulated in 1605, and the settlers there moved to the south coast, near the governmental control of Santo Domingo. The vacuum was filled by buccaneers of many nations. Eventually French buccaneers came to dominate the region, renaming it Saint-Domingue.

The city of Santo Domingo is still the administrative center of the Spanish West Indies, though it lacks commercial importance. It is impressively laid out with stone buildings and spacious streets and plazas. It is also well-fortified and protected by professional troops. Only the great English admiral Sir Francis Drake succeeded in capturing it for ransom, in 1585. ("El Draque" is still a name to frighten Spanish cubs).

Spain has not officially recognized the existence of Saint-Domingue. However, in 1665 the French Lion king attempted to organize this nest of pirates into a colony by sending a governor and a group of settlers. The governor succeeded in removing the buccaneers to the island of Tortuga, maintaining good relations with them by employing them as mercenaries and fencing their stolen goods. Saint-Domingue became a respectable settle-

ment, planting maize, tobacco, and cacao for sale, often to the buccaneers.

Tortuga is a small, rocky island off the northwestern coast of Hispaniola. It has been an international haunt of Furry buccaneers since 1635. Protestant refugees from the French colony of Saint-Christophe fortified and organized it into a semi-official outpost dominated by French buccaneers, elbowing out the English who were the other significant population. Currently the island supports about 2000 Furry pirates. Meanwhile, the English pirates started making their headquarters at Port Royal, Jamaica (not to be confused with Port Royal, Acadia), and on New Providence in the Bahamas.

Jamaica

The Spanish on Jamaica numbered only 1500 and lived by keeping or hunting cattle when the forces of the English Commonwealth took the island in 1655. Cuba was then being decimated by an epidemic, and Spain had just lost a fleet at Santa Cruz, so the English Furies had time to consolidate their position. Jamaica was never settled to the extent that Barbados has been. Its prosperity was based from the beginning on piracy. There were early attempts to drive the buccaneers out and establish trade with the Spanish colonies, but these failed because the Spanish had no faith in the English, and because buccaneers pushed out of Port Royal simply moved to Tortuga and kept raiding. In the second Anglo-Dutch war, the Jamaican governor tried to use the buccaneers as mercenaries, but this backfired because the buccaneers only wanted to raid the Spanish, with whom England was then at peace. However, the buccaneers, especially the wolf Sir Henry Morgan, brought so much plunder to Jamaica that they had to be forgiven. In 1670, Spain finally acknowledged England's holdings in the Caribbean, and since then serious efforts have been made to curb the buccaneers, even setting Morgan (who was made lieutenant governor) to hunting them. Most English buccaneers have moved to New Providence in the Bahamas, or headed out to Madagascar to try the Red Sea trade. With the pirates gone, Jamaica is being taken over by slave-owners and sugar plantations.

Puerto Rico

The poorest of the Greater Antilles islands, Puerto Rico is under Spanish control, but is ignored by the Spanish crown. Sugar plantations were abandoned in 1600 when ships stopped coming to the island because of the Havana convoy system. Puerto Rico's few thousand Furry inhabitants live on the open range raising cattle and growing subsistence crops. Outside the fort of San Juan with its Spanish garrison, intermarriage has erased the distinctions between the Spanish, African and Indian populations.

Lesser Antilles

The Lesser Antilles islands did not develop a tradition of buccaneering. Except in wartime, or during slave revolts, these islands are secure and prospering in the sugar trade. The most important islands are Martinique (French), Barbados (English), and Curacao (Dutch). Curacao, off the coast of Venezuela, is a small outpost that exists to exploit the saltpans on the island and its two neighbors, Aruba and Bonaire. Martinique and Barbados are thoroughly colonized and covered with sugar-cane plantations. The 20,000 English inhabitants of Barbados include some of the richest individuals in America. They are outnumbered three to one by African slaves. The other islands in this group include the Virgin Islands, St. Kitts-Nevis, Antigua, Guadeloupe, Dominica, St. Eustatius, St. Lucia, St. Vincent, and Grenada. During the frequent wars between the mother countries, the colonists raid and capture each other's islands. St. Eustatius, a tiny scrub-covered rock made into a free port by the Dutch, changed flags ten times between 1664 and 1674. Usually, the peace treaties re-establish the status quo.

The Spanish Mainland

It is not strictly necessary to wait for the Spanish silver fleet to come to you. By attacking, sacking, and holding for ransom the poorly-defended ports on the mainland coast, a Furry pirate or privateer may acquire enough loot to

take an early retirement – or blow on a single debauch in Jamaica or New York City.

Climate

Unhealthy. The desert and temperate regions of New Spain (Mexico) and the highlands of Peru are all right, but if you want to live a long, healthy life, stay away from the isthmus region of Central America. The sodden heat and the raging diseases of the equatorial belt will do you in.

Organization

Spanish control of the mainland extends from Baja California to Chile, interrupted only by the tiny English settlement of Belize on the north shore of the Gulf of Honduras, Dutch and French encroachments in Venezuela, and the Portuguese colony of Brazil. Spanish territory is divided into two viceroyalties: New Spain (Mexico), which controls all North American territory plus the Central American kingdom of Guatemala, and Peru, which includes all Spanish South America and Panama. Each viceroy, a single individual appointed to act for the King of Spain, is supposed to have sovereign power over all protectorates, but difficult geography and tricky politics have made the local *audencia* governments autonomous.

Economics

The Indians are free subjects of the Crown who should work voluntarily for the Spaniards for fair wages... The chief problem is to compel them to do so.

Emperor Charles V

With a stabile and mostly-subjugated Indian population, there are fewer African slaves on the mainland than in the Caribbean. The Indians are forced to give tribute and work without pay for the Spanish through oppressive systems such as the *encomienda*. The Spanish Crown has made attempts to reform these systems and treat the Furry Indians fairly, but local Spaniards,

from the viceroys on down, have ignored and evaded the new laws. The fertile and well-developed mainland produces enough food for its inhabitants, but its main attraction to the Spanish (and everyone else) is the silver mines of New Spain and Peru. Other valuable exports include cacao, indigo, sugar, and brazilwood, from which dye can be extracted.

Species

As in the Caribbean islands, the mainland was conquered and settled by adventurers looking for quick profit. Where they did not find it in mineral wealth, they took it by the exploitation of land and Indian labor. Heterogeneous in species and lacking Spanish females, they took Indian mates. Some Spanish females have arrived to complete the process of colonization, but there are never enough.

The Indians are also a heterogeneous lot, lacking some species found in the Old World, but with several others – such as Llamas, Average-sized Rodents, some interesting varieties of Reptiles, and Heavy-sized Feline cougars and jaguars – which are found nowhere else. The number of mates available is small, which helps legitimize those cross-cultural same-species matings that do occur. Legitimate offspring of Spanish and Indian marriages are considered free Spanish citizens, though cubs produced by concubinage form a half-caste neither Spanish nor Indian. Also of indistinct (low) status are cubs born of African-Indian marriage or mating. Since it is difficult to tell at a glance the nationality of a particular Furry, many of these half-castes pass themselves off as Spanish or half-Spanish.

Traditions of Magick

The subjugated Indians are forbidden to practice their native Magicks, and after two centuries of Spanish domination they have forgotten them. They are never taught any European Magicks either, as higher education is not available to them. However, there are unsubjugated Mosquito tribes on the Caribbean side of Guatemala, who practice Alterations, Astral, Divination, Domination, Elemental, and Summoning. Opposing these Indians

are small groups of Knights Templar, who make periodic attempts to wipe them out with fire and spell and sword. The Spanish authorities in Guatemala tolerate the Templars, even if they are foreigners, because they need all the help they can get against the Mosquitoes and the buccaneers. There are also many tribes in South America, unmolested and unknown to Europeans, with Magicks of their own. Furry Jesuits practice all through the Spanish Main, but the largest group of Magick-users are the Dominican Order, a compassionate collection of priests who are outspoken in their defense of the Indians. They practice Abjuration and Necromancy.

History

Using their Caribbean islands as a base, the Spanish Furrries sent expeditions to explore the mainland in the early 1500s. They were astonished to find stone cities and huge Indian populations with a high standard of civilization and a fiercer disposition than the Arawaks. Balboa, the first European to get a look at the Pacific Ocean, estab-



Hernan Cortez

lished a colony in Panama. Repulsed by the Mayas of the Yucatan, other Spaniards turned to Mexico, were welcomed by the overawed Aztecs, and prepared an invasion in 1518. It was led by that charming and glory-hungry Feline, Hernan Cortes. Taking advantage of Reptilian Moctezuma's vacillation, the hostility of subjugated tribes to their Aztec rulers, and being mistaken for the jaguar god Tezcatlipoca, Cortes captured the Aztec capital of Tenochtitlan and added New Spain to the Spanish Empire in 1521. Between New Spain and Panama, the Mayan isthmus region separating them was pacified by 1540, except for the Mosquito Coast, establishing the Kingdom of Guatemala. Meanwhile, though the Inca Empire was politically stronger and more centralized than the Aztec, it fell to the ambitious Equine Francisco Pizarro in 1534. Pizarro took advantage of hostility between two rivals for the Incan throne, then executed both and ruled through their younger brother. Bitter quarrels between Pizarro and the other leaders of the expedition led to the assassination of Pizarro and a civil war that lasted until an appointed governor arrived from Spain with his army. The Pacific side of the continent was settled as far south as Chile, as far east as the Andes, and farther inland along the Plata River. Pearl fishers and slave hunters had already explored the north coast of South America, and in 1538 the colony of New Grenada was established by three converging groups of *conquistadores*. Other Spanish explorers visited Florida, or pushed their way north from the Rio Grande and west to the California coast in search of a kingdom of gold.

The mainland colonies were settled using the *encomienda* system, by which selected colonists exacted tribute and labor from the Indians in exchange for teaching them the Christian religion, supplying them with necessities, and protecting their elementary personal rights. The protests of Dominican friars, along with the lesson learned in the Caribbean regarding mortality rates among Arawak, led the Spanish to treat their Indian labor force with more consideration on the mainland. However, the population was decimated by smallpox and other European diseases, and did not stabilize until after 1650. Though against the law, many Indians were and still are enslaved to work in the silver mines, with an appalling loss of life. Furry Indians are kept segregated in their own towns under their own

chiefs, though this has not prevented the mixture of nationalities.

Ports along the Gulf of Mexico, the Gulf of Honduras, the isthmus, and the coasts of New Grenada and Venezuela are vulnerable to buccaneers. The hapless colonists have been raided so often that their automatic reaction on seeing a foreign sail is to retreat inland with all valuables and prepare to negotiate a ransom to get the pirates to leave.

New Spain

While Spain declines into squalid poverty, the colony of New Spain is a thriving, well-populated center of peace and prosperity. Mexico City, founded on the ruins of Tenochtitlan, is one of the richest, cleanest, and most beautiful cities in the world, with shops well-stocked with goods from Europe and the Far East (in defiance of laws against foreign trade; smugglers take note). There is a university, a theatre, and several excellent libraries in Mexico City, making it the intellectual capital of Spanish America. The rest of Mexico is dotted with peaceful towns, monasteries, estates, and Indian villages, where apart from *encomienda* labor and conversion to Christianity, the locals are free to run their own affairs. In more remote areas there are Indian communities where, so long as tribute is paid, the conquering Spanish are never seen. In the silver mines, however, conditions are so bad that conscripted Indians often don't survive six months.

Vera Cruz is the port out of which the Mexican silver fleet, loaded up via mule train, departs for Havana and thence for Spain. Vera Cruz is also the foremost port for all the commerce of the Spanish Main, and almost as rich, beautiful, and well-populated as Mexico City, though not nearly so peaceful, having been sacked by some of the best pirates in the business. Another important port city is Acapulco, which carries on trade with the Philippines across the Pacific.

Guatemala

Colonial Guatemala includes the provinces of Honduras, El Salvador, Nicaragua, and Costa Rica. This isthmus region is not very important to the Spanish Empire. The Caribbean side is almost uninhabitable because of the thick jungle, the unhealthy climate, and

the fierce Indians of the Mosquito Coast. On the Pacific side, although the climate is drier and the Indians thoroughly subjugated, there are no natural harbors. While these conditions protect the settlements from buccaneers, they also prevent access to trade with the other colonies and Spain. Poor roads and hazardous geography have prevented the unification of the provinces, leaving each in isolation. Spanish control of the Caribbean side is limited to a narrow strip of coastal ports which are strategically important to *Los Galleons* plying the Porto Bello - Havana route. Since Spanish female colonists would rather live in New Spain if they can manage it, there are plenty of cross-cultural matings and a high number of half-castes.

The Spanish population exists by agriculture: land-ownership along with forced Indian labor is the basis of wealth. Cacao was the principal export during the sixteenth century, but Venezuela, with its easy coastal access, has taken over that trade. Indigo has become the main export of the seventeenth century. Honduras has untapped veins of silver, but lack of capital, labor, and equipment has prevented their exploitation. Guatemala is so cash-starved that cacao beans are used as currency.

In the 1660s, English Furry buccaneers settled the mouth of the Belize River on the northern side of the Gulf of Honduras, using it as a base for raiding. From Belize, buccaneers can strike against silver ships heading to Havana from either Vera Cruz or Porto Bello and escape easily. The coast of Belize is as if created for piracy, with coral reefs and sandbars everywhere providing protection for shallow-draft vessels against pursuing warships. When business is slow, the buccaneers survive by cutting brazilwood, a source of crimson dye which is in great demand in Europe. Unacknowledged by Spain, Belize is loosely controlled by the governor of English Jamaica and run by magistrates elected at annual town meetings. The English, who number about a thousand, also support Mosquito raids against the Guatemalans.

Panama

Panama is one of the world's great strategic points, being the link between the Atlantic and the Pacific. A dependency of the viceroyalty of Peru, Panama began receiving by sea the fab-

ulous wealth of Peruvian silver mines in 1543. Each year, or lately every other year, the *Armada del Sur* brings silver from Peru to Panama City on the west coast. Overland transport from Panama City to Porto Bello on the east coast requires an enormous assemblage of mules and a whole network of forts along the route. Then from Porto Bello, *Los Galleons* depart for Havana to meet up with the fleet from Vera Cruz.

Life in Panama thus consists of eleven months of tropical lassitude followed by thirty days of spectacular hustle and bustle. Living conditions are not good in Panama. Excessive heat and humidity coupled with sickness make for a high death rate. There is also danger from earthquakes, fire, and tribes of runaway African-Indian *cimmarones* in the impenetrable Darien jungle to the south. The entire population of Panama is about 15,000, over half of which lives in Panama City, while Porto Bello has about 2,000. Panama has more African slaves than the other mainland colonies, as most of the Furry Indians have been wiped out by disease. The main function of the slaves is to provide labor for the *trajin*, the overland passage of silver and other goods across the narrow part of the isthmus. Transport is the mainstay of Panama's economy, and it has made the upper class of slave and mule owners immensely rich.

Both Porto Bello and Panama City are attractive targets to buccaneers. Panama City is protected by the isthmus itself, but in 1671, the wolf Henry Morgan crossed it to sack the city. There are fortifications with mounted guns on the port itself, along with a few hundred troops, but the rest of the city lies open and unprotected. Porto Bello has a strong fort with a garrison of professional troops, but it has been seized and ransacked more than once.

New Grenada

The area originally called Bogota was occupied by Chibcha Indians, who had mastered agriculture and gold-mining. In 1538, these talents drew three different groups of *conquistadores* to converge on the Chibcha through some of the toughest geography in South America. New Grenada was made a royal colony under the jurisdiction of the Viceroy of Peru. Furry Spanish immigrants arrived steadily to grab land, *encomiendas*, and mining rights,

using both Indians and African slaves on the plantations and in the gold-mines. Little has changed except the decrease in the Indian population thanks to harsh work, disease, and intermarriage with Spaniards and Africans.

Mines in New Grenada produce emeralds as well as gold. *Los Galleons* stop in the main ports of Cartagena and Santa Marta on their way to Porto Bello to pick up the royal share of this treasure. Another important crop is tobacco, which does not require plantation labor to be profitable, and thus is grown mostly by free Furies of Spanish or Spanish-Indian descent. A quick way to get rich is by tomb robbing, for the ancient Furry Chibchas filled the graves of their chiefs with jewelry and gold objects. (But beware of Abjuration curses left behind).

Venezuela

Spanish settlement of the northern coast of South America was preceded by visits from the Caribbean Islands by pearl fishers, slave-hunters, and missionaries. Carib Indian resistance and several disasters brought on by their Elemental sorcery prevented extensive settlement until 1569. From then on, Spanish colonists spread inland, resettling Indians by the thousands in *encomiendas*. Venezuela has remained prosperous through the export of cacao, in which it has displaced not only Guatemala, but New Spain. Even so, Venezuela is an unimportant province, subordinate to Peru and New Grenada. Many Indian tribes to the south and west remain free and even unknown to the Spanish Venezuelans. Venezuela is vulnerable to sea raids, partly because of the neglect of fortifications, even at the capital of Caracas, but also because the great river Orinoco allows penetration inland, even by large warships.

Peru

*If Spaniards go to Heaven,
then we would rather not.*

*Peruvian Furry Indians
to a missionary*

The viceroyalty of Peru includes territory on both sides of the Andes Mountains as far south as Chile. It has jurisdiction over the provinces of

Panama, New Grenada, Venezuela, and La Plata, an inland agricultural settlement far to the south. Peru has been thoroughly colonized, its capital of Cuzco rebuilt as a Spanish city, the second capital of Lima built on the coast along with the other cities, Quito and Trujillo, Incan temples converted into Christian churches, and *encomiendas* of land and Indian labor distributed among the conquerors.

Lima, the clearing-house for exporting Peruvian riches to Spain, is a multi-ethnic and cosmopolitan city. Pizarro's forces included Greek, Italian, and African Furies, whose descendants live in Lima even now. A recent census even found Filipino and Japanese Furies living in the city. Currently it has a total population of around 35,000, nearly half Africans both free and enslaved, Spaniards about forty percent, and the rest Indians or mixed-bloods. Many types of industry, especially textiles, flourish in Lima, created by Incan craftsmanship, Spanish demand for luxury, and various foreign influences. Like Mexico City, Lima has its cafes and theatres, and even a university, including a school of Magick for Jesuits and Dominicans. Lima, along with the other coastal cities, lives in fear of pirates, but as the buccaneers have to sail clear around South America through the Strait of Magellan to reach them, raids are not frequent.

Most of the Indian population lives inland, in the valleys or up in the highlands. Exploitation of Furry Indians has reached a new level of cruelty in Peru. In contrast to New Spain and Guatemala, the clergy who settled here were more interested in serving the Spaniards than in converting the Indians. Although this allowed the Indians to hold onto their native rituals and customs longer, it removed the protection of the Church from them. Corruption among the Spanish officials, who buy their offices from the king of Spain, has made things worse. Farm labor is not too bad, but the silver mines usually kill two out of every three of the workers dragged from their homes in chains. Even worse are the mercury mines (mercury is used to separate silver from its ore), where death from poisoning is almost certain.

The amount of treasure found in Peru (the Incan ruler gave 13,000 pounds of gold and 26,000 pounds of silver trying to ransom himself during the Conquest) was staggering. A virtual mountain of high-grade silver ore was discovered in 1545. In the seventeenth

century, the supply is in decline, but every other year, the *Armada del Sur* leaves for Panama City groaning under the weight of refined silver.

Brazil

In 1494, Portugal got Spain to agree to a demarcation line which gave the Portuguese all lands in the New World east of those discovered by Columbus. At the time the Spanish were unaware of the South American continent sprawling south and east of the Caribbean, though the Portuguese, famed for their sorcerous and navigational ability, were not. Except for a few settlements on the coast, Brazil was neglected during the sixteenth century by the Portuguese, who were busy with their African and Oriental trade empire. When the French began to encroach on trade and to attack the settlements, and when the region's potential for sugar production was realized, the Portuguese made determined efforts to colonize. From 1580 to 1640, Portugal was unified with Spain, and during this time lost her Asiatic empire to the Dutch. When independence was again won, Brazil was her most important remaining colony. Settlement spread inland, displacing and enslaving the natives, who had no developed societies such as the Aztec or Inca. The Portuguese settled Brazil well beyond the line of demarcation, for the Spanish had little interest in the South American interior and offered no opposition. There is plenty of unexplored rainforest further inland, where tribes and runaway slaves carry on without European interference.

Little provision was made for missionary work in Brazil, and without the protection such as the Dominicans provide in New Spain, the Indians of eastern Brazil are badly mistreated. Indian and African slaves provide the workforce in Brazil, which now has its economy based on sugar plantations and cattle ranches. These establishments are self-sufficient, importing only slaves, wine, and fine textiles. Cultural and religious life is poor, as is the quality of sorcerous education. Few Portuguese females have come to Brazil, and the largest part of the population are the mixed bloods. The "pure" Portuguese are the landowners, merchants, clergy, government and military officials.

French and Dutch privateers may raid Brazilian ports with impunity as far as the home government is concerned.

However, since 1640, Portugal has been allied with England; thus any attack by English buccaneers will be considered piracy.

Africa

European Furies know nothing about the interior of Africa. Their imaginations fill the void with mountains of gold and hordes of savage cannibals. The African coast is of interest to pirates as a source of gold and ivory, exported in Dutch, English, French, and Portuguese ships. The most extensive African export is slaves. Idealistic Furry pirates may attempt to hinder this vile trade.

Climate

Africa is roughly divided into bands of terrain consisting of, from north to south, a narrow strip of Mediterranean coastal grass and woodland, the wide band of the Sahara Desert, the sudanic belt of grass and woodland, and a dense region of subtropical to tropical forest, interrupted in places by grassland and dry steppe. Only the Ethiopian Highlands reach above ten thousand feet in elevation, but there are many areas of plateau over three thousand.

Organization

North Africa is part of the Ottoman Empire (see "Europe," p. 91). The kingdoms of West Africa are independent, resisting European attempts to colonize, except in Angola. South Africa is mostly unvisited and uninhabited by Europeans, except for a Dutch settlement on the Cape of Good Hope. On the eastern side, the Portuguese hold the colony of Mozambique. The civilized Moslem city-states further north are throwing off the yoke of the Portuguese, but are falling under the influence of Oman, a kingdom in south-eastern Arabia. The island of Madagascar, abode of the Malagasy Furies, is a supply depot and retirement home for pirates. Abyssinia, land of the mythical Prester John, is an independent Christian kingdom. The Red Sea between Egypt and Arabia is an Ottoman lake.

Economics

Africa is self-sufficient. Thousands of slaves are exported every year, but the goods received in exchange — aside from guns and ammunition — are of little value in their countries of origin, consisting of metal bars, enamel bowls, knives, liquor, cloth, mirrors, and cheap jewelry. These are hoarded by coastal rulers and used to purchase local products, services, and political influence. The exodus of labor caused by the slave trade has had an appalling effect on some areas of Africa, especially Angola. There is a trans-Sahara trade between North Africa and the Sudan (central region) consisting of Mediterranean

products, salt, and horses being exchanged for slaves, gold, ivory, ostrich feathers, kola nuts, gum, and metalwork. East African coastal cities engage in trade with Arabia and India, but this trade is in the paws of Ottoman, Omani, and European merchants who make a profit at both ends.

Species

Africans are a mixture of species. Racially, there is no difference between European and African Furies; the same species are found on both continents. Northern states where enslaving Europeans has been outlawed have had

to find other excuses besides alleged racial superiority to justify keeping Africans in perpetual servitude. Felines make up most of the ruling class in the northern half of Africa. In the south, few tribes are politically evolved enough to have a ruling class.

Traditions of Magick

African societies that have been influenced by contact with Islam are gifted with knowledge of all the Circles of Magick. In South Africa and the more remote inland areas, Abjuration



“Dr. Livingstone...?” Into the Heart of Furry Darkness.

and Alteration are unknown. Magick is practiced by a single family or group of families within each kingdom, which guards its knowledge to pass down through the generations.

History

The most advanced native Furies of the Americas were merely New Stone Age cultivators forced into an empire by a dominant tribe when the Europeans ran across them. The African Furies of the same period were farmers equipped with iron tools, much more numerous than the Furry Indians. The northern third of Africa belongs to the civilization of Islam, but even in the southern two-thirds of the continent, many of the African Furies are organized into kingdoms powerful enough to stop invaders. When the Portuguese found their way around Africa during the fifteenth century, they confined their small colonies to offshore islands or coastal ports, paying rent to the local rulers. After reaching the Gold Coast in 1471, the Portuguese built a series of forts, but these were to keep back European competitors, not to intimidate the locals.

During the sixteenth century, Africa had little to interest the Europeans other than gold and ivory, for the labor demands of the East Indies had not reached the fever pitch of the seventeenth century. The Portuguese concentrated their efforts on the Gold Coast of Guinea and the gold-exporting ports of Mozambique. Aside from setting up diplomatic relations with the powerful kingdom of the Congo and attempting to convert its Furies to Christianity, the Portuguese virtually ignored the rest of the western side of the continent, passing it by on their way to the riches of India. In East Africa, north of Mozambique they established fortified trading settlements in the port cities of Malindi, Mombasa, and Kilwa, and the island of Zanzibar. They also intervened to prevent an Islamic invasion of the Coptic Christian nation of Abyssinia, though they were unsuccessful at converting the Furies there to Catholicism.

There was slavery in every part of Africa long before the Portuguese began to export slaves overseas. Before the plantation system came into vogue, slavery was not quite such a harsh fate, except for Furies sent to the mines or the galleys. Though the demand for eunuchs was a brutal aspect of the

trade, it was possible for a slave to earn his freedom, even attain a position of power and wealth. When the Spanish demanded Africans to replace the Indians as their workforce, and when the plantation system was developed to produce New World crops on a large scale, the worst aspects of slavery came into being.

In the late sixteenth century, European demand for slaves outstripped what the West African kingdoms were willing to supply, and the Portuguese took matters into their own paws. They trained and armed bands of local "allies" to make war on Furies all around the slowly expanding frontier of their colonies, supplying captives for the slave trade. This was most successful in the Congo and Angola. The East African Portuguese colony of Mozambique was based on gold rather than slaves, so was a shade less bloody.

In the seventeenth century, the efficient Dutch fell upon the poorly-defended Portuguese settlements. By 1642, most Portuguese bases and colonies on the West African mainland were in Dutch paws, though the Portuguese managed to regain Angola. The Dutch also discovered the sweeping trade winds that allowed them to turn the Cape of Good Hope into a supply depot rather than a storm-tossed hazard to ships.

Morocco

This Islamic nation managed to halt the expansion of the Ottoman Empire at the border of Algeria and remain independent. A mixture of Berber and Arabic Furies of various species inhabits Morocco. Although much of its overseas trade is in the paws of the Spanish and Portuguese, who dominate the port cities of Ceuta, Tangier, Casablanca, and so forth, the Moroccans maintain trade caravans across the Sahara with Guinea and the Sudan kingdoms in Africa's interior. The Lion Sultan, Moulay Ismail, has managed to reconquer some of his ports, kicking the Spanish and Portuguese out. Moroccans are fortunate in having both Atlantic and Mediterranean ports, and opportunities to learn from both European and Islamic traditions. Morocco is defended by an army of janissaries, mostly slaves from Guinea and the Sudan.

Guinea

Guinea is the name given by the Portuguese to the coastal region of West Africa between latitudes 15 degrees north and 5 degrees south. Guinea is divided into stretches of coastline named for their chief items of trade: the Grain Coast (for grains of pepper, valued by the Portuguese before India produced a superior supply), the Ivory Coast, the Gold Coast, and the Slave Coast. The Portuguese built many forts along the Gold Coast, notably on the island of Elmina, but these are now Dutch possessions.

Behind the coast is the area of central Africa known as the Sudan. The political unit of this region is the kingdom. One Furry, appointed by the established laws of succession, with the advice of his principal officers, rules an area containing the settlements of his tribe. The history of the Sudan is one of the rise and fall of successive empires, as various of these kingdoms grow ambitious and come to imperial power. Coastal rulers, who are careful not to let the Europeans come inland to deal directly at the source for slaves, jealously guard control of trade.

A majority of West Africans believe in a pantheon of deities, gods of the sky, earth, and local sites. Their rulers possess varying degrees of divinity through descent from deified ancestors. There are also a large number of Moslems in the region, who go about their devotions unmolested. Some of them enjoy great influence as sorcerers or advisors to non-Moslem rulers.

The Congo

The Portuguese discovered the mouth of the mighty Congo River in 1483 and established friendly relations with the Manicongo kingdom, sending missionaries and providing technical and economic aid. Soon there were enough converted Christians in the Congo to get their own diocese, with a cathedral in the capital of Sao Salvador, where the court of the Manicongo ruler was modeled on the Portuguese down to details of dress and mannerisms. However, when the slave trade became more profitable than friendly relations, aid from Portugal dried up, and Portuguese agents subverted the Manicongo state by fomenting internal rivalries. Manicongo rulers, many of them devout Catholics, appealed to the Pope for intervention, but Portugal

claimed to be unable to control its colonists. When the Dutch captured Angola in 1641 (see below), the Furies of the Congo were their willing allies. In 1665, a Portuguese army smashed Congo resistance, and the kingdom disintegrated into a collection of chiefdoms.

Angola

The Portuguese who helped destroy the Manicongo kingdom were settled further south in Angola, named for the Ngola kingdom which the Portuguese conquered in a long and bloody campaign to get the colony. Unable to find any gold or silver along the rivers of Angola, the colonists resorted to large-scale slave trading. Their control of Angola was broken only by the Dutch conquest which lasted from 1641 to 1648. By 1675, the Portuguese and their allies had subdued the major native kingdoms within 150 miles of their main settlement of Luanda. The perimeter of the colony has become a depopulated wilderness, while war rages between various inland kingdoms. Luanda is now the supply port for the slave trade with Brazil — around 15,000 Furies a year.

South Africa

The Dutch settled Cape Town at the tip of Africa in 1652. They had no intention of making a colony, but simply a halfway station for their merchant ships in need of supply and repair. Since 1688 they have been receiving more settlers, mostly Protestant refugees from Germany and France, and these have been seeking farmland in the interior. This has brought them into contact with Hottentot Furies, but as yet they have had little trouble with these sparse, nomadic hunting tribes.

The Dutch at Cape Town fiercely deny their aid or resources to their enemies. This usually means the Portuguese and the Spanish, but has included the English during the various Anglo-Dutch wars, and currently includes the French. During one of the frequent, horrific storms around the Cape of Good Hope, denial of shelter at Cape Town can be tantamount to a death sentence.

Mozambique

By 1520 the Portuguese had seized the gold-exporting coastal towns of southern East Africa, notably Quelimane, Sofala, and Mozambique, away from the Arabic traders who dominated the region earlier. Penetrating to the interior by means of the Zambezi River, Portuguese adventurers began to make their fortunes by allying with the Monomotapa, overlord of the Shona. This monarch gave them grants of land just as he did with his African vassals, outside of Portuguese sovereignty. On his holding, the Portuguese Furry was absolute master, taking the powers of an African chief and expanding them according to European concepts of private property and forced labor. To get control of the colony, the Portuguese Crown recognized the validity of these grants and tried to get their holders to cultivate the land according to European methods and marry Portuguese females. This had little effect, and the *prazeiros*, as they are called, have become very powerful, controlling the land behind the coast, overshadowing even the Monomotapa. They have also become very rich, as the gold from mines further inland passes through their territory on its way to the coastal ports. Despite interference from the Dutch, English, French, and Arabs, the Portuguese have managed to hold onto the colony of Mozambique.

Madagascar

The main place of refuge for Red Sea pirates is Madagascar, fourth largest island in the world, off the coast of Mozambique. The island has innumerable bays and inlets for concealment, and offers ample supplies of meat, fruit, and water, plus long, sloping beaches suitable for careening and repairing ships. There is no European power established in Madagascar, while the local Furies offer no serious threat to well-armed pirates. They are usually willing to trade or seek assistance in local clan wars. Not a few pirates have retired here, rich as sultans, ensconced in their own barbaric courts and surrounded by harems of beautiful native females.

The Malagasy Furies of Madagascar include a few types that are unique to the island, including the Prosimian species, Large varieties of flightless Avians (dodos and aepyorni), and some very colorful Reptiles. The

Malagasy are organized into small clans and live by hunting, farming, and raising cattle. Wars among them are frequent and provoked by kidnapping and cattle-raiding. Arab traders, who call it the Island of the Moon, have been stopping by Madagascar for several hundred years, exchanging tools, cloth, glass, and porcelain for food, slaves, tortoise shells, and beeswax.

East of Madagascar are the islands of Reunion and Mauritius. Formerly outposts of the Dutch trade empire, these have been abandoned and make reasonable stopping or hiding places for pirates.

East African City States

Traditional Arabic history claims that Moslem refugees from Arabia and Persia, seeking to trade with the inland kingdoms, founded the coastal cities of East Africa. A rich mixture of African and Arabic culture flourishes here, with Swahili its principle language and Islam the accepted religion. The most important cities are Kilwa, Zanzibar (a coastal island), Mombasa, and Malindi. When the Portuguese appeared in the Indian Ocean, they easily defeated the sultans of these various cities. However, they have since controlled the area in a spasmodic fashion, since no East African port without gold was as important to them as the riches of India. The city of Mombasa is continually in rebellion against the Portuguese. Stories are told of the Mombasa Sultan Yusef, who slaughtered hundreds of Portuguese after the governor seized his favorite concubine, a Cat named Fatinini. After Yusef's death in 1638, the Portuguese put down the rebellion of the coast by drowning it in the blood of the rebels. The Mombasans invited the Omani to come kick their oppressors out, and war between the Portuguese and Oman has raged ever since. Mombasa and the other coastal cities are glad to see Dutch or English ships come, as they hope, to chase the Portuguese out of the Indian Ocean altogether.

Abyssinia

In twelfth-century Europe, legends were told about a fabulously wealthy Christian country in the east, strategically placed to help the Europeans destroy Islam. It was said to be a land

of exotic Furrries and bizarre animals, free of war and crime, ruled by the powerful, devout, and immortal sorcerering, Prester John. Indeed, a piece of East Africa along the Red Sea is the land of Coptic Christian Furrries whose Cat rulers claim descent from King Solomon and the Queen of Sheba, but the rest of it is a lot of hooley. Since the eight century, Abyssinia has been surrounded by Moslem-occupied lands and cut off from the rest of Christendom. In 1535, having been conquered by Islamic tribes from the Horn of Africa, united in a jihad under a Jackal named Ahmad ibn Ibriham al-Ghazi, the Abyssinian emperor sent a plea for help to Europe. The Portuguese responded, and by 1541 had reached the long-sought land of Prester John, landing 400 musketeers on the coast. A new Abyssinian army was raised and trained in European tactics. Ahmad appealed to the Ottoman Empire, which already hated the presence of the Portuguese in the Indian Ocean. Despite the intervention of two superpowers, Abyssinia defeated the invaders and survived in one piece.

Portuguese and Spanish Jesuits made insistent attempts to convert the Abyssinians to Roman Catholicism until, in 1632, Cat Emperor Fasilidas booted them out of the country. Since that time, Abyssinia has experienced an economic revival by exporting coffee, a new luxury in demand in Europe. The capital of Gonder, situated in the mountains above Lake Tana with a population of 70,000, is experiencing a commercial, artistic, and religious renaissance.

Arabia, Persia, and India

The hunting grounds for Red Sea pirates are the Bab el Mandeb Straits at the entrance to the Red Sea, the Arabian Sea, and the Malabar Coast of India. The prey are merchant dhows from Arabia, Persia, and India. The enemy are the big, well-armed ships of the English East India Company who, in response to complaints from their suppliers, are trying to clear the Indian

Ocean of scurvy flea-bitten sea-dogs like the player characters.

Climate

The Arabian Peninsula is a continuation of the Sahara Desert, one of the hottest, driest places in the world, with vast expanses of sand-dune desert and rocky steppe, and few areas suitable for cultivation. A similar sandy belt extends through Persia and northwestern India. South of the desert and east of the Aravalli Hills in India, the vast alluvial Ganges Plain opens out, some 300,000 square miles of flat, fertile, humid country. South of the plain, the Deccan uplands trail into the peninsula, covered with jungle.

Organization

Arabia's few urban centers are all along the coastal regions and mostly under the dominion of the Ottoman Empire, except for Oman and some other territory on the southern coast. Inland is the territory of the nomadic tribes of Bedouin Furrries. Persia is an independent kingdom under the control of the Hawk Safavid dynasty of Shi'ite Moslem shahs. The Tiger Moghul, whose great-grandfather invaded from Persia in 1525, rules over all of India except the Western Ghats and the small European trade enclaves on the coast. Ceylon, the large island off the eastern side of India's tip, is now a Dutch holding.

Economics

Arabia doesn't produce much food, so its Furrries survive by 1) being tough enough not to need much, 2) exporting surplus Furrries to conquer other lands, 3) being the religious center of the Moslem world, attracting millions of tour—uh, pilgrims, and 4) occupying the commercial middle ground between India and the Ottoman Empire. The Persians are well-known manufacturers of luxury goods such as silk, porcelain, and carpets, which are carried to Europe by the English East India Company. The vast Indian subcontinent has its own economy, but its main export is cotton cloth, which is in great demand in the Spice Islands and elsewhere. Also of interest to Europeans is the city of Calicut, center of trade with the Spice Islands of

Indonesia, and the Malabar Coast, which produces pepper and cardamom.

Species

There are no species unique to the Indian Ocean area, but the desert regions have a predominance of Furry types adapted to the climate, especially Reptiles, Large Felines, Equines, Vultures, Hyenas, and of course, Camels. Felines and predatory Avians make up most of the upper class in Arabia and Persia. In India, among the Hindus, species are rigidly separated from each other by the caste system. The highest caste are Bovines. The conquering Moghuls are a Feline dynasty.

Traditions of Magick

All the Circles of Magick are known to the sorcerers of the Middle East and India. In fact most of them were developed here, notably Abjuration, which was the discovery of King Solomon in his quest to bind the wild Djinn. The secrecy and paranoia which mark most European sorcerous Orders does not exist in Arabia. Universities of Magick are set up in cities wherein any Furry Moslem with money and talent is welcome to learn any Circle he and his teachers agree upon. Sorcery is considered a gift of Allah to those who are worthy of it. Sorcerers are highly respected, not only as powers in themselves, but as chosen by God. The ideal leader in the eyes of the Arabs is one who combines great wisdom with sorcerous ability and fighting prowess; such a blessed Furry can become an Imam (teacher-sorcerer-ruler) of a city or kingdom. The same holds true in Persia, except that one must be a Shi'ite Moslem, not a Sunni or Sufi. In India, Magick is the province of the Moghul conquerors and of the Ungulate Brahmins, the highest caste among the Hindus.

It should be noted that important Arabic, Persian, and Indian dhows, far outgunned by European ships, carry several Magick-users to help compensate. European ships are often lucky to have one Magick-user. This is one of the reasons no single nation controls the Indian Ocean at this time.

History

A power vacuum existed in the Indian Ocean at the end of the fifteenth century, when Vasco da Gama rounded the Cape of Good Hope and brought the beginning of Portuguese rule. Ming Chinese warships, which had exacted tribute along all the coasts from Malaya to Africa, withdrew from the region in the 1430s. Trade was in the paws of Arab merchants, but no major navy plied the waters or tried to control commerce until the Portuguese showed up. In 1505, the Portuguese defeated a combined Arabian and Indian fleet. Over the next several years, they captured the strategic approaches to the Indian Ocean: key points along the East African coast, the island of Socotra, and the coastal town of Aden, which control the entrance to the Red Sea, Hormuz, which guards the Persian Gulf, and the eastern bottleneck leading to the Spice Islands, namely the Straits of Malacca. They also captured and settled the island of Goa on the west coast of India, making it the headquarters of their maritime empire and the seat of the viceroy. European competitors were kept back by force and Arab and Indian merchant ships had to be licensed by Portuguese authorities. The Ottoman Empire's navy was deployed in the Mediterranean, leaving only a small force to fight the Portuguese in the Red and Arabian Seas. The Moghul Empire, advancing over India since 1525, was a land power with no interest in maritime trade. For a century, no other power was strong enough to think of challenging Portuguese supremacy.

The Portuguese controlled the coastal routes, so when the Dutch East India Company entered the Indian Ocean in 1595, they sailed straight across it to Java, where they set up their headquarters and began to oust the Portuguese from Indonesia, the island of Ceylon, and the Malabar Coast. The English East India Company entered the picture in 1601, though their first efforts were modest compared to the Dutch. Portugal became an English ally in 1640, and benefited by their assistance against the Dutch during the three Anglo-Dutch wars of the later seventeenth century. In 1672, the French East India Company made a belated appearance. Currently there is no single supreme navy in the Indian Ocean, just a lot of healthy competition.

Arabia

Our business is to make raids on the enemy, on our neighbor, and on our own brother if we can find none to raid but a brother.

*al-Qutami
Bedouin poet*

The Portuguese did not managed to hold onto Socotra or Aden at the entrance to the Red Sea for long; these were retaken by the Ottoman Empire around 1538. Though the Portuguese disrupted the spice trade and the ferrying of pilgrims in the Red Sea for several decades, in the seventeenth century it is back under Ottoman control. Arabian and Turkish dhows passing through the Straits of Bab el Mandeb are prime targets for pirates, whether they are carrying silver bullion to Calicut, or pepper, cloves, cinnamon, nutmeg, and ginger back from it.

The most important coastal cities are Aden, on the Strait of Bab el Mandeb, and Juddah, about halfway up the west coast. Besides being a strategic port, Aden has al-Yaman, the largest fertile area of Arabia, as hinterland. Coffee introduced from Abyssinia flourishes here, along with wheat, barley, dates, pomegranates, and almonds. Al-Yaman is only partially under the control of the Ottomans and has its own Imam. Juddah, in southern al-Hijaz, is the port at which pilgrims crossing the Red Sea disembark to proceed to Mecca, birthplace of the Prophet, some fifty miles inland. Another sacred city is Medina, adopted city of the Prophet, a couple hundred miles north and inland from Mecca. Al-Hijaz is rich in dates, which is the main staple of the Arabians, especially the Bedouin. Arabia in general is renowned for its superb breed of horse, the *kuhaylan*.

The cities of western Arabia are mostly under Ottoman control, but the inland territory of the Bedouin remains free. A majority of Arabian Furries are nomadic Bedouin tribes who travel from pasturage to pasturage, grazing their livestock, living in tents of camel hair, and surviving on dates, roasted locusts, and camel's milk. The Bedouin lifestyle has changed very little since ancient times. Raiding, sheep and camel raising, raiding, horse-breeding,

raiding, hunting, and raiding are the only occupations worthy of them. Bedouins are strict about observing the sacred duty of hospitality. No matter how poor a nomad is, once he has accepted you as a guest he will share his last drop of water with you.

Oman

The south-eastern chunk of Arabia is an independent tribal state, unified in the eleventh century under an Imam nominated by the elders of the community. Religious authority resolved sharp division between the nomadic and the settled populations. The Imamship has become hereditary, controlled by the Bu Sa'id dynasty, from the capital city of Muscat. Since the Portuguese have already been kicked out of the Persian Gulf, Oman's primary concern is to drive them out of East Africa and establish their own trade empire. Steps taken in that direction have already added to Oman's prosperity.

Coastal regions north of Oman, along the Persian Gulf and the Tigris River, are under Ottoman control.

Persia

Ottoman power reaches roughly 100 miles east of the Tigris River. East of this line and south of the Caspian Sea, the Persian Empire extends almost to the Indus River, halted by the Moghul Empire. Persia owes its unity to the Tiger Genghis Khan, who in the thirteenth century conquered the region along with a lot of Asia and the East European steppes, then divided this vast empire among his four cubs. The descendants of Genghis fought among themselves for control of his legacy, until several large, independent and hostile Mongol states emerged, one of which was Persia, under the Ilkhan regime. Although the Mongols' first impact on Persia amounted to a century of holocaust, they were later absorbed into Persian culture and language, and converted to Islam. A golden age began after the reign of Timur, but shortly disintegrated into tribal rivalries. These were swept up by the militant Safavid movement, which brought a new dynasty to the throne and the Shi'ite faith to the land. The Safavids have been struggling for centuries to bring centralized administration to this diverse tribal region. Though guilty of religious persecution

of non-Shi'ite Moslems as well as Jews, Christians, and Zoroastrians in the region, they have brought prosperity to Persia by stimulating silk production and trade.

Hormuz, an island at the entrance of the Persian Gulf, is vital to trade between Persia and India. Once independent and incredibly rich, it fell to the Portuguese in 1515. Through it they controlled all shipping into or out of the Gulf, and it became one of their most important bases, ruled through a puppet Shah. Out of deference to the Persians, whom even the Portuguese were careful not to offend, Moslems were tolerated on Hormuz as nowhere else in the Portuguese Empire. With Portuguese power in the Indian Ocean waning, the Persians seized Hormuz in 1622 with the help of six East Indian ships and many expert gunners provided by the English. The Persians have held it ever since, and the English East India Company has been rewarded with a monopoly on Persian goods carried to Europe around Africa (distinct from those carried by Arabic vessels through the Red Sea). Hormuz is a barren rock, without value except for its strategic position, but its wealth is evident in the splendid architecture of the port city.

India

When the Portuguese arrived, northern India was divided among the Sultanates of (from west to east) Gujarat, Rajput, Delhi, and Bengal. Southern India was a Hindu Empire of several kingdoms that acknowledged the supremacy of Vijayanagar. Between North and South, the Deccan plateau region was split into five Moslem states (west to east): Bijapur, Ahmadnagar, Bidar, Berar, and Golconda. The Hindu Empire was thriving with wealth flowing in from the coastal cities, and occupied with playing one hated Moslem Sultanate off another by making temporary alliances.

The Zamorin of Calicut was the first Indian potentate to host the Portuguese, and as it happened, his territory included the rich spice strip of the Malabar Coast. Control of traffic in spices enriched not only the Zamorin and his Vijayanagar overlord, but the merchants of Persia, Arabia, and the Ottomans, especially Egypt. The Sultan of Egypt sent some xebecs to the aid of the pitiful Calicut navy, but failed to keep the Portuguese from taking the small port of Cochin as their

first base, followed by Goa in Bijapur and Diu in Gujarat in 1510. The Malabar spice trade was thus controlled at the source. As the Portuguese did not show any inland territorial ambitions, and since Indian policy was that "wars at sea are the province of merchants, no concern of a ruler," their presence was tolerated, even cultivated for the sake of trade and military assistance.

Goa, an island in a harbor formerly belonging to the province of Bijapur, is the capital of the Portuguese empire in the Orient, and the seat of the viceroy and the archbishop. It has a hospital, weapons depot, trading factories, and facilities to cast guns and build and repair ships. The Portuguese intermarried with local Furry females and began a hybrid community of Roman Catholic Goans. In the first few decades of their rule, the Portuguese did not do any proselytizing, but in 1560, the Inquisition was set up on Goa to persecute non-conforming Christians and any Hindus or Moslems within reach. This contributed substantially to their downfall, as it made the local Furies eager to welcome the Dutch and the English. Goa, among other long-established settlements, has had a significant increase in deaths from dysentery and malaria.

India was invaded from Persia in 1525 by the Moghul Dynasty, which claimed descent from Genghis Khan. Through the succeeding generations, the Moghuls conquered more and more of India, until their Empire reached its zenith under the fifth Moghul, Aurangzeb. This Tiger rules the whole subcontinent except the Marathan raj of the western Ghat Mountains, which wages guerrilla war against India's conquerors, both on land and at sea. The Moghul regime is Moslem and encourages conversion to Islam. Some Hindus among the lower castes have converted, attracted by Islam's aggressive egalitarianism.

The rest of the Emperor's Hindu subjects, ruled by Moslems but administered by their own Brahmans and Ksatriyas, display passive resistance to Islam, despite the high poll tax on non-Moslem subjects. Hindu species are divided from each other by caste: the Brahman priests are Bovines, the Ksatriya warriors are predatory Avians, Canines, Equines, and Felines, the Shudra peasants are Reptiles and Rodents, and the Vaishya farmers, merchants and general middle-class are everything else. The Hindu religion is

practiced by a majority of East Indian Furies, though Buddhists, Jains, and Christians are a significant minority.

The Dutch, who established their first base in Java and worked their way northwest dispossessing the Portuguese, captured their Malabar Coast ports in 1663. By this time the English had acquired a foothold in the Gujarat port of Surat and several other small trading posts along the west coast. Also by this time, the Portuguese were English allies, handing over to them the island of Bombay, which became the East India Company's headquarters. In return the English protected the Portuguese somewhat against the Dutch, helping them to hold onto their main settlement at Goa. In 1674 the French East India Company finally arrived and acquired its first settlement, Pondicherry, on the east coast. The main English stronghold on the east coast is at Madras.

For the first eighty years of trade in the region, the English East India Company abided by the words of their patron, the Ungulate Sir Thomas Roe: "A war and trade are incompatible. By my consent, you shall no way engage yourselves in a land war." In 1685 however, the Company was foolish enough to challenge the authority of the Moghul Aurangzeb. The war lasted until 1688, during which time many adventurers entered the Indian Ocean. They came as privateers, but stayed afterwards to become pirates, preying on all Moslem and some Christian shipping. The East India Company, smarting at having to apologize to the Moghul but unwilling to jeopardize future relations, is engaged in hunting them down. Meanwhile, the Moghul has granted the Company another trade settlement in Bengal, called Calcutta.

Ceylon

The Sinhalese, mostly Furry Hindus and Buddhists, including some refugees from the Moghul Empire, inhabit this island. The lowlands of Ceylon produce the finest cinnamon in the world, worth three times the price of any other variety. The Portuguese were quick to establish a base, Columbo, here, and to convert several thousand of the surrounding Furies to Christianity. The Dutch arrived in 1656 to make repeated attacks and blockades until Columbo at last fell to a combined Dutch/Sinhalese force in 1663, when the Portuguese were half-starved. The Dutch quarreled with

their allies and ended up in possession of all of Ceylon's ports and cinnamon-producing lands. The Sinhalese, under a Leopard Rajah named Sinha, have withdrawn to the interior, from which they subject the Dutch settlements to raids. The Dutch have been a destructive force on the island, laying waste to plantations for fear of over-production of cinnamon, and persecuting Roman Catholic locals.

Southeast Asia

Do you believe that God, who created the world that all should have the enjoyment thereof, has reserved these islands, so far away from the place of your nation, for your trade alone?

*Sultan Hasanuddin
of Makassar to the Dutch*

Furry pirates both local and European thrive on the coasts of Indochina, especially the Bengal delta, the Gulf of Martaban, and the coasts of Malaysia. In the Spice Islands of Indonesia, war has been raging for decades between the locals and the Portuguese, between the locals and the Dutch, between the Portuguese and the Dutch, and between the Dutch and the English. The Dutch have forbidden all spice trade except theirs, whether by locals or foreign competitors. Thus, by their lights, every ship not of Dutch origin is a potential pirate.

A note about the spice trade: although carnivorous Furrines prefer fresh meat without seasoning, spices are still about the most valuable commodity in Europe. There is no refrigeration, and livestock must be slaughtered in the fall because there is nothing to feed them during the winter. Most of the year, the meat available is dry, stringy, and tasteless if not actually rotten. Only spices can preserve it and make it palatable.

Climate

Southeast Asia is hot, wet, emerald-green, breathtakingly beautiful and prone to hurricanes, typhoons, and

insidious tropical diseases. The mainland receives 10 to 20 inches of rain during the dry season (November to April) and over 40 during the wet. The islands get well over 100 inches annually.

Organization

Indochina is the peninsula between India and the Chinese coast, consisting of Burma, Siam, Laos, Viet Nam, Cambodia, and Malaysia. Aside from Malaysia, these states are powerful enough to resist control by European powers. The strongest state is Siam. Malaysia is dominated, though not directly controlled, by the Dutch who occupy the strategic port of Malacca.

There are approximately 3000 islands of decent size in the archipelago of Indonesia. The largest of them are Sumatra, Java, Borneo, and Sulawesi. Island groups of importance are the Lesser Sundas and the spice-producing Moluccas. Sumatra is politically independent, at least one of its kingdoms fiercely resisting both the Portuguese and the Dutch, though the latter have a few trade depots along on the west coast. There are Spanish, Portuguese, Dutch, and English trading depots on the coasts of Borneo, but most of the island, with its rugged geography and impenetrable rainforest, is left to the locals. The Dutch dominate Java through a puppet king and control most of its seaports. Macassar, the most important kingdom of Sulawesi, was captured by the Dutch in 1668. The Lesser Sundas, fortunate in having no spices, are ignored by the Europeans. The Dutch have dislodged the Portuguese, Spanish, and English from the Moluccas and launched reprisals against the locals, acquiring some islands and leaving others completely devastated.

The Philippines to the north and east include over 7100 islands, though only 450 have more than a square mile of area. This archipelago is under the control of the Spanish, who arrived in 1521 across the South Sea from the Straits of Magellan, and settled Manila in 1571.

To the south and east, New Guinea and Australia are recently discovered and largely unexplored.

Economics

A majority of Indochinese, Indonesians, and Filipinos live by wet

rice cultivation, though there are Furry tribes in remoter areas who survive by hunting and gathering. Before the Portuguese arrived, the Southeast Asians were successful merchants, trading their pepper, nutmeg, cloves, camphor, sandalwood, gold, pearls, and rhinoceros horns to China for coins, silk, pottery, and porcelain, and to India and Persia for cotton, slaves, gold, and precious stones, plus opium, horses, incense, and gunpowder from Arabia, and European manufactured goods from Venice. Sumatra and Malaysia also profited by control of sea routes between China and India. The Portuguese did not stop this trade, but acquired enough of it to yield the most profit to themselves. Before the Portuguese intrusion, trade in the archipelago was peaceful, aside from piracy, but the Portuguese arrival, with an aggressive spirit backed by superior firepower, put an end to peace. The Dutch, who resorted to mass destruction of spice plantations to eliminate competition, have forced many locals into smuggling and piracy. The Philippines were stagnant before the Spanish arrived. Aside from slow and difficult exchanges with occasional Chinese junks, these islands lay outside all trade routes. Spanish rule has made them the center of trade in Chinese silk and Mexican silver from Acapulco. The silver Mex (Mexican dollar) has become a common unit of exchange in Southeast Asia, along with the Portuguese gold cruzado.

Species

Most Southeastern Asians belong to the heterogeneous African/Eurasian group of Furry species, meaning they can be almost anything. A struggle for class supremacy is still taking place in Indochina between Felines and Reptiles, with Pandas a strong lesser presence. The struggle has religious overtones, as Buddhism prohibits the consumption of meat, and herbivorous species argue that carnivores cannot be allowed as rulers.

Indonesians and Filipinos have the same mix of species, but sometime back in the dawn of history, a migration from Australia took place, establishing a group of Marsupials in the southeastern islands. Buddhism never gained much of a foothold in the islands, so there is no religious objection to Feline rulers, though there are

still Bovine holdovers from the days when Hinduism was supreme.

Traditions of Magick

Influenced by both Chinese and Middle Eastern developments in the Art Magick, the Indochinese and Indonesians can potentially use any of the Circles. Abjuration, the province of Islamic schools, is rare, as so many Indonesian Moslem sorcerers have been killed in the wars of the last century, and as so many Indochinese traditions are Buddhist. In the Philippines, local traditions are forbidden and only the ruling Spanish are allowed to practice Magick. The best local sorcerers of Southeast Asia come from the island of Bali, in the Lesser Sundas, where Magick, especially Alteration, has grown into a high art and is taught to any local Furry with talent, regardless of background.

History

Early Chinese records describe Indochina and Indonesia as wilderness areas, with numerous wild animals and Furies who wore no clothing, lived by hunting and fishing, and used poisoned arrows and blowguns. They also practiced agriculture and cast bronze arrowheads. Chinese records also tell of a feudal system of government with small communities of villages, and of Furies that chewed betel-nut to blacken their teeth and practiced ancestor-worship. In the remoter parts of Indochina and Indonesia, isolated from foreign influences, there are still Furry clans who live this way. The Philippines, lying outside major trade routes, maintained a similar culture all the way up to the arrival of the Spanish.

Buddhism is the most prevalent faith in Indochina. In Indonesia, Islam has gained ascendancy over Hinduism, Buddhism, and older local traditions. Like Hinduism, Islam came to Indonesia along with merchandise from India, and helped to organize clans into communities, and communities into kingdoms. In its purest form, Sufi Islam is practiced by the merchant class, while the royal courts practice an Islam influenced by Hindu mysticism, and the masses mix it with their ancient tradition of ancestor-worship. In the 1400s, Indonesian immigrants brought

Islam to the southern-most Philippine islands, which the Spanish have left alone. The Spanish-occupied Philippines are a mixture of pagan and Catholic, with Catholicism in the ascendant, though it is mixed with many purely Filipino elements.

Burma dominated Indochina when the Portuguese established their power in the Bay of Bengal with a series of trade depots backed up by protective forts along the east coast of India. One symptom of the decline of Portuguese power was the proliferation of military escapades on the part of Portuguese traders and soldiers in defiance of the viceroy at Goa. Convulsive warfare ripped the Burmese empire apart during the sixteenth century, assisted by these adventurers who took mercenary service with either side or turned to piracy on their own account. By the seventeenth century, Siam emerged as the strongest power, while Burma was left in a shambles, no longer an attractive port of call for overseas trade. The other countries of Indochina have been too occupied with political collapse, civil war, or fighting each other to challenge Siam's supremacy. Siam has encouraged foreign trade, keeping control by playing the Dutch, English, and French off each other (the Portuguese were expelled in 1624).

The city of Malacca, controlling the Straits of Malacca from the Malaysian side, was the center of Indonesian trade when the Portuguese arrived. Most Indonesian goods came to Malacca to be traded to the outside world for goods which would then be distributed from Malacca to the islands. Malacca was founded and controlled, not by Malaysians, who have been conquered by one group after another, but by Sumatran and Javanese renegades. Some 250 languages are spoken in Indonesia, but in Malacca, a simplified Malaysian dialect influenced by Javanese became the *lingua franca*, spreading to all parts of Southeast Asia. In 1511, at the peak of Malacca's prosperity, a small band of daring Portuguese Furies, led by the Cheetah Alfonso d'Albuquerque, captured the city. The Portuguese realized that all stages of the world's spice trade — Javanese, Gujerati Indian, Arab, and Venetian — could be intercepted at Malacca, from which they extended direct control of the spice islands. The Indonesians soon grew to hate the Portuguese, who insisted on reserving all spice trade for themselves. Denied access to spices, Indian and Chinese

merchants disposed of their goods elsewhere, while the merchants of the spice-producing islands suffered bankruptcy. Although other products are still peacefully exchanged between the islands, smuggling and piracy of spice cargoes have become the only profitable alternatives.

When Portugal was united with Spain in 1580, the Spanish king denied the Dutch access to the spices available in Lisbon, leaving the Dutch with no option but to acquire their own supply. Dutch fleets were in Indonesia by 1595, establishing trade headquarters at Bantam in Java, and extending contacts from Ceylon to Japan. War immediately broke out between the Dutch, who had English allies, and the Portuguese, who were assisted by Spanish forces from the Philippines. The Dutch had control over the Java Sea by 1602 and the Molucca Spice Islands by 1608. England made peace with Spain in 1604 and thereafter English spice traders stayed neutral, until Anglo-Dutch relations degenerated into open war from 1618-1620, and in the trade wars of the second half of the seventeenth century. Finally the Dutch captured Malacca in 1641, and the last Spanish-Portuguese forces abandoned the Spice Islands in 1663.

Contacts between the Philippines and the rest of Southeast Asia have been few and cultural transmissions have been secondhand and superficial. Political institutions were rudimentary and religion was confined to the worship of ancestral and nature spirits, except in the southernmost islands where Islam had penetrated. The Spanish unified the islands for the first time, carrying out the conquest with relatively little violence. The Spanish colony in Manila survives through lucrative trade contacts with China and Mexico. Manila has been repeatedly attacked or blockaded by the Dutch, without success.

Burma

Burma's early history is mostly of war between the indigent Mons (a Reptilian ruling class) and the invading Tibetan-Burmans (a Feline ruling class). The Burmans came out on top, but honored the Mons' more civilized customs and granted them equal status. Though it was the most powerful land state in Southeast Asia, Burma possessed little seapower, thus was no threat to the Portuguese when they

arrived. War with Siam occupied most of the attention of the Toungoo dynasty of Burmese kings until 1600. War then broke out between two brothers of the king, who was incapable of controlling them, and tore the country apart, aided by Portuguese mercenary adventurers on both sides. The Siamese moved in, but were not strong enough to capture Toungoo and were forced to withdraw by the Arakan fleet (see below). The king was captured and executed. The Burmese returned to a feudal structure of government, with a king of greatly reduced powers ruling at the new capital, Ava. The reigns of these kings have been short and punctuated by palace intrigues and mass execution of rival princes. Many northern Burmese fiefs have become vassals of the Manchu regime in China.

Thanks to Portuguese adventurers, the Burmese were quick to pick up on the value of European mercenaries, especially expert gunners. Burmese princes, in common with other Indochinese potentates, have a standing reward for the capture of Europeans. These Furies, whether taken captive in war or shipwrecked on the coast, are taken inland, married to Burmese females, and incorporated into the local army as an elite artillery corps.

Siam

After regaining independence from Burma, the Siamese Cat kings were eager to establish commercial relations with the outside world, perhaps because of the royal monopoly on all foreign exchange items, whether imported or exported. Portuguese, Dutch, and English ships were welcomed, and there was a revival of trade with Japan. In the 1620s, the Dutch crowded out their rivals by a trade war with the English and by setting the Portuguese up to be kicked out by the Siamese king. The Dutch also took over trade between Siam and Japan when the Japanese closed their ports to all but the Dutch. In the 1660s, King Narai became fed up with Dutch control and invited the English back to become a counterweight. The Dutch struck back by blockading the Menam River leading to the capital city, forcing more trade concessions out of Siam. The English East India Company refused to be drawn into the conflict, so the king invited the French to begin diplomatic and commercial relations with Siam. French Jesuits were granted land and assistance

in building a church in the capital — they had hopes of converting the Buddhist king, unaware he had just given the same privilege to Persian Moslems. The French East India Company arrived in 1680 and has fought a few skirmishes with the Dutch, but the Siamese in general do not trust them or their request to occupy and fortify Bangkok.

The country of Laos, landlocked and impoverished, spends most of its time in vassalage to one or another of its neighbors. Currently, allegiance is given to Siam. Laotian Furies live along the Mekong River Valley, fishing and cultivating rice paddies. The king is little more than a Siamese tax collector.

Viet Nam

Seventeenth-century Viet Nam has been torn by fifty years of civil war between the Feline Trinh in the north and the Reptilian Nguyen in the south, though the titular authority is the declining Panda Le dynasty. The Trinh, stronger in resources and numbers, were backed by Manchu China, while the Nguyen, along with the advantage of fighting on their home turf, had the assistance of Ming Chinese refugees. The Trinh made seven invasion attempts from 1627 to 1674. The third campaign had assistance from Dutch warships, but was no more successful than the others. This was partially because the Nguyen were trading with the Portuguese for cannon, firearms, lead, and gunpowder. The Dutch wisely decided to stay out of Viet Nam's future conflicts, but the Portuguese followed up their trade with Jesuit missionaries. There is a prohibition against missionary work in Viet Nam, which follows its ancient traditions of ancestor-worship with Buddhist, Taoist, and Confucian overtones. However, artillery was so badly needed that the law was not enforced. After the 1674 campaign failed, North Viet Nam gave up and concentrated on trying to capture long-suffering Laos away from Siam. South Viet Nam also began warring with Siam over control of Cambodia and trying to suppress the Cham pirates of the Mekong delta. In North Viet Nam foreign trade is dead, but South Viet Nam, still somewhat open to missionary effort, has begun trade with the French.

Cambodia

This country had its heyday back in the eleventh century, when it controlled much of the Southeast Asian peninsula. Its greatness can be seen in the city of Angkor, formerly the capital, now part of the Siamese kingdom, with its vast palaces and towers and temples with long-winded inscriptions in Sanskrit. The Cambodian domain currently occupies the small area south of the Great Lake and west of the Mekong River, the rest of the former kingdom having been divided between Siam and Viet Nam. Trade is controlled by immigrant Chinese merchants who found rice abundant, females available, and commerce easy to control. Cham pirates from the Mekong River delta constantly harass traders.

Malaysia

Politically, Malaysia is divided into three parts: the long, narrow northern isthmus, the coast of the wider southern part, and the main inland mass. The isthmus is almost always under the sovereignty of either Siam or Burma. Currently Siam, which thereby controls the Gulf of Siam, rules over it. The coastal cities and towns of the south are the provinces of foreign merchants and local pirates. Inland is the region of Malaysian tribes who still live by hunting, gathering, cultivating rice, and using poisoned-dart blowguns in war. They are usually in vassalage to Siam, Malacca, or Acheh, a Sultanate on the northern end of Sumatra.

The Straits of Malacca, which run between Malaysia and Sumatra, were for centuries overrun by Malaysian pirates, making a severe hazard out of the most convenient route of trade between China and India, Ceylon, and the Middle East. The port of Malacca, situated at the narrowest part of the strait, was at that time an obscure fishing village and pirate lair in vassalage to Siam. A Sumatran adventurer who had managed to make powerful enemies of both Siam and Java led his refugee Furies to this port in 1401 and built it into fledgling city-state. Luckily, a Ming Chinese fleet happened to be visiting, with the object of reopening the straits to trade. The Malaccans struck a deal with them, promising to police the straits and give the Chinese favored trading status. In return, the Chinese made Siam back down from its attempt to reassert control. In the 1430s, Chinese protection

was withdrawn, but by then Malacca, a thriving entrepôt, was strong enough to take care of itself.

The ruler of Malacca established important links with India and Middle East by converting to Islam. Rich Moslem merchants from Gujerat, Bengal, Persia, and Arabia moved their trade headquarters from Pasai in northern Sumatra to Malacca. The hostility of Java to Malacca disappeared over time as Javanese spice merchants also established headquarters there. Soon it came to pass that all vessels using the straits called at Malacca. Piracy continued, committed by locals, by Bugis (seafaring Rodent gypsies with whole clans living on shipboard), and by the Achehnese of northern Sumatra, but it was greatly reduced. Malacca conquered and held much of southern Malaysia and a couple pieces of Sumatra on the other side of the strait.

The Portuguese captured Malacca in 1511, conveniently provoked by Sultan Mahmud, an arrogant, muddle-headed opium addict who destroyed two Portuguese ships and kidnapped twenty of their Furrries. Preparations for defense were ineffectual, and China was not in the mood to assist her one-time vassal. Although the city resisted fiercely with artillery, matchlocks, Turkish mercenaries provided by Gujerat, and 20,000 Malaysian locals armed with blowguns and poisoned darts, Malacca fell within five months. The city was looted and all captured Moslem Furrries were executed, though the Javanese, Hindus, and Chinese were spared. The Sultan escaped to his Sumatran holdings and continued to harass the Portuguese, though not very effectively. In 1513 the Javanese tried to recapture the city, but of the one hundred ships sent to blockade the harbor, only seven survived. Sporadic war between Portuguese Malacca and its Malaysian and Sumatran neighbors continued through the sixteenth century.

The Portuguese fortified Malacca and controlled its trade, but were demoralized and in danger of being ousted by attrition. No more than six hundred Portuguese Furrries ever lived in Malacca at one time, and tropical diseases were constantly thinning their ranks. Agriculturally, Malacca is very poor and dependent on food supplies imported from Java, Sumatra, or Arakan. Despite these disadvantages, it took the Dutch thirty years of naval interference, several failed attacks, and a final ten-year siege before they captured the city away from the Portuguese.

They finally accomplished it in 1641 by buying all the surplus rice in Southeast Asia, denying it to the famine-stricken port. Malacca operates at a chronic deficit under the Dutch, who so devastated the city during the siege that the former population of 20,000 was reduced to 1600. Many East Indian and Asian traders have concluded that the conveniences of the Straits of Malacca no longer outweigh the hazards. European ships other than the English are required to pay heavy tolls for use of the Straits.

Sumatra

This island is divided among a number of Moslem Sultanates, the most important of which is warlike Acheh on the northern end. Acheh has long been a contender for control of the Straits of Malacca, and has managed to market its pepper without using the Malaccan entrepôt, mostly by trading directly with China. Acheh was almost continually at war with the Portuguese during the sixteenth century, harassing them wherever they could be found. Having learned about European tactics from the fall of Malacca, the Achehnese Sultan sent missions to the Ottoman Empire to buy artillery and hire instructors. The Ottomans also sent troops to Acheh's aid. Portuguese attempts to take Acheh's port cities of Pasai and Pedir were foiled in 1529. Attempts were made by the Achehnese to capture Malacca in 1537, 1548, 1568, and 1574.

In 1587 Acheh made peace with the Portuguese and concentrated on subduing the rest of Sumatra instead. When the Dutch and the English arrived in Indonesia, they found the Sultan of Acheh in control of the entire Sumatran coast and a large portion of the Malaysian coast, Malacca an important exception. Acheh controlled the Gujerati cloth trade and required permits for pepper trading of all foreign ships. During their prolonged and intermittent war on Malacca, the Dutch had little choice but to stay on good terms with Acheh, but after acquiring the city, their superior naval power soon made it clear who was in control of the Straits. By allying themselves with rebellious tribes and kingdoms, the Dutch cleared Sumatra's west coast of the haughty Achehnese and acquired monopoly rights to much of Sumatra's pepper trade.

Java

This island was unified in the late 1200s under the Kertanagara dynasty of Pandas whose claim to fame was that they repelled a Mongol-Chinese fleet sent by the Tiger Kublai Khan. The Kertanagara dynasty set up its throne in the city of Majapahit and proceeded to make vassals out of Java's neighbors on Bali, the Sundas, Sulawesi, southern Borneo, and lower Sumatra. At this time, Java was mostly Hindu, though Buddhism was tolerated and the ancient rites of ancestor-worship showed through the Hindu trappings. Javanese merchants controlled the first leg of the spice trade, exchanging rice in the Moluccas for nutmeg, mace, cloves, and pepper, which were then picked up in north Javan ports by Indian cloth merchants. When the cloth trade went to Malacca in the early 1400s, Javan merchants perforce began to take their spices there, where they were also exposed to Islam. Differences both religious and political between the port cities of Java and the interior Majapahit kingdom led to the decline of the latter. By the time the Dutch arrived in the 1590s, Java was Islamicized and divided into a number of Sultanates.

The Portuguese never had the forces to spare for controlling Java, so on land the Dutch were opposed only by the locals. The most prosperous Javan port of call in the early 1600s was Bantam, a city-state on the western end of the island which dealt in pepper. Bantam was and still is a notorious den of thieves run by a corrupt Sultan and infested with Chinese predators who promote their business by theft, arson, kidnapping, assault and blackmail. The Dutch established a fortified trading center in western Java independent of Bantam in 1618, called Batavia, just in time to escape the fall of Bantam to Mataram, the most powerful inland Sultanate. Mataram continued to be the major power on Java for the next fifty years, but all its attempts to dislodge the Dutch failed.

The opportunity to take control of Java came in 1674, when civil war broke out and the Panda Sultan Amangkurat I of Mataram begged for Dutch assistance. Help came too late to save the Sultan, but the Dutch were able to put his cub, Amangkurat II, on the throne as a puppet ruler. The Dutch also acquired Mataram's forts and sea bases and monopoly control of Java's rice surpluses. Internal dissension in the lesser Javan Sultanates gave the Dutch

easy victories over them as well. In 1682, they acquired exclusive trading rights at Bantam, with the expulsion of all non-Dutch European Furrries. The English traders moved their headquarters from Bantam to Benkulen on the west coast of Sumatra. The Dutch have also controlled the Sea of Java since defeating a Portuguese fleet in 1602. The Dutch company requires all Indonesian vessels to carry a Dutch Company passport describing the cargo and destination of every trip, on pain of enslavement or outright extermination of the crew. Only Dutch and English ships may traverse the Java Sea with impunity.

Borneo

Vast and wild and beautiful, most of this island, the third largest in the world, has never been seen by European Furrries. Dense rainforest, swamps, and jagged uplands and mountain ranges make up most of its geography. The majority of the population, which is not large, is comprised of the indigenous Dayak tribes, wild Furrries who live by hunting and gathering, and many of whom indulge in headhunting. Most Dayak chieftains are two-horned Rhinoceri, with the temperament one would expect.

Along the coasts are small kingdoms settled by Arab, Chinese, and Malaysian Furrries who live by trading, fishing, agriculture, and growing rubber. Spanish Furrries from the Philippines set up small trade depots on the west coast in 1600, only to be displaced by the Dutch. Bornean trade has never been considered very important and most of these depots exist for strategic reasons. In 1609, the English East India Company set up a trade depot in Banjarmasin on the south coast. Banjarmasin is also home to Furry refugees from Macassar, who have used it as a pirate base since 1667.

Sulawesi

This starfish-shaped island was dominated by the Sultanate of Macassar until 1667. With a long naval tradition, the Furrries of Macassar defied the Portuguese by carrying spices of East Indonesia in their own ships to India. For the most part, the Portuguese lacked the forces to stop them. Macassar also encouraged free trade and welcomed ships of any nation in its

port. In 1609, the Dutch were given permission to build a fortified depot in Macassar, but nine years later the permit expired and thereafter relations between the Dutch and Macassar were strained. In 1655, the Dutch East India Company demanded that the Feline Sultan Hasnuddin prevent both his subjects and visiting foreigners (other than the Dutch) from sailing to the Spice Islands east of Sulawesi. The Sultan replied that it was unheard of that anyone should be forbidden to sail the seas. War broke out in 1660, and again in 1667. Although Macassar was amply supplied with cannon by its other European visitors, the Dutch captured the city after grievous losses and a four-month siege, assisted by Bugis, who had been persecuted by the Sultan. The Dutch took over the main fort, razed the others, collected a huge indemnity, and assumed monopoly control over the trade of the port, installing a Dutch governor in 1668. Many of the refugee merchant marines of Macassar turned to piracy or mercenary work, especially against the Dutch.

Lesser Sundas

Consisting of Bali, Lombok, Sumbawa, Sumba, Flores, Timor, and a handful of smaller islands, the Lesser Sundas are overlooked by Europeans because they lack spices. These islands have mostly been independent for their entire history, though sometimes forced to send tribute to Java. Islam has not penetrated to them, and their populations retain a Hinduism heavily influenced by ancestor worship. Each island is a kingdom organized along Hindu lines, with a carnivorous Ksatriya king, a number of Bovine Brahmin advisors with a lot of influence, a warrior caste, a large peasant caste, and a small (compared to other Indonesian islands) merchant caste. These islands, especially Bali, are famed for the skill and power of their Magick-users, whose Tantric methods of Alteration have no equal.

Moluccas (Spice Islands)

These small islands are at the center of all controversy and war in Indonesia, for they are the richest sources of nutmeg, cloves, cinnamon, and other spices in the world. The main islands are Morotai, Halmahera,

Bacan, Obi, Buru, and Ceram. However, three of the smallest islands, Ternate, Tidore, and Amboina, have been the major pieces on the political board.

For centuries, the Moluccans have survived by exporting spices in exchange for rice and other necessities. Islam came to the Moluccas via trade with Malacca and Java, making small Sultanates out of numerous local tribes. When the Portuguese came, they established forts on Ternate, Tidore, and Amboina from which to control spice trade. Spanish ships came to dispute Portugal's claim to the Moluccas in the 1520s, following Magellan's ill-fated expedition, but were forced to withdraw. A second Spanish intrusion in 1542 established a claim to Tidore, which was strengthened after they founded Manila in the Philippines in 1570. The Portuguese were driven out of Ternate in 1574 when the governor killed the local Sultan, and the Spanish gained a foothold on the island. The Portuguese then took back Tidore in 1578. In 1580, when Spain and Portugal were united under one crown, Phillip II ruled that the Moluccas were the province of Portugal alone.

Portuguese control over the Moluccas had the effect of enriching the rulers of these islands, but impoverishing most of the locals. The Malaccan and Javanese traders who previously dealt with them had paid for their goods with rice, which was eaten by the common Furrries. The Portuguese paid for spices with gold and cotton cloth, which went into the Sultan's treasury, and the average Moluccan diet lapsed back to unpalatable sago flour. The Portuguese also took only as much spice as could be sold without glutting the European market and destroyed the surplus rather than letting it be shipped by their competitors. Portuguese authority in the Moluccas was slipping even before the Dutch arrived in 1600, by reason of increasing hatred on the part of abused Furry locals.

The Dutch ousted the Portuguese from Ternate, Tidore, and Amboina by 1614. An attempt by the English to undercut the Dutch by offering more gold for spices led the Dutch to launch reprisals on the Moluccans and declare war on the English from 1618 to 1620. The Dutch quickly had the better of the contest and forced a harsh treaty on the English. On Amboina in 1623, the Dutch massacred two-thirds of the English traders on alleged charges of

conspiracy, an incident that helped provoke the first Anglo-Dutch war, and thereafter the English stayed out of the Moluccas.

The Moluccan Furries have borne the brunt of ruthless Dutch control as few others were forced to do. Whole populations of islands that refused Dutch rule were exterminated or sold into slavery on Java. On islands controlled by the Dutch East India Company, surplus spice is destroyed. On islands they can't control, the entire crop is regularly torched, leaving the islanders with no source of income.

The Philippines

The largest islands are Luzon, Mindoro, Samar, Panay, Negros, Palawan, and Mindanao. Scattered among them are several thousand other small islands. Most Filipinos are immigrants from Indonesia, arriving in outrigger canoes over the last millennium. Though the Philippines lay outside most trade routes, they received occasional infusions of culture from Indonesia and China. Chinese junks carried out trade, but it was slow and difficult, the Chinese traders having to wait eight or nine months before being paid for their goods by the Filipinos. Commercial contacts with China introduced knowledge of metallurgy and gunpowder.

Although the Spanish under Magellan first visited the Philippines in 1521, they did not establish a base there until 1571. There was no central government in the Philippines when the Spanish arrived, every village or island being a separate political entity. The Spanish occupation was commenced in the militant spirit of Catholic revival, though the conquest itself was carried out with a minimum of violence. Spanish missionaries were determined to avoid the brutality that marred the Christianization of the New World, and the Filipino Furries were incapable of organizing sustained resistance. The *encomendero* system used to settle the islands was hampered by elaborate precautions instituted by the clergy to prevent abuse of power. As in the New World it is illegal to enslave locals who have converted to Christianity, but in the Philippines the law is actually enforced.

Spanish control of the Philippines was contested first by the Moro, Furries from the southern islands of Mindanao and Palawan who were unified by Islam,

and second by a fleet of Chinese junks. Both were defeated and the Chinese have established trade relations, though Moro pirates continue to be a nuisance, and the Spanish have yet to subdue either of the southernmost large islands. Since then, the capital and main port of Manila has several times suffered blockade and attack by the Dutch, but has never fallen. Spanish and Chinese shipping in the area is also threatened by Furry pirates, called *wako*, from Japan and China.

Although the islands produce little worth exporting, and the poverty-stricken locals do not constitute a market for Spanish goods, Manila has become a center of trade wherein Chinese junks bring silk to be exchanged for silver from New Spain. The Chinese junks also bring manufactured goods needed by the Spanish settlers, usually at extortionate prices. The Chinese junks also bring Chinese Furries, who have settled Manila to such an extent that there are now 60,000 of them, to be compared with about a thousand Spanish in the city, and three-quarters of a million Filipinos in the entire archipelago. Though these Chinese include craftworkers of all kinds, whom the Spanish cannot do without, they are in danger of being swamped by them. Violence has broken out on several occasions, including an attack by several hundred irregular Chinese war junks in 1593, and riots in 1639 and 1662. None of these attacks were sanctioned or supported by either the Ming or the Ch'ing Dynasty. The Chinese believe that any Furries foolish enough to abandon the Middle Kingdom to live elsewhere deserve whatever happens to them. Thus far, Spanish artillery has kept the threat at bay. After each rebellion, the Chinese are permitted to return to Manila, where they are learning to appreciate the temporal benefits of being Christian (marriage opportunities, residence privileges, and lower taxes), often converting in disturbingly large groups.

The trade between Manila and Acapulco, New Spain, is carried out in vessels owned by the Crown of Spain. It operates under rules in which all Spanish residents in Manila are supposed to share the profits, but the system encourages all kinds of fraud and graft. The voyage from Acapulco is fairly simple: two ships leave around March, loaded with silver and a few luxury goods like chocolate, and take about three months with the trade winds to reach Manila. The return jour-

ney, begun in June, piled high with Chinese silks, takes between eight and twelve months and is a complete misery. Pirates are a severe hazard as the ships are passing through the Cebu Straits or the Visayan Sea, as are the hurricanes that occur between July and October. Many are the Spanish Furries shipwrecked in Korea, or in Japan where they are promptly executed as interlopers.

The Far East

The seas of the Far East are hunting grounds for *wako*, pirates of both Chinese and Japanese origin, who prey on shipping of all nationalities and raid the coastlines of the Philippines, China, Japan, and Korea. Although the poorly armed junks used by these pirates are no match for European ships in one-on-one combat, their sheer numbers make them dangerous. Some *wako* admirals command fleets of several hundred or even a thousand vessels.

Climate

Cold and wet in the northern areas, hot and wet in the south, though mild compared to the torrential year-round downpour of Indonesia. One thing predictable about the climate is the wind: in the summer, it always blows from the southwest; in winter, from the northeast. For best results, voyages should be timed accordingly. Watch out for the *tai-fung* (supreme winds) of late summer and early autumn. If they catch you outside a safe harbor, you're a goner. In Japan, beware also of earthquakes, volcanoes, and tidal waves.

Organization

Aside from a few influential Jesuits at court in Peking, Europeans have no control in the affairs of China, Japan, or Korea. Peking was taken by the Manchus, a powerful Uroloid tribe from north of the Great Wall, in 1645. By 1683, the Manchu Ch'ing Dynasty controlled all of mainland China and the islands of Hainan and Taiwan. Japan has been united under the control of the Fox Tokugawa Shogunate since 1616, and isolated from all foreign influence since 1638. Korea is governed by the declining Feline Yi Dynasty, and

hopelessly dominated by Manchu China.

Economics

China has what everyone wants: the finest quality silk and porcelain in the world, plus the newly popular drink called tea. There is nothing the outside world has that China wants, aside from jade and silver bullion. Hence, any Furry who wants to trade with China has to go there and deal with a complex hierarchy of bureaucratic officials who maintain a favorable balance of trade for China, raise prices on Chinese goods whenever they feel like it, and take "squeeze" wherever they can get it. The Chinese refer to any outsider's trade goods as "tribute," reflecting their belief that their Emperor is sole ruler of the world or at least all of it that matters. Whatever goods they offer in exchange for "tribute" are referred to as "gifts." Only a limited number of "tribute missions" are allowed per year, and only a limited number of English and Portuguese Furies have the cunning or the patience to put up with what they

entail. Within itself, China is prosperous, with a low starvation rate even among the poorest of the common Furies.

Japan is even less interested in what European Furies have to offer. Japan's ports have been closed to all outsiders since 1638, with the exception of Nagasaki, which allows a small number of Dutch Furies, with a depot on the tiny island of Deshima, to come in and trade. Trade between China and Japan, who are not on speaking terms at the moment, is carried by Dutch ships, exchanging Chinese silk for Japanese silver. Japan is self-sufficient, but only just. Recurrent natural disasters, especially earthquakes, fires, floods, and typhoons, make for poor harvests and general suffering.

Korea is also very insular. Having been devastated by two invasions from Japan and another by the Manchus, Korea is trying to avoid getting involved with either of her powerful neighbors. Recently, the Koreans destroyed all the vegetation along their own coast, hoping to make the countryside look so uninviting that the crews of passing ships would not be

tempted to land. So far, this has worked very well on Europeans.

Species

Aside from a larger percentage of Pandas in the population, the Far East has the same mix of species as anywhere else on the Eurasian continent. However, China is almost unique in that a Furry's role and status in society has little to do with his species. The Chinese believe that their Emperor rules by divine authority, but they also believe that this authority can be withdrawn and transferred to another Furry, even the humblest Rodent. Whoever receives the mandate of Heaven not only has the right to rebel and take the throne, but a positive duty to do so. If the rebellion succeeds and a new dynasty is established, this is proof that the Furry has been given the mandate. Moreover, under the system introduced by the Porcupine Confucius, any Chinese Furry is eligible for civil service, no matter what his rank, wealth, or species, so long as he passes the civil service exam. (This in itself is a hellish



A capitalist running-dog plies his trade on the rivers of pre-communist China.

obstacle, but the only advantage a wealthy Furry has is more leisure to study beforehand). The Koreans use a similar system of examination, but restrict it to the hereditary upper classes, called Yangban (Two Groups), of carnivorous military families and Bovine civil service families.

In Japan, the ruling class of samurai is almost all carnivorous species, though there are a few exceptions. The other classes consist of priests, farmers, craftworkers, merchants, entertainers, and untouchables, in the order in which they are considered useful to society. These can be of any species, but are seldom carnivorous. Buddhism is a powerful influence on Japan, but the samurai reign supreme, with the power of life and death over all other Furies if provoked by even the slightest lack of courtesy.

Traditions of Magick

Evolving the most advanced civilization of the world in near isolation, China developed a completely different system of Magick from the western world. In particular, the Chinese use a method of channeling Magickal energy (*chi*) which, although slow, is more efficient and less exhausting to the caster. Chinese spells take twice as long, but cost half as much mana as the European ones. An exception is the circle of Alteration spells, which the Chinese prefer to do quickly and at the usual cost. Naturally, the Chinese have their own distinct methods of casting spells: Chinese ideograms for Abjurations, *I Ching* sticks for Divinations, and so forth. The Japanese and Korean Furies learned Magick along with most civilized arts from the Chinese.

Magick is practiced by the scholarly class in China and Korea, and is organized and regulated like most other trades, with a Confucian examination system similar to that used by the civil service. Every three years, some five or six thousand Furry candidates are locked into separate cubicles in the Hall of Examinations in Peking, where each is furnished with a table, stool, and materials for the written final exam. They are not let out for three days even if, as sometimes happens, one goes mad, dies, or commits suicide. Those who pass are qualified to practice Magick independently or in govern-

ment service. Magick is also practiced in Buddhist temples and to a lesser extent by the followers of the Otter Lao Tzu. It is also practiced illegally by members of the various Secret Societies (tongs) whose purpose is the downfall of the Manchu regime.

In Japan the practice of Magick is restricted to the Emperor, his family, those in his court to whom he gives his permission, and Shinto or Buddhist priests and the most powerful feudal lords (*daimyo*) and their most trusted advisors (*hatamoto*). No one else is permitted to practice on penalty of death.

History

The Chinese believe that the ideal society was achieved in the dynasties that ruled before the Tiger Genghis Khan's invasion in the thirteenth century. Whatever is wrong with the present, it is because the Mongol barbarians disturbed the harmony and stability that existed in the Golden Age. The aim of Chinese society is always to get back to the original ideal, and Chinese Furies see time as proceeding downward and backward, not forward and upward. The Chinese equate all foreigners with the wild Furry barbarians of the north, which colors their relationships with the Furies of the West. Korea also had centuries of peace and prosperity shattered by the Mongols' savage conquest. In Japan the invasions failed, but the Japanese lived in terror thereafter, and the cost of maintaining their defenses ruined the economy and broke down the central government. When the Mongol kingdoms were brought down a century later, the resulting power vacuum allowed the Chinese, Japanese, and Koreans to bring in new regimes and institute a renaissance of peace, prosperity, art, and good government. Since then these regimes have declined, except in Japan which pulled itself out of a tailspin with the Tokugawa Shogunate.

China

The Chinese call their country the Middle Kingdom, or All Under Heaven, which gives other Furies some idea what they think of the outside world. A century after the invasion, the Mongol regime lost control in China, its leaders squabbling among themselves while rebellions and civil wars

raged in the provinces. It was then that a Pig named Chu Yuan-Chang rose from humble origins to become Hung Wu, the founder of the Ming dynasty. The Mings ruled from 1368 to 1645, modeling themselves on renowned dynasties of the past. They pushed the Mongols back behind the Great Wall and beyond, uniting the Middle Kingdom again within her traditional boundaries, built Peking on the ruins of Khanbaligh, sent fleets of ships exploring and exacting tribute all the way to east Africa, reformed the government, restored the Great Wall, and assembled a 12,000 volume encyclopedia of everything of value that had been written on any subject up to the end of the fourteenth century.

The Portuguese reached the city of Canton on the south coast of China in 1514 and found the Chinese friendly and helpful. However, a second Portuguese expedition in 1517 turned its guns on the city, plundered its shops, and carried off Chinese cubs as slaves. In 1522, the Emperor issued an edict forbidding the Yang Kuei-tze (Ocean Devils) from landing anywhere in China. In 1557 the Chinese relented and allowed the Portuguese to settle the town of Macao and carry on a limited trade from there, in exchange for using their guns to defend the Chinese coast from Japanese *wako*. (There are at least as many Chinese among these pirates, but China finds it convenient to claim they are Japanese). The Chinese were not interested in European goods, but they allowed the Portuguese to carry trade from Indonesia. The Spanish never acquired a post on the Chinese coast, but carried on trade in Manila. For a brief period they occupied the island of Taiwan, but were removed by the Dutch, who held it as their trade center with China until it was taken by a Chinese Fox of a pirate named Koxinga in 1661.

Missionary efforts on the part of the Portuguese met with less success. No foreigners were allowed inside China, especially not for proselytizing. The official code of conduct for the Chinese (you can't really call it a religion, since it has no concern for the afterlife) was Confucian, followed by the ever-popular Buddhism and the Tao. The Jesuits finally hit upon the idea of discussing Western science, especially mathematics, astronomy, geography and artillery with Chinese scholars and so worming their way into the Emperor's favor, and physically into the court at Peking. By the mid-seven-

teenth century, there were a quarter million Christian Chinese, though this is actually a very small percentage of the total population.

In the seventeenth century the Ming Dynasty went into decline, brought down in part by the network of eunuchs which had grown from mere servants of the Imperial harem to influential counselors and corrupt secret police, controlling all public funds including those of the armed forces, and generally ruining the country. In the reign of the last Ming Emperor, these eunuchs were arrested and executed, but it was too late. In desperate times, thousands of Furies – unpaid soldiers, farmers taxed into ruin, and fugitives from the law – took to the hills to become bandits. When a leader, the Equine Li Tzu-Ch'eng, rose among them, they conquered much of central China, then marched on Peking. Most of the Imperial army was stationed at the Great Wall, holding back the northern barbarians which had united under the Manchu tribe, and Li Tzu-Ch'eng easily took the city. The last Ming Emperor sent his young out of the city disguised as peasants, then hanged himself. However, the general of the Chinese army at the Great Wall took exception to Li Tzu-Ch'eng's appropriation of his favorite concubine and invited the Manchus to join him in the conquest of China. The Manchus agreed but made it clear they would be the new rulers. The Manchus made every effort to appear as liberators rather than conquerors, allowing the culture and traditions of the Ming Dynasty to flow uninterrupted into their own. They crowned their cubking as Shun Chih, first Emperor of the Ch'ing Dynasty, in 1645. In 1683, Koxinga's cubs handed over the last holdout, the island of Taiwan, to them, though on terms which allowed them to continue their piratical activities. Also in the 1680s, the Emperor Kang-hsi allowed the English East India Company to begin trading at Canton.

Japan

...haughty and exacting nation...

Dutch merchants

In Japan, it has never been possible for the Emperor to be overthrown: the same Feline dynasty, descended from

the Sun Goddess, has reigned since AD 600 or so. However, since 1185, the Emperor has had no real power and control over the country has either been exercised by a Shogun (General) or left in the paws of the feudal daimyo (great names). The first hereditary Shogunate, the Canine Kakamura, fought off two Mongol invasions, assisted by the *kamikaze* (divine wind) raised by Buddhist sorcerers which wrecked the invaders' ships. Unfortunately the wars bankrupted Japan and led to the downfall of the Shogunate. In 1392, after sixty years of war and intrigue among the daimyo, the Mustelid Ashikaga Shogunate came to power, though they never had the control over Japan enjoyed by their predecessors. During the Ashikaga, Japan refined its culture, which had been heavily influenced by China, into something uniquely Japanese, with an emphasis on austerity. Zen Buddhism, closer in feeling to the nature- and ancestor-worshipping Shinto religion than other Buddhist sects, became very popular.

The Ashikaga Shogunate disintegrated under a complicated series of civil wars during the sixteenth century, and three Furies in turn came to power. In 1568, the Feline Nobunaga officially became Vice-Shogun under the last Ashikaga, but actually master of most of Japan. After his death in 1582, Nobunaga's best general, a Lapine named Hideyoshi, the only commoner ever to rise to the highest power in Japan, became *taiko*. (Taiko means dictator – Hideyoshi could not be called Shogun because of his low birth). Hideyoshi united Japan, but then made the mistake of deciding to conquer China, invading by way of Korea. Two attempts on Korea were thrown back; the second might have dragged on for years were it not for Hideyoshi's death. His best general, the Fox Tokugawa Ieyasu, became Shogun after defeating Hideyoshi's heir in 1603. Ieyasu was determined to build a central government that even the strongest combination of daimyos could not challenge. By introducing Confucianism, with its emphasis on loyalty and fixed relationships, Ieyasu laid a strong foundation for the Tokugawa Shogunate, which has endured since.

In 1542, the first Portuguese set foot in Japan, blown off course on their way to Macao in a Chinese ship, and were hospitably received. The curious Japanese were so intrigued by their muskets that copies were being made

almost before the ship went on its way. Portuguese merchants and Jesuits were quick to follow and explore this new world to compete for Japanese customers and converts. The latter were at first very numerous, but the Japanese rulers came to realize that Christianity was a danger to them. In 1587, *Taiko* Hideyoshi ordered all Christian missionaries out of Japan. Ten years later, when there were some 300,000 Japanese Christians, ten European missionaries and seventeen converts were executed. Shogun Ieyasu was more tolerant, but after his death the persecution was ever more ruthless until in 1638, 30,000 Christians were massacred in Nagasaki. That year also marked Japan's withdrawal from the world. Only the Dutch are now allowed to trade, one cargo ship per year permitted. The Dutch merchants are confined to the tiny island of Deshima off Nagasaki, except for one occasion per year when they present gifts under escort to the Shogun in Edo (later called Tokyo). The Japanese too are forbidden to leave Japan. Even Japanese pirate ships are no longer welcome, their crews forced to find other sanctuaries and allow themselves to be dominated by the ever-increasing Chinese pirates.

Korea

This peninsula has long been the bridge, and often the battleground, between China and Japan. It was from Korea that the Mongols launched their attempted invasions of Japan, and through Korea that the Japanese sought to invade China. However, Korea has not always been a battlefield: its rugged terrain has been some protection, and there have been long intervals of peace in which the Koreans built up a civilization to equal China's. The Mongols destroyed most of this, and imposed impossible demands for Korean ships and sailors for their invasions of Japan. Large-scale Japanese pirate raids added to the general misery. After the fall of Mongols in China, a Feline named Yi Song-Gye rebelled against both the pro-Mongol royal family of Korea, and the new Ming Dynasty which tried to impose their rule. In 1392 he took the throne and established the Yi Dynasty, instituting wide scale government reforms and redistribution of land. As in contemporary Ming China and Ashikaga Japan, there was a cultural renaissance that in Korea took the form of a literary outpouring. History, phi-

losophy, literature, encyclopedias, and the Chinese Classics were all printed, using movable metal type a full half-century before it was used in Europe. For the next century, Korea led the world in printing.

The Yi Dynasty started on a prolonged period of decline in the late sixteenth century, mostly because of factional disputes between nobles of the Yangban, but also because of disaster from outside. The first Japanese invasion did not do much damage because it was thrown back in a sea battle involving the world's first ironclad vessel. The Chinese, in their desperate resistance to Japanese pirates, were

experimenting with a curved wooded roof, like a turtle shell, above the main decks of their junks. The Korean admiral, Yi Sun-Sin, carried this idea further by covering the wooden shell with sheet iron, leaving only portholes through which fire arrows could be shot, plus spikes to discourage boarders and metal to reinforce the bow and stern for ramming. It should be noted that this worked because neither side had any artillery; Far Eastern ships then were open and unarmed, relying on the ferocity of crews armed with swords, bows, and a few muskets in combat. However, the Turtle Ships, as they were called, did incredible damage to the

Japanese fleet. The second invasion was more successful because Yi Sun-Sin's glory had aroused such jealousy at the Korean court that he was replaced by an incompetent. The Japanese armies landed and were met by Korean and Chinese troops. Korea was laid waste, its villages destroyed, crops burned, fighting furries killed or fleeing, and general population starving. Chinese troops added to the mess by looting. War-torn Korea was thus helpless when the Manchus, wanting to secure their flank before taking China, invaded. The invasion was brief, but did its damage. Since then, Korea has been withdrawn into itself, licking its wounds.

Timeline

Europe

1600: English East India Company founded.

1609: Dutch Republic wins independence from Spain.

1615: First flintlock musket invented.

1618: Thirty Years' War begins.

1621: First cannon used (by the Swedes against Poland).

1640: Portugal regains independence from Spain; forms alliance with England.

The Americas

1605: Northwest shore of Hispaniola forcibly depopulated.

1607: Jamestown established.

1608: Quebec established.

1620: Plymouth founded.

1625: Virginia becomes a royal colony.

1626: New Amsterdam planted on Island of Manhattan.

1628: Quebec captured by New England. Dutch captain Piet Heyn captures New Spain's silver fleet.

1632: Quebec restored to France.

1635: Tortuga established as French buccaneer headquarters.

Africa and the East

1602: Dutch defeat Portuguese fleet in Sea of Java.

1603: Tokugawa Shogunate established.

1606: Australia discovered.

1608: Dutch capture Molucca island bases.

1609: English East India Company establishes trade post at Banjarmasin, Borneo. Dutch establish trade post at Macassar.

1614: All Portuguese ousted from Moluccas.

1616: Tokugawa Iesayu captures Osaka Castle.

1618: War between English and Dutch East India Companies begins. Dutch establish trade post of Batavia in Java.

1620: War between English and Dutch East India Companies ends. Dutch crowd English out of Siam.

1622: Persians capture island of Hormuz from the Portuguese.

1623: Amboina massacre.

1624: Portuguese expelled from Siam.

1627: War between North and South Viet Nam begins.

1632: Emperor of Abyssinia expels Jesuits from his kingdom.

1638: Portuguese put down rebellion of East African city-states. Nagasaki massacre of Christians; ports closed and all foreigners expelled from Japan except the Dutch.

1641: Dutch capture Angola and Malacca from Portuguese.

1642: Dutch control most West African bases established by the Portuguese. New Zealand discovered.

1645: Manchus capture Peking.

1648: Portuguese recapture Angola.

Europe

- 1648: Treaty of Westphalia ends Thirty Years' War.
- 1649: English civil war ends; Oliver Cromwell rules.
- 1652: First Anglo-Dutch war begins.
- 1654: First Anglo-Dutch war ends.
- 1658: Leopold I becomes Holy Roman Emperor.
- 1660: Louis XIV captures Orange. Cromwell deposed; Restoration brings Charles II to English throne.
- 1663: Staple Act requires all English colonies to import only from England.
- 1665: Second Anglo-Dutch war begins. Great Plague kills one out of every four in London.
- 1666: Fire of London.
- 1667: Second Anglo-Dutch war ends.
- 1668: English Royal West Africa Company chartered to carry slaves.
- 1670: Stenka Razin leads peasant revolt in Russia.
- 1672: Third Anglo-Dutch war begins.
- 1674: Third Anglo-Dutch war ends.
- 1676: Kara Mustapha, Grand Vizier of Turkey, dominates Ottoman Empire.
- 1682: Giant comet seen around the world.
- 1683: Siege of Vienna by Ottoman Turks fails.

The Americas

- 1655: English forces capture Jamaica from the Spanish. English buccaneers abandon Tortuga for Jamaica.
- 1657: Massachusetts Bay Company gets control of New England.
- 1660: Navigation Act eliminates all foreign carriers from English trade. English buccaneers settle colony of Belize.
- 1663: Carolinas established as colony.
- 1664: English capture New Amsterdam, renamed New York.
- 1665: Saint-Domingue becomes official French colony.
- 1667: New York officially ceded to England.
- 1668: Henry Morgan sacks Porto Bello.
- 1670: Spain recognizes English holdings in the Caribbean.
- 1671: Henry Morgan sacks and burns Panama City.
- 1674: Henry Morgan knighted and made Lieutenant Governor of Jamaica.
- 1675: Algonquins and New Englanders start King Phillip's War. War between Virginia and Susquehannock Nation.
- 1676: Bacon's Rebellion in Virginia.
- 1677: New Englanders defeat Algonquins, ending King Phillip's War.
- 1681: William Penn granted colony of Pennsylvania.

Africa and the East

- 1652: Oman declares war on Portuguese in the Indian Ocean. Dutch establish Cape Town on the Cape of Good Hope.
- 1658: Aurangzeb becomes Moghul of India.
- 1661: Koxinga captures Taiwan from the Dutch.
- 1662: Rioting Chinese in Manila put down by artillery.
- 1663: Dutch capture island of Ceylon and Malabar Coast ports from the Portuguese.
- 1664: King Narai invites English East India Company back to Siam, provoking a blockade of the Menam River by the Dutch.
- 1665: Portuguese army smashes Manicongo kingdom.
- 1667: Dutch capture Macassar.
- 1668: Portuguese give English East India Company the island of Bombay. French East India Company acquires Pondicherry.
- 1674: War between North and South Viet Nam ends. Dutch gain control over Java through puppet ruler Amangkurat II.
- 1680: French East India Company establishes relations with Siam.
- 1682: Dutch expel all other European traders from Java.
- 1683: Manchus finish subduing China and acquire Taiwan.

Europe

- 1685: Revocation of the Edict of Nantes in France; persecution of Huegenots. Death of Charles II; James II becomes King of England.
- 1686: Treaty with Poland defines Russia's northern and western borders.
- 1688: Glorious Revolution deposes James II of England. War of the League of Augsburg begins: England and Dutch Republic vs. France.
- 1689: William of Orange becomes William III of England. Peter the Great becomes Tsar of Russia.

The Americas

- 1685: Cotton Mather commences tenure as preacher at Boston's North Church.
- 1688: Death of Sir Henry Morgan.
- 1689: Count Frontenac becomes governor of New France. England and Spain make peace; England makes its first serious efforts to put down buccaneering.

Africa and the East

- 1685: Adam Baldrige sets up pirate kingdom on St. Mary's. English East India Company declares war on India.
- 1688: Husayn I becomes Shah of Persia. English East India Company accepts Moghul's terms for peace; begins efforts to remove English pirates from Indian Ocean. English East India Company acquires Calcutta.
- 1689: China and Russia sign first border treaty.

1690: Furry Pirates Campaign Begins

- 1690: Toleration Act allows various Christian faiths to survive in England.
- 1692: Battle of La Hogue.
- 1693: *Guerre de course*, a strategy of privateering, enacted by France.
- 1694: Bank of England established to help fund the War of the League of Augsburg.
- 1695: Captain Kidd commissioned to hunt pirates in the Indian Ocean.
- 1697: Peace of Ryswick ends War of the League of Augsburg.
- 1700: Great Northern War begins between Russia and Sweden. Carlos II of Spain dies without heirs. Grandcub of Louis XIV proclaims himself Phillip V of Spain.
- 1701: War of Spanish Succession begins: England, Austria, the Dutch Republic and Portugal vs. France and Spain.

- 1690: Benjamin Fletcher becomes governor of New York. Port Royal, Jamaica destroyed by earthquake.
- 1692: Sir William Phips becomes governor of New England. Salem witchcraft scare.
- 1694: Success of Captain Tew's first Red Sea voyage prompts hundreds of American Furies to try their luck at the Pirate Round.
- 1695: Pro-pirate governors Fletcher and Phips replaced by anti-pirate Lord Bellomont. Gold discovered in Brazil.
- 1697: King William's War ends. Many privateers turn to piracy.
- 1698: De Callieres becomes governor of New France.
- 1699: Captain Kidd arrested in Boston.
- 1700: Admiralty Act gives English colonies the right to try and hang pirates.
- 1701: Many pirates turn to privateering.

- 1692: Captain Tew captures merchant ship belong to the Great Moghul of India.
- 1695: Captain Tew killed on second Red Sea venture. Captain Every captures the Moghul's personal treasure ship. The English East India Company starts offering rewards for pirates.
- 1696: Local pirate Kanhoji Angria begins plundering the Malabar Coast.
- 1697: Baldrige forced to flee St. Mary's by angered locals. Captain Kidd arrives in the Indian Ocean.
- 1701: Royal Navy ships arrive at Madagascar, forcing pirates to flee.

Europe

- 1701 (cont.): Act of Settlement in England recognizes the Hanoverian dynasty. Captain Kidd hanged on Execution Dock at Wapping.
- 1702: William III dies; Anne I becomes Queen of England.
- 1704: Archduke Charles Hapsberg proclaims himself Charles III of Spain. English capture Gibraltar.
- 1705: Leopold I of Austria dies; succeeded by Joseph I.
- 1707: Scotland joins England to form the United Kingdom.
- 1710: England withdraws support from Charles III of Spain.
- 1711: Joseph I of Austria dies; Charles III of Spain becomes Charles VI of Austria; Phillip V rules Spain.
- 1713: Treaty of Utrecht officially ends War of Spanish Succession. England wins Spanish *asiento* (right to carry slave trade).
- 1714: Fighting in War of Spanish Succession actually ends. Anne I dies; George I becomes King of England.
- 1715: Death of Louis XIV; ascension of Louis XV.
- 1720: Charles VI of Austria (formerly Charles III of Spain) recognizes Phillip V of Spain.
- 1721: Great Northern War ends.

The Americas

- 1712: North and South Carolina become separate colonies.
- 1716: Blackbeard commences his career.
- 1718: Blackbeard blockades Charleston, South Carolina. Blackbeard killed in Ocracoke Inlet. Woodes Rogers becomes governor of the Bahamas, smashes piracy at New Providence.
- 1719: Calico Jack and Anne Bonny flee New Providence to take up piracy.
- 1720: Calico Jack, Anne Bonny, and Mary Read captured.
- 1721: Captain Roberts brings Caribbean shipping almost to a halt.

Africa and the East

- 1719: Captain Roberts commences his career.
- 1720: John Plantain sets up pirate kingdom on Madagascar.
- 1722: Captain Roberts killed at Cape Lopez.



CHAPTER FIVE

NOTES FOR THE GAME MASTER

This chapter is for the GM's eyes only.

Metaphysical Conventions

The Golden Age of Piracy is also the age of Descartes and Voltaire, the age of reason, and the era in which superstition began to recede in favor of science. Even Magick, the ultimate irrationality, has been codified and turned into a practical, reasonably reliable science, just like gunnery or chemistry. The Magickal creatures that roamed the world of **Furry Outlaws** in the 12th century are hardly ever seen. Angels and demons are much harder to summon than they used to be, and dragons are extinct. Faeries are extremely rare, though still glimpsed in rural Europe. These days, extremes of good and evil are found embodied in the Furry race rather than in supernatural beings. The most feared of these creatures left in the Furry world are the undead. They show no signs of declining. See "The Undead" (p. 153).

The Astral Plane

One of the more accepted explanations for the decline of the supernatural is that all the different dimensions are drawing away from each other in the astral plane. The astral plane is the nearest dimension to the material plane, and it is the place wherein spirits travel. The astral plane is a causal plane. Events that occur there determine (or at least influence) events occurring on the material. Magick is the manipulation of the astral, or, more specifically, manipulation of the material via the astral.

From reading the description of Astral Projection in the Chapter One (p. 40) a player may get the impression that the astral plane is a sort of blurry, desolidified version of the material plane, with objects and sentients glowing brighter or dimmer depending on how much Magickal energy or life force they have. It will probably look that

way to an experienced astral projectionist. Truly, though, the astral plane is whatever any given character expects it to be. It is not perceived through the physical senses, and the mortal mind can only interpret what it perceives by using familiar analogies. Those who are familiar with it have learned to distinguish and process what they perceive, resolving hazy and chaotic sensations into "landscapes" that closely resemble the real world. To those who have never visited before, the place is utterly incomprehensible, consisting only of vague and often frightening sensations they will have trouble recalling later.

Although everything in the material plane has some corresponding existence in the astral, only projectionists who have visited frequently can find their way through the astral to a given point that corresponds with the material – and then only in areas of the material world they are familiar with. Divinations can be helpful in finding their way to an unknown point, but it's still easy for a projectionist to get lost. Astral projectionists are usually aware that they must stay "close" to the material plane in order to maintain their perception of the astral as a version of the material which they can deal with. If they lose their concentration, they may find themselves somewhere that has nothing to do with "reality."

A GM can have a projecting PC roll every hour or so to see if he is managing to keep "close," if she wants to send the character off on a weird astral adventure, or not require a roll at all if she wants to get on with things in the real world. Note that if someone gets "lost" on the astral plane, what he has lost is not any spatially-based sense of direction, but his own perception that things on the astral exist in a particular spatial relationship, or indeed, a temporal relationship. If a character gets "lost," days may seem to pass on one

plane while minutes go by on the other. This can be very dangerous, as an uninhabited body may die through neglect or be possessed by some other spirit. However, any projectionist, experienced or not, can find his way back to his body instinctively, unless he is trapped or being lured or distracted by someone or something.

When a PC gets "lost" or deliberately goes off course (for instance, trying to find the spirit of a departed loved one), he will continue to interpret what he's perceiving in a way he can deal with. He will use analogies which, even if they don't represent the real world (as they would if he'd stayed "close"), will still be familiar to him. If your **Furry Pirates** characters come from similar cultural backgrounds, the GM can have them all perceive the astral the same way. Pirate characters, especially if they have been at their careers for a long time, may find the astral plane a very unpleasant place, with rotting hulk-ships struggling through Sargasso seas, manned by the corpses of Furies they've murdered, or hellish courtrooms in which they are brought to trial for their crimes by their victims. (A pirate's bravado usually covers his inner conviction, sustained by his entire culture, that he is damned, and this belief tends to show up in the astral). Characters who are Native American, African, or Asian will probably have very different experiences on the astral from those characters with a European mindset.

Any Furry will show up in the astral plane looking the way he sees himself. Newcomers will be too confused to project much of an image, showing up at best as a pale, hazy ghost-shapes. As a character gets used to the place, he will resolve into a version of what he looks like in the real world, possibly bigger or more impressive if he has a high Ego score, or less

impressive if the reverse is true. By that time, the character's equipment (that which he perceives he has with him) will probably correspond to what he carries normally. Magickal objects have a strong presence on the astral, even in the hands of a neophyte.

There is a carefully concealed secret about the astral plane: it really is whatever its inhabitants make of it. Magick, being the ultimate expression of one's will over the universe, is the natural way of things in the Astral plane. Magick-users must use spells to direct this force, but those who have dwelt on the astral for centuries or more know how to manipulate reality by force of will alone. If PCs end up spending a lot of time there, they may come to realize this, much as a dreamer comes to know he is dreaming — and has more control over his dream than he thought.

As the dimensions that border on the astral draw farther from each other, traffic on the astral from other planes is thinning out. The most common spirits found on the astral near the material are the ghosts of Furries who don't want to leave. It is still possible to find demons who find the opportunity to create havoc on the material plane worth the long trip through the astral, but they are less common than they used to be. To find angels, unicorns, or other benign creatures, it's necessary to travel very far, risking the death of one's body while away.

Combat on the Astral

Projecting characters can be attacked Magickally or "physically" on the astral plane. Many of the less intelligent demons will attack projecting spirits simply for the sake of causing pain and suffering and mayhem. More intelligent demons will leave a spirit alone and try to follow its mystic silver cord back to harm or possess its physical body. Particularly disturbed ghosts may attack projecting spirits for their own inexplicable reasons, or in sheer insane frustration at not being able to affect the material world. Other astral creatures may fight to defend themselves, or if they are powerful or experienced enough in manipulating the aster, they may shove the projectionists back into the material, or simply disappear, or if they have been truly offended, they may exact some sort of pay-

ment or suffering out of the impudent mortal spirits.

In general, the best way to handle combat on the astral plane is to pretend it's happening in the material world. Characters perceive the astral plane the way they expect it to be, and they will expect combat to occur in the form they are most familiar with. Some modifiers apply, however.

Initiative

Unless it's important to the players or to the image of the characters, GMs may wish to dispense with regular initiative on the astral plane and simply have each character to roll a d12 to see who goes first (lowest to highest). Weapons on the astral plane don't actually weigh anything, although they might if their wielders are newcomers, or are having self-esteem problems.

Attacking

The character's strength of will is what counts most in astral combat. The GM should require players to recalculate their attack and defense scores using Ego and Reason in place of Dexterity and Agility. The GM may also give a bonus to characters who are attacking with a psychological edge. Fighting for what you believe in, fighting to defend something or someone you care about, somehow convincing your opponent that he/she/it has less chance of beating you than Blackbeard has of being canonized — these advantages may give as much as a 50 point bonus if the GM thinks the character is deserving. On the other hand, astral-dwelling creatures are far more likely to have the advantage over player characters in this regard because they know how the rules work on the astral plane. Besides this, the character who believes he has a disadvantage — for being hurt, for being outnumbered, for being a lousy fighter in the first place — will find that these disadvantages do apply in the astral plane and may even be magnified by his belief in them.

Magick

Magickal attacks receive a 10 point bonus when cast on the astral plane, since the astral has less resistance to magical energy than the material. Some Magicks, however, cannot be cast at all

on the astral plane because they require a connection to the material. Abjurations *affect* the astral, but must be *cast* in the material (Abjuration Magick is one of the few advantages mortals possess over the spirit world). Divinations other than Aura will only work if the caster is experienced enough on the astral plane to perceive that he has his divinatory props with him. Possession only works if there is a physical body to possess, so naturally it only affects material-plane creatures. Enchantment is cast upon a physical object while it is being made, and requires the mage to touch it. Similarly, the Circle of Necromancy requires physical contact, although these spells can be used on astral spirits if the spell-caster sees any point to it (see "Damage" below). Certain other spells work on the astral, but can't be cast from the astral to affect the material — Domination magics, for example, require the caster to make eye contact with the victim. Additionally, a magic-user can only cast spells from the astral plane to affect the material plane if he is managing to keep "close" to the material (that is, maintaining his perception of the material). Abjuration is the only Circle of Magick that can be cast from the *material* to affect the *astral*, although other spells used with a Warding circle can affect the astral. Protections and Bindings usually show up on the astral as solid walls to those whom the spell is meant to affect, and as shimmering transparent curtains to others. However, if the GM does not want PCs to be able to summon spirits from the astral plane, she can keep in mind that to powerful astral creatures, Summoning is only a call, which they can answer or not, as they choose. Demonic creatures are quite likely to answer, if only for the opportunity to wreak havoc on the material plane.

Impossible Maneuvers

If the characters end up spending a lot of time in the astral plane, they may come to realize that, just as in dreaming, they have some control over events that occur there. They may find that not only do impossible things happen to them, but they can make impossible things happen — such as firing a pistol far beyond its normal range (distance means very little there anyway), or scaling a mast just as if gravity means noth-

ing (which it does). The GM should remember, however, that beings living on the astral are already aware of what they can do, and the PCs are not. The first several times they venture onto the astral, things should not go well for them at all.

Damage

Roll damage normally and describe the results to the players as directed by “How Badly is the Character Hurt?” in Chapter Two (p. 56) – but let your fancy wander. Get as graphic as you like, be as nasty as you’ve always wanted to be, because it doesn’t matter. Souls can’t die, and souls are all the PCs are on the astral plane. Someone or something “killed” on the astral plane has only had his consciousness dispersed for a time. If that someone is mortal, and his body is still in good shape, he’ll most likely wake up back in the material world with nothing more than the shakes from having gone through such a horrific nightmare. The only problem is whatever quest he was on in the astral plane has failed and he has to start over. If the being “killed” was an astral creature, then as its consciousness disperses, its image will dete-

riorate and disappear (PCs may see this as rapid decomposition, vanishing in a puff of flame or burst of light, or whatever), but it will reassemble itself hours or perhaps years later. If an angel or demon, it will be sent back to its plane of origin, just like the PCs. This is not to say that everything the PCs encounter on the astral plane is harmless, but the dangerous things are likely to be subtle...

Hazards to Soul and Sanity

There are all manner of hazards on the Astral plane: Magickal traps that prevent a soul from getting back to its body, demons that follow a soul’s “silver cord” back to its body to possess or destroy it while the soul’s away, and Succubi that lure souls away from being “close” to the material are only a few. Threats to a character’s sense of self, sense of normality, his sanity, or his soul are far more likely than actual harm to life and limb.

In particular, a GM should make use of Abjuration to keep astral projectionists under control. To 17th century Furies, danger from evil spirits and

rival sorcerers is very real. Most important buildings will have Protections or Wardings against demonic threats. Paranoid sorcerers (and most of them are paranoid by definition) often use Protection to keep out **all** disembodied spirits. Others attempt to lure them in and trap them. A particularly nasty trap consists of a Binding concealed by a Warding that incorporates the illusion that the Binding isn’t there. The unwary projectionist is caught and held while his body slowly dies.

The dangers of Possession have already been covered adequately. In general, it is not easy for an astral creature to prevent a mortal Furry from returning to his body if he really wants to, but by deceit or use of Domination, the spirit can keep the Furry from wanting to. Succubi, incubi, and Faerie creatures are quite likely to try this, and to reinforce the allure of the place with Illusions (which on the astral are pretty close to reality) of whatever the character might like to experience. The purpose for demons is to keep the mortal Furry unaware of time passing, so that his body will weaken and die. Faerie might have this same purpose or one of their own – for amusement, for a whim, or to keep an attractive soul around as a servant or pet.

The Powers That Be

This section describes significant, powerful, or influential individuals, dynasties, trade companies, Magickal or religious Orders, military forces, and other organizations of the world of **Furry Pirates**. Stats are provided for those NPCs the player characters are likely to encounter and interact with, while those who remain behind the scenes are only described.

The Ancient Ring of the Druidic Tradition

Brief: Order of sorcerers who follow the traditions of the ancient druids.

Species: Any, but favor herbivores.

Resources: The Druids are the least powerful of the seven major

Orders of Europe. What influence they possess is usually confined to schools and universities, where several members hold important posts.

Though they claim to be an even older Order than the Cabbalists, few of the original Druids of Britain and Gaul survived past the end of the Roman Empire. Contemporary Druids are a splinter group of the medieval Guild who rediscovered the secrets of Furry Celtic sorcerers through the study of Stonehenge and other ancient sanctuaries. Despite their belief in animistic nature, the Druids are also at least outwardly Christian. Candidates for initiation can be either sex and nearly any religion as long as they are willing to accept the teachings of the Druids. Druids teach the Circles of Astral, Divination, Elemental, and Illusion. Because of these skills, they are always welcome on shipboard, and many of them find a spirit in the sea to equal

that found in the land by their compatriots. These latter are found in England, Ireland, Wales, and Brittany among the sacred groves or stone circles. Druids stay out of politics, and their primary goal is the acquisition of wisdom.

Story Ideas: A Druid PC recognizes a fellow lodge member who has been captured by the pirates. Will the PC help him escape, to the detriment of his companions?

The Avianry

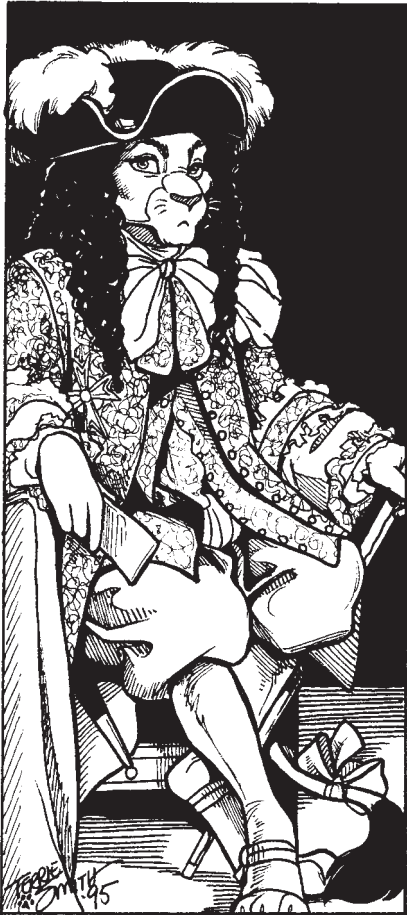
Brief: Fifth branch of any army, along with cavalry, infantry, artillery, and engineering & supply.

Species: Avian

Resources: The Avianry is held in higher regard than the infantry, but is less select than the cavalry. Money is spent accordingly.

Aerial scouts have an important role in all the world's armed forces. They are naturally the best possible choice for reconnaissance, the backbone of any communication system, and also function as light shock troops, hurling small spears, grenades, or other missiles down on the enemy, or engaging each other in aerial combat. Individuals are usually assigned to tasks they are most suited for: passenger pigeons, for instance, will carry messages long-distance, while swallows carry messages that have to get through enemy lines ASAP, and raptors are chosen for recon, intercept, and attack. The Avianry, particularly the raptors, are elitist and filled with *esprit de corps*, looking down upon ground-slogging branches of the service, and constantly trying to one-up each other in performance and number of "kills."

Story Ideas: Aerial scouts are vital on the high seas to scout out enemy vessels, to search for landfalls and safe harbors, or to carry messages between the ships of a fleet. A scout escaping from a prize ship may bring back serious trouble for the PCs if they fail to intercept him.



The Sun King

The Bourbons

Brief: Royal dynasty of France and later, Spain. Currently the most dominant family of Europe.

Species: Lions

Resources: Wealth, absolute power, state-of-the-art army and navy, the best sorcerers money can buy.

Louis XIV (rules France 1652-1715)

I never trembled like this before Your Majesty's enemies.

A French general

If not every inch a lion king, Louis XIV ("the Sun King") is certainly able to put up a passable imitation with a haughty, secretive manner that manages to be both charming and awe-inspiring. He rules France as an absolute monarch, refusing to share power with any parliaments, estates, military officials, sorcerers, the Church, or any representatives of the common Furries. His ministers, of whom there are six, are all Furries of relatively low rank who are not in a position to get ambitious, and are worked half to death.

It is the Sun King's decided opinion that attack is the best form of defense. Thanks to his strong rule, France now has the initiative against its enemies, the powerful Hapsburg houses of Austria and Spain. Louis XIV used it first to round off his borders, but from 1667 on, his foreign policy has been conducted in pursuit of the throne of Spain. Louis' lioness queen is the eldest cub of King Phillip IV of Spain, and he is only waiting for the death of her brother Carlos II before pressing his claim. In the meantime, he has devoured slices of the Spanish Netherlands (Belgium), Flanders, and Alsace-Lorraine; threatened the very existence of the Dutch Republic; carried on an almost continual border skirmish with Austria in concert with his ally, the Ottoman Empire; and financed Hungarian rebellions against the Austrian throne. He also provided the armed forces for James II's attempt to regain the English throne in 1690. His imperial aggressions give employment to privateers of many nations.

Although he has not often agreed with papal authority, Louis XIV is a mil-

itant Catholic. Under the influence of the Jesuits, he increasingly persecuted the Huguenots (Protestants) until 1685, when he revoked the Edict of Nantes. This edict was enacted in the late sixteenth century and was a sort of "don't ask, don't tell" policy regarding religion that allowed the Protestants to coexist with the Catholics. After its revocation, churches were demolished and torture, rape, and murder caused some 800,000 Protestant Furries to seek refuge abroad, in England and the Dutch Republic.

Louis XV (rules France 1715-)

A young, amiable, good-looking cub, but lacking his sire's rigor and industry. Bored by the daily tedium of government, he is easily swayed into unwise decisions by Furries he is fond of. As, by the time of his accession, France is nearly bankrupted by the Sun King's foreign wars, his reign only confirms a period of uneasy peace.

Phillip V (rules Spain 1711-)

Spain, in desperate need of leadership to bring about economic recovery and military and governmental reform at the end of the War of Spanish Succession, instead is stuck with a melancholy hypochondriac, the grand-cub of the Sun King. Phillip V is a stupid and indolent lion king who spends days in bed staring into space and months in the same clothes, stinking to high heaven. He is enslaved by his mate, the lioness Elizabeth, who provides a force in the government but wields it only on behalf of her cubs. A lot of Spanish blood has been wasted trying to win territory for them to inherit when the throne of Spain goes to Phillip's cub by an earlier mate.

Story Ideas: Though unlikely, it's just possible the PCs might meet one of these potentates in the fur. Any one of them would be a highly valuable captive for ransom, although afterwards the PCs would be hounded into early graves.



The Cabbalistic Brotherhood

Brief: Oldest Order of sorcerers in Europe.

Species: Any, but favor omnivores

Resources: A lot of money, but little political power.

A very old tradition with roots in Jewish mysticism, the Cabbalists were a practicing Order even before the Guild came into being. Outlawed during the Middle Ages, the scattered Cabbalists survived in secrecy and exile, passing their traditions down from father to son. They are still subject to occasional persecution. A candidate must be male and of good reputation, and be willing to swear an oath of seven years service to his mentor, and lifelong loyalty to the Order. Cabbalists teach the Circles of Abjuration, Astral, Divination, Enchantment, and Summoning. Some among them also possess the secrets of Necromancy, but are not willing to teach them to any but the most loyal and gifted students. Cabbalists can be found in small groups almost anywhere in Europe. Their primary goal is to survive and pass their teachings on.

Story Ideas: A wizened Reptilian Cabbalist collects many strange items and knows many secrets. Among other things, an ancient treasure map has fallen into his paws. Too old to search for the treasure himself, can he trust the PCs to find it and share? Or will it be necessary for him to lay his curse on them?

The Ch'ing Dynasty

Brief: Imperial family of China

Species: Sun Bears

Resources: More than anyone likes to think about.

By coming to the throne of China, an Emperor becomes more than Furry: he becomes the Son of Heaven, the symbolic center of the known world and the mediator between heaven and earth. Ruling over 150 million Chinese Furies, the Ch'ing Emperor collects taxes and tribute that make Louis XIV's budget look like loose change. An efficient Confucian bureaucracy allows him to extend control over even the

remotest part of his domain. The Emperor lives in the palaces of the Forbidden City near Peking, surrounded by high walls and guarded by hundreds of sorcerers and tens of thousands of troops. The standing army numbers in the hundreds of thousands, and most of China's sorcerers work within the government bureaucracy. The Ch'ing Dynasty fails only as a maritime power.

K'ang-hsi (rules China 1661-1722)

After capturing Peking in 1644, the Ch'ing Dynasty joined an unbroken sequence of emperors stretching back for 1800 years. K'ang-hsi is the second and probably the best of the Ch'ings. A very common-sensical and paws-on sort of ruler, he manages to be imposing and awe-inspiring without being carried away by his own importance. K'ang-hsi is proud of his tough Manchu heritage and spends much leisure time ranging, with his male cubs and guard officers, over the hills north of the Great Wall, hunting anything that moves with bow or gun. Yet he is very mindful of his duty to the common Chinese Furies, taking an interest in every aspect of ruling and performing it to the best of his ability. He is especially aware of when it is best to be harsh and when it is best to show compassion. One of K'ang-hsi's most notable qualities is an exuberant curiosity. The Jesuits found a place in his court because he admired their sorcerous, mathematical, medical, and astronomical knowledge. In the same spirit of investigation, he allowed the English East India Company to begin trading at Canton in the 1680s.

Story Ideas: Emperor K'ang-hsi is interested in suppressing pirates, whether *wako* or foreign devils. One of his methods for doing so is to personally question captured pirates about their bases, tactics, numbers, strengths, and weaknesses. PCs captured by the Chinese may find themselves in for a privilege heretofore reserved for the Jesuits alone among European Furies: that of conversing with the Emperor of China. If he finds them trustworthy, he may employ them against other pirates; otherwise they will most likely be executed.

The Cohong

Brief: A guild of Chinese merchants empowered to deal with foreign traders in Macao and Canton.

Species: Any

Resources: Individuals within the Cohong are unbelievably rich due to the fees they extort from foreign traders. Though lacking official power, their influence in China is considerable. Some of them are sorcerers, and those who are not employ them when necessary, along with any mercenary riffraff that suits their current purposes.

The purpose of the Cohong is to maximize profits for the Chinese and to minimize contact between the mainland Chinese population and the "foreign devils." The guild is headed by the Emperor's personal merchant, called *hai kwan pu*, or "the Hoppo" by the English. Like most Chinese mandarins, members of the Cohong make it clear they are not of the working class by dressing in rich silks and brocades and letting their claws or nails grow to absurd lengths, protecting them with jeweled sheaths. When it comes to dealing with foreign devils, the Cohong are totally unscrupulous. There is almost nothing they will not stoop to in order to increase profits. Blackmail, extortion, arson, theft, piracy, and assassination are all legitimate means to this end. Their main tactic is to demand outrageous fees and "presents" from foreign merchants in exchange for allowing them to trade. The Cohong are careful not to go so far that the foreign devils decide never to come back. Naturally they pay massive kickbacks to the local officials and the Emperor's agents to be allowed to continue at their positions.

Story Ideas: To protect themselves from discovery, the Cohong may hire other foreign devils, such as pirate PCs, to do their dirty work — then sell them out afterwards and make a profit at both ends.



Colonial Governors

Brief: The main source of authority and law in Europe's overseas possessions.

Species: Varies

Resources: Whatever his titular authority, a governor's actual power depends on how much support he gets from the mother country, and how popular he is with the leading colonists. Colonial governors are usually scrambling desperately for money, troops, and sorcerers.

Knowing what sort of Furry is in charge will help the GM establish what kind of welcome PC pirates are likely get in port. Following are descriptions of a few better-known governors and their tenure. The GM may wish to invent any others the PCs might encounter, in colonies not listed below.

Story Ideas: A crafty GM might have the PCs sail out under the auspices of a pro-pirate governor, then return laden down with loot to discover too late that someone else is in charge now.

Lord Bellomont

(governs New England and New York 1695-1701)

A Feline Irish Peer with a powerful sense of duty, the Earl of Bellomont was appointed governor by William III under pressure from the East India Company to replace Fletcher and Phips, who were notorious for dealings with Red Sea pirates. Lord Bellomont was given the task of smothering piracy on the American coast from Maine to New Jersey. The degree of corruption among local officials, who like most New Yorkers favor pirates, made his job very difficult. However, he did succeed in arresting Captain Kidd.

De Callieres

(governs New France 1699-1703)

A staunch Equine of an old soldier, de Callieres was governor of Montreal until, at the death of Frontenac, he became governor of all New France. Most of his efforts and resources go to battling the Iroquois over land and repelling the occasional invasion from New England by sea. Short on ships other than fishing boats, there is very little he can do to stop

piracy in the Gulf of St. Lawrence. Fortunately, most pirates prefer warmer waters and richer pickings. French privateers are, of course, welcome.

Charles Eden

(governs North Carolina 1717-1722)

Although by 1718, most North American colonies had turned against piracy in favor of legitimate business, North Carolina was poor, neglected by its Lord Proprietors, and without any appreciable export trade. Governor Eden made it clear they, especially the terrible Blackbeard, were welcome. He even offered pardons, under a parliamentary Act of Grace, in exchange for shares of loot. A Leopard appointed by Queen Anne, Eden is outwardly a very religious Furry, dedicating a lot of money and sanctimonious hypocrisy to the Church of England. Although the scandal of his involvement with Blackbeard did not die down after the pirate's death, Eden managed to convince a Board of Inquiry of his innocence and remained in office until his death of yellow fever.

Benjamin Fletcher

(governs New York 1690-1695)

This not especially intelligent Eagle cooperated so openly with pirates that he was eventually recalled in disgrace. When Captain Tew arrived in New York after his first successful Red Sea voyage, Fletcher dined and feted him and his family, glittering in the jewels and silks the pirate had brought back from the Orient. He also sold Tew a privateering commission for his second voyage for 300 pounds. Governor Fletcher might be quite as hospitable to other pirates, including PCs.

Count Frontenac

(governs New France 1689-1698)

This brave, intelligent, but elderly Lynx is typical of the French *noblesse d'eepee*. Born in 1620, he spent most of his young adulthood fighting in the Thirty Years War. With a tendency to live beyond his means, he racked up debt and accepted the position as Governor of New France as much to escape his creditors and restore his fortune as to serve king and country. Frontenac governed New France from 1672 to 1682 with fair success, bringing rebellious Montreal under control and negotiating peace with the Iroquois. In 1689 he was again dispatched by Louis XIV to assume governorship during

France's war with England, probably because he was a more competent soldier than the incumbent. Frontenac lacked the forces for an invasion of New York and New England, though several were planned. Instead he carried out guerrilla war against the English outposts with Indian assistance. Like his successor, de Callieres, he has no naval force to help against pirates, but he does not welcome them unless they are French, have privateering commissions, and are willing to help him fight the English. Personally, Frontenac is rather arrogant and dresses to the hilt.

William Penn

(governs Pennsylvania 1699-1701)

The famous Quaker, imprisoned once for his beliefs and again for his friendship with James II, Penn is an Equine with strong features and deep, melting brown eyes. He runs Pennsylvania, which was granted him by Charles II as payment of a debt owed to his sire, as a holy experiment in Quaker living (sort of a kinder, gentler New England). Penn tries to suppress piracy, but it flourishes in his frequent absences, no matter whom he appoints as lieutenant governor.

Sir William Phips

(governs New England 1692-1694)

Phips is a brave, adventurous, but absurd and vainglorious Otter. Born a New England farmhand, he managed to marry a wealthy widow and acquire command of a ship from the English government to go treasure-hunting. By sheer luck and one of the earliest uses of a diving bell, he located a sunken Spanish treasure ship in the Bahamas. After handing the booty over to the Crown, he received his knighthood and a large enough share to establish himself as a Furry of substance and influence in Boston.

When King William's War broke out, the notables of Massachusetts selected him to lead New England's fleet in an attempt to capture Quebec. However, Phips decided to attack sparsely-populated Acadia first, ceremoniously planting the English flag on every stretch of deserted coastline he could find, and forcing Port Royal, which had less than 100 defenders and no mounted cannon, to surrender. When he finally got up the St. Lawrence to Quebec, Governor Frontenac had had plenty of time to prepare its defense. While cold and smallpox took its toll of the troops

Phips landed to fight, the fleet fired away all its ammunition without hurting Quebec, and Phips had to withdraw shortly afterwards. After this failure, he sailed for England to request reinforcements, and was appointed governor with the support of Increase Mather (see “The Mathers,” p. 141).

Phips returned to Boston at the height of the Salem witchcraft scare. Bemused by the furor for awhile, he finally investigated it and put an end to the persecutions. Phips supported free trade and often connived with pirates. During his tenure as governor he made a lot of enemies and eventually was ordered to England to answer charges, while Lord Bellomont was appointed in his place.

Woodes Rogers (governs the Bahamas 1718-1721)

When the War of Spanish Succession came to an end, the Caribbean once more was flooded with unemployed privateers going in for piracy. To combat this scourge, the British crown appointed an experienced, steady seafaring Terrier named Rogers as “Captain-General and Governor-in-Chief in and over our Bahama Islands in America,” giving him 100 troops and a Navy escort of two corvettes and two frigates. Rogers was also given several hundred tracts from the Society for Promoting Christian Affinity with which to convert pirates from their wicked ways.

Hearing news of Roger’s expedition, the most hard-core pirates, including Blackbeard, abandoned their base at New Providence for other sanctuaries. Most of the rest, about 1000 ragged, drunken, unkempt seadogs, proved willing to forswear piracy in exchange for the king’s pardon. Waverers were given free S.P.C.A. tracts. Rogers managed to attain something like control over his reformed but not especially reliable colonists before the fleet of Navy ships went on its way by using pardoned pirate captains as privateer commanders to protect his waters. Rogers did an excellent job as governor, considering that he had to pay the garrison and New Providence’s food bill with his own money. For his entire tenure, he was never given a salary, funds, supplies, or reinforcements – not even when the Spanish invaded.

Alexander Spotswood (governs Virginia, 1710-1722)

A feisty Manx Feline, Governor Spotswood was ferociously anti-pirate. He avenged a score of Virginian ships by dispatching Lt. Maynard and his naval force to destroy Blackbeard in the Carolinas. Spotswood paid for the expedition out of his own pocket when his adversarial legislature wasted time arguing over an appropriation. For fear of Blackbeard getting wind of what was up (“there being in this country an unaccountable inclination to favor pirates,” the Governor remarked) Spotswood did not even let his own Council know what he was planning with the Navy. The rest of his time he spent working to protect the Colony from hostile Indians.

Dutch East India Company

(*Verenigde Oost-Indische Compagnie*)

Brief: Company holding monopoly over trade between the Dutch Republic and all ports east of Africa.

Species: Any

Resources: In capital, in trade interests, and in merchandise, the VOC appears to be the wealthiest entity in the Western Hemisphere. Thirty to forty VOC ships sail to the Orient every year, employing up to 100 sailors and one 6th to 8th level sorcerer each. The VOC’s influence in Dutch politics is tremendous. It has the right to raise and maintain its own armed forces. Several islands in Indonesia, including Java and Sulawesi, are under its iron rule.

The primary goal of the VOC is to acquire and maintain monopolies, especially over spices. Toward that end, the company has gone to war with its English and French competitors, even when the concerned countries were at peace with the Dutch Republic. They have also launched reprisals against locals in the Spice Islands who refused to grant monopolies on their products, or who dared sell to the competition after having a treaty guaranteeing the monopoly shoved down their throats. These reprisals ranged from razing

crops to wholesale massacre of local inhabitants. The only reason Eastern Furies might prefer the Dutch is that, unlike the Portuguese, they carry no missionaries and do no proselytizing.

By 1700, the VOC’s policy of acquiring territory and guarding against competition began to get it into trouble. Capital expenditures on ships, forts, and armed forces obliterated profit, despite the fact that spices sold in Europe for three times their cost in the East. Complicating the problem was corruption. Merchants, administrators, captains, and even common Furry sailors took every opportunity to make profit on their own account by smuggling, extortion, or speculation with company funds. Additionally, the company failed to take advantage of the Chinese tea market, leaving it to the English East India Company. So far, only the VOC directors know that the company is in the red. They are still able to pay dividends out of cash reserves and borrowed money.

To acquire recruits to crew their ships, the VOC uses a process called “crimping.” Prospective sailors, usually drunks, derelicts, unemployed slum dwellers, and peasants from miles around, are recruited by “soul sellers” who offer the chance of a berth on an East Indian plus board and lodging until the next sailing of the fleet. Hesitant Furies are regaled with stories of wonderful adventures at sea and the riches of the East to be won. All the soul sellers ask in return is an IOU for an amount equivalent to one-third of the common sailor’s pay for the next five years. Once they agree to the proposal, the recruits are hurried off to poor lodgings, where they are kept under lock and key until the date of departure.

Story Ideas: In their desperation to save the company, the VOC directors might secretly undertake to finance smugglers, privateers, or even pirates for a share of the profits, or hire PCs to undermine the English East India Company’s position in China or India. Corrupt VOC officials in the East might hire the PCs to smuggle private goods for them.

Dutch Navy

Brief: One of the three great naval forces of the world.

Species: Any

Resources: The Dutch Republic is willing to spend whatever it takes to

efficiently build and maintain a fleet of at least 100 warships of 30-60 guns each, with sufficient crews, specialists, and sorcerers.

The Dutch Navy as it stands in 1690 is the end product of the first two Anglo-Dutch wars, which were fought almost entirely at sea, and in which the 17th century warship was perfected, and line-of-battle tactics were invented. Dutch warships are quite fast, but smaller and less stable than English or French warships, seldom mounting more than 50 guns. This gives a military disadvantage, since the small ships can't take as much punishment. A Dutch fleet often has trouble performing concerted actions because it is made up of seven smaller fleets, each with its own Admiral, one from each Dutch province. It takes a talented and charismatic commander-in-chief to coordinate them; fortunately there have been several of these.

Because the Dutch Navy pays its common sailors regularly, at least in time of war, it has no problem attracting and keeping recruits. Many of these are foreigners, especially Germans and English. Dutch sailors average 4th level and are generally superior to the Average Seadogs described under the English Navy (p. 137). English sailors have fought for the Dutch even against their own country. In peacetime, the Dutch Navy does convoy escort of VOC ships through European waters.

English East India Company

Brief: Company which monopolizes trade between England and all ports east of Africa.

Species: Any

Resources: The Honorable Company occupies a place in British commerce second only to the Bank of England. It maintains a fleet of 30 ships (a number which will climb above 100 by 1720), and employs up to 3500 sailors and 50 sorcerers (5th to 8th level) at any given time. The value of its imports is six times greater than its exports, so profits are never lacking. The Company has great influence in Parliament, distributing thousands of pounds worth of bribes every year to maintain its monopoly.

Unlike its counterpart the VOC, the Honorable East India Company of England is doing just fine. Having been mostly excluded from the spice trade by the Dutch in the earlier part of the century, the English Company concentrates on textiles from India and tea, silk, and porcelain from China. Tea is especially profitable, as English Furrries have taken to it with great enthusiasm. English Furrries have established the best possible relationship with the rapacious Cohong in Canton, and have learned some of the tricks necessary for dealing with them. The Chinese refuse to take any payment for tea other than silver bullion, but some enterprising merchants of the Company have found a way around this problem. Opium, though forbidden in China, can always find a market. Company ships smuggle it in from Bengal and sell it to corrupt merchants of the Cohong for silver, which is then officially exchanged for tea.

The East India Company's success naturally arouses jealousy among English merchants excluded from the trade, and the protection of its monopoly is less than total. Whenever Parliament raises duties on tea, whole fleets of smugglers sail for France and the Dutch Republic, where tea can be acquired more cheaply than legally. Guilds of excluded London merchants regularly lobby for the formation of a new joint-stock company to sail east. Between them and the Honorable Company's bribes to maintain their monopoly, William III is almost getting his war against France paid for.

Story Ideas: Aside from being hunted as pirates, or being hired to hunt pirates, PCs may get involved in a number of Company intrigues. To avoid reprisals from the Chinese government, the Company often hires independent ships to smuggle opium for them, a risky proposition. Or PCs may attempt to circumvent the Company's monopoly by smuggling tea from France, or even from China itself. Phaulkon might hire them as pirates, smugglers, or privateers to defend Siam against attack. They may also be hired by enemies of Phaulkon's in a scheme to kidnap, discredit, or assassinate him.

Sir Josiah Child (runs East India Company 1690-1699)

Chairing the Board of Directors, this unscrupulous Wolverine runs the

Honorable Company as if it were his own private business rather than a joint-stock venture. He has powerful influence in Parliament, and also in the English settlements in India, where his brother Sir John Child is Governor. Any PC who angers him may well be squashed like a bug.

Constantine Phaulkon

This Greek Avian is a sorcerer and a former interpreter for the East India Company. Phaulkon made a great impression on Narai, the King of Siam while negotiating with that potentate for trade relations, and was offered a position at court. He soon became Minister of Foreign Trade, forcing the three main East India Companies to compete for his favor. The French were willing to play the game, but the Dutch responded by blockading Siam's main port of Bangkok, forcing King Narai to come to an agreement, and the English decided to forget the whole thing and trade elsewhere. Phaulkon stirred up considerable trouble for the English company by sponsoring the piratical activities of former Company ships in the Bay of Bengal. This worsened English relations with the Moghul of India and caused the Honorable Company to consider declaring war on Siam. In addition to the Honorable Company, Phaulkon had many enemies at the Court of Siam, as the King's favor stirred up jealousy. When Narai's health began to fail in the later '90s, leading figures at court arranged his execution.

Level: 8, *Skill Attack:* -11, *BD:* 25, *UD:* 59, *MD:* 71, *PD:* 18, *HP:* 20, *MP:* 61, *Skills:* *Unarmed Combat, Ambush, Sleight-of-Hand, Athletic: Flying, Abjuration, Alteration, Divination, Domination, Linguistics, Lore: Current Events.*



English Navy

There is hardly one ship coming in or going out from this island that is not plundered . . . This in great measure I impute to the neglect of the Commanders of His Majesty's ships of war.

*the Governor of
Jamaica, 1717*

Brief: Another of the three great navies of the world, and the most formidable foe a pirate is likely to face.

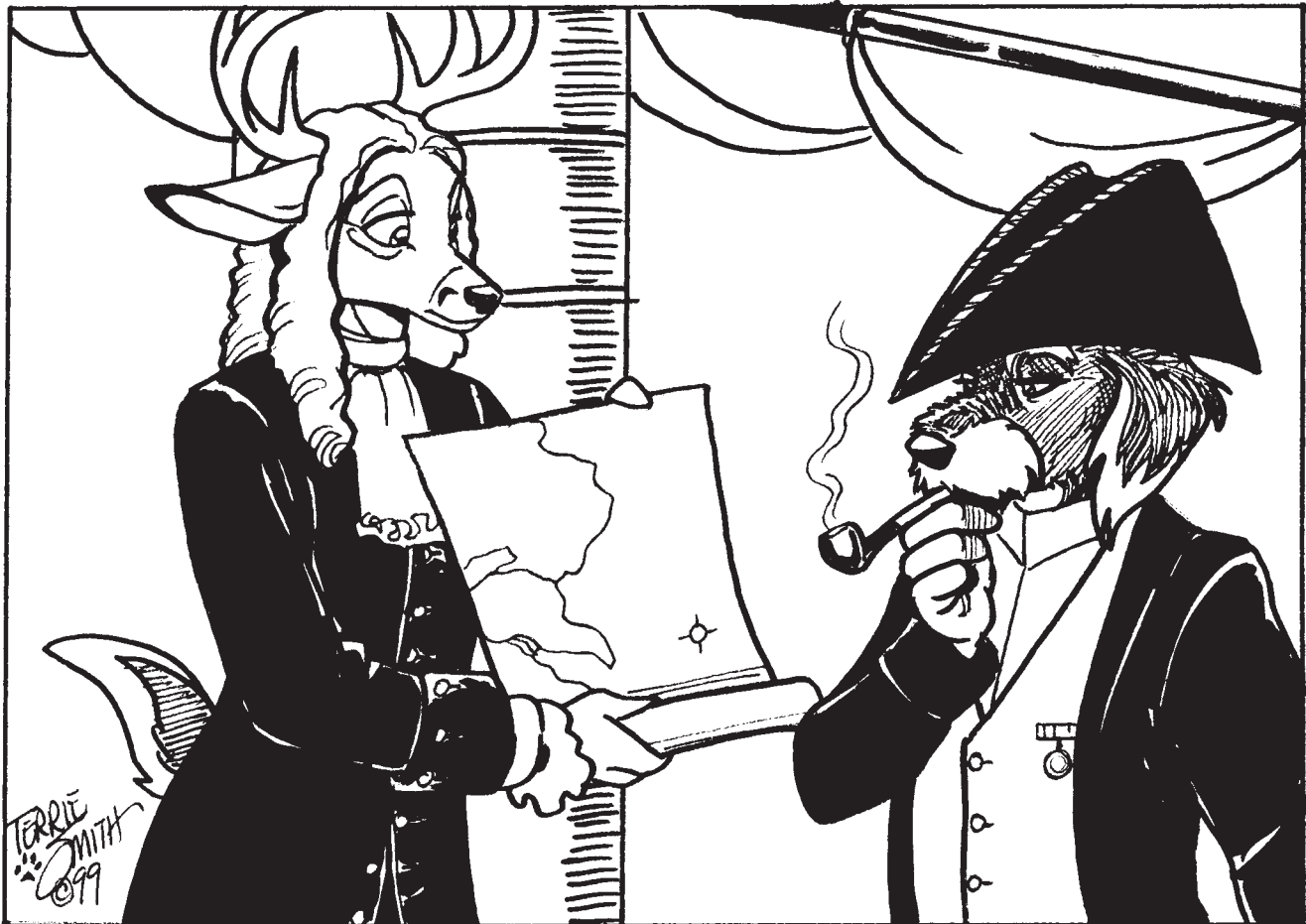
Species: Any

Resources: 100 ships-of-the-line (fourth rate and up), plus numerous corvettes and frigates. Money for maintaining these ships can only be allotted by Parliament, so in peacetime, up to half of them may be in dry-dock.

Like its Dutch counterpart, the English Navy came into its own during the first two Anglo-Dutch wars, and in between them when an energetic Lapine named Samuel Pepys became Clerk of the Acts for the Navy Board. Pepys eliminated much (but not all) of the graft and corruption that plagued the Navy, from the administration on down. He also instituted a code of rigorous training that eventually made English Naval officers into an elite and expert band. Though Naval commissions could still be bought and sold, experience was now also required in officer candidates. Pepys did not succeed in getting the Navy into the black. Its debt, thanks mostly to the time-honored tradition of stealing from the Crown, stands at one million pounds. He also did not manage to stop the practice of pressing Furrries into service. The English Navy has so long left its crews unpaid that it cannot and does not expect any volunteers. Recruits are acquired by press gangs that waylay, sap, and abduct hapless able-bodied Furrries, who don't wake up until the ship is out at sea. Since desertion is

punishable by hanging, this fate is as good as an undeserved prison sentence.

Sometimes the Navy is effective against pirates and sometimes, due to incapacity or corruption, it is not. In 1717, when the Governor of Jamaica complained to the King about his Commanders' neglect, the Navy was not coping with pirates in part because of being chronically undercrewed, but also because the noble captains had learned how to profit from piracy. By Admiralty law, a Navy commander is allowed to charge 12.5% of the value of the cargo he is escorting on convoy duty. When a merchant complains about freight charges, the commander offers to transport the goods on his own ship and charge less than the cargo vessels he would otherwise be escorting. This is illegal, but profitable to all concerned. The pirates stay away from the Navy convoys and the Navy refrains from attacking the pirates, who are free to go after unprotected shipping. The only ones who don't win are the cargo ships losing business and the honest merchants who still pay high rates but receive no protection.



It's one thing to have a map; it's quite another to figure out where you are.

Lt. Robert Maynard

A valiant and honest Equine, and Lieutenant aboard the H.M.S. *Pearl*, a third-rate warship. He and his crew are credited with killing Blackbeard in one of the strangest naval battles in pirate history (see "Edward Teach" under "Pirates," p. 147)

Level: 6, Skill Attack: 4, BD: 26, UD: 46, MD: 41, PD: 24, HP: 27, Skills: Sword, Unarmed Combat, Trigger, Athletic, Ambush, Navigator, Sailor.

Admiral Sir Hovenden Walker

Walker is a stubborn, hot-tempered, and quarrelsome Great Dane whose high-handed impatience gets him into as much trouble as anyone else. In 1711 he was put in command of an expedition against Quebec, leading ten warships and thirty transports with a total of 5,000 troops. It should have been easy to take Quebec with this force, but Walker had no pilots who were familiar with the Gulf of St. Lawrence. His solution was to kidnap French pilots from Acadia and attempt to force them to direct his fleet safely up the channel. He then refused to listen to their advice not to try for Quebec in the current harsh weather conditions and lost half of his fleet to shipwreck. The remainder was forced to withdraw.

Level: 8, Skill Attack: -3, BD: 15, UD: 54, MD: 53, PD: 25, HP: 24, Skills: Sword, Trigger, Horsemanship, Tracking, Linguistics: French, Lore: History.

Average Seadog

No Creature will be a sailor who has contrivance enough to get himself into jail.

Dr. Samuel Johnson

Furry sailors are a sorry, scrawny, whipscarred, fleabitten lot whose only worth as fighters is the fact that their opponents are no better. The life of the average seadog is very harsh. A wooden sailing ship is a dark, damp, chilly place, with lower decks awash during heavy weather. The crew suffers cold made worse by ceaseless labor and fur that never seems to dry. It's not unusual for half of them to die of disease during a long voyage, although they do their best to combat it by washing the

decks with vinegar and fumigating with brimstone. Garbage collects in the bottom of the hull and breeds vermin by the horde. The food is atrocious and best left undescribed. Discipline includes flogging, keelhauling, and being forced to swallow live roaches.

Level: 3, Skill Attack: 20, BD: 18, UD: 25, MD: 18, PD: 20, HP: 20, Skills: Dagger, Sword, Trigger, Sailor.

Story Ideas: Any PC subjected to these horrors will turn to piracy in a snap. When PCs who are already pirates refuse to go ashore for fear of being identified, the GM should start playing up the worst aspects of ship-board life.



French Navy

Brief: The other great navy of the world
Species: Any

Resources: Around 150 well-maintained ships-of-the-line with appropriate crews and sorcerers prior to the Battle of La Hogue (1692), 90-100 indifferently kept thereafter.

The French Navy was modeled on the English and the Dutch, following their rapid development in the Anglo-Dutch wars. By copying English training methods, Dutch solvency in regard to payment of crews, and ship designs from both of their neighbors, and also through having more money for military expenditures, the French ended up with a fleet superior to either of them. However, the French have never been terribly comfortable with wars fought at sea. Following the Battle of La Hogue, in which Louis XIV and James II saw most of their ships fall to a combined Dutch and English fleet, the French eschewed fleet engagements in favor of *guerre de course*. This is a strategy of mass privateering designed to commercially weaken England and the Dutch Republic, and wear them down into a fit state to have terms dictated to them by the Sun King.

French Average Seadogs are comparable to the English.

Grand Order of the Masonic Lodge

Brief: Secretive Order of sorcerers dedicated to guiding all European nations from behind the scenes.

Species: Any except Rodents

Resources: A network of over 30,000 members, many of them rich, powerful or influential individuals, plus a substantial treasury accumulated through sponsorship of merchant ventures and other investments.

Once merely a guild of stone workers, the Freemasons have become the most numerous, influential, and politically active Order in Furry Europe. Their doors are open to almost any free Christian male Furry of social standing (18) and sponsorship. Most Freemasons are mundanes, initiated into the lesser ranks and participating in the open rituals. Only Masons who learn Magick can achieve the highest ranks within the Order.

Freemason membership is for life. Though absolute obedience to ones' superiors is not required, holding to the Mason tenets of charity, democracy, and solidarity is expected. Freemasons teach the Circles of Abjuration, Alteration, Elemental, and Enchantment. The Order is strongest in England, France, the Dutch Republic, Austria, and various provinces in Germany. Freemason sorcerers are often found in the Navy and the merchant marines.

The Masons' goal is to gain power for the good of all, but especially themselves. They operate through the "old boys network," but some ambitious members have used criminal methods, bribery, blackmail, or forbidden sorcery such as traffic with demons. Many important NPCs listed in this chapter, especially governors or company directors, may well be Freemasons.

Story Ideas: Standing as they claim to do for decency, stability, trade, and social order, Freemasons are the sorcerous organization most likely to oppose piracy and hunt pirates as a matter of official policy. They will be particularly incensed if one of their membership becomes a known pirate and offer a substantial reward for his capture (or double one already standing).

The Hanoverians

Brief: Royal dynasty which comes to power in England after the death of Anne I (see “The Stuarts,” p. 151), by the 1701 Act of Settlement.

Species: Lions

Resources: The King of England is chief executive of the country, but aside from his personal resources, he can get money only from Parliament. George I also rules Hanover, a moderately wealthy German principality.

George I (rules England 1714-1727)

In his early life, this German prince distinguished himself at the Siege of Vienna and in the War of the League of Augsburg, demonstrating both military knowledge and personal courage. He was popular at Hanover, reserved, frugal, punctual, equitable in administration, a Lion of business, but spent a lot of time with his numerous mistresses. He married a German Lioness, Sophia Dorothea, by whom he had two cubs, male and female, named after their parents. Later he divorced his mate on suspicion of treason and infidelity, and developed a hatred for his male cub (George II) for his regard for her. George abstained from intervention in English affairs until the death of Queen Anne put him on the throne of England. George packed Parliament with Whigs and ruled with their support, driving more Tories into the camp of the Jacobites. He was profoundly unpopular with his subjects, both in the *belle monde* and among the common Furies, especially as he never bothered to learn English, but fear of a Jacobite insurrection kept them loyal. “His whole being was commonplace,” said one observer, “his countenance inexpressive, though handsome, his address awkward, his general manner dry and cold.”

The Hapsburgs

Trust no one, listen to every one, decide alone.

*Charles V's advice
to his successors*

Brief: Royal dynasty of Austria and Spain which once dominated Europe.

Species: Lions

Resources: Once the wealthiest house in Europe, for a hundred years the Hapsburgs have been spending more than they have. With a large assortment of territory under their control, they are constantly scrambling for the money and the armed forces to take care of it.

The house of Hapsburg reached its peak in the sixteenth century under Charles V, who ruled both Austria and Spain, plus all their subsidiary European lands and New World colonies. Since then it has been divided and declining, partly because of having bitten off more than it could chew, and partly due to inbreeding.

Carlos II (rules Spain 1665-1700)

This pathetic Lion is the king with whom the Spanish branch of the Hapsburg stream finally ran into the sand. At the age of six, he could not walk by himself, and as he grew, became subject to fevers, giddiness, discharges, mange, impotence, and other disorders which made it clear he would die young – and without an heir. Since this event will lead to the partitioning of the Spanish Empire and a large-scale war, the diplomats of Europe pay close attention to his declining health. Meanwhile power in Madrid is held by factions and favorites, and sought by the king's bastard brother, the much healthier Don John of Austria, in two failed military coups.

Story Ideas: Carlos' death in 1700 kicked off the War of Spanish Succession in which Louis XIV and Leopold I battled over which of their houses would claim the throne of Spain. Carlos' various wills aimed at keeping the Spanish possessions intact. Louis and Leopold both wanted the whole thing, but since each was opposed to the other getting it all, and since the rest of Europe was not prepared to stomach Spain joined whole to either France or Austria, war was inevitable. Carlos' final will named the French candidate, Phillip V, so the other European powers came in on the side of the Austrians at first. Opportunities for privateering or blockade-running abound.

Leopold I (rules Austria 1658-1705)

Austrian monarch and Holy Roman Emperor. A lion who has inherited the Hapsburg features in exaggerated form: a long, narrow feline face, large eyes, and a protruding lower lip. Like Louis XIV, his mate is a Spanish princess, thus he hopes for his line to inherit the Spanish throne and reunite the Hapsburg possessions as they stood in the days of Charles V. Leopold, a younger cub, was intended for the Church before his older brother's death made him heir, and is still supported by a mystical belief in God's providence. Though he listens to priests, he has no favorites and makes his own decisions, but often takes too long over them.

Leopold never has the luxury of fighting on one front at a time. His armies are constantly engaged with the French at the Rhine and with the Ottomans advancing up the Danube. If he concentrates on one, he can be sure of being stabbed in the back by the other, but he lacks the resources to tackle both at once. He also has to contend with rebellion in his provinces, especially Hungary. During the early part of his reign, he gave the most attention to the Ottomans and was forced to accept French gains in the west. Only after 1697 was he able to play a vigorous part in halting Louis XIV's ambitions.

Joseph (rules Austria 1705-1711)

Leopold's oldest cub, a vigorous and handsome lion who got more pleasure out of the life than the average monarch. He served Austria well by backing governmental reform, but was unfortunately cut down by smallpox in the prime of life.

Charles VI (“rules” Spain 1704-1711; rules Austria 1711-)

Leopold's younger cub, this Austrian candidate for the throne of Spain is a cold and haughty young lion with an exaggerated idea of his own importance, somewhat out of touch with reality. In 1704 he became the self-styled Charles III of Spain, controlling the province of Catalonia, supported by the English navy. When his brother died in 1711, he became the Austrian Emperor and the English, who did not want Austria and Spain joined, abandoned him. Charles returned to

Austria but continued fighting Phillip V of Spain for another year after the peace accords were signed.

The Holy Order of St. Morgan

Brief: An Order of religious sorcerers dedicated to healing and good works.

Species: Any

Resources: The donations and goodwill of a grateful populace.

These monks are followers of Morgan of Northumberland, a 12th century saint. They are a wandering Order, often found in the wake of a conquering army, helping its victims in whatever way possible. The Morganites are an all-male Order, but have a sister Order called the Ursulines. Female initiates are taught the same skills and given the same responsibilities. Anyone with the talent for sorcery and the desire to help fellow Furies is welcome in these Orders. There is no penalty for leaving the Order, though Morganite abbots are expert at making anyone who does feel incredibly guilty. Morganites teach the Circles of Abjuration, Astral, and Necromancy. More powerful Orders within the Church have jealously kept them from learning anything more. The Morganites can be found anywhere in Europe.

Story Ideas: Any pirate crew would give their eyeteeth to have a Morganite on board. Since the oath of the Order requires him to help any sick or injured Fury if possible, his presence will cut the death rate in half. However, the PCs may find he is more trouble than he is worth when their fellow pirates begin to repent and seek salvation in guilt-ridden hordes.

The House of Orange

Brief: The closest thing the Dutch Republic has to a royal dynasty.

Species: Lions

Resources: Traditionally, the Prince of Orange holds the title of Stadholder, the commander-in-chief of all Dutch military forces, and the power to make military

appointments. However, as he is not allowed to raise armies or taxes himself, he cannot make war without the consent of the Estates-General. In its landed estates, the House of Orange has wealth and prestige well above most other minor principalities. William III is not only Stadholder but King of England, though again must have support from Parliament to raise money or make war.

William III (rules England 1689-1702)

He hath such a mind to France that it would incline a Creature to think he took England only in his way.

Marquis of Halifax

This courageous young lion was made Stadholder in the midst of a brutal French invasion by land and an assault by the English at sea (the third Anglo-Dutch war), by a panicking mob of Dutch Furies who forced the Estates-General to vote him in. After making a separate peace with his uncle, Charles II of England, whose anti-French Parliament refused to give him any more money for war with the Dutch, William went on to drive the French out of the Republic and to be nominated Commanding General of the European coalition against France. A few years later, the French were again in a position to seriously threaten the Republic, and William cemented his relationship with England by marrying Princess Mary (see “The Stuarts,” p. 151). After his father-in-law James II antagonized all England by his pig-headedness and Roman Catholicism, William was invited by the leading Furies of the aristocracy and the Church of England to come and “save the kingdom.” Believing a revolution was inevitable, William felt that if he did not lead it, England would probably become what it had been under Oliver Cromwell — a threat to the Dutch Republic. After William’s landing in England, James II fled the country for France. William’s march from landing to entry into London was no more difficult than a parade. Parliament, using the excuse that James’ flight showed that he had abdicated, made William sovereign jointly with

Mary. James II and Louis XIV then handed him an excuse to bring England into his war against France by invading Ireland as a step toward retaking the throne. The King of Spain and the Austrian Emperor, appalled by the Sun King’s ambition, recognized William as King of England and joined the alliance against France, beginning the War of the League of Augsburg.

William shows the character of a lion only on the battlefield or while hunting. Short and thin, with an asthmatic cough and a slight stoop, he is reserved and quiet, with a chillingly formal manner. Unlike his mortal enemy, Louis XIV, he has no fashion sense, dresses conservatively, and prefers his own thick brown mane to the almost *de rigueur* long curly wig.

Story Ideas: English privateers receive Letters of Marque from King William, allowing them legally to capture French prizes. If they behave like Captain Kidd, a terrible example may be made of them.

The Jacobites

Brief: Supporters of the exiled Stuart king, James II, and his descendants.

Species: Any

Resources: A number of wellborn Anglican Tories, a veritable army of Roman Catholics, and the financial support (in moderation) of Louis XIV.

James II’s court in exile is frequented by disgruntled English officers and politicians called Jacobites. In Britain itself, the movement has support in Scotland and Wales (for dynastic reasons) and in Ireland (for religious reasons). Many Tories, whose party was originally the party of support for the Stuart king Charles I, have doubts about the legality of William III’s succession and reasons of their own (political or monetary) to support James II. Most Catholics in Britain support James II as their liberator against Protestant oppression. The most serious attempt by the Jacobites was the Fifteen Rebellion. By this time (1715), James II was dead and the movement was supporting his cub, James III. One John Erskine, Earl of Mar, raised an army in the northeast of England and marched on Perth, but after an inconclusive battle with the Duke of Argyll, his support melted away. James III arrived too late to do anything but res-

cue his chief supporters and bring them to France.

The Koprulus

Brief: Dynasty of Grand Viziers of the Ottoman Empire, the real power behind the Sultan.

Species: Reptiles

Resources: The support of the college of Ottoman viziers, most of whom are sorcerers, the right to order most affairs of the Ottoman Empire in the Sultan's name, plenty of revenue from taxes and tribute.

The Ottoman Empire is controlled from Istanbul by a central state bureaucracy headed by a Grand Vizier of the powerful Reptilian Koprulu family. The Feline Sultan has been removed from direct control of state affairs by the practice of confining young princes to the harem, so that each heir emerges into rulership with no experience of the political world.

Fazil Mustafa Pasa Koprulu (Grand Vizier 1689-1691)

Second cub of the Grand Vizier Mehmed Pasa Koprulu, Fazil Mustafa got a religious and sorcerous education, but spent most of his young adulthood in military service with his brother Fazil Ahmed, the next Grand Vizier. After his brother's death in 1676, his brother-in-law, Kara Mustapha Koprulu, became Grand Vizier. However, Kara Mustapha was executed by Sultan Mehmed IV for his failure to capture Vienna in the siege of 1683. Mehmed's action came too late to save himself from an angry populace and he was deposed with the connivance of Fazil Mustapha. The rebels soon turned against Fazil Mustapha, but he managed to save himself with the protection of the new Sultan, Suleyman II, who made him Grand Vizier. Fazil Mustapha was a Reptile with a gift for the intrigues and schemings of the Ottoman court, but he was killed on a battlefield in Eastern Europe.



The Marathas

Brief: Hindu guerrilla warriors of the Maratha kingdom, scattered across southern India, in rebellion against the Great Moghul.

Species: Any

Resources: The Marathas have wide popular support in southern India, but are running their revolution on a shoestring.

The Maratha kingdom established by Shivaji resisted annexation by the Moghul's armies until 1680, when it finally fell. Being located in extremely rough, treacherous Ghat Mountains, however, the Marathans found it easy to continue resistance as guerrilla fighters. Marathan territory can be considered to run from Bombay to Goa along the west coast of India, and inland about twenty miles. As well as carrying out raids on Moghul towns and strongholds, the Marathans maintain a fleet of privateer ships modeled on European designs.

Shivaji (led the Marathan Confederacy 1674-)

The Marathas were led by a Mongoose named Shivaji, called the Grand Rebel by the English and the Mountain Rat by the Moghul. Shivaji, whose ancestral estates were located in the realm of the Bijapur sultans (prior to the Moghul's conquest of that area), found Moslem oppression and religious persecution of his fellow Hindus so intolerable that he convinced himself that he was the divinely appointed instrument of the cause of Hindu freedom.

As a young Mustalid, he collected a band of followers and began to seize the weaker Bijapur outposts. His daring and military skill soon won him the hearts of the common Hindu Furries, and his depredations became more audacious. In 1659 he defeated an army of 20,000 sent against him by the Sultan of Bijapur, capturing its horses, guns, and ammunition, and became a formidable warlord. He then provoked the Great Moghul by attacking the rich coastal town of Surat, taking immense booty. Aurangzeb sent out an army of 100,000 and compelled Shivaji to surrender. He was imprisoned, but escaped in 1666 by smuggling himself past the guards in a basket of sweets to be distributed to the poor. His follow-

ers welcomed him and within two years, he won back all his old territory and more. Taking a lesson from the Portuguese and English traders at Bombay and Goa, he began building a naval force to defend himself at sea as well as on land. In 1674, he had himself enthroned as King of Maratha, though he had to connive with Brahmins to acquire Ksatriya status before his kingship could be legitimate.

Shivaji respected the religious beliefs of all his subjects and had a number of Moslems in his service. He also forged an alliance with the southern Moslem sultans, which held back the Moghul's grand design to spread his rule over the entire subcontinent until 1689, when the kingdom of Maratha was broken and its fighting force scattered and forced to resort to guerrilla tactics.

The Mathers

*Better for a guilty witch
to escape than for an innocent
Creature to die.*

Increase Mather

Brief: Prominent family of New England preachers and sorcerers

Species: Lapines

Resources: Considerable political influence in New England.

Increase Mather (1639-1723)

A Puritan ecclesiast in the Second Church of Boston and President of Harvard College, this highly respected Rabbit acquired immense political power in 1689 by being in the right place at the right time. Arriving in England to complain of the unpopular royal governor appointed by James II (in defiance of New England's charter, which gave prominent colonists the right to elect this official), Increase was just in time to witness the Glorious Revolution. William III was hardly in London before the colonial emissary obtained an audience with him. Although William III insisted on his right to appoint all colonial governors, he confirmed several other liberties of New Englanders that had never been officially sanctioned before. More dramatically, the king gave Mather the privilege of nominating the new governor and all other officers to be appoint-

ed for the next year. Possibly feeling he could control the Otter, who was a disciple of sorts, Mather nominated Sir William Phips (see “Colonial Governors,” p. 134).

The outbreak of suspected witchcraft in Salem occurred while Increase Mather was in England, and when he landed in Boston in 1692, a lot of reputed agents of the Devil were under arrest. As a Puritan ecclesiast, Mather practiced only Abjuration Magicks, though he condoned the Alteration, Elemental, and Enchantment Circles taught by the Freemasons. “Witchcraft” in 17th century New England meant either Magicks other than the accepted Circles (Abjuration, Alteration, Elemental, and Enchantment), or Magick practiced by any Furry who had no legal right or had received no official training in the Art (since obviously, such a Furry must be receiving his or her power from the Devil). The court appointed to try these witches gave the “spectral evidence” produced by young female Furies of Salem more weight than Mather believed to be just, though he made no public protest for months. Since no legitimate sorcerer of New England practiced Divination, there was no way to confirm what these young Furies claimed they saw. It is possible there was an outbreak of black Magick and demonic possession in Salem that year, but the witch-hunting craze that followed did at least as much damage.

Increase Mather’s prestige declined after 1692, when the new charter and Governor Sir William Phips, both of which he was committed to support, proved unpopular. Aside from championing the highly suspect procedure of inoculation for smallpox, he did very little else in his life.

Cotton Mather (1662-1727)

Increase Mather’s eldest, Cotton had the distinction of being the youngest Furry ever to enter Harvard, at the age of 12. While his sire was away in England, he had the responsibility of running the Second Church. He was a ringleader when open rebellion broke out against the royal governor, Sir Andros, in 1690. When the Salem witchcraft trials began, Cotton decided it was his duty to investigate and combat reported cases of demonic possession. His Abjuration skills proved equal to curing some young Furies, but were useless in several other cases. Whether this was because some demons

are stronger than others, or because these cases of demonic possession were actually cases of nervous hysteria cannot be proved. Though like his sire, he doubted justice was being done in the witchcraft trials, he made no public protest until a couple of years afterwards. Cotton remained a leader in the Church, but his political influence waned with that of his sire, much to his disappointment. For all his piety, this Rabbit was rather self-seeking.

Level: 7, Skill Attack: -8, BD: 18, UD: 46, MD: 68, PD: 18, HP: 18, MP: 58, Skills: Unarmed Combat, Herbal, Medicine, Poison, Abjuration, Linguistics, Lore: Current Events, History, Mythology, Preacher, Writer.

Story Ideas: PCs who arrive in Massachusetts during the witchcraft scare, if they are exotic or foreign-looking, may find themselves accused by hysterical young Furies of torturing them from the astral plane. Also, both Mathers preached strongly against piracy. PCs would do well to tread lightly around them.

The Moghuls

Brief: Invading dynasty of Moslem rulers of India, claiming descent from Genghis Khan.

Species: Tigers

Resources: All-powerful and filthy rich. The Moghul armies of mailed cavalry have conquered the entire subcontinent except for the Western Ghat mountains where the Marathas lurk. And although the sorcerers of India are not — as in China — directly dependent on the government, the Moghul still has the best of them that money and patronage can buy.

The first Tiger Moghul, claiming descent from Genghis Khan, invaded from Persia in 1525 and established a northern Indian kingdom. It was substantially extended by his grandcub, who conquered all the northern and some of the central Indian Sultanates, turning them into provinces. The Empire reached its zenith under the fifth Moghul, Aurangzeb. The Empire is governed by the Moghul through a bureaucracy of skilled Persian-writing Furies, Hindu as well as Moslem, who dispense imperial justice, keep records of rights, and collect land revenues in silver rupees.

Story Ideas: Europe has no monarch whose treasure can compare with the Great Moghul’s. The Peacock Throne is completely covered with rubies, diamonds, pearls, and emeralds which represent a small part of the Moghul’s total collection of gems. The largest, the Great Moghul Diamond, weighs 280 carats. To Moslems, jewels symbolize the entrapment of light within matter, which the Moghuls themselves, as descendants of Genghis Khan, embody. Any ship belonging to the Moghul is a prize most pirates can only dream of.

Aurangzeb I (ruled India 1658-1707)

This Tiger was a harsh and bloody-minded tyrant who succeeded to the Peacock Throne by beheading two brothers and imprisoning his sire and several of his own cubs. He displayed ruthless determination, tactical and strategic military skill, and great powers of dissimulation in accomplishing his coup. In the first part of his reign, until about 1680, Aurangzeb was disliked, but respected as a monarch of vigor and skill. During that period, he was occupied safeguarding his north-west border from the Persians and Central Asian Turks. After that, he started having his greatest problems with Shivaji and the Marathan Confederation of western and central India. Aurangzeb became fanatically concerned with the Mountain Rat, and marked the Marathas for annexation rather than containment. He became a militant orthodox Moslem ruler, destroying many Hindu idols and shrines. For the first time, Hindus became subordinates rather than colleagues, as the reimposition of the poll tax on non-Moslems in 1679 demonstrated. Hindu rebellions, supported by Aurangzeb’s own cubs, broke out. Although the Hindu kingdoms, including the Marathas, were smashed, their warriors simply adopted guerrilla tactics and spread out over southern India amid a sympathetic population. The rest of Aurangzeb’s life was spent in laborious sieges of forts in the difficult Marathan hill country.

Following his death, India was ruled by a series of weak and short-lived Moghuls, and his great Empire began to disintegrate into its component kingdoms. At Bombay, Madras, and Calcutta, the English East India Company recruited mercenary armies of local Furies to defend English prop-

erty. This eventually led to Company officials acquiring political control of the provinces where they were stationed.

The Mystic Order of the Rosy Cross

Brief: Mysterious Order of sorcerers

Species: Any

Resources: A wide following, but with poor organization and little money, though individual members may be rich.

The newest and weirdest Order in Europe, the Rosicrucians use a combination of Christian mysticism, ancient philosophy, scientific method, and Magickal technique to investigate the workings of the Universe. The more bizarre a theory is, the more they like it. Currently, they are testing the possibility that they are all reincarnations of the ancient Pharaohs. Although very secretive about their meeting places and memberships, they like to announce their intentions and their findings by nailing manifestos up in public places. They are not well organized and often publish items that contradict each other. Some Furries believe that the entire Rosicrucian movement is run by university students and is a joke being played on everyone on the Continent. Others denounce them as dangerous and seditious. The Rosicrucians will accept anyone, male or female, with sorcerous talent and a Social score of 18. They teach the Circles of Abjuration, Alteration, Astral, Divination, and Illusion. They are most prevalent in the Dutch Republic and the northern German provinces, with smaller, secretive chapters in France, England, Austria, and Russia.

Story Ideas: A rich and eccentric Rosicrucian Furry gets the whimsical notion that the recently discovered continent of Australia is actually Atlantis re-emerged from the sea after having drifted a long way from its original position. To prove this theory, and to acquire the vast wealth and the trove of Magickal knowledge that may have survived, he hires the PCs' ship to take him there.

Narai I

(rules Siam 1656-1698)

Brief: Most powerful monarch of Indochina.

Species: Siamese Cat

Resources: Substantial revenue from taxes and duties, a loyal army, an impregnable capital city, control over the Buddhist colleges of sorcerers.

Narai came to the throne of Siam after violent upheavals cut short the reigns of his uncle and elder brother. He quickly established himself as an effective ruler and dealt successfully with Siam's Southeast Asian rivals, especially Burma. He was fond of lofty titles and of traveling by elephant cavalcade or gilded barge procession. His court was full of petty intrigues and general debauchery. He himself was among the craftiest schemers in the place. He was known to appoint foreigners to important posts, knowing they would be dependent on his protection against his jealous courtiers.

His greatest concern in foreign policy was to break the domination of the Dutch East India Company over Siam's external trade. Toward that end, he courted the English and the French. However, the English proved unwilling to compete, and Narai had to commit to the French. In this he was influenced by his Minister of Foreign Trade, Constantine Phaulkon (see "English East India Company," p. 136), who encouraged the French to hope for territorial concessions and even Narai's conversion from Buddhism to Christianity (not bloody likely). Narai was forced to accept a French occupation of Bangkok. Anti-French sentiment ran high in court and among the common Furries of Siam, and after the deaths of Phaulkon and Narai, the French were expelled.

King Narai ruled from Ayuthia, a walled city located within a loop of the Menam River. The site was made into an island by digging a canal between the bases of the loop. Numerous other canals pierce the city. Foreigners are required to leave their firearms outside the city, at the trade commissary established downriver at Bangkok. The Siamese population of Ayuthia is augmented by numerous Furry Chinese immigrants. Religious buildings in Ayuthia include some massively impressive Buddhist temples, one Catholic church, and a couple of mosques.

Pirates

I am a Free Prince, and I have as much authority to make war on the whole World as he who has a hundred sail of ships at sea and an army of 100,000 creatures in the field.

A pirate captain

Brief: Freebooters who will attack any tempting and/or vulnerable ship, regardless of its national origin.

Species: Absolutely any

Resources: A vessel, some cannon, and a large and desperate crew of cutthroats is usually the minimum. A successful pirate captain is one who has enough money to guarantee his safety when visiting a port with corrupt officials.

Following are profiles of some of the most notorious pirates of the Golden Age. The GM may include some, all, or none of these NPCs in her campaign, depending on whether or not she wants to send the PCs on the adventures attributed to them.

Kanhoji Angria (active 1690-1729)

Native pirates have infested the Indian Ocean and Red Sea since maritime commerce began, but most of them were only smalltime brigands until Kanhoji Angria established his fearsome dynasty of freebooters. The wily Weasel began plundering shipping along the Malabar Coast in the 1690s. By 1715, he ruled a chain of 26 forts on the coast south of Bombay, from which his fleet of mixed native and captured European vessels preyed on the cargo carriers of the various East India companies. Just one of these island forts mounts 50 cannon. As he attacks mostly European ships, the potentates of India are content to leave him alone, forcing the East India companies to fend for themselves. Kanhoji may be a Maratha, or in league with them, but if so, his support is mostly financial. Kanhoji has sired an entire Mustalid clan to carry out his bidding, and employs hundreds of local mercenaries, including sorcerers exiled from the

Moghul's court for treachery. His eldest offspring Tulaji is his heir. Kanhoji is arrogant and touchy, just as likely to attack European pirates as he is European merchants. Much of his success can be traced to his superior skill as a sorcerer.

Level: 9, Skill Attack: -20, BD: 25, UD: 70, MD: 80, PD: 20, HP: 21, MP: 70, Skills: Unarmed Combat, Ambush, Abjuration, Divination, Elemental, Linguistics: Dutch and English, Gunner, Navigator, Sailor.

Story Ideas: If the PCs are pirate hunters, Angria is the very pirate the East India Company would hire them to go after.

Adam Baldrige (active 1685-1697)

Less a pirate than a trader, this canny Reptile established a base for pirates on St. Mary's isle, off the east coast of Madagascar. He makes a handsome living by supplying pirate vessels with food, ammunition, liquor, and female company, mostly from among the Malagasy of the main island. He acquires cattle and island produce from local chiefs who are grateful for his help

in their incessant tribal wars. These he trades to the pirates for their plunder, then exchanges that for manufactured goods — rum, guns, gunpowder, tools — sent directly to him from New York in American merchant ships. (Rum bought for two shillings a gallon in New York can be sold to pirates for three pounds per gallon, a trade the New Yorkers are quick to take advantage of). Baldrige is filthy rich, his warehouses piled to the roof with luxury goods. He has an immense castle-like mansion on top of a hill, behind a stockade with a battery of 40 guns overlooking the warehouses. St. Mary's bottleneck harbor is a superbly defensible anchorage, and the fort can easily protect ships from attack. At any given time there may be as many as 1500 pirates on St. Mary's enjoying its delights. Baldrige is absolute master on the island, and the Malagasy refer to him as King of the Pirates. In 1697, when he had sold a few too many of their compatriots into slavery, they became less enchanted with him, and drove him off the island.

Level: 7, Skill Attack: -4, BD: 26, UD: 48, MD: 52, PD: 24, HP: 23, Skills: Sword, Unarmed Combat, Trigger,

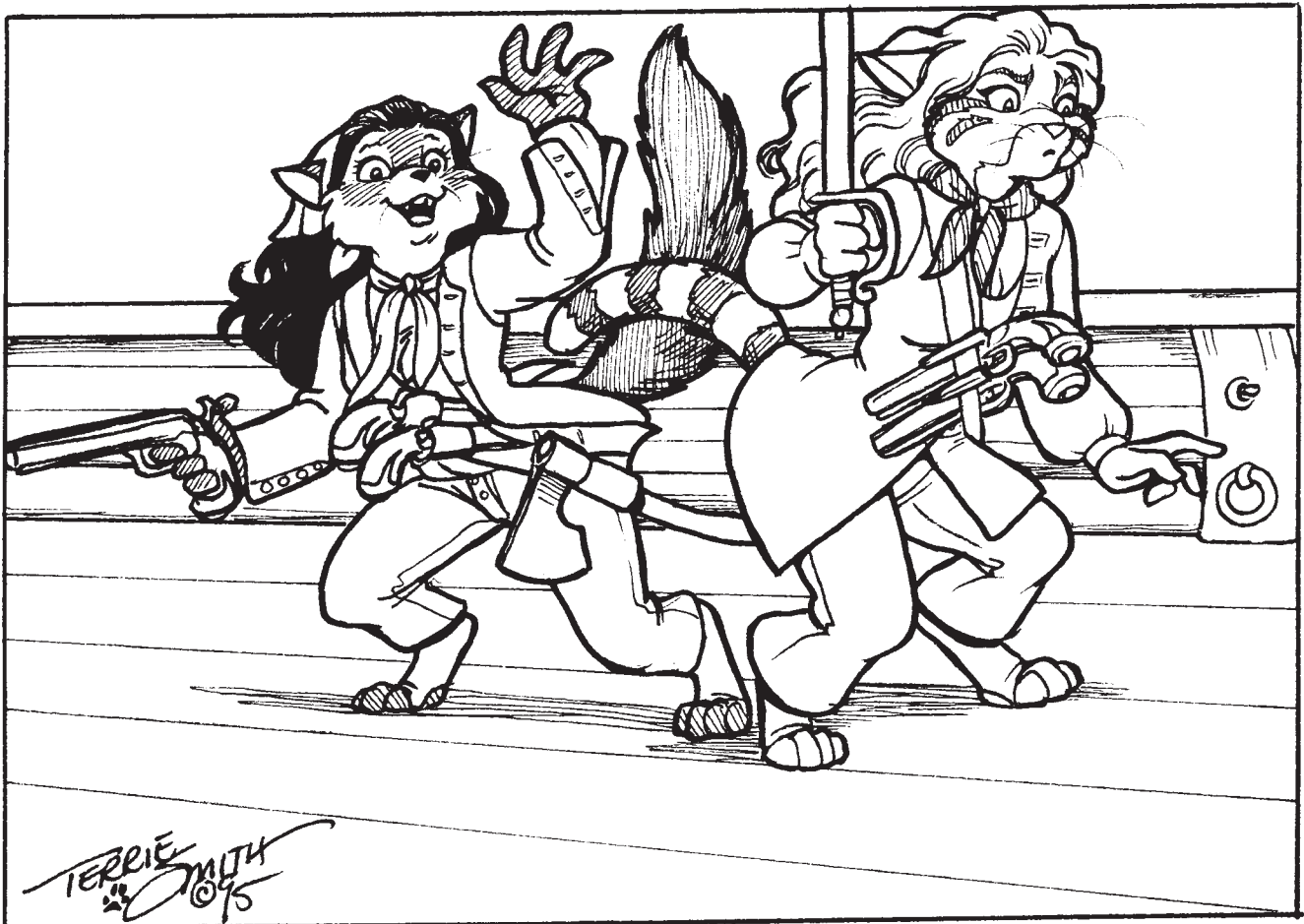
Ambush, Athletic, Tracking, Linguistics: Malagasy, Gunner, Sailor, Merchant.

Story Ideas: While the PCs are carousing in St. Mary's Bay, a Malagasy chieftain's beautiful daughter falls in love with one of them and slips aboard to be with him. Next morning, the ship is surrounded by outrigger canoes full of indignant and heavily armed locals.

PCs wanting supplies, news, or a job, are likely to find them all on St. Mary's. As for trouble, there's no end of possibilities, from attacks by other pirates or the East India Company's haphazard naval force to cattle-raiding among the Malagasy.

Anne Bonny (active 1719-1720)

This Irish hellcat is the illegitimate kitten of a wealthy lawyer settled in Charleston, South Carolina. Anne grew up wild, fierce-tempered, good with a knife, and spoiled rotten to marry a penniless vagabond named James Bonny, who whisked her off to the pirates' lair on New Providence. There she met the swaggering Calico Jack Rackam (below). After Governor



A Brace of Hellcats

Rogers arrived to clean up the island, Anne ran away with Calico Jack to go a-pirating. Though merely a tabby cat, she proved herself a lioness in battle. Anne and Jack were, if not the scourge of the Caribbean, at least a major nuisance, especially after they were joined by another fighting cat, "Mark Read," who turned out to be Mary Read (also below). In 1720, Rackam's sloop was ambushed by a Navy ship. Though the male pirates were too drunk to resist, Anne and Mary flew at the Navy forces like furies and fought until captured. On trial in Jamaica, Anne informed the judge she was pregnant. English law forbids the killing of an unborn cub, so Anne won a stay of execution, and her sire later bought her release.

Level: 6, Skill Attack: -1, BD: 25, UD: 51, MD: 41, PD: 25, HP: 26, Skills: SW: Dagger, Sword, Bladed Pole, DW: Daggers, Unarmed Combat, Thrown Weapon, Trigger, Acrobat, Ambush, Athletic, Sailor.

Story Ideas: Anne is a fickle Feline, prone to bestowing her heart upon handsome rascals. If she falls for a PC and he returns her attentions, he will have to deal with the jealousy of Calico Jack. If he does not, he may have deal with Anne's spite and vengeance.

Henry Every (active 1694-1696)

The most famous pirate in his lifetime, stories about this pudgy Lapine are one of the main reasons that the Eastern Seas are considered a pirate's El Dorado. According to pamphlets published in London, he has offered to pay off the national debt in exchange for a pardon; according to others he has married the Moghul's beautiful daughter (a tigress and a rabbit?) and settled down on Madagascar in great royalty and state. The truth is slightly less romantic. Every began his career by hijacking the *Charles II*, an English ship chartered by the Spanish government as a privateer, renaming it the *Fancy* and taking it off to the Indian Ocean. For the next two years, Every and his crew, including a powerful sorcerer with Elemental Magick, burned, broadsided, boarded, plundered, and ravaged for all they were worth. Every went to the top of the English most-wanted list and became one of the few Furies specifically declared outside the various Acts of Grace proclaimed from time to time by the English government as a means of getting rid of pirates by pardoning them. In August 1695, Every's 46-gun

Fancy captured the *Gang-i-Sawai*, a huge dhow carrying 62 guns and 500 musketeers, as well as 600 passengers including some high-ranking officials of the Great Moghul's court returning from a pilgrimage to Mecca, and 500,000 gold and silver pieces. The Furies aboard the *Gang-i-Sawai* were treated with extraordinary savagery. Among them was an aged female relative of the Great Moghul; probably the inspiration for the tale of the beautiful daughter. His fortune made, Every left the Indian Ocean for the Bahamas, where he was welcomed with open arms by the governor. After that, he slipped off home to England, where he dropped out of sight, though most of his crew were caught.

Every is "middle-sized, inclinable to be fat, and of a jolly disposition." His sense of humor is well known at the Portuguese island of Sao Tome, where he once put in for provisions, paying for them with the seventeenth century version of a rubber check: a Bill of Exchange drawn on the Bank of Aldgate Pump, witnessed by John-a-Noakes and signed by Timothy Tugmutton and Simon Whifflepin. Every claims he has not nor will ever harm any English or Dutch unless forced to by the desperation of a hungry crew.

Level: 10, Skill Attack: -30, BD: 22, UD: 75, MD: 80, PD: 22, HP: 20, Skills: Dagger, Sword, Unarmed Combat, Trigger, Acrobat, Ambush, Lock-picking, Sleight-of-Hand, Lore: Current Events, Gunner, Navigator, Sailor.

Story Ideas: The capture of the *Gang-i-Sawai* so infuriated the Moghul that the East India Company's officers, the only English he could get his claws on, were arrested and thrown in jail, where many of them died. No sooner were the rest released than the Company offered 1000 pounds each for the capture of Every's crew, and 500 pounds for the capture of any pirate. If the PCs are Red Sea pirates, this is cause for alarm. If they are pirate-hunters, this is their chance.



William Kidd (active 1695-1699)

*Our Trusty and well-beloved
Captain . . .*

*William III (from Kidd's
privateering commission)*

No Furry pirate ever had a worse reputation with less reason than the confused and unfortunate Ram, Captain Kidd, who spilled less blood and captured fewer prizes than any other pirate of the time. His career and subsequent execution were at least partly due to the intrigues of four English nobles, all Whigs and close friends of King William. Piracy was a hot political topic in 1695, and these lords were anxious to prove they could do something about it, but England's war with France meant there were no warships to spare for chasing pirates. Thus Captain Kidd, a respected merchant of New York, was dispatched as a privateer to the Indian Ocean, with commissions to attack the French and pirates, and with a specially built vessel, the *Adventure Galley*. The first ten percent of any booty was to go to the Crown, as customary, but the rest was to be divided up so that most of it would go to the venture's noble backers, to recoup their investment. The crew would only get about twenty percent, not the sixty percent that was usual for a privateering haul.

On his way down the Thames, Kidd failed to salute a Navy ship and was boarded by a press gang who carried off his crew – reliable handpicked Furies guaranteed not to mutiny – replacing them with a motley collection of Navy rejects. Once in the Indian Ocean, Kidd sailed for so long without finding any legitimate prey that he was not even slightly surprised when his new crew insisted they take a prize, nationality be damned. Kidd soon decided that the lowly rodents and seadogs who shared his crowded ship were more of a threat than great lords half a world away. His luck as a pirate was almost as abysmal as his luck as a privateer, but he managed to catch a few prizes, among them the *Quedah Merchant*, with a cargo of silk, sugar, iron, guns, saltpeter, and gold coins. This was shared out among the crew, ignoring the articles under which the ship had sailed, though Kidd took forty shares as would be usual under privateering rules. After that, he fell afoul of

another pirate, one Captain Culliford, to whom most of his crew deserted, stripping the *Adventure Galley* of its guns and supplies to help arm Culliford's *Mocha Frigate*. Kidd had to recruit another crew and go home in the bulky *Quedah Merchant*. By this time, word of his activities reached England, where his sponsors disavowed him and the Admiralty dispatched letters to all governors of American colonies, ordering them to apprehend him. A political scandal erupted as Tory politicians tore into the Whig Lords who sent Kidd off. Kidd was found guilty in the eyes of the government, the press, and the general public before he so much as set a hoof ashore. Arrested in Boston, he spent a year in Stone Prison in New York and another year in Newgate Prison in London before his trial, where he was swiftly condemned to hang. Before the trial, he was called before the House of Commons, where the Tories hoped he would star in their impeachment proceedings against the Whig lords who backed him, but Kidd lacked the political savvy to realize he could save himself by implicating them.

Level: 5, Skill Attack: 10, BD: 12, UD: 35, MD: 35, PD: 25, HP: 23, Skills: Sword, Weighted, Thrown Weapon, Trigger, Lore: Value, Navigator, Sailor, Merchant.

Story Ideas: What noble English lords did to Captain Kidd they could as easily do to the PCs. If the characters start out without a ship or money of their own, the GM should have an idea what sort of Furry financed their venture, or actually owns the ship they are using and what his reaction might be if they go a-pirating.

Before his arrest, Kidd hid his treasure in various places along the Eastern Seaboard. Though much of it was recovered, it may be that some still waits to be found on some tiny islet between New Jersey and Maine.

Jack Rackam (active 1719-1720)

*Jack, darlin' if ye'd
fought like a Cat, you need
not have been hanged like a
Dog.*

Anne Bonny

Calico Jack Rackam, named for his species as well as his clothes, is a minor

pirate, more noteworthy for his romance with Anne Bonny than his bloody career. Having suspended his piratical activities in exchange for a royal pardon from Governor Rogers of New Providence, he went back on his word, ran away with her and resumed the life. Prone to jealousy, he attempted to kill "Mark Read" before Anne told him "he" was female. Along with his mates, Rackam was too drunk to defend himself when his ship was captured by an English Navy corvette, and ended up tried and executed in Jamaica.

Level: 6, Skill Attack: 0, BD: 17, UD: 45, MD: 37, PD: 24, HP: 24, Skills: SW: Dagger, Sword, DW: Swords, Unarmed Combat, Trigger, Ambush, Navigator, Sailor.

Mary "Mark" Read (active 1719-1720)

A Siamese Feline, Mary, like Anne, was born out of wedlock. Her mother dressed her up in the clothes of her recently deceased male kitten to deceive her relatives. Mary perpetuated the fraud, serving as cabin cub aboard a warship, then went on to fighting as a common soldier in the War of Spanish Succession. She fell in love with her tentmate, married him and set up housekeeping in the Dutch Republic, but after he died suddenly of a fever, returned to male clothing and signed aboard a Dutch ship. When the vessel was captured by Calico Jack, she signed the pirate articles and cast her lot with the brigands. Mary has more stability than Anne, and is capable of great loyalty. Falling in love with a young sailor whom Rackam forced into his crew, Mary took up a sword to kill a fellow pirate who challenged her lover to a duel. Being pregnant at her capture, she was spared execution, but died of a fever in a Jamaican prison.

Level: 8, Skill Attack: -14, BD: 18, UD: 64, MD: 46, HP: 25, Skills: Sword, Bladed Pole, Thrusting, Thrown Weapon, Trigger, Ambush, Lore: Current Events, Sailor.

Story Ideas: Should any PC meet and admire Mary, she could be a good subject for a jailbreak.

Bartholomew Roberts (active 1719-1722)

The Welsh Labrador known as Black Bart was a superlative master mariner and the greatest pirate who ever sailed. In three years, he captured a staggering total of 400 ships. Roberts was third mate aboard the slaver

Princess when it was captured off the Guinea coast of Africa by a pirate ship called the *Royal Rover*. Because he was an expert sailor, Roberts was forced to join the pirate crew. He was averse to the life at first, but after the *Rover's* captain was killed in a Portuguese ambush on Princes Island, the crew elected him their new captain. Though a ship's officer, Roberts' working-class origins prevented him from getting a command of his own in legitimate service, which helped persuade him to accept the position when offered by pirates.

Roberts lost no time in making his name known and feared. After ravaging Princes Island to avenge the previous captain's death, he sailed for Brazil, where he boarded and plundered the richest Portuguese ship out of a fleet of 42 merchants escorted by two warships. In Newfoundland, he caught 22 merchant ships at anchor in Trepassi Bay and plundered them at his leisure, sinking a number of fishing ships that tried to interfere. Off Newfoundland Banks, he captured another half-dozen prizes, all French. Returning to the Caribbean, he took fifteen ships in the Lesser Antilles, mostly from French Martinique and English Barbados. By 1721, he brought Caribbean shipping almost to a halt. Returning to the Guinea coast to dispose of his loot, Roberts plundered a dozen more ships belonging to the Royal African Company, but accidentally ran into an English warship, the *H.M.S. Swallow*. Mistaking the *Swallow* for a merchant ship (an easy thing to do at a distance), he ordered one ship of his fleet, the *Great Ranger* to pursue it. The *Swallow* cleverly fled out of range of the sound of gunfire before allowing the *Great Ranger* to catch up and be surprised by the sight of a 60-gun warship. An hour later, the *Great Ranger* was so badly shot up she could no longer run or fight, and struck her colors. The *Swallow* then returned to attack Roberts' flagship, the *Royal Fortune*, at anchor at Cape Lopez. Roberts intended to flee, for his crew was hungover and unfit for fighting, but set course straight toward the *Swallow* to test her firepower before running. When the Navy guns delivered their first broadside, the black Lab's throat was torn open by grapeshot and he died instantly. Without their charismatic captain, the crew of the *Royal Fortune* had little heart for fighting and asked for quarter after a few hours of haphazard battle. About half were acquitted as forced

creatures, the rest condemned to death or hard labor. The commander of the *Swallow*, a Raptor named Captain Ogle, became rich off of Roberts' personal treasure and later rose to the rank of Admiral.

Roberts was a short but strong, good-looking and well-dressed Canine with some of the manners and affectations of wellborn Naval officers. He had a natural flair for leadership and more control over his crew than most pirate captains, having forced them to swear obedience to his articles and himself. He had a dislike for the alcoholic excesses pirates are prone to, as it impaired the efficiency of his ship, and discouraged his crew from overindulgence. However, he lacked total authority: a slave ship which refused to surrender was once set on fire against his orders and 80 African Furies shackled on board died in the flames.

Level: 10, Skill Attack: -35, BD: 20, UD: 80, MD: 80, PD: 24, HP: 26, Skills: Dagger, Sword, Unarmed Combat, Bow, Trigger, Ambush, Athletic, Lore: Geography, Gunner, Navigator, Sailor.

Edward Teach (active 1716-1718)

*If I do not now and then
kill one of my crew, they
will forget who I am.*

Blackbeard

Blackbeard was the pirate supreme. Though he captured less loot than Roberts or Every, he became the terror of the American coast. After learning the skills of the trade on an English privateer during the War of Spanish Succession, he drifted into piracy around 1713. He acquired command of his own 40-gun ship, the *Queen Anne's Revenge*, in 1716, sailing out of Nassau and into legend just before the arrival of Governor Rogers put an end to piracy there. In eighteen months, Blackbeard captured twenty-odd prizes along the American coast from Virginia to Honduras. In 1718, he blockaded Charleston, South Carolina, and captured nine ships sailing in or out of the harbor. He disposed of his loot in North Carolina, the only colony of the time which still favored pirates. He and his crew began to outstay their welcome in the eyes of most Carolina Furies, but Governor Eden took no action. However, Governor Spotswood of Virginia dispatched two shallow-draft sloops, commanded by Lieutenant Maynard and crewed by regular Navy, to catch Blackbeard where he sat at anchor in Ocracoke Inlet. Blackbeard, well-supplied with intelligence, was not surprised to see them, but made the mistake of drinking and carousing the night before the fight. The battle in such shallow waters was like an infantry engagement in a swamp: the vessels kept grounding on sandbars and having to be worked free. After tearing up both Navy sloops with small shot and hand grenades, Blackbeard boarded

Maynard's vessel and the two crews fought it out hand-to-hand. Because he was sozzled, Blackbeard's shot at Maynard missed. Maynard shot him, but to no apparent effect. Blackbeard broke Maynard's cutlass and kept fighting even as he was hacked down by the Navy crew. Examining his corpse later, Maynard found twenty-five wounds on him, five of them from pistol shots. With their leader dead, the rest of the pirates surrendered.

Teach was a black Bear, and a natural pirate leader: enormously tough, strong, wild and brave. He was also impetuous and competitive, determined to win at everything. His unpredictable violence kept his crew in total subjugation. Teach had very long and shaggy facial fur plaited into tails decorated with ribbons or, when in battle, lighted matches. He also stuck matches (long, slow-burning pieces of hemp dipped in saltpeter and limewater) under his hat. With his fierce eyes and matted fur, the smoke wreathing his head made him look like a demon.

Level: 9, Skill Attack: -20, BD: 25, UD: 70, MD: 65, PD: 30, HP: 30, Skills: Two-Handed Sword, Bladed Pole, Weighted, Unarmed Combat, Thrown Weapon, Trigger, Ambush, Lock-picking, Athletic, Gunner, Navigator, Sailor.

Story Ideas: Blackbeard is one even for other pirates to avoid. If the PCs encounter him, they will find no honor among thieves: he will force them to work for him, or try to destroy them. Either way, it's their treasure he's after.



Blackbeard

Thomas Tew (active 1692-1694)

This gangly Rat was one of the first truly successful Red Sea pirates, and his first voyage was an example to all who followed him. In the early '90s, piracy in the eastern seas was not considered much of a crime, since the East India Company had yet to start complaining about it, and since it was no sin to rob infidels. Thus Tew, an experienced privateer, had no trouble recruiting a like-minded crew when he prepared to sail from Bermuda in his small sloop, the *Amity*. His privateering commission authorized him to attack the French in West Africa, but since that would not be very profitable, he persuaded his crew to head for the Indian Ocean. In his months there, Tew only ran across one prize, but it was enough — a dhow belonging to the Great Moghul carrying 100,000 English pounds worth of gold and silver, plus a king's ransom in ivory, spices, jewels, and silk. Despite carrying 300 Indian soldiers, the dhow offered no resistance and not a single pirate was killed in the engagement. Tew careened his ship and shared out the wealth at St. Mary's, then headed for his native Newport, Rhode Island. He got a hero's welcome there and in New York, then caused a wave of hyste-

ria as he began to outfit the *Amity* for a second voyage. Every footloose young Furry raced to sign up, while the leading merchants of Newport, Boston, New York and Philadelphia eagerly bankrolled him and the other captains who began springing up in every port. Tew again took the precaution of buying a privateering commission from New York's corrupt governor Fletcher. Tew was not so lucky on his second voyage: while attempting to board another Indian merchant ship, a heavy shot carried away his bowels.

Level: 7, Skill Attack: -3, BD: 15, UD: 53, MD: 50, PD: 25, HP: 23, Skills: Rapier, Unarmed Combat, Trigger, Ambush, Navigator, Sailor.

The Romanovs

Brief: Royal dynasty of Russian Tsars.

Species: Ursoid

Resources: Poor in liquid assets and industry, but rich in land and in the absolute obedience of the masses.

Peter I (rules Russia 1689-)

The state of Russia in the 17th century could be described in three words:

Peter the Great. This huge young Bear, only 17 in 1690, drove the Russian frontier outward in all directions. During his entire reign, there was only one year of peace in Russia. War was waged mainly against Persia, the Ottoman Empire, and Sweden — and sometimes against all three at once. These wars were directed at ports on the Black, Caspian, and Baltic Seas, since Peter was trying to acquire the commercial bases so essential to international power. Three-quarters of the taxes he collected were spent on making war. Peter used the autocratic authority of a Tsar to its fullest extent by making all the landholding nobility dependent on service to him, putting two-thirds into the army and the rest into civil service. Even the Russian Orthodox Church came under Peter's control, becoming hardly distinguishable from the rest of the bureaucracy. Sorcerers both secular and religious were drafted along with everyone else into government service.

In a fit of fascination with all things Western, Peter often visited the Dutch Republic and England to learn navigation, shipbuilding, and mercantilism. He hoped to make Russia into a trade nation, but lacking an emancipated middle class, he could not succeed in his lifetime.

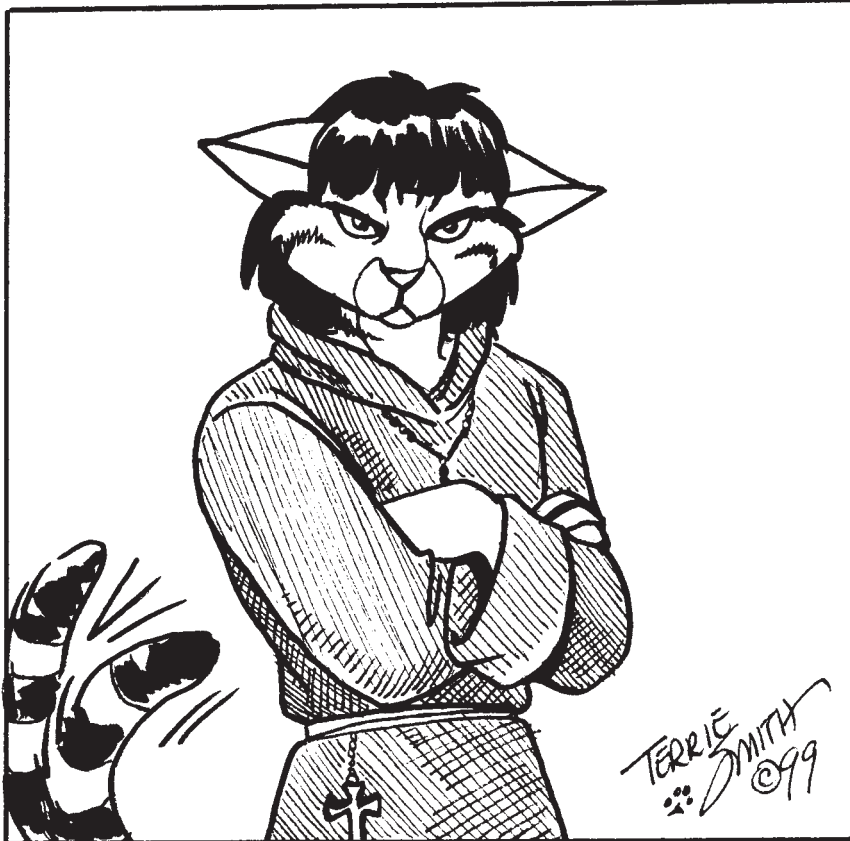
The Safavids

Brief: Shi'ite Moslem royal dynasty of Persia

Species: Hawks

Resources: Persia is in a period of decline, its armies rebelling or deserting, and money scarce at best. The Safavids' main strength comes from their awesome sorcerous ability.

Safavid Shahs are Imams, claiming to be descended from the Prophet, the shadow of God on earth and the Mahdi (messiah). Whether or not any given Shah is a supreme Magick-user, he is backed by enough other Safavid sorcerers to make it seem that he is. The talent runs strong in the family, whose members are bred carefully and trained extensively to ensure that they will always be the most powerful in Persia. The Safavids belong to the Shi'ite form of Islam, and have embarked on a program to eliminate, by whatever means possible, the other forms: Sunni and Sufi Islam. Some of the best sorcerers in Persia, aside from the Safavids, are



Ad Majorem Gloriam Dei

Sufis, thus they are depriving their country of the best and brightest, as well as eliminating competition.

Husayn I (ruled Persia 1694-1722)

The current Hawk Shah was raised in the harem and came to the throne with no knowledge of state affairs. Although a halfway-decent sorcerer, he had no talent for ruling. He depleted the treasury for personal expenses and allowed his relatives and the mullahs (clergy) to run the government and squabble over it. Russia and the Ottoman Empire took advantage of Husayn's weakness to carve out slices of Persian border territory. Despite these losses, Husayn ruled in relative peace for twenty years, maintaining good relations with the English East India Company. However, the country declined into poverty and rebellion until, near the end of his reign, Husayn was faced with numerous tribal revolts and a full-scale invasion from Afghanistan. After a seven-month siege of his capital city, Husayn surrendered and abdicated, putting an effective end to the Safavid Dynasty.

The Society of Jesus

Brief: Powerful Order of religious sorcerers.

Species: Any except Rodents

Resources: Immense power and wealth in Catholic countries

The shock troops of religious orthodoxy, the Jesuits are the most powerful Order in the service of the Church. They have the advantage of a comprehensive library of sorcerous tomes locked in a special vault under the Papal City. The Jesuits are an all-male Order and choose candidates with a Social score of 22 or more. Potential initiates must devote years of service as novices to prove their loyalty and ability before being allowed to start learning the Art Magick. Lifelong service and absolute obedience is expected from the initiate thereafter. Leaving the Order after learning its Magickal secrets is treasonous and punishable by death. The Jesuits know all Circles of Magick except Elemental, though few individuals master more than four or five. Domination is required learning for all initiates. The Order is strongest in

Austria, Italy, Spain, and Portugal, with a lesser presence in France. They are also found in the New World and Far East, wherever Spanish or Portuguese settlements have been established. Some of them are even at the court of the Chinese Emperor, where they have influence: the border treaty between China and Russia, for example, was negotiated by Jesuits. Their goals are the conversion of the heathen, the redemption of the heretic, and the greater glory of God.

Story Ideas: Jesuits are bad enemies to have. Should PCs prey on ships carrying them or their goods, they may find an expedition, including some of the most powerful and ruthless sorcerers in the business sent after them.

Soldiers of the World (Common)

Brief: Cannon fodder for all the wars of the world.

Species: Varies

Resources: None

Common Furry soldiers aren't treated any better than their sea-going counterparts. Poor pay, lousy food, hard work, forced marches, exposure to extremes of weather, and rigorous punishments for the smallest offenses are their lot in life. Seventeenth-century battle tactics, in which opposing sides most often stand in lines or march in columns shooting at each other, make these Furries better at being killed than at killing.

Austrian Soldiers

Under excellent leadership, but indifferently equipped and fed, these troops are just as likely to riot over not being paid as to fight. Regular troops are armed with muskets and bayonets, but there are units which specialize in (for instance) throwing grenades. Any individual of at least Light size is accepted.

Level: 3 *Skill Attack:* 20, *BD:* 18, *UD:* 25, *MD:* 25, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, Trigger, Thrusting, Tumbling.*

British Redcoats

Better paid, fed, equipped, and disciplined than most of their Continental

counterparts. Any species is accepted, as long as the individual is at least of Light size. Armed with the "Brown Bess" musket with bayonet.

Level: 3, *Skill Attack:* 20, *BD:* 18, *UD:* 25, *MD:* 25, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, Trigger, Thrusting, Tumbling*

Carignan Salieres

These are elite French regular troops stationed in Quebec and Montreal, and defending the forts to the south. Well-drilled in European battle tactics involving lines and columns. All are sturdy individuals of Average or greater size, armed with muskets and bayonets.

Level: 4, *Skill Attack:* 15, *BD:* 18, *UD:* 30, *MD:* 30, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, Trigger, Thrusting, Tumbling, Ambush.*

Chinese Soldiers

Most of the Chinese army is made up of conscripted peasants. They are not well-trained, fed, or equipped, nor enthusiastic about fighting for their Manchu conquerors. Their main advantage is their vast numbers. They're armed with swords, spears, bows, and the occasional firearm. Any species of Light size or better.

Level: 3, *Skill Attack:* 20, *BD:* 18, *UD:* 25, *MD:* 25, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, any Single Weapon skill, any Distance Weapon skill.*

Dutch Soldiers

Pretty comparable to British redcoats, but not very numerous. The Dutch Republic prefers to spend money on the Navy. Light size or better.

Level: 3, *Skill Attack:* 20, *BD:* 18, *UD:* 25, *MD:* 25, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, Trigger, Thrusting, Tumbling*

French Bluecoats

The French army is currently the strongest, most numerous, and best equipped in Europe. Selection and training of recruits is no different from any other European power, but more money is spent on it. Furry for Furry, the French are the same as the English or Dutch soldiers.

Level: 3, *Skill Attack:* 20, *BD:* 18, *UD:* 25, *MD:* 25, *PD:* 20, *HP:* 20, *Skills:* *Unarmed Combat, Trigger, Thrusting, Tumbling*

Janissaries

The Ottoman army consists of elite slave-soldiers, called janissaries. Males of carnivorous species and at least Average size are purchased at the age of ten, converted to Islam, raised in barracks, and trained in the military arts, especially the cavalry charge.

Level: 4, Skill Attack: 15, Skill Attack: 15, BD: 18, UD: 30, MD: 30, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Thrusting, Horsemanship, Ambush.

Ksatriya

The Moghul Empire practices warfare based on artillery and mailed cavalry. The nobles of the Empire, whether Hindu or Moslem, are responsible for the recruitment of cavalry. These are all of carnivorous species and at least Average size. They wear body armor in combinations of chain and plate mail and are armed with bows plus a sword, mace, or battle ax, and sometimes a lance.

Level: 4, Skill Attack: 15, BD: 18, UD: 30, MD: 30, PD: 20, HP: 20, Skills: Single Weapon, Extension, Trigger, Thrusting, Horsemanship, Ambush.

Persian Soldiers

Like the Moghul and the Ottoman Empires, Persia uses armored cavalry in concert with artillery. These may be of any species but are at least Average in size.

Level: 4, Skill Attack: 15, BD: 18, UD: 30, MD: 30, PD: 20, HP: 20, Skills: Single Weapon, Extension, Trigger, Thrusting, Horsemanship, Ambush

Portuguese Soldiers

In desperation to hang onto what territory remains to the country, the Portuguese army recruits anyone it can get, even cubs no older than ten if that's what it takes to fill a quota.

Level: 2 Skill Attack: 25, BD: 18, UD: 25, MD: 25, PD: 20, HP: 18, Skills: Unarmed Combat, Trigger, Thrusting, Tumbling.

Russian Solders

Common soldiers are conscripted by force from the masses, who go to desperate lengths to avoid call-up, some having to be dragged to the depot in chains. They make indifferent soldiers, especially as size and species is not a factor. Russia's best defense is her extreme geography and climate.

Level: 3, Skill Attack: 20, BD: 18, UD: 25, MD: 25, PD: 20, HP: 20, Skills: Unarmed Combat, Trigger, Thrusting, Tumbling

Spanish Soldiers

Pretty much the same as any other European army, but demoralized and underpaid. Any species, as long as each individual is at least of Light size.

Level: 3, Skill Attack: 20, BD: 18, UD: 25, MD: 25, PD: 20, HP: 20, Skills: Unarmed Combat, Trigger, Thrusting, Tumbling

Soldiers of the World (Elite)

I don't know if they will frighten the enemy, but they certainly terrify me.

The Duke of Wellington, about his senior officers

Brief: The noble class of landbased combatants.

Species: Any, but tend to be carnivores or large, fierce herbivores.

Resources: Varies by individual's Social score.

These are the officers of various armies who, if sometimes only by virtue of being better fed, are more effective fighters than the troops they command.

Boyars

The feudal lords of Russia have become, by Peter the Great's time, service-nobility whose very lives are controlled by the Tsar. Two-thirds of them are delegated to officer positions in the army. Some bring aptitude to the job and some don't. Like most European upper class, they fight with pistols and swords, and are excellent riders.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking.

British Officers

England's excess gentility and younger cubs are packed into the Army in droves. Rank has almost nothing to do with merit. Since commissions are purchased from the Crown, any wealthy

idiot can get one. The Army has had no Samuel Pepys (see p. 137) to insist that officers should know their jobs.

Level: 4, Skill Attack: 15, BD: 20, UD: 30, MD: 30, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking.

Caballeros

These are the middle layer of Spanish nobility, below the grandees but above hidalgos and the estado general. Military virtues are of supreme importance to them, and they are brave and skillful, though sometimes foolhardy fighters.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking

Dutch Officers

These have the advantage that their service is not conscripted, nor are their commissions bought. Merit as well as rank is recognized, and an officer who seriously screws up, no matter his social position, will lose his commission.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking

Fidalgos

Portuguese nobility, like the Spanish, are brave, dedicated, and skillful on an individual level. Unlike the Spanish, they have no concepts of contemporary military methods and practice no tactics other than a ragged charge to the cry of "Saint James and at them!"

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking

Janissaries (high rank)

The most talented among the Ottoman slave-soldiers are given commissions or even positions of power at Court in Byzantium, despite their slave status.

Level: 6, Skill Attack: 5, BD: 20, UD: 40, MD: 40, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Amush, Tracking.

Ksatriya (high rank)

Nobles of the Moghul Empire are ranked in the army according to how

many cavalry they can raise. They can be either Moslem or Hindu (and actually only the Hindu are called ksatriya) so long as they are loyal to the Emperor. Like their troops, they are armored in plate and chain mail.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Extension, Horsemanship, Ambush, Tracking.

Manchu Soldiers

The elite Imperial troops of the Ch'ing Dynasty's army are all Manchus: Chinese are not allowed into these regiments. They receive the best training and equipment and are mostly carnivores of Average or better size.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking

Noblesse d'eepe

French gentry are divided into nobles of the sword and nobles of the robe (who are high-ranking bureaucrats). Those of the sword often oppose, or wish they could oppose, the will of the king, but still take their duties very seriously. They are given high military posts, but only on a three-year tenure, to keep them from getting too ambitious.

Level: 5, Skill Attack: 10, BD: 20, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon, Trigger, Horsemanship, Ambush, Tracking

Samurai

In Japan, all Furries of the warrior class are nobility. With a life filled from cradle to grave with harsh discipline and constant practice, even the lowliest foot-soldiers are among the best fighters in the world. Samurai are almost always carnivores. Their preferred weapons are paired swords, but they are also trained in many others. A few have experimented with firearms, but they are considered dishonorable.

Level: 7, Skill Attack: 0, BD: 18, UD: 50, MD: 48, PD: 20, HP: 24, Skills: Sword, DW: Sword, Unarmed Combat, Thrusting, Tumbling, Streamlined, Bow, Ambush, Athletic, Tracking, Horsemanship, Lore: Mythology.

The Stuarts

Brief: Former royal dynasty of England, removed by the Glorious Revolution of 1688.

Species: Lions

Resources: The dethroned Stuarts have some personal wealth left to them, but are dependent on Louis XIV for income and armed forces. Anne I, the last Stuart on the throne, has the same resources as George I.

James II (ruled England 1685-1688)

My brother will lose his kingdom by his bigotry.

Charles II

James came to the throne after his brother, Charles II, died of a stroke. The entire country was wary at his accession, for James was a Roman Catholic like those kings and queens of the fifteenth and sixteenth century who were known for drenching England in the blood of Protestants. James' attitude was at first moderate and reassuring, but an idiotic rebellion by the Earl of Monmouth, an illegitimate cub of Charles II, handed him an excuse to pack the army, Parliament, the judiciary, and his Privy Council with Catholics, and to imprison prominent Protestants. The last straw came when James' first male cub, James III, was born in 1688, usurping the Protestant heiress-apparent, Princess Mary. Almost immediately it was rumored that the new Prince was not his mother's cub, but a changeling smuggled in as a result of a Jesuit plot. Several leading members of the aristocracy and the Church of England went to Holland to invite the Prince of Orange to come save the country. With all England enthusiastically welcoming the invader, James' nerve broke and he first sent his mate and cub to France, then fled there himself.

Louis XIV welcomed him and gave him lavish support for his attempt to retake the throne by first invading Ireland and establishing a power base there. But the Irish were not interested in helping an English lion king back to his throne, seeing James only as a Catholic deliverer from the hated English Protestants. William led the English army against the French and

Irish supporters of James and defeated them at the Battle of the Boyne. James and Louis experienced another serious setback at the sea battle of La Hogue. After that, though the War of the League of Augsburg dragged on several more years, French assistance for an invasion of England dried up. James remained at Louis' court, a symbol for Jacobite resistance to William and Mary.

A lion in his fifties, James was tall and well-built with a long face framed in a blond wig. He was not particularly intelligent, had no sense of humor, and was obstinate to the point of pig-headedness, believing that firm and bold displays of power were the only hallmarks of a king.

Mary (rules England 1689-1694)

James II's oldest cub, Mary was wed to William of Orange at the age of fifteen and came to love her mate enough to give him wholehearted support when he went to war against her sire. She also refused the throne of England when it was offered to her alone, saying she would not be placed ahead of William. Having been made sovereign jointly with William, she left as much government as possible to him. When William went to war, as he frequently did, she ruled alone and was much better at it than anyone expected her to be. William was shattered when she died young of smallpox. Mary was a strong, lovely and statuesque young lioness, with a simple dignity that becomes a Queen.

Anne I (rules England 1702-1714)

In the settlement under which William and Mary jointly occupied the throne, Mary's younger sister Anne was heiress-apparent so long as the royal couple had no cubs. Anne's mate, the Prince of Denmark, was not considered in line as William had been, so Anne ascended alone after William's death, kicking off her reign with a warlike anti-French speech to Parliament. Anne liked to think of herself as a second Queen Elizabeth, but had nowhere near the strength of will of that Lioness. She was affectionate and highly susceptible to the influence of her friends (who fortunately had the interests of England mostly at heart). She has been described as "middle size, well-proportioned, reddish fur, dark brown hair, rounded face, aspect comely rather than

majestic, with a soft, sweet voice." Anne's main interests were the War of Spanish Succession, in which she supported the Austrian candidate Charles III, and the unification of Scotland with England. The Prince of Denmark, who was appointed Supreme Commander of the allied forces after William's death, carried out her war policies.

The Temple of Jerusalem

Brief: Order of religious warrior-sorcerers.

Species: Tend to predatory species.

Resources: Most Templars are Furies of wealth and status, which they devote to the cause with the fervor of fanatics.

The Knights Templar, like the Druids, are the re-establishment of an older Order which was destroyed, in this case by the French in 1313. Retaining their military character and devotion to God, the Templars are found fighting campaigns in the Middle East, Africa, or Central America to wipe out heathen practitioners of

Magick, especially those who practice the Summoning of evil spirits. Their zeal leads them to be somewhat indiscriminating. Membership is reserved for male Furies of at least a 22 Social score, pure and upright character, and a capacity for fanatic loyalty. It is not necessary to have sorcerous ability, but only those who have it will rise to the upper ranks of the Knights Templar. The Templars practice the Circles of Abjuration, Alteration, Elemental, Enchantment, and Illusion. They are especially strong in Scotland, where many of the ancient sanctuaries are still standing.

Story Ideas: English pirates are known to support the Mosquito Indians of Central America in their raids on Spanish settlements. The Knights Templar might possibly take up pirate-hunting on this account.

The Tokugawas

Brief: Ruling dynasty of Japan, holders of the Shogunate.

Species: Foxes

Resources: Although Japan is a poor country, the Tokugawas have organized its resources to maximum effect and usually have enough

money to do whatever they need to do. The ferocity and dedication of their samurai are legendary. Their sorcerers, however, are chosen more for loyalty than competence, and are sometimes inferior to those at the Imperial Court or in the Buddhist temples. As a maritime power, Japan is pathetic.

Established in 1603 by Tokugawa Ieyasu, this dynasty brought a prolonged era of peace and prosperity to Japan. However, it is also an era of isolation and repressive government in which the outside world is shunned and the social order is completely frozen. Nonetheless, the national economy is in a state of rapid expansion.

Story Ideas: Shipwrecked sailors are executed in Japan, so unless the GM can think of a reason why PCs shouldn't be, any adventure connected with the Land of the Rising Sun will be about escaping from it.

Tsunayoshi (rules Japan 1680-1709)

The fifth Tokugawa Shogun, Tsunayoshi worked hard in the early part of his career to promote Confucianism in government, with its emphasis on loyalty and hard work. Later, he started to ignore duty for the pleasure of the palace, and government became somewhat lax, and at times, eccentric. Tsunayoshi was greatly influenced by Buddhist monks who told him he had been a dog in his previous life (not a Canine Furry, but an actual dog). As a result, the Shogun decreed the death penalty for any Furry who harmed a dog, insisted that dogs be addressed in honorific terms, and kept some 50,000 of them at government expense, fed on rice and dried fish. Tsunayoshi is therefore known as the Dog Shogun.

Yoshimune (rules Japan 1716-)

After the death of Tsunayoshi and two more short-lived rulers, Yoshimune became the eighth Tokugawa Shogun. This austere Fox revitalized the bloated government left by his predecessors, rooted out corruption, and established the Kansei Code, the first law code of the Tokugawa regime, and a more merciful one than had ever existed previously. Yoshimune had a more inquiring spirit than his ancestors. Though he did not lift the ban on foreigners, he



Life after death. Not pretty.

was inclined to converse with the Dutch merchants and learn about Western agriculture, science, and sorcery. Yoshimune was himself a pretty fair sorcerer in the Chinese tradition.

The Undead

Brief: Those dead who for whatever reason won't stop meddling in the affairs of the living.

Species: Any

Resources: Varies, but the mindless ones have nothing.

There are three basic types of undead: animated corpses without souls, lingering souls without bodies, and those that have managed to keep body and soul together after death. Following are some general descriptions of the more common undead.

Zombie

Any soulless animated corpse, regardless of what condition it's in. These creatures can only be created by a necromancer or Voudon bokor using Healing and Enchantment in combination. They can only be controlled by use of Domination (Charming Undead, or Possession). Otherwise, they simply wander, guided by mindless impulses left in the corpse's brain (if any) which are sometimes poignant in a macabre way, but more often violent. They are capable of speech if the necessary physical apparatus has been restored, but seldom have anything to say unless instructed. They are not capable of any action requiring complex thought processing, such as spell-casting. Creatures like this have minimal magick defense and are very susceptible to demonic possession, or possession by other astral spirits, including ghosts. A zombie generally has whatever fighting skill it possessed in life, hampered by its condition if the necromancer has done a less than perfect job, but assisted by the fact that it does not feel pain or fear. A zombie must be reduced to its inverse hit points before it will stop fighting and finally die. However, a zombie ordinarily cannot be made with more hit points than it had in life.

Ghoul

A more or less free-willed zombie. These creatures have either been restored almost completely, or were made undead very shortly after death,

so have retained more of their minds than other zombies. They are quicker and more vicious in combat, remembering enough of their former lives to harbor hatred for all that lives, and they are given to eating the flesh of whatever species they were in life. Being soulless, they are still susceptible to Domination or demonic possession.

Ghost

Any astral spirit or soul of a Furry that cannot or will not leave the vicinity of the material plane after death. Spirits can be bound to a particular location by the use of Abjuration, but more often they linger on purpose, bound to earth by some powerful emotion, such as love or revenge. Most spirits are helpless spectators, but those who are very strong-willed (Ego score of at least 24) or who were magic-users or latent magic-users in life can manipulate events on the material plane. Exactly how any individual spirit can do this is up to the GM. Some might be able to lift and move objects in the material world by telekinesis, some might be capable of possessing mortal Furies for a short time, others who were magic-users might be able to cast the spells they knew in life. Particularly strong ghosts are those who were wizards with the skill of Astral Projection. These spirits are already used to the astral plane and know the rules. They retain all the knowledge and skill they had in life. Ghosts quickly exhaust themselves affecting the material world, and must rest in a dormant state at least twelve hours in every twenty-four — usually daylight hours, but not necessarily. Ghosts cannot be dominated, except by someone who is on the astral plane, and they cannot be possessed at all. They cannot be hurt by any material substance or energy. Though their astral forms can be damaged and even apparently destroyed by someone on the astral plane, this damage is temporary and the ghost will reform at some later time — hours later, or perhaps years later, depending on how extensive the damage is. Abjuration will keep a ghost out (or in, or whatever) assuming the spell-caster can overcome the same magick defense the Furry had in life. This is only a temporary solution, however, as Abjurations eventually wear off, and ghosts are extremely persistent. Generally, the only way to get rid of a ghost for good is to somehow convince it that whatever purpose it stayed for has been accomplished. Ghosts can

make astral projection hazardous, as particularly violent ones may attack the projectionist.

Vampire

A Furry that maintains immortality by drinking the blood of other sentient Furies. This is the sort that retains its soul in its lifeless body. Stories of the origin of vampires are many and varied, but it is known that a new vampire is created when an old one drains a Furry's blood, then gives it his own immortal blood to drink. Anything which could hurt and kill the mortal Furry of before can hurt and "kill" the vampire of now, but it will rise again the next night, entirely whole and unharmed. Only fire or sunlight will destroy it beyond resurrection. Vampires are unnaturally strong and fast. Their Strength, Constitution, Dexterity, and Agility scores are six points higher than the maximum for their species. Beyond these bare facts, any individual vampire can be anything the GM requires. Most of them come through the process of becoming a vampire with a whole mind, retaining all skills they possessed in life, and are capable of learning more. Survival-of-the-fittest has ensured that the oldest vampires are the most powerful. Nearly all of these are Magick-users (having had time to learn the art). Domination magics are especial favorites among them. In a culture where magic works and the existence of vampires is universally credited, these creatures have to be exceedingly cautious if they are to survive at all. It is not necessary for them to drain a victim to death to get enough blood to live, and only the most foolhardy do so. Vampires thrive best either in very remote rural areas, or in very large cities. Most of them are careful to avoid areas heavily dominated by the Church, which of course is dedicated to hunting them down and wiping them out.

Lich

The undead form of a powerful necromancer who has used a combination of Abjuration, Enchantment, and Healing to keep body and soul together after death. The shock of dying and coming back to life gives this creature a rather slackened and haggard appearance, but otherwise there are no effects, and the Furry goes on just as if it really were still alive, even continuing to age unless further healing spells are cast. However, the fact that the Furry truly is

dead can be seen in its aura by anyone with the skill to discern it. Additionally, the Abjuration used to bind the soul into the body must be scarred, tattooed, or otherwise permanently etched into the shaved flesh of the necromancer. If this Abjuration is undone, the soul will depart, leaving the body an empty husk (as a Zombie). If the Enchantment keeping the body alive is undone, the body will decay the number of years it has been dead. If the binding Abjuration is still functioning after that happens, the necromancer's soul will be trapped in an unmoving dead body. Naturally, a lich has the same skills, abilities, hit points, and magic defense it had in life. These are very rare creatures, since necromancers are scarce in the first place, and also since it's difficult to die and come back to life without anyone noticing.

Warriors of the World

Brief: Fighting Furies who are organized into tribes rather than armies.

Species: Any, but often carnivores or large, fierce herbivores.

Resources: Varies with Social score; usually very little.

Warriors differ from soldiers in that they come from primitive and egalitarian cultures, in which the individual's status is comparatively much higher. Furry for Furry, they tend to be better fighters, but they are seldom numerous or well organized. European tactics and firearms tend to win the day, even against the bravest of them.

Algonquins

Highly skilled in tracking and ambush, the local Furies of the Eastern Seaboard of North America are most often armed with bows, axes, knives, and spears, plus muskets and rifles acquired from the French and English settlers. Males of all sizes and species are expected to be warriors.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Bow, Thrusting, Trigger, Ambush, Athletic, Tracking.

American Militia

The loggers, farmers, fur-traders, and tobacco growers of the English colonies are expected to defend themselves, since there are no regular troops. Rifles, more useful for hunting than muskets, are the weapon of choice. Any size or species is possible.

Level: 4, Skill Attack: 15, BD: 18, UD: 30, MD: 30, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Trigger, Ambush, Trigger.

Bedouin

These are fierce, nomadic raiders who live to fight. Expert horse-riders, skilled with swords, bows, or muskets (usually out-of-date and absurdly long), Bedouins specialize in hit-and-run tactics. They tend to carnivorous species (herbivores stay behind and guard the camp).

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Thrusting, Trigger, Ambush, Athletic, Tracking, Horsemanship.

Cossacks

Tartar tribes mixed with outlaws and refugees from all parts of eastern Europe, Cossacks are the most savage fighters of the area. The Romanov Tsars have been inducing them to enter Russian service in exchange for land. Half military colonists, half mounted bandits, the Cossacks use weaponry and tactics similar to the Bedouins. Mostly carnivorous species.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Thrusting, Trigger, Ambush, Athletic, Tracking, Horsemanship.

Iroquois

Very similar to Algonquin warriors, but better organized and more likely to attack *en masse*.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Bow, Thrusting, Trigger, Ambush, Athletic, Tracking.

Mosquitoes

The fiercest remaining tribes of Central America, they are well-adapted to their tropical environment. They are savage fighters, but find it difficult to lay paws on any firearms. They are usually armed with bows, knives, axes,

spears, and blowguns which fire poisoned darts.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Bow, Thrusting, Ambush, Athletic, Tracking.

South Africans

Tribes that roam the South African desert regions are excellent fighters, but poorly armed. Spears, slings, knives, and bows make up most of their repertoire. On the other hand, they are fierce and well-adapted to their territory. Males of all sizes and species are expected to fight.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Bow, Extension, Thrusting, Ambush, Athletic, Tracking.

West Africans

West Africans are better organized and more numerous than their southern brethren, and occasionally armed with guns in addition to spears, bows, etc. Any species, size of Light or better.

Level: 5, Skill Attack: 10, BD: 18, UD: 35, MD: 35, PD: 25, HP: 25, Skills: Single Weapon, Unarmed Combat, Bow, Extension, Trigger, Thrusting, Ambush, Athletic, Tracking.

CHAPTER SIX

THE ISLAND OF SANTIAGO DEL TORTUGA

A Furry Pirates Adventure for Characters of 5th-7th Level

The year is 1703, the place is Bermuda. Anne I is Queen of England. The War of Spanish Succession is raging, involving all the great powers of Europe. While ships-of-the-line face off in home waters, privateers hunt sea-lanes all over the world for the merchant ships of the enemy. Letters of Marque can be had for the asking, and plunder is out there for the taking. It is a good time for Furrries of courage to turn robber on the salt sea.

In the Bermuda Triangle, a war that began over a hundred years ago is flaring up again, and the player characters are about to be drawn in...

Background

The PCs are about to acquire a broadsword. It is an ordinary weapon. There is nothing Magickal about it, either to the untrained eye or to the discriminating gaze of the sorcerer using Aura sight. It is valuable, though, being an antique Toledo blade, two hundred years old and still in excellent condition, with a silver hilt decorated with Catholic iconography. The PCs are about to find it on board the *Adroit*, a French privateer on its way home from

ravaging shipping on the American coast.

The Hermandad de Salvacion

This sword once belonged to Hernan Cortes. To possess it is the obsession of a powerful Spanish sorcerer, an aristocratic black Panther named Don Javier de Garra. De Garra is a member of a Philippine-based Sorcerous Order called the Hermandad de Salvacion. Despite its quasi-religious title, this Order is not affiliated with the Catholic Church. It was founded in the mid-1500s by renegade Jesuits who used the Inquisition on Chinese sorcerers to “salvage” the secrets of Oriental-style Magick. Outlawed by the Church, the Hermandad managed to survive under the secret protection of various kings of Spain. In the 1580s, the Hermandad came to the Bahamas to set a trap on the uncharted island of Santiago del Tortuga, by which they hoped to capture and destroy Sir Francis Drake and the other English pirates who plagued the Spanish Main in the age of the Armada. The sorcerers of the Hermandad generated powerful Illusion spells through an artifact called the Icon of Maya, which enhanced and prolonged the effects. These spells were used to blind and deceive pirates, play havoc with their navigation, and lure them to their destruction, either on the reefs surrounding the island, or under the guns of the Spanish fort above. Although “El Draque” was never caught, the trap operated successfully for fifty years, snaring pirates, restoring gold to the Spanish Crown, and helping the Bermuda Triangle develop its sinister reputation for mysterious disappearances.

With the downfall of the Spanish Empire, the island and the Icon were abandoned, the Hermandad returned to the Philippines, and the trap fell into disuse. But recently, de Garra, who intends to reforge the Sword of Cortes

into a mighty Magickal artifact and wield it to restore Spain to her former glory, has secretly come to Santiago del Tortuga to establish a new power base. He has brought his own pirate ship, crewed by *wako* from the South China Sea, with him. And he has reactivated the Icon, in order to bring the Sword to him — along with the arrogant and foolhardy Furrries who dare to lay claim to it.

Notes for the GM

For the purposes of this adventure, the player characters will fall into one of two categories: those who would get into a fight with the *Adroit*, and those who would not. If the PCs are English, Dutch, or Portuguese privateers, the French ship is an enemy. If they are pirates, naturally it is fair game. In either case, use Scenario A, below. However, if the player characters are smugglers or blockade-runners, or if their ship is no match for the *Adroit*, use Scenario B. Either way, the PCs should not be of French nationality themselves.

Encountering the *Adroit*: Scenario A

One beautiful day in early October, the PCs are sailing the brilliant cerulean waters some twenty knots west-southwest of Bermuda. The GM and the players can work out for themselves what they are doing there — haunting a major sea lane in search of a prize, heading for Bermuda to take on supplies or fence stolen goods, or bypassing the islands, which serve as a navigational mark on the route from the New World back to Europe. Suddenly, the lookout calls down to the quarterdeck: he’s sighted a sail in the northeast quadrant.

Stalking

The two ships are about five miles apart, give or take a GM’s fiat, when

they spot each other. The wind is Moderate and blowing out of the west. The *Adroit* is heading southwest, so is at her Beating speed of 5.5 knots. The PCs' ship, pointed due east, is at Running speed, whatever that is (probably half again what the *Adroit* is making). The PCs have the weather gauge, therefore the tactical advantage should they decide to attack. If both ships maintain course and speed, they will pass within a mile of each other in about twenty minutes, so the two captains have a little time to size each other up and decide what to do. The *Adroit* is a medium-sized, three-masted, square-rigged ship of the Corvette class (6th rate), with 32 gunports, flying the French flag, as the PC captain should be able to discern using a spyglass. Use the Corvette Vessel Stat Sheet in Chapter Three for the *Adroit*, and give her 250 Crew Points.

The *Adroit* is commanded by Henri-Martin Poncin (his stats are on page 166) a hard-bitten, tyrannical old bulldog who is examining the PCs' ship as closely as they are looking at his. If the PCs are flying an English, Dutch, or Portuguese flag, they are the enemy. If they are flying a pirate flag, so much the worse. Either way, he intends to

fight if he believes his ship can take them. However, if the PCs ship is superior to his own (a 5th rate warship or better), he may turn tail and run.

The PCs may attempt a fake-out by running up the French flag, but Poncin is too canny to fall for it. He will send his aerial scout to do a flyover. If the PCs attack him, obviously they are enemies. If not, the scout will get close enough to hail them and a few minutes shouted conversation will reveal their true nationality. Poncin also has a sorcerer, a Cheetah named Andre Latrec, who could use a Divination spell regarding the PCs' origins and intentions.

The PCs might also send an aerial scout of their own. If the scout comes to parley carrying a white flag of some sort, Poncin will spare his life and send him back with arrogant orders for the PCs to surrender or back off. If the scout comes to spy, as evidenced by **not** carrying a white flag, the crew of the *Adroit* will open fire with muskets and swivel guns as soon as the Avian comes within range. Even if they were not inclined to fight initially, a few minutes of this attitude should convince the PCs to attack, or to give chase if the *Adroit* is running.

The Battle

If Captain Poncin decides to fight, he maintains his present course and speed (southwest at 5.5 knots) because it already presents the maximum number of guns in the PCs' direction. Since he can't turn any farther into the wind, he must let the PCs come to him. If the PCs also continue on their original course and pass the *Adroit* without engaging, they will lose the advantage. Poncin will get the weather gauge, come about and attack with the wind at his back. Smart PCs will change course to intercept or parallel the *Adroit* before passing her. In this case, the French ship will maneuver as best she can, defending herself with cannon fire as soon as the PCs come within Medium range, and with Magick, deck-mounted swivel guns, muskets, and paw-to-paw as appropriate. The GM may need to fudge a few attack rolls. It is necessary to the adventure for the PCs to win this fight, although it need not be easy.

The Chase

If Poncin feels so outclassed that flight is the only alternative, he changes to whatever course will get him away from the PCs' ship the fastest. The

Staging Notes

Sample characters are provided on pages 170-173, should you want to use them. Only four are provided, though, so if you have more than four players, some will have to generate their own.

All of the sample characters are crew on the *Raptor*. The *Raptor* is a brigantine — use the Vessel Reference Sheet on page 78, and assume 300 crew points.

Since only four characters are provided, there are obviously officer positions aboard the *Raptor* that are filled by NPCs. The four that follow can be used to flesh out the crew. (They could also be used as inspiration for additional player characters.)

Of course, if all the players want to make their own characters (which is recommended) there's no reason they shouldn't. In order to have a chance at success with *The Island of Santiago del Tortuga*, they should be 5th-7th level and have a ship similar to a brigantine.

Christian Herder

Brief: Second Mate

Species: English Sheepdog

Loyal, steady, and competent when sober, which is more often than not.

Level: 5, *Skill Attack:* 10, *Skill Defense:* 50, *BD:* 25, *UD:* 40, *MD:* 33, *PD:* 22, *HP:* 24, *Skills:* Single *Weapon:* Sword, *Thrusting, Teeth, Trigger, Athletic: Swimming, Sailor, Navigation, Gunner.*

Jem Raffles

Brief: Bosun

Species: Beaver

Incredibly foul-mouthed and abusive, but good at his job. Cockney accent. Always wears a hat pulled down over his eyes for some reason.

Level: 5, *Skill Attack:* 7, *Skill Defense:* 48, *BD:* 26, *UD:* 38, *MD:* 36, *PD:* 20, *HP:* 20, *Skills:* Single *Weapon:* Sword, *Thrown Weapon: Tumbling, Acrobat, Athletic: Climbing, Sailor.*

Mavis Twilp

Brief: Quartermaster

Species: Badger

Tight-fisted and miserly, but scrupulously fair when it comes to dividing loot. She demands an exact accounting of all expenditures and frequently rails against the crew for spending money like drunken pirates.

Level: 4, *Skill Attack:* 12, *Skill Defense:* 45, *BD:* 18, *UD:* 30, *MD:* 39, *PD:* 26, *HP:* 23, *Skills:* Single *Weapon:* Pole, *Hands, Teeth, Trigger, Sailor, Lore: Value, Craft: Clerk.*

David Blackdown

Brief: Aerial Scout

Species: Rook

Young, enthusiastic and a bit reckless. Not the sharpest pencil in the box. Competent in the air, but a total klutz on the ground.

Level: 4, *Skill Attack:* 5, *Skill Defense:* 53, *BD:* 14, *UD:* 38, *MD:* 25, *PD:* 25, *HP:* 24, *Skills:* Double *Weapon:* Daggers, *Talons, Trigger, Dogfighting, Ambush, Athletic: Flying, Sailor.*

best direction to run in is not necessarily the one on which his ship goes at its top speed, but the one on which she is likely to outperform the PCs' ship. The GM can compare the two ships' Sailing Speed Charts to determine which way is best for him to flee in. Again, since the adventure requires that the PCs capture the *Adroit*, the GM may wish to fudge a sailing attack roll, or bring in some external circumstance to slow her down. For example, if the *Adroit* flees east-northeast, she will run into Bermuda, and in maneuvering to avoid the coral reefs of the area, she could easily lose the race. It should be noted that Captain Poncin and his crew are experiencing navigational difficulties due to the effects of the Icon of Maya upon their ship and believe that Bermuda is south-southwest of their current position.

When he is brought to bay, Poncin will fight to the death rather than surrender, flogging his crew if necessary to keep them from slacking off. However, if he is killed in the engagement, the other officers and crew will go on fighting only as long as they believe there is a chance of survival. When it becomes clear there isn't, they will ask for quarter.

Encountering the *Adroit*: Scenario B

Smugglers and blockade-runners, or pirates or privateers who are outgunned, might not attack the *Adroit*. If the PCs fall into any of these categories, use this scenario.

The Approach

One stormy day in early October, heralded by the fabled "red skies in the morning," the PCs are sailing the troubled gray waters twenty knots west-southwest of Bermuda, where they hope to put into port before being hit by the hurricane that seems to be approaching from due south. Their hope is in vain: the tropical cyclone comes up with a wind over 80 mph, a horizontal torrent of rain, and waves that slap the ship between them like a tennis ball. The sails must be dropped, the hatches battened down, and anyone who plans to stay on deck had better tie himself to something. The storm lasts about six hours, makes everyone fur-soaked and miserable, and strains the ship (10-50 points worth of hull dam-

age) but does not cause any serious disasters.

When the wind drops off and the rain clears enough to allow visibility, the PCs see that they are a mile or two off a small group of low islands which they will correctly presume is Bermuda. They also see the *Adroit*, which, in grim testimony to the PCs' luck in not being any closer to the Devil's Islands when the storm hit, is hung up on the coral reef that surrounds Bermuda like a natural amphitheater. There are only 100 survivors aboard (100 Crew Points) plus Captain Poncin and Andre Latrec. Many were swept overboard during the storm. Others were knocked off and raked across the coral when the ship hit the reef. (There are bloody limbs and broken bodies bobbing up and down in the surf).

The Battle

Captain Poncin is still stubborn enough to fight to the death. However, the PCs will be able to maneuver into a position (aft and a little starboard) from which they can pound the hell out of the *Adroit* and only four of her cannon will be able to return fire. The PCs will have to roll well on Seamanship to maneuver into close range without hitting the reef themselves (difficulty factor of 40). They will not be able to get close enough to board directly from their own ship. It will be a stand-off fight until Poncin is killed and the rest surrender, or until the crew is so decimated that further resistance will obviously be minimal. The PCs can then send over a couple of boats while keeping the *Adroit* in the shadow of their guns.

Boarding the *Adroit*

Whether the PCs capture her or find her wrecked, if the *Adroit* is within sight of Bermuda when the PCs board, they should hurry, or else be prepared to defend their claim to the French vessel. Many Bermudans live by salvage rights on wrecked ships. Within an hour a swarm of small vessels, mostly unarmed fishing boats, but also a couple of luggers and a sloop, will approach, unless the PCs are openly flying the Jolly Roger.

There is no outward sign of the effect of the Icon of Maya on the *Adroit*. Aura sight does not reveal any-

thing unusual about her. Once the ship lost its ability to sail, whether by being wrecked or captured, the Illusion was dispelled. The only damage is that inflicted by the hurricane and/or the PCs; otherwise she is all shipshape. If there has been no formal surrender, the PCs or their crew may be fired upon as they board, or ambushed below decks by the survivors.

Information

When the PCs enter the Great Cabin, they catch the bosun's mate, a grizzled old salt of a Hare, in the act of burning the ship's rutter. This is a journal kept by captain or the pilot of a ship, detailing where it has been, how it got there, what it has encountered, and what it has done. The PCs may guess that the Hare is trying to destroy French intelligence, or evidence of piracy. If they act quickly to stop him, they will manage to salvage most of it. If any of them can read French, the rutter tells how the *Adroit* was commissioned by Louis XIV to attack English and Dutch ships and disrupt their trade, in keeping with the policy of *guerre de course* enacted after the Battle of La Hogue in 1692. For the past several months, the privateer haunted the Eastern Seaboard waiting to intercept English company ships or colonial smugglers as they arrived from England or the Caribbean. Two weeks ago, she captured the *Hopewell*, a colonial sloop returning to Philadelphia from Barbados. The crew transferred the *Hopewell's* cargo aboard their own ship, then sank her. The rutter does not say what they did with the survivors, but there are no prisoners aboard the *Adroit*. The last clear entry indicates they were setting course for Nantes, a French port city in the Bay of Biscay, back across the Atlantic. The rest has been burned.

If the PCs encountered the *Adroit* using Scenario A, it may strike them as a little odd that the privateer was heading southwest when they met. If they question the bosun's mate or any other survivors about it, none of them understand what the PCs are talking about. They were heading east. They have been heading east, and a little south to catch the trade winds that blow off the Carolinas, ever since leaving the Schuykill River. They stick to that story even if pressured, though if questioned severely enough, some of them might start making up whatever it is that they think the PCs want to hear. If the PC sorcerer attempts to Divine why the

Adroit was sailing southwest, he gets a garbled and meaningless answer such as “The walrus,” or “To get to the other side.” The Icon of Maya has a high magick defense, which is running interference. If the GM plays this right, the PCs will start thinking that the *Adroit* was on some kind of secret mission for the French government.

Treasure

When the PCs explore the ship, they find a hold full of refined Barbados sugar, worth five thousand C in any North Atlantic port, though some of it may be spoilt by seawater (give them a luck roll). Thirty barrels of rum add another 450C. A locked chest in the Great Cabin contains 2,280C in English bank notes, pounds sterling, and Mexican silver dollars; this is the forty percent share of the loot captured by the *Adroit* which is owed to the French government under privateering rules. Another 1,500-odd C, mostly in English money, can be found distributed among the officers’ and crew’s personal effects (many of them spent their share during shore leave in Quebec). Among the officers’ accoutrements are six silver snuffboxes (5C each), four silver grooming brushes (3C each), three tortoiseshell grooming brushes (1C each) three gold watches (8C each), one set of Tarot cards (3C), a private stash of fine Virginian tobacco (5C), ten ounces of ambergris (30C), eight bottles of well-aged Burgundy (28C), two bottles of brandy (6C) assorted rings, garters, medals, cufflinks, tail ornaments, and other jewelry (50C total), assorted fine clothing (60C total), wigs (40C total), one gold-hilted rapier enchanted at 6th level (a 21 point bonus to Attack and Defense scores; this belonged to Captain Poncin and is worth 500C if anyone wants to sell it), one silver-hilted Toledo broadsword (75C), one silver dagger (2C), six other assorted blades (90C total) a pair of ivory-inlaid dueling pistols (24C), and twenty ordinary pistols (140C total) with powder and shot for an average of eight shots each. In the armory, or distributed among the crew, are thirty muskets (150C total) with powder and shot for an average of ten shots each and a collection of knives and short swords (200C total). In addition to the cannon listed on the *Adroit’s* stat sheet, she is carrying half a keg of ready-mixed gunpowder, nine kegs of sulfur-saltpeter mix, and three kegs of charcoal; all told, enough to fire

off all the cannon 30 more times. The ship also has a fair supply of stores, from hardtack to spare sails to lamp oil.

The silver-hilted Toledo broadsword is found in the first mate’s seachest, along with his share of the money, his personal effects, his gold watch, and his silver grooming brush. This is the Sword of Cortes: it was on its way back to Spain after its owner’s death when it fell into the paws of a nameless English buccaneer who had no idea of its history. It has been changing hands throughout the Caribbean ever since. Most recently, it was on the *Hopewell*. The *Adroit’s* first mate decided to sell it in France as part of his share of the loot, which is why it is in his seachest rather than clutched in his hand when found. The PCs may get a chance to sell it in Bermuda. GMs, you should prevent this without tipping your hand. If a PC with the skill of Value takes a look at the sword, reveal that it’s an antique and probably worth a lot more than 75C to the right buyer, who is more likely to be found in Europe than in a backwater like Bermuda. Be prepared to supply details about the rest of the valuable pieces found on the ship to keep the PCs from getting suspicious. Poncin’s enchanted rapier should help distract them.

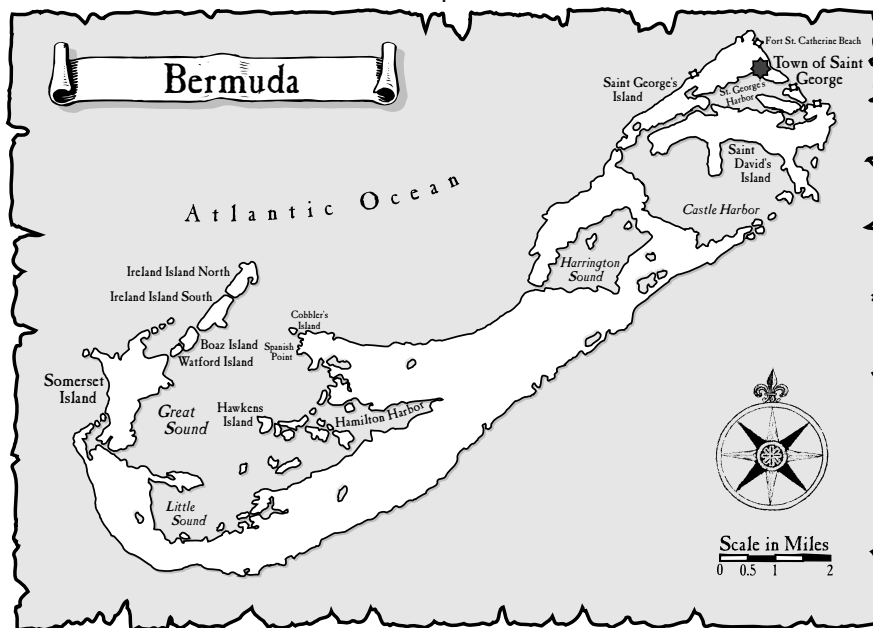
Loose Ends

The PCs will have to decide what to do with the survivors. If they are pirates and have not seriously abused the French crew, at least half will be willing to join them, and the rest can be forced, or killed, or left to fend for themselves as the PCs prefer. However,

if the PCs fall into any other category, the survivors will not be interested in joining, although they will settle for being prisoners in preference to being killed or stranded. As for the *Adroit* herself, she can be salvaged if she did not lose more than three-quarters of her Hull Points in the Scenario A battle. If she’s on the reef, it’s only a matter of time before she breaks up entirely. The PCs will have to decide if they have the time or inclination to repair her; if not the Bermudans will be happy to claim salvage rights (see below).

Welcome to Bermuda

If the *Adroit* is within sight when the PCs board her, the Bermudan Furies take a lively interest in the affair. They will not interfere if the PCs are flying a pirate flag, but simply wait and hope that the characters will come into port under English colors to spend the loot (and raise prices in anticipation of this event). Any other flag emboldens a band of opportunists led by one John Horning (see NPC sheet below) to approach. Horning commands a 12-gun sloop, the *Wolverine* (use the Sloop’s Vessel Stat Sheet in Chapter Three, but reduce the number of guns by six and give her a full capacity of Crew Points). He is accompanied by two luggers armed with eight deck-mounted swivel guns each, and a small fleet of fishing boats full of Bermudans armed with ancient muskets, knives, fishing gaffs, boothooks, and whatever else they can lay paws on. The PCs



may not be within sight of the islands when they capture the *Adroit*, but if the GM wishes to complicate their lives by introducing Horning anyway, she can arrange for the battle to be witnessed by a stray fishing boat or an incoming merchant ship.

May I See Your License, Please?

Horning, a tough and wily Elk, is little better than a pirate himself — in fact he has been one. Were it not for the fact that he is outgunned, he would take the PCs' loot by force and make up a cover story afterward. As it is, he must use his wits and look for weakness on the part of the PCs. In the meantime, he approaches under a semi-official guise, as representing the governor of Bermuda (this is true, in that he will pay the governor a kickback if he gets anything out of it). For example, if the PCs are English, he asks to see their Letter of Marque. Finding some technical flaw (it's outdated, it's not correctly witnessed, it's smudged, or whatever), he informs them that it is worthless. If the PCs don't want to be reported for this "act of wanton piracy," they had better hand over a third of the loot to the governor, who will issue them a fresh privateering license in exchange. (All of these stalwart Bermudan Furies are, of course, on hand to make sure that his entire share safely reaches the governor). If the PCs are not English, Horning will talk about import duties, tariffs, tolls, and "safe harbor" fees. The best course of action for the PCs is to calmly refuse to yield to this extortion. Horning will not attack unless he finds a tactic or an advantage that will assure success, but if the PCs attack him, they will be refused safe harbor and branded as pirates by the Bermudans. (OK, so it's the pot calling the kettle black, but word will get around and cause lots of trouble).

If the PCs put into harbor at St. George, Horning can continue to be a thorn in their sides. He may, for example, bribe a crewmember to start a fire on board. If their ship burns to the waterline and the loot ends up at the bottom of the harbor, who's to say who it belongs to? Even if the PCs put into port with the *Adroit's* cargo safely hidden and no witnesses to her demise, the GM can use Horning to make trouble for them, if desired. However, he should be a nuisance rather than a major threat.

The Devil's Islands

Bermuda is a series of continuous low-lying islands in the shape of a fish-hook, the emergent southeast rim of an underwater plateau. There are seven main islands and over a hundred islets and rocks. The whole comprises about twenty square miles of land, its highest point only 300 feet above the water. It is sub-tropical, with temperatures that rarely fall below 50 degrees or climb above 90. Rain falls regularly all year round, and a good thing too, because there is no fresh surface water. Hurricanes arrive between July and October, but it takes them so long to reach Bermuda's latitude that they have usually expended the worst of their fury by then.

Bermuda has a population of around 3,500 Furies, three-quarters of whom are free English colonists, and the rest African slaves or indentured servants. (Bermuda never had a native population). Many of them live in the town of St. George, on the island of St. George, at the extreme northeast end of the chain. The rest live on tobacco farms on the Main and the other large islands. Besides tobacco, the islands produce cedar wood for St. George's ship-building industry. Otherwise, the Bermudans live off the sea's bounty: by fishing, turtle-hunting, whaling, pearl-diving, piracy, and the even more despicable practice of deliberately wrecking foreign ships, luring them onto the reefs with misplaced lights. This hazardous lifestyle is hard on the Bermudans, and there are currently two females for every male living on the island. A variety of Furry species can be found here, although since the original colonists were a mixture of Lapines and Mustalids, these still constitute about half the population.

Bermuda was originally run by the Virginia Company, then ceded to the Sommers Island Company, and has recently reverted to the English Crown. A royally appointed governor and a locally elected Parliament, which meets yearly in the Sessions House at St. George, takes care of the affairs of state according to a very short Constitution. Lying on the best route from the New World back to Europe, Bermuda possesses strategic importance and is defended by a number of coastal forts mounting cannon. Unless enemy ships

are sighted, these forts are usually deserted. The population is too small to maintain a full-time armed force.

Kicking It in St. George

The town of St. George is a modest collection of limestone public buildings and cedar cabins lining the inner arc of St. George's island. The harbor, also called St. George's, is full of colorful fishing boats and a brand-new, almost-finished sloop lying just outside the shipyard. Aside from the PCs' ship, Horning's 12-gun *Wolverine* is the only one present with serious ordnance. Unless Horning makes trouble, time spent in St. George is mostly downtime, giving the PCs a chance to rest and regroup. They can get their ship repaired if necessary, or they can dispose of the *Adroit's* sugar cargo for about three-quarters what it's worth in Europe. They can purchase almost any normal item at half again the prices in Chapter One. They can also carouse in the taverns, look for paid female company, and get drunk on bibbey, a local beverage made from fermented palmeto sap. However, there are several draconian laws against public intoxication or indecency, and characters who are too free in their manners or speech may be fined or end up in the stocks.

Other Services

There are exactly four sorcerers in all of Bermuda. One is an 8th level Freemason in the employ of the governor, whose job is to use Elemental Magick to keep the periodic hurricanes from tearing the colony apart. Another is his 3rd level apprentice, also a Freemason. The third is a 5th level Cabbalist who has set up shop in St. George and specializes in casting Abjurations on important buildings and driving demons out of possessed slaves. The last is a 6th level Druid who lives by himself in a cabin on the Main island. All these individuals live in a seller's market, so if the PCs want any of their services, it will cost a pretty penny. None are of sufficient level in Divination to learn the truth about the *Adroit*.

Talk in the Taverns

Word going around the wharf is of a Dutch flute which left port only two days ago. It was bound for New York with a cargo of indigo and ambergris. The flute is well-known as a slow and

poorly-armed type of ship. Ambergris is an incredibly rare substance, valued at 3C an ounce. Officers and crew were very free with their money while in St. George, and the quartermaster paid the “safe harbor” fees without batting an eye. If the PCs need more details, feel free to make them up. This information is provided in case the players need a hook before they will put out to sea again. If they wouldn’t go after a Dutch ship, change its nationality. As long as they have Sword of Cortes, they will never catch up with it.

The Sorcerer Skulks

All the while the PCs have been looting the *Adroit*, fending off extortionists, and carousing in St. George, the sorcerer de Garra (his stats are on page 167) has been observing them. He stalks the water, the ship, and the island in spirit-form on the astral plane. At his level, his Aura skill makes it possible for him to disguise his presence even from other sorcerers, while his magick defense allows him to ignore most Abjurations. He has developed a strong link between himself and the Sword of Cortes, and can nearly always find it through the astral plane. He is annoyed that the characters intercepted the Sword, but does not believe they will be any more difficult to ensnare than the *Adroit*’s crew. As soon as the characters leave Bermuda, he will reactivate the Icon of Maya and trap them in a bubble of “reality” designed by himself.

What the Icon Does

Imagine if you will, a tiny ship in the immensity of the Atlantic with no landmarks in sight. The characters rely on the sun, the stars, the compass, and the octant to tell them where they are and what direction to head in. Now imagine that they are enclosed within a sphere of Illusion in which the sky can be rotated. Slowly, subtly, so as not to arouse notice, the heavens turn 90 degrees left. The sun is now rising in the south. Do the characters suspect? No. To them, the sun and the stars are absolute. It is their orientation which changes, not the sky. If he notices anything at all, the pilot assumes that a slight slippage to starboard is due to a freak gust of wind, and corrects the course. Within a few hours, the ship is

pointing 90 degrees away from the course the characters think they are on. Now imagine that control over visual effects extends down to minute details, such as the direction a lodestone points.

No matter which way the PCs *think* they are going, they are actually traveling in a straight line from Bermuda to the central Bahamas, passing directly through the Triangle. The Icon’s Illusion, centered on the ship, is keeping the sky and all navigational readings consistent with the course the characters believe they are on. Since Bermuda is hundreds of miles from anywhere, the PCs will expect to take at least a few weeks to get wherever they are going, so the duration of the voyage will not make them suspicious. However, the PCs may notice a few other signs that all is not well.

Magick

If the ship’s Sorcerer casts a Divination spell to determine their heading or position, he gets the same garbled and meaningless answers he received when asking about the *Adroit*’s course.

Uncooperative Weather

When you travel in a straight line from Bermuda to the Bahamas, you are fighting the Gulf Stream and the prevailing winds. The PCs will be tacking or sailing close-hauled most of the way. A few days or a week of contrary winds is nothing unusual, but when it lasts three weeks, the PCs should realize that something is amiss. If they intended to head east, for example, the wind should be with them.

Warm Weather

If the PCs were planning to head for northern Europe or for the northern ports of the Eastern Seaboard, it will be difficult for them not to notice that the temperature is rising, not falling.

Sighting

After two weeks of maintaining the Illusion and spying on the PCs from the astral plane, de Garra begins to tire and his control slips. If there is a sorcerer aboard with Aura sight, he gets a glimpse of de Garra as he stalks through a wall from one part of the ship to another. If there is no one with

Aura, perhaps a PC or NPC with undeveloped sorcerous potential, or “second sight,” might see him — the wavery, dark silhouette of an imposing Feline, trailing robes and arrogance behind him. After getting spotted, de Garra will be more cautious, approaching the PCs’ ship on the astral only at odd intervals to check that all is going according to plan. He does not need to be there to maintain the illusion.

Outside Reference Point

The bubble of Illusion that the characters are trapped in extends three hundred yards from the center of their ship. If an Avian, or someone in a lifeboat, goes beyond that boundary, he will experience the world very abruptly returning to normal. This doesn’t mean he will realize what’s going on. Subjectively, it will seem that his own position relative to the sun has suddenly changed. When he recovers from the disorientation, he may notice that the ship is pointing the wrong way (If he has the skill of Navigation, let him roll against a difficulty factor of 50; otherwise let him roll using Reason, with a 10-point penalty). When he returns to the ship, the same thing will occur: the whole world will appear to rotate around him. The GM may require the character to make a Flying roll to maintain level flight and avoid nausea.

What the Characters Can Do

All is not lost if the characters figure out what is going on. If they come up with something absolutely brilliant to escape the Icon of Maya, accept it with a smile. It doesn’t matter, because de Garra will come to them if he can’t bring them to him. Be flexible and roll with the punches.

Change Course

If the PCs change course, the Illusion will simply compensate — again, very slowly — until they are once more going in the direction de Garra wants. If they attempt to change course according to the wind, essentially saying “We don’t care what *direction* we’re going; we’re simply going to run before the wind,” this will appear to work,

then it will seem that the wind has changed direction so that the ship is beating against it once more.

Magick

A sorcerer with the appropriate skill may travel to the astral plane to find out what's going on. From the astral, the character will plainly see the strange and colorful globe of Illusion his crewmates are enclosed in. However, even if he has the skill of Illusion, it is very unlikely he will be of sufficient level to dispel the effects of the Icon. If the GM does not want him to return safely to the material plane with this information, he can encounter de Garra on the astral. De Garra will project the aura of a friendly spirit, someone who is concerned about the fate that has befallen the PCs. He will attempt to lure the sorcerer to Santiago del Tortuga by offering to show him the source of the curse on his ship. Once there, he will imprison the sorcerer's spirit in a handy Abjuration. De Garra can then possess the character's body briefly and warn the PCs that if they do not cooperate, their friend the sorcerer will die slowly. If de Garra cannot lure the character away, he will fight

a duel with him on the astral and probably win. This won't kill the character, but he may be returned to his body as a drooling idiot, though this effect will be temporary.

Getting Smart

The characters may deduce that their problem has something to do with the treasure they garnered from the *Adroit*. In this case, they may decide to collect it all and heave it overboard. This gets results all right — de Garra will be furious. The Illusion spell continues, but the evil sorcerer is now drawing them to Santiago del Tortuga so that he can destroy them personally.

Getting Smarter

One thing the PCs can do to outwit the Icon is to put all the sails up, turn the rudder loose, and refrain from steering the ship at all. In this case, the wind and current will push them back in the general direction of Bermuda. Once de Garra realizes what they are up to, he will have to come after them in the flesh, on his own ship, the *Black Lotus* (see the vessel stat sheet on page 169). With his ability to find the Sword of Cortes through the astral plane, de

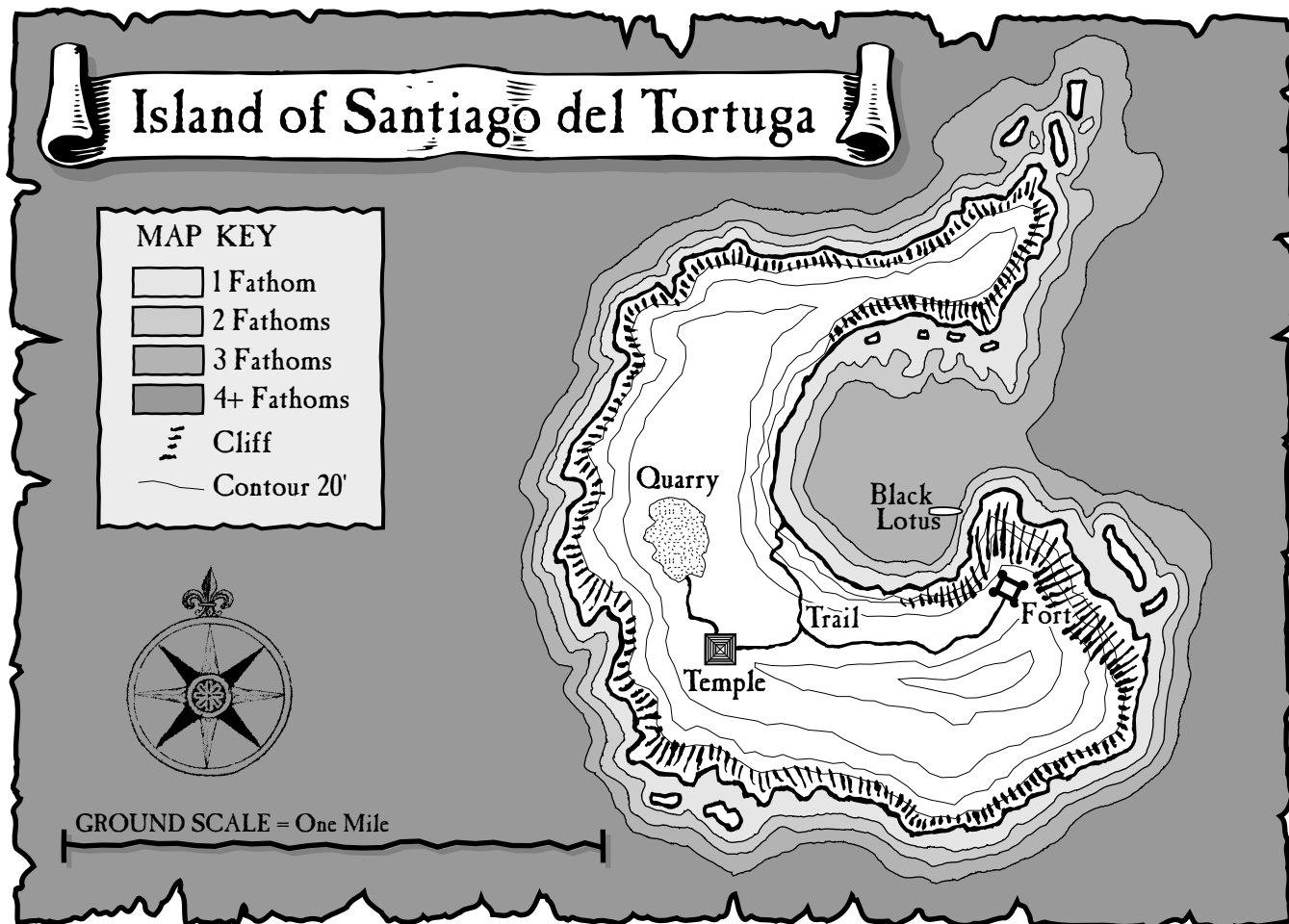
Garra is bound to catch up with them sometime.

Other Complications

Besides worrying about what's happening to their ship, the PCs may have a panicky and superstitious crew to deal with. If they get wind of what's going on — and it's nearly impossible to keep a secret on shipboard — they may react by mutinying or finding a scapegoat.

Arriving at Santiago del Tortuga

If the characters do nothing, they will get their first sight of land about three weeks after leaving Bermuda: a small sub-tropical island overrun with greenery in a sparkling blue sea, with the characteristic discoloration around it which indicates coral reefs. Santiago del Tortuga is a cay, little more than a mile across, about thirty miles to the northeast of Cat Island. For the past hundred years it has been concealed



from the prying eyes of English colonists and buccaneers alike through the Icon's self-protecting Illusion spells. Apparently nothing is forcing the PCs to continue on there, but if they try to avoid it, within a few hours, they'll find themselves making straight for it again.

The Approach

The characters are approaching the north side of the cay. They will note shallow waters, underwater hazards, and a crumbly cliff wall which varies from ten to twenty feet in height, making a close approach impossible. These conditions extend around the island, except on the east side where the harbor opens up. If they sail around that way, they will see the fort on the southeast headland. It is of Spanish architecture, but it looks pretty decrepit. The native limestone walls are crumbling and there are no guns to be seen, nor any signs of life, at first. The cliff walls around the fort are taller, between fifty and sixty feet. The cliffs can be climbed in many places, but it is a steep scramble at best (difficulty factor of 20).

Sailing past the harbor, they will see another ship just inside, a small yawl stuck on the rocks to the north side. It is in even worse shape than the fort. Stripped of everything moveable, half-burnt and with a hull knocked full of holes, it would surely sink if moved off the rocks. It looks as though it has been there for months, rotting below the surface and bleaching in the sun above the high-tide mark.

If the PCs sail around to the south or west side, they will see a very odd structure about half a mile inland, on the island's saddle. It is a step-pyramid or ziggurat with stairs climbing the sides to a central structure on top. Characters well-versed in Lore, or who have visited Mexico, may recognize an Aztec temple, though this is smaller than the real thing. The oddest thing about it (aside from existing on a Caribbean island) is that it looks far newer than the fort. Built of the same native limestone, it shows no sign of weathering. As far as the PCs can tell from here, it is equally deserted.

Reconnaissance

A flyover by the aerial scout will reveal the areas hidden from the ship, which are described below. These include the rest of the ship hulks lying in the harbor, the limestone quarry lying just north of the Aztec temple, and the fact that the fort is not as

deserted as it seems. It also includes the *Black Lotus* lying in ambush just inside the harbor. If the aerial scout gets spotted, the crew of the *Lotus* will try to ensure that he does not get back to his ship alive. Bows fired from the deck, or Avians armed with knives or other small, quiet weapons would be good options.

There is enough room to sail into the harbor, if the PCs wish to do so. Much of it is deep enough to float anything up to a fourth-rate warship. Or, they could weigh anchor a mile or so offshore and send a boat in anywhere they like.

What's Going On

At this point, although they don't know it, the PCs have an advantage. De Garra has exhausted himself bringing them here. Although the Icon of Maya supplies the mana required to maintain its Illusions, the directing sorcerer must use his own mana to create or alter them. Between that and effort of astral projection, de Garra is down to 5 mana points. He will not be doing any major spellcasting until he gets eight hours of sleep. The task of dealing with the PCs has fallen to his apprentice, Ocelot Juan Vargas, and to Wu Fang, the Wolf captain of the *Black Lotus* (see NPC sheets). They are both aboard the *Lotus* hidden in the harbor. If the PCs' ship comes in, they will attack. Otherwise, they are under orders to wait for de Garra to join them. The Icon of Maya will continue to prevent the PCs from leaving the island, but nothing more. Divination spells cast regarding the island will run up against the Icon's magick defense and get nowhere. However, the *Black Lotus* has only the magick defense of its captain.

If the PCs do nothing for the next eight hours, the *Black Lotus* will come out after them, with a well-rested and very powerful de Garra on board to demanded their unconditional surrender. To be generous to the PCs, say they arrive at the island at noon so that it will be dark before the time is up. That way, de Garra will wait until morning, and the PCs will have some hours of the night to cover their activities.



The Graveyard of Ships

If the PCs go into the harbor, a hideous sight greets them. Including the yawl, there are a dozen hulks in here, beached, caught on the rocks, or adrift, half-sunk and turned sideways. They are all small or medium-sized vessels, of types that go unarmed, or lightly-armed at best. Partly to keep his *wako* pirates fed and happy, and partly to acquire the slave labor needed to build the Aztec temple, de Garra has been bringing Caribbean ships here for the past two years. All told, there are four yawls, four small galleys, three brigs, and one American trade sloop. Some have been rotting longer than others, but all have been stripped of anything useful. Holes and scorch marks suggest they were torn up by cannon fire and Elemental: Lightning spells. Wooden debris festoons the beach or floats around the edges of the harbor. There is another clear view of the Aztec temple from here.

If the PCs have time to study the harbor closely, they will notice the half-buried skeletal hulks of several other, much older vessels lying on the bottom. These are pirate ships of Elizabethan times, fallen to the power of the Icon.

Pirates of the South China Sea

Lurking around the rocky corner to the south, in the deep water below the tall cliffs and the fort, is the *Black Lotus*, with its cannon primed and its ferocious crew ready, waiting for the PCs to sail in. It is a very obvious trap, but the best available under the circumstances. If the PCs are forewarned, they have the opportunity to come up with a clever counterattack and possibly win the day.

The *Black Lotus* is a lorcha (see page 169), a hybrid ship consisting of a European hull equipped with Oriental junk-rigged sails. Its captain and crew are among the most vicious Furry pirates to ever sail the South China Sea...and the only *wako* ever to cross the Pacific to Acapulco and sail around South America to the Caribbean. They serve de Garra partly out of fear and partly out of self-interest. The Spaniard is a barbarian in their eyes, but he is a very powerful sorcerer. Also, the partnership is incredibly profitable, what

with the Icon bringing in these rich, unarmed ships and de Garra allowing the *Lotus* crew to keep all the loot. The *Lotus*' captain, Wu Fang, is a Chinese Wolf raised in the gutters of Manila, where he first met Don Javier de Garra. After Wu Fang became a pirate and rose to command, de Garra made an ally out of him with the gift of a European ship complete with cannon. The crew promptly took down the square sails and replaced them with the type they were used to handling.

The Battle

Because the harbor is deepest to the south, the PCs' ship will be fairly close to the *Lotus* as it comes in, avoiding the rocks on the north side. Because the *Lotus* carries only twenty cannon and the crew is not totally expert with guns, Captain Wu is hoping to catch the PCs by surprise, give them one broadside at Close or Point Blank range, and then grapple and board and overwhelm them with sheer numbers and Juan Vargas' spells. If things don't turn out that way and the two ships end up in a stand-off fight, the GM may want to break out the 1/1200 ship models and draw a rough circle 26" in diameter to represent the harbor. A fight in an enclosed space is quite different from a fight out on open water. If the PCs are sailing, say, a brigantine, and there is a Moderate wind out of the south, and they decide to head north-west (Quartermaster) under full sail, they will be traveling at 12.3 inches per minute... and they have a turning rate of 3 points per minute. CRUNCH! You get the idea. It would be polite to assume that the PCs came into the harbor under shortened sail, but beyond that, you needn't cut them any slack. If the PCs' ship has a draft of three fathoms, they can use a 20" diameter circle within the harbor, skewed toward the deeper south side. For each fathom less, give the PCs' ship an extra two-inch diameter of space. If you don't want to determine the wind speed and direction yourself or roll it randomly, assume it's a Moderate wind coming out of the south.

If things go badly for the PCs, give them an opportunity to escape and get ashore. All is not yet lost, since the *wako* won't sink their ship (and all its cannon) if it can be salvaged. If the PCs beat the *Black Lotus*, all the *wako* who are not captured or killed will abandon ship and retreat to the fort to hold their last line of defense.

Information

Presumably, the PCs will want know why they have been brought to this island. Many of the *wako* do not speak Spanish, let alone English, so the PCs won't get far in questioning them. However, there are two individuals from whom it might be possible to learn something, if they are captured and questioned.

One is the ship's captain, Wu Fang. He is an opportunist, willing to jump ship to the winning side. So long as he believes the PCs are winning, he will sell them information, bit by bit — a little for his own life, a little for the lives of any officers they have captured, a little for a berth on their ship, a little for a jump in rank, etc. However, if the PCs threaten him, or go back on their word, he clams up. He is strong-willed and very difficult to break.

The other is de Garra's apprentice, Juan Vargas. Vargas has been loyal to de Garra for years, but he has watched the Panther's obsession grow and his sanity crumble over the past several months. Vargas is not cruel by nature and it was difficult for him to watch as the enslaved sailors — his fellow Christians — were forced to build the pyramid, then slaughtered by the heathen Oriental pirates. Vargas may be willing to talk because he has come down with a sudden attack of conscience.

Both Wu and Vargas know that de Garra wants the Sword of Cortes, and what he plans to do with it. They know how the PCs were brought to Santiago del Tortuga, though Wu does not understand it as well as Vargas does. They know the Icon of Maya is inside the fort, and they have both seen it, although only Vargas can describe how it does what it does. They can describe the interior of the fort and estimate how many fighting Furies de Garra has left. Vargas can give the PCs a better idea of what level of sorcery de Garra is capable of, both with the Icon and on his own. And either of them might mention that de Garra is asleep right now — a very important tactical point.

Treasure

Aboard the *Black Lotus* is a hold full of coin, jewelry, and other valuables with a total value of 50,000C, enough to put the PCs and their shipmates at least halfway to a comfortable retirement. Some of it comes all the way from the South China Sea, but most has been picked up here in the Caribbean. There is also enough gun-

powder to fire off the ship's 20 cannon five more times.

Shore Party Follies

The PCs may go ashore either immediately upon arrival, using boats anywhere around the island, or from the harbor after fighting the *Black Lotus*. In the harbor, a path ascends from the beach and splits off to head toward either the fort or the temple. If the PCs don't want to use the path, it's easy enough to push through the subtropical growth, although visibility is poor.

Attempted Ambush

If the PCs bypassed the harbor and went ashore on the south or west side of the island, they will be spotted by the lookouts in either the temple or the fort (see below). The lookouts will signal the *Black Lotus*, which will send a party ashore to ambush and capture or kill the PCs. These will be average *wako* (see their stats on page 168) outnumbering the PCs' party by two to one.

The Survivor

Wherever the PCs come ashore, watching them through the dense underbrush is the lone survivor of all the ships sunk in the harbor: a Mustalid of Jamaican descent named Joseph Marten (see his stats on page 168). Joseph needs to roll vs. the PCs' Ambush defense to stay hidden. If they don't catch him, he will continue to observe them until he makes up his mind whether they are to be trusted or not. If he decides they are, he cautiously reveals himself, asks for help, and tells his story. Joseph will attach himself to anyone who shows him kindness and will gladly join the PCs' crew.

A slave from birth, Joseph was traveling with the captain of the *Ladybird* (one of the wrecked galleys) from Port Royal to Barbados, when the ship went mysteriously off-course and ended up on this island of the damned. Terrible pirates speaking some alien tongue captured their unarmed ship, killed all who resisted, and forced the others to work under cruel conditions with little food or rest. Joseph describes laboring to break limestone from dawn to dusk, while others of the crew hauled stone to build the great heathen temple on the promontory. He tells of finding the

skeletons of those who broke stone in the quarry before him. He guessed that each time the pirates captured a ship, they worked its crew until they died, then captured another one. One night after the pirates had gotten drunk, he broke his chains with a pickaxe and hid in the jungle. He has been here ever since, eating roots, drinking rainwater, and trying to stay out of sight. Meanwhile, the great temple was finally completed. The pirates slaughtered those of his shipmates who had survived that long, and threw their bodies into the quarry. Joseph once saw the sorcerer de Garra, and refers to him as “the head devil.” He knows that de Garra spends most of his time up at the fort along with some of the pirates. He has no idea why de Garra wanted the temple built.

The Temple

De Garra had this monstrosity built as part of the elaborate preparation he is making to reforge and Enchant the Sword of Cortes. The final ritual will happen here, combining the traditions of the Hermandad de Salvacion Order with the bloody Furry sacrifice rites of the Aztecs. The pyramid is 100 feet square at the base and rises 60 feet in ten six-foot tiers. Four sets of stairs ascend, one in the middle of each side. At the top is a simple square limestone building with a fifteen-foot ceiling and four doorways open to the elements. The one-room interior has an altar equipped with chains and a couple of large stone bowls. It is otherwise very bare, with none of the carvings or murals associated with Mesoamerican architecture.

Lookout Post

Wako lookouts use the temple, since it commands a good view out to sea in all directions except directly east where a rise blocks it. There are usually at least three pirates at the top using banners to signal the *Black Lotus* when they spot anything interesting (like the arrival of the PC’s ship). One of them is always an Avian, in case more elaborate messages need to be relayed quickly. Since they are on the high ground and the PCs will have little cover on the way up, give these *wako* an Ambush defense of 65. If they get a message to the *Black Lotus*, assuming the PCs haven’t already dealt with the ship and its crew, another ambush party will

soon be beating the brush for the characters.

There are no other openings into the pyramid, which is really just a large pile of rock with a room on top. De Garra didn’t have the time or the resources to build anything more impressive. A *Aura* sight used on the structure will reveal nothing supernatural, although it may provide a sense of the suffering endured by those who built it and the megalomania of the sorcerer who commissioned it. From the top there is a good view of the harbor, the quarry, and the interior of the fort.

The Quarry

Just north of the temple is a denuded area where a lot of limestone has been quarried out of the ground. It provided the material to built the fort over a hundred years ago, and was reopened two years ago to supply the stone for the pyramid. Around the edges are the miserable palmetto-frond huts where the slave labor was occasionally allowed to rest, and the cisterns which collected rainwater for them to drink. Down in the quarry are abandoned tools, broken-up scaffolding, trash, refuse, and the mortal remains of around five hundred Furies who worked on the pyramid at one time or another. Having finished the temple, de Garra’s pirates use the hole to dispose of whatever they no longer need.

The Fort: Scenario A

If the PCs and their ship have not yet gotten into a battle with the *Black Lotus*, or if they have but were defeated, it should be possible for them to sneak inside the fort, so use this description of it. If the PCs attacked the *wako* ship and won, the place is up in arms. Use Scenario B, below.

Sneaking In

This structure houses de Garra, his entourage, his guards, and the Icon of Maya. It is a simple collection of four stone walls, fifteen feet high and eight feet thick, reinforced with twenty-five foot tall towers at the corners. There is one entrance, facing inland where the trail meets the fort. Lacking a gate, this entrance is guarded at all times by at least four *wako* armed with swords and muskets. The walls are cracked and crumbling, fairly easy to climb (diffi-

culty factor of 35). There are places for guns to be mounted on the north and west walls, but none are present. There is one lookout in the top of each tower with an Ambush defense of 45. The lower floor of each tower is used to house off-duty guards. Each one contains six *wako*, about half of whom are drunk, camping out on the bare dirt floor.

Inside the fort, only one building has survived the years of neglect: the Hermandad’s chapter house (see below). The others, built mostly of wood and palmetto fronds, have decayed to their stone foundations. These foundations can give the characters some cover as they move around inside the courtyard. Set up in the ruins is an open-air smithy with all the accoutrements. Also providing cover are the large stone cisterns used for catching rain, the only source of fresh water besides Juan Vargas’ Elemental spells.

If it is daylight, de Garra’s entourage (see their statistics beginning on page 168) will be pacing the courtyard, restless with anxiety and anticipation. The entourage includes de Garra’s chief engineer, Isidro Chavez, who designed and directed the building of the pyramid, a highly skilled swordmaker named Vasco Puledo, whom de Garra hired to reforge the Sword of Cortes; six servants; and four fellow Spaniards who happened to be aboard the wrecked ships down in the harbor, whose lives de Garra spared. Trapped like Captain Nemo’s guests, they are trying to pass the time until de Garra wakes up with board games and chitchat. If there was a battle down in the harbor earlier, there was also an appreciative audience up on the walls.

The Fort: Scenario B

If the PCs captured the *Black Lotus*, her survivors took shelter in the fort and prepared to sell their lives dearly. Unfortunately, there are not many preparations to be made. The fort has no guns, only whatever small arms and melee weapons the crew managed to bring with them. Since they probably had to swim to get ashore, they may well be running short of dry powder. Also, since the fort is only sixty feet up and a hundred and fifty yards in from the water, the PCs will be able to fire on it at Medium range. Although they

probably won't breach the fort (it has the equivalent of 6,000 Hull Points), they can certainly clear the wall of defenders with a few well-placed bursts of chain or crossbar shot. The fort is even more vulnerable to a land attack, since it has no gate. If given time, the defenders will correct this problem by piling wood and stone rubble in the entrance. If they can hold out long enough, de Garra will wake up with his mana restored and the tide will turn.

In other words, the PCs are working against the clock. If they press the attack and capture the fort before the eight-hour time limit, they will also be able to capture de Garra and the Icon of Maya, thereby saving their own lives and bringing the sorcerer's plans to a dead halt. If they delay, deciding to rest up first, or make another attempt to escape the island, de Garra will regain the advantage. If he has lost the *Black Lotus*, he will use the Icon to wreck the PCs on the rocks in the harbor, or on the reefs outside.

The Chapter House

The chapter house, built of native limestone, resembles a small Spanish cathedral, only lacking the cross and other symbols which would associate it with Catholicism. It is shaped like a T, with the stem in front and the crossbar in back. The crossbar is divided into two floors, while the stem has a vaulted ceiling. There are windows on the second level all the way around, but having lost their glass a long time ago, they are boarded up. The main entrance (going into the stem) is a set of heavy, weathered oak double doors at the top of a few stone steps. Carved over the arched entrance are the words *Ad*

Majorem Gloriam Dei (For the Greater Glory of God), and the infinity sign, which was adopted by the Hermandad as its symbol. Characters with the skill of Lore have a slight chance (difficulty factor of 80) of having heard of the Hermandad de Salvacion and being able to associate these carvings with it. Otherwise, they will associate the Latin motto with the Spanish Inquisition, and probably won't know what to make of the infinity sign. The doors are unlocked. De Garra's servants and guests come and go as they please. There is also a small kitchen door around in back (into the crossbar).

Upper Floor

In the crossbar section, the upper floor contains a dining room and quarters for de Garra and his "guests." The dining room (A) is centrally located — de Garra's and the other rooms open off of it. Stairs descend from it to the lower floor. De Garra and his guests, including Wu Fang when invited, are served their meals here. During the eight-hour period in which de Garra is asleep, his bodyguard, Alejandro Kwan, is on watch outside his door (his statistics are on page 168). The outer rooms each have a boarded-up window. If the PCs try to sneak in through one of them, wrenching the boards off has a difficulty factor of 25, while not waking up the occupant, if any, or alerting Alejandro, has a difficulty factor of 60.

De Garra has the large room (B), where he sleeps on a pad and bedding of Chinese silk. He has a small collection of books, including the writings of Cortes and his followers from the time of the conquest of Mexico, history books on Spain at the height of her Empire, the secret history of the Order of the Hermandad de Salvacion, notes on the meditative methods of Oriental sorcerers, and a journal of his own

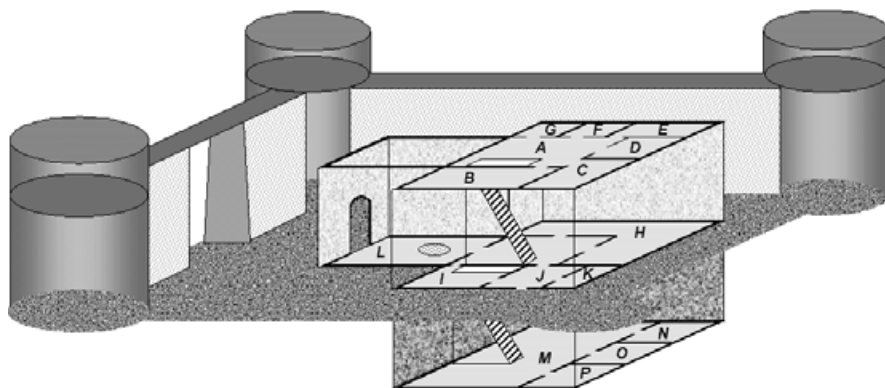
progress in tracking down the Sword of Cortes and the other preparations he is making to Enchant it. The journal makes it apparent that his aim is to wield the Sword to restore Spain to her rightful place as first among the nations of Europe, casting down the haughty House of Bourbon and the Austrian branch of the Hapsburgs, who believe they are entitled to the Spanish throne. There is also a small desk with candles and writing instruments. A large silver crucifix and the Spanish flag decorate the wall. Aside from these items, the room is surprisingly spartan. De Garra has the kind of obsession which makes him find everything not connected to the object of his desire trivial or even contemptible.

Going clockwise from de Garra's quarters, the five other rooms (C-G) are occupied by: Juan Vargas (when he is staying in the fort; otherwise Alejandro uses it), Isidro Chavez (a Wolfhound), Vasco Puledo (a Reptile), and four other "guests," who share the last two rooms. Each room is furnished with hammocks, a seachest, and various personal items. These rooms all have the air of prison cells in which the occupants are desperately trying to find ways to pass the time without thinking too much. Woodcarving is a favorite pastime, as are board games. Vasco Puledo has carved an entire chess set, while Juan Vargas has learned to play Go from Wu Fang. Having finished the pyramid, the engineer is occupying himself drawing architectural plans for entirely fanciful buildings. The other guests, all merchants or traveling land-owners from Cuba or Hispaniola, spend a lot of time praying for deliverance from the mad sorcerer and his Oriental fiends, or scribbling journal entries describing the boredom and the tension. If any of these individuals are present when the PCs storm the gates, they offer no resistance save to defend their own lives. They have long since been numbed into a passive acceptance of fate.

Lower Floor

On the lower floor toward the back are the servants' quarters (H), the kitchen (I), the pantry (J) and other storage rooms (K), one set of stairs leading up to the dining room above, and one set of stairs leading to the basement below. The six servants are Filipinos from Manila, members of de Garra's original household, all Lapines or Light-sized Rodents. They will not betray or work against de Garra under any cir-

The Chapter House



cumstances, but neither will they risk their lives to defend him. They will yell for help if surprised by PC burglars, or disappear like rabbits (or rats) if the place comes under siege.

The stem of the T is the Hermandad's ceremonial chamber. If the PCs go in through the front door (but when do they ever do that?), it is the first place they will encounter. This hall (L) has the vaulted and columned architecture of a church, but lacks the accoutrements: the pews, the statues, the altar, the stained glass, the crucifix, etc. Instead, there is a shallow circular pool of water in the far third of the hall, with the Icon of Maya resting on a pedestal in the center. The pedestal is underwater so that only the Icon shows above the surface, very clearly reflected in the water. A heavy oak captain's chair, for de Garra to sit in while using the Icon, is drawn up in front of the pool. The hall is well-lit by candelabras which are kept burning night and day.

The Icon of Maya

The Icon appears to be a solid piece of pure white jade in the shape of an infinity sign, two and a half feet long, a foot and a half high, and six inches thick. It is carved in relief with Oriental dragons (the imperial five-clawed variety) twisting around its surface in a bewildering array of patterns. The Hermandad de Salvacion created it here, using a Chinese design but naming it with a Vedic word (*maya* means illusion). The large difference between the two cultures was somewhat lost upon them. Even leaving aside its magical powers, the Icon looks priceless.

Fortunately for the GM, it has some properties which will make it nigh-impossible for the PCs to use it, or remove it. (These properties also explain why someone as obsessive and paranoid as de Garra isn't concerned about its security). First of all, it does not actually exist on the material plane, only on the astral. What the PCs are seeing is its projected aura. If they attempt to touch it, there is no substance to be touched. (You might even say the Icon is itself an Illusion). Any spells cast against it will be up against a Magick Defense of 150.

Secondly, in order to activate the Icon, a character must have the skill of Astral Projection, and be sufficiently experienced on the astral plane to have total control over "reality" there. The Icon will only respond to someone on

the astral plane with it who possesses such a degree of spiritual awareness. This requires the character to be at least 10th level in Astral Projection. Also, as in all Magick, the character must be able to name, or describe with unique characteristics, the intended victim of the Illusion. This may require the character to travel through the astral to find him, her, them, or it, as de Garra did with the PCs.

Third, the character must be at least 10th level in Illusion in order to design the "bubble of reality," which the Icon will project and maintain as long as is required. If a lower-level Illusionist tries it, the Icon will drain all the mana out of that individual and leave him or her unconscious on the floor.

Finally, it is, of course, necessary to know all this about the Icon before a successful attempt to use it can be made. De Garra is the only one in the vicinity who knows that much about it, and he will not tell the PCs under any circumstances. Meanwhile, the Icon continues to protect itself against Divination spells. It will also protect itself against future intrusion, for unless the characters are physically present in the room with it, they will not be able to find it through the astral. Additionally, as soon as the PCs sail away, the Icon will once again hide Santiago del Tortuga from all prying eyes. The Bermuda Triangle keeps its secrets safe.

The Basement

This area contains de Garra's workroom (M), which he uses for casting minor Enchantments or Abjurations. It has not been used much in recent months. It has a dusty workbench and an Abjuration circle inlaid on the stone floor. If a PC's spirit was lured away by de Garra through the astral plane, it is confined here in a Binding spell, which can be easily broken by anybody on the outside. If the GM wants the spirit released at a suitably dramatic moment, rather than forcing the player to sit out the whole game while the others try to find him, one of the servants might accidentally break it. A chest contains a clutter of sorcerous components (chalk, candles, eye of newt, etc.).

Off the workroom are three prison cells (N-P). Currently, these are empty. De Garra needs some Furry sacrifices for his ritual, however. He is planning to use whomever his *wako* happen to

capture from the PCs ship, as a matter of fact.

If the Characters Fail

If de Garra gets the Sword of Cortes, and if the PCs are apparently no longer enough of a threat to worry about, he will set about Enchanting it. This will involve a day-long ceremony, held in the Aztec temple, where Vasco Puledo will melt the blade down and reforge it, while de Garra weaves his spells into the beaten metal. The ceremony will culminate in the ritual murder of six captured Furies, de Garra using the Sword to cut their hearts out, apropos of an Aztec sacrifice to the gods.

The Sword of Cortes will then become a 10th level Magick item (a bonus of 55 to both Attack and Defense scores), with the additional property that when it is used to kill an enemy leader, or destroy a symbol which is important to the enemy, they will suffer such a loss to morale that the wielder of the sword will easily carry the day. De Garra intends to take this item with him to Spain, where he will rally the common Furies around him and get himself put on the throne instead of an upstart French Bourbon or Austrian Hapsberg.

Non-Player Characters in Order of Appearance

Henri-Martin Poncin

Brief: Captain of the *Adroit*.

Species: Bulldog

Poncin is stubborn and unreasonable, a petty tyrant at sea. If his privateering mission hadn't been reasonably profitable, his crew would have mutinied by now.

Level: 6, *Skill Attack:* 2, *Skill Defense:* 56, *BD:* 20, *UD:* 43, *MD:* 39, *PD:* 28, *HP:* 25, *Skills:* Sword, Fist, Trigger, Horsemanship, Athletic, Sailor, Navigation, Gunner, Linguistics: English.

Special Note: Attack of -19 and Defense of 77 when using enchanted 6th level Raper.

Andre Latrec

Brief: Ship's Sorcerer aboard the *Adroit*.
Species: Cheetah

Andres is restless, nervous, and wishing he were back on dry land. This is Latrec's first sea voyage, and he just knows it's going to end in disaster. Latrec is a Rosicrucian, of the eternal undergraduate type. His family pressured him into getting a real job.

Level: 5, Skill Attack: 10, BD: 15, UD: 35, MD: 50, PD: 30, HP: 20, Skills: Abjuration, Alteration, Divination, Linguistics: Dutch, English, Lore: Current Events.

French Sailors

See "Average Seadog" on page 138.

John Horning

Brief: Native Bermudan, a local small-time pirate.

Species: Elk

Energetic and talkative, a born con-artist. Horning did the Pirate Round with Thomas Tew back in 1694 and though he lost all his money at the gaming table, he has never yet stopped talking about it. He is always looking for some way to recapture his former glory. He is extremely jealous of the PCs for having a ship more suited to piracy than his.

Level: 5, Skill Attack: 10, BD: 15, UD: 35, MD: 50, PD: 30, HP: 20, Skills: Abjuration, Alteration, Divination, Linguistics: Dutch, English, Lore: Current Events.

Bermudan Sailors

Brief: Fishermen, whale-hunters, and tobacco-growers who occasionally turn to piracy.

Species: Any

Tougher than your average weekend warrior. Stubborn, independent types who like to pick a little treasure now and then.

Level: 4, Skill Attack: 16, Skill Defense: 40, BD: 18, UD: 35, MD: 35, PD: 20, HP: 20, Skills: Single Weapon: (fill in the blank), Thrown Weapon, Trigger, Sailor, Navigation.

Don Javier de Garra

Brief: Ambitious sorcerer, former member of the Hermandad de Salvacion.

Species: Panther

Don Javier de Garra is the arrogant, and in some ways, rather stupid villain who will never give up and never negotiate, even if it's to his advantage. It doesn't occur to him to buy the Sword of Cortes from the PCs, for example. He firmly believes in hierarchy: aristocrats are superior to commoners, Felines are better than Canines, who in turn are better than Rodents, and the Spanish are the best of all Europeans, who are the best of all other nationalities. These beliefs make it easier for him to justify the many crimes he has committed on his way to his dream: to restore Spain to her ancient glory and go down in history as a greater Furry than his hero, Hernan Cortes. The Furies closest to de Garra believe that the time he has spent staring at the Icon of Maya has driven him insane, but that is a comforting illusion. De Garra is merely an extreme product of his own era and society.

De Garra's bigotry does not make it impossible for him to get along with others, such as Wu Fang. He was raised to be polite, even while cutting somebody's heart out. He and Wu Fang regard each other as convenient means toward an end, and both are aware of the other's attitude.

Born in Spain, de Garra was sent out to the Philippines as a half-grown cub to join his father, a Spanish general. As an aristocrat, he studied the masculine arts of war, especially riding and sword-fighting; as a recruit to the secret society of the Hermandad de Salvacion, he studied the Magical arts and eventually became supreme in his Order. Too young and too unstable to be appointed Grandmaster, he had a falling-out with the Hermandad, which refused to support his ambitions, and left its ranks. He then recruited Wu Fang and his crew and sailed for Santiago del Tortuga, the first stepping-stone in his path to supreme power. Since then he has spent a lot of time on the astral plane, luring ships to the island and searching for the Sword of Cortes.

De Garra is a fit and healthy Panther in his late forties, with a haughty and secretive attitude worthy of the Sun King. When he wishes, he can be quite charismatic, certainly charming enough to persuade two well-

off Spanish professionals, an architect and a young sorcerer with a promising future, to abandon their families and their careers to follow his dream.

Level: 10, Magick Skill Attack: -35, Fighting Skill Attack: 10, Fighting Skill Defense: 60, BD: 25, UD: 60, MD: 90, PD: 24, HP: 24, MP: 80, Skills: Sword, Trigger, Horsemanship, Athletic, Linguistics: Cantonese, English, Tagalog, Lore: History, Occult, Abjuration, Alteration, Astral, Enchantment, Illusion.

Special Note: When fighting on the astral plane, de Garra uses his magical skill attack score (-35) and magical defense score (90). He is so strong-willed, and has such mastery over the astral that he comes across as a much better fighter than he is in the real world.

Further Special Note: De Garra can use the Oriental method of spellcasting if he prefers, taking twice as long to cast the spell at half the mana cost.

Wu Fang

Brief: Pirate captain of the *Black Lotus*

Species: Chinese Wolf

Tough, ruthless, crafty, opportunistic, and totally without pity. Not only is Wu Fang a pirate, but all of his large clan are pirates, and have been so since the Ming Dynasty. With so many great ancestors to live up to, and so much competition in the South China Sea, Wu Fang took the chance offered by de Garra to make a name for himself and to become the richest and most powerful *wako* anywhere. When this little jaunt into the Western Hemisphere has netted enough loot, he will return and set himself up as the Pirate King of the Orient. He may or may not kill de Garra before leaving; he hasn't decided yet.

Wu Fang commands the loyalty of his crew for a very simple reason: nearly half of them are related to him. Besides, he is the biggest, strongest, smartest, and also the oldest among them. He will be serious trouble if he manages to insinuate himself into the PCs' crew. His only real loyalty is to his clan. If the *Black Lotus* is destroyed and de Garra is killed, his only aim is to capture the PCs' ship for his own crew to sail home.

Level: 7, Skill Attack: -3, Skill Defense: 63, BD: 24, UD: 53, MD: 53, PD: 30, HP: 27, Skills: Single Weapon: Sword, Bladed Pole, Pole, Double Weapon: Sword, Dagger, Pole, Unarmed Combat, Thrown Weapon, Bow,

Trigger, Acrobat, Ambush, Lockpicking, Athletic, Poison, Sailor, Navigation, Gunner, Linguistics: Cantonese, Spanish, Tagalog.

Average Wako

Brief: The pirate scum of the Orient
Species: Any, but half the crew of the *Black Lotus* are wolves.

Life is a simple hierarchy to the crew of the *Lotus*. They kowtow to Captain Wu, his officers, and his *quai loh* devil friend, de Garra. They kill or enslave everybody else. Life is good so long as they follow the rules and run with the pack. Wu Fang's crew is a mixture of nationalities, mostly Chinese from Canton, but also Chinese from other provinces, plus Japanese, Koreans, and Filipinos.

Level: 3, **Skill Attack:** 15, **Skill Defense:** 40, **BD:** 18, **UD:** 30, **MD:** 28, **PD:** 20, **HP:** 20, **Skills:** Sword, Dagger, Pole, Unarmed, Bow, Trigger, Ambush, Sailor, **Linguistics:** Cantonese plus one of the following: Spanish, Korean, Japanese, Tagalog, or one of a hundred other Chinese or Filipino dialects.

Officer Wako

Brief: Wu Fang's favored Furies, all of whom are immediate family.

Species: Chinese Wolves

Wu Fang's sons, brothers, and nephews, plus a few capable female relatives. They had their doubts about this venture into Occidental waters, but family loyalty kept them quiet, and so far the trip has proved very worthwhile. Their enthusiasm for their captain is at a high point, and they will fight for him and for clan honor with boundless energy, and cooperate with any trickery or treachery he might plan.

Level: 5, **Skill Attack:** 8, **Skill Defense:** 50, **BD:** 20, **UD:** 40, **MD:** 35, **PD:** 24, **HP:** 25, **Skills:** Sword, Dagger, Pole, Unarmed, Bow, Trigger, Ambush, Lockpicking, Athletic, Medicine, Poison, Sailor, Navigation, Gunner, **Linguistics:** Spanish or Tagalog.

Juan Vargas

Brief: De Garra's apprentice.

Species: Ocelot

A young Furry of good family living in Acapulco, Juan was apprenticed to the Knights Templar at a young age. His aptitude for Magick brought rapid advancement at first, but his reckless nature made his teachers decide to hold off after teaching him only two Circles of Magick. Frustrated and impatient

with the delay, Juan was easy prey for de Garra's persuasive recruitment. (De Garra, well aware of the lack of surface water on Santiago del Tortuga, was in port looking for a sorcerer with the skill of Elemental whom he would be able to control). Once Juan was aboard the *Black Lotus*, it was too late for him to change his mind. Juan's character, essentially pure and upright in the beginning, has received a great many shocks over the past couple of years on the island, and he has grown, outwardly at least, almost as cruel and detached as the pirates he now lives with. This is a survivalist mechanism, however. Inwardly, Juan is still appalled by the bloody means de Garra is willing to take to achieve his end. He has yet to find anything he can do about it.

Level: 6, **Skill Attack:** 4, **BD:** 23, **UD:** 46, **MD:** 60, **PD:** 21, **HP:** 21, **MP:** 50, **Skills:** Dagger, Pole, Trigger, **Linguistics:** Cantonese, **Lore:** Occult, Theology, Astral, Elemental, Illusion.

Joseph Marten

Brief: Escaped slave.

Species: Pine marten

Too desperate with hunger and fear to have much of a personality at first, Joseph will turn out to be a fairly intelligent and competent young Furry, if rather hesitant to advance his own opinions. Aside from being 6th level in Ambush (Attack: 5, Defense: 71), Joseph has no pertinent skills. He is a manual laborer. As a sailor, he would be a quick study if given the chance.

BD: 15, **UD:** 30, **MD:** 20, **PD:** 24, **HP:** 24.

Inigo Chavez

Brief: Designer of the Temple.

Species: Wolfhound

Señor Chavez was also recruited in Acapulco. De Garra promised him fame and riches for designing his temple, but neglected to mention he would be living with pirates and working with slave labor. A highly skilled architect and engineer, Chavez has no idea how to fight or why he would want to know. He is an extremely specialized individual with an uncanny ability to shut his eyes to whatever is going on while he designs castles in the air.

BD: 17, **UD:** 25, **MD:** 42, **PD:** 20, **HP:** 18.

Vasco Puledo

Brief: A swordmaker hired to reforge Cortes' broadsword.

Species: Reptile

One of the inner circle of the famed swordmakers of Toledo. Señor Puledo started having dreams of an angel, which told him to get on a ship and travel to the Caribbean. This was de Garra, reaching him through the astral and providing Illusionary visitations. Devout and unquestioning, Puledo did as he was told and ended up on Santiago del Tortuga. Here he has since seen such horrible things that he now believes de Garra is an agent of the Devil, at least figuratively. But since he has so far not been directly involved, he has managed to persuade himself that God will not allow the worst to happen.

Level: 4, **Fighting Skill Attack:** 15, **Fighting Skill Defense:** 45, **BD:** 26, **UD:** 36, **MD:** 37, **PD:** 25, **HP:** 28. **Skills:** Sword, Craft: Weaponsmith.

Special Note: Puledo is 10th level in the skill of swordmaking; he also knows how to fight because his art requires him to know everything about swords.

Alejandro Kwan

Brief: De Garra's bodyguard.

Species: Ox

Very large, very quiet, very loyal, very unimaginative — exactly the qualities de Garra needs in a bodyguard. Alejandro is a member of the original de Garra household in Manila, the son of a Spanish servant and a Chinese concubine. His job is to protect de Garra with his life, and to keep him from being disturbed while he is asleep, even if the fort is collapsing around them. Nothing else worries Alejandro, because he doesn't think about it.

Level: 7, **Skill Attack:** -8, **Skill Defense:** 66, **BD:** 17, **UD:** 56, **MD:** 43, **PD:** 30, **HP:** 31, **Skills:** Two-handed Sword, Pole, Weighted, Unarmed Combat, Thrown Weapon, Ambush, Athletic.

Vessel Stat Sheet

LORCHA

Ship's Name:	Black Lotus
Size:	Medium
Draft:	2.5 fathoms
Crew Minimum:	15
Crew Capacity:	300
Description:	Three masts, junk-rigged
Sail Points:	350
Hull Points:	750
Current Crew Points:	400 (cargo space used)
Pump Requirement:	30
Gunports:	20 on one deck (8 each side, 2 aft)
Cannon Maximum:	960 total poundage
Turning Rate:	4 points per minute
Notes:	This is a hybrid vessel: it carries junk-rigged sails on European hull.

Speed

Wind	Running	Quartering	Reaching	Beating	Hauling	Dead
Slight Breeze	4.3 / 1.7	5.3 / 2.1	4.0 / 1.6	2.8 / 1.1	2.0 / 0.8	0.4 / 0.4
Light Breeze	5.8 / 2.3	7.3 / 2.9	5.5 / 2.2	3.8 / 1.5	2.8 / 1.1	0.6 / 0.6
Gentle Wind	6.8 / 2.7	8.5 / 3.4	6.5 / 2.6	4.3 / 1.7	3.3 / 1.3	0.7 / 0.7
Moderate Wind	7.8 / 3.1	10.0 / 4.0	7.5 / 3.0	5.0 / 2.0	3.5 / 1.4	0.8 / 0.8
Strong Wind	9.3 / 3.7	11.8 / 4.7	9.0 / 3.6	6.0 / 2.4	4.3 / 1.7	1.0 / 1.0
Gale	3.5 / 1.4	4.5 / 1.8	3.5 / 1.4	2.3 / 0.9	1.8 / 0.7	0.4 / 0.4

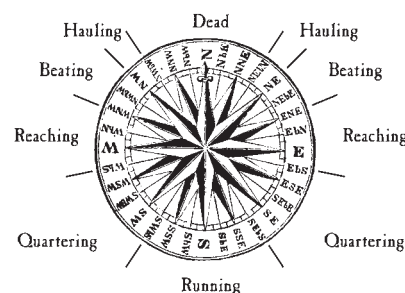
The numbers before the slashes are speed under full sail, and the numbers after them are speed under fighting sail. Speed is in knots. Multiply by one hundred for approximate feet per minute.

Guns

Cannon Type	Number of Cannon	Cannon Placement	Damage (each)	Crew (each/total)	Difficulty Factor By Range				
					Point Blank	Close	Medium	Long	Extreme
25 pounder	8	Port	5	10/ 40	10	20	40	50	80
25 pounder	8	Starboard	5	10/ 40	10	20	40	50	80
25 pounder	2	Aft	5	10/ 20	10	20	40	50	80

Gun Ranges Reference

Range	Feet	Available Target
Very Close	0 - 50	Hull (cannon) or Crew (swivel)
Close	50 - 200	Hull, Sail, or Crew
Medium	200 - 800	Hull or Sail
Long	800 - 2000	Hull only
Extreme	2000 - 3000	Hull only



JACK MALLECK

Sample Character

Species:	Ermine	Strength:	13	Overall Level:	5
Build:	Small	Constitution:	25	Experience Points:	150
Nationality:	English	Agility:	32	Base Defense:	22
Position:	Ship's Wizard	Dexterity:	20	Unarmed Defense:	47
Profession:	Magick-user	Ego:	30	Magic Defense:	53
Gender:	Male	Reason:	28	Poison Defense:	25
Height:	3' 9"	Luck:	22	Healing Attack:	25
Weight:	42 lbs.	Appearance:	24	Hit Points:	23
Eye Color:	Black	Social:	22	Mana Points:	43
Hair Color:	White Fur & Hair				
Age:	28				

Damage

Indicate damage with an X and stunning with a /.

Skill	Points	Level	Att/Def
Teeth	6	3	24/48
Trigger	10	4	20/-
Ambush	10	4	20/48
Lore: Occult	6	3	16/-
Linguistics: French	10	5	12/-
Alteration: Flight	21	6	-1/-
Alteration: Invulnerability	21	6	-1/-
Elemental: Lightning	15	5	5/-
Elemental: Wind	21	6	-1/-
Necromancy: Healing	28	7	-8/-

History

Jack Malleck was serving an East Indian when he decided to escape a lifetime of servitude to the Masonic Order by jumping ship. He was surprised, but not too dismayed to find himself on a pirate vessel, and the pirates were only too happy to have another Magick-user. Jack learned Necromancy from the sorcerer already aboard the pirate ship, who had gotten as rich as a sultan and was ready to retire. A few years of cleaning up after sea battles has made him expert in Healing. Jack likes money and is very fond of the good life. He is quite the clothes horse, and spends a lot of his loot keeping the latest fashions in his closet.

Weapon	Damage	Stunning	Initiative
Teeth	d2	-	d4
Pistol (smallcaliber)	d12	-	d6

Equipment

Singlet with frothy lace, velvet breeches, embroidered doublet, black velvet coat, floppy hat with ostrich plume, pocket pistol (remember to drop it before spellcasting!), 28C, 12P

Magic Reference		
Level	Mana	Die
1	1	10
2	3	20
3	6	30
4	10	50
5	15	100
6	21	200
7	28	300

Wanna Play?



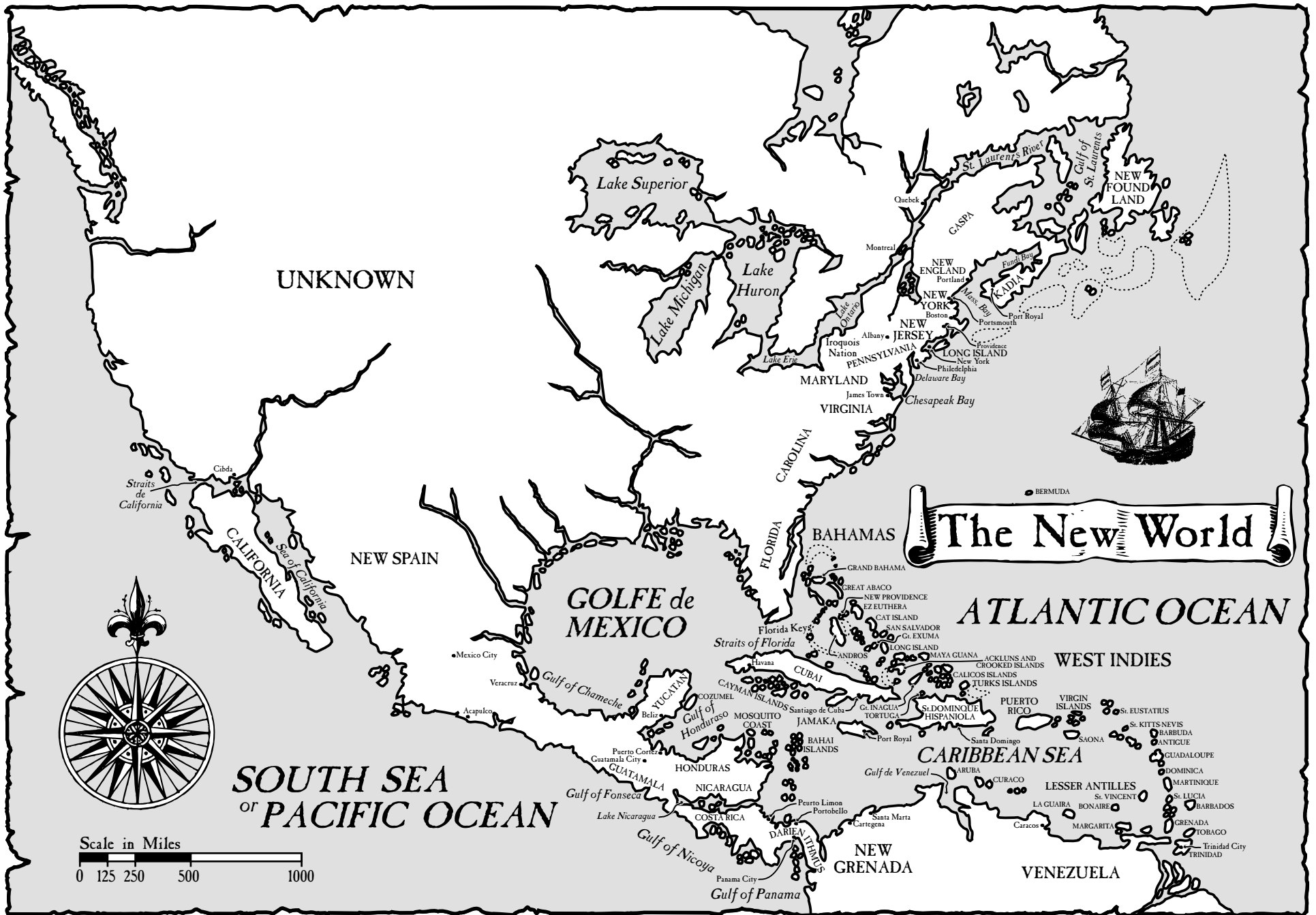
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UNKNOWN

Lake Superior

Lake Huron

Lake Michigan

Lake Erie

Quebec

Montreal

CASPA

St. Laurents River

Gulf of St. Laurents

NEW FOUNDLAND

Fundy Bay

Mass. Bay

NEW ENGLAND

Portland

NEW YORK

Boston

NEW JERSEY

Albany

NEW PENNSYLVANIA

Providence

LONG ISLAND

New York

Philadelphia

Delaware Bay

MARYLAND

James Town

VIRGINIA

Chesapeake Bay

CAROLINA

BAHAMAS

GRAND BAHAMA

GREAT ABACO

NEW PROVIDENCE

EZ EUTHERA

CAT ISLAND

SAN SALVADOR

Florida Keys

Straits of Florida

Havana

CUBAI

LANDROS

LONG ISLAND

MAYA GUANA

ACKLINS AND CROOKED ISLANDS

CALICOS ISLANDS

TURKS ISLANDS

St. DOMINIQUE

HISPANIOLA

Santa Domingo

St. EUSTATIUS

St. KITTS NEVIS

BARBUDA

ANTIGUE

SAONA

GUADALOUPE

DOMINICA

MARTINIQUE

St. LUCIA

BARRADOS

GRENADA

TOBAGO

Trinidad City

TRINIDAD

The New World

ATLANTIC OCEAN

WEST INDIES

CARIBBEAN SEA

Gulf of Venezuela

ARUBA

CURAGO

LESSER ANTILLES

LA GUAIRA

BONAIRE

St. VINCENT

Caracas

MARGARITA

NEW GRENADA

VENEZUELA

NEW SPAIN

GOLFE de MEXICO

Mexico City

Veracruz

Acapulco

Gulf of Chameche

YUCATAN

COZUMEL

Beliz

Gulf of Honduras

MOSQUITO COAST

Santiago de Cuba

JAMAKA

BAHAI ISLANDS

Puerto Correa

GUATAMALA

HONDURAS

NICARAGUA

Gulf of Fonseca

Lake Nicaragua

COSTA RICA

Puerto Limon

Portobello

Santa Marta

Cartegena

DARLEN TIRIBOS

Panama City

Gulf of Nicoya

Gulf of Panama

Cibola

Straits de California

CALIFORNIA

Sea of California

SOUTH SEA OF PACIFIC OCEAN

