

Lemon

Name: Chip

Race: Diamond Dog

Gender: Male

Cutiemark or Talent: (+2 Engineering)

Class: Warmaster

Skills: Burrow(racial), Martial defender(1), Protect(2), Engineering (2), Heart of Iron (MC-2),

Masterwork Weapon (3)

Alignment: NE

Items: armor, Heavy mace, dagger, spare sword, ration, waterskin, bedroll, cloak, repair kit(for ship repair/building), oranges. Bag of Holding, Cestus, Red Tearstone, 8oz Jerky

Character traits (optional, just for roleplaying): Dog you don't belong in the sea, what are you doing here?

Also a good cook and carpenter that repairs ships and other stuff. Was interested of the plunder at first, then the women after his second pillage.

Groves

Name: Light Heart

Race: Pegasus

Gender: Female

Cutie Mark or Talent: Queen of Hearts +2 to Con Artist

Class: Warlord

Skills: Command x3 (6), Cheap Shot (1), Con Artist (2)

Inventory (brief or detailed): Dress. Her old pistols (Hidden inside her dress). In her saddlebags:

Dagger, lockpicks, nitroglycerin pills, rope, tinderbox, spyglass, torch, vanity mirror, hoof fan,

trumpet, Stein's lightning sword, Characterized Lantern +2, 36 incense stick,

Equestrian-Neighponese Dictionary

Background: Suffers from cardiac dysrhythmia. Prefers to avoid combat if possible for this reason, as not to exert herself.

Name: Rosemary

Gender: Female

Race: Unicorn

Class: Nurse

Skills: Heal, I Can Still Stand

Special Talent: Loyalty

Health: 8

Character Traits: Cute, but awkward. Admires Light Heart's regal but rugged appearance

Name: Mocking Wark

Gender: Male

Race: Donkey

Class: Wall

Skills: Taunt

Special Talent: Independent

Health: 12

Character Traits: Speaks with a Scottish accent. Delights in bothering ponies

Name: Happy Puzzle
Gender: Female
Race: Earth Pone
Class: Doctor That Happens To Be A Ninja
Skills: Heal, Snake Oil, Substitution
Special Talent: Laughter
Health: 8
Character Traits: She's a puzzle, and a cheerful one at that.

Name: Who Opposes the Monsters in the Woods
Gender: Male
Race: Breezy
Class: Shadow of the Colossus
Skills: Big Game Hunter, Portable Cage
Special Talent: +2 Portable Cage
Health: 6
Character Traits: A bold trickster sprite with a devil-may-care attitude.

Nopo

Name: Emrille
Gender: Female
Race: Pegasus
Class: Mystic Gunslinger (Mage+Tracker)
Skills: Elementalist - Fire, Frost, Wind, Earth, Water, Metal (4) Marksman Shot (1) Elemental Ammo (Multiclass-2), Barrage (3)
Cutie mark : A bullet in the middle of a bullseye (+2 to Elemental Shot)
Weapon/Catalyst/Armor: Leather vest, ammo belts, top hat with adjustable binoculars, saddle, saddle mounted Henry rifle with fancy golden lining, short rapier, sweet coat, nice scarf, lil' magic revolver, plumed shako

Cheesy

Name: Hircus
Gender: Female
Race: Goat
Class: Hermit
Skills: Innocent, Natural Remedy, Sleep Serum, Master Thief, Stealth, Backstab
Special Talent: +2 Sleight of Hand
Hits/Wounds: 5/5
Weapon and/or Catalyst: Blackjack, concealed pistol, various traps and small explosives
Inventory: golden apple, Blood Dagger, Bamboo Socks!

Sion

Name: Selena Springleaf
Gender: Female
Race: Pegasus (Pegasus Flight)

Class: Alchemist

Skills: Doppelganger(O-2); Hat Magic(O-2), Spellbound Alchemizing (3), Springleaf Tradition (-1), Cast Mold (1), Dream Wine (1), Hop-Scotch(2)

Talent: 2 mirrored pony silhouettes with hats (Hat Magic+2)

Weapon: 2 guns [Ranged], Magic Wand [Catalyst]

Inventory: old red magical hat, red travel cloak, fireworks, mirror, pink travel bags, food supplies, wallet, make-up, comb, lighter, tea seeds

Notes: a traveling alchemist and street performer, Selena dreams of a better life, fame and glory.

Ingredients:

Cherry Blossoms, River Leeches (4), Bluegrass Root, Lampweed Seeds, Quiet Moss, Sleeping Python Vine, Cochlear Mushroom

Tela

Name: Earthern Paradise

Gender: female

Race: unicorn

Class: Earthsinger

Skills: Earthsong (2); improvise (1); natural remedy (1); shapeshift (2); animal mastery (2); earthern strike (1); return to earth (1)

Special Talent: a palm leaf (natural remedy +2)

Hits/Wounds: 5/5

Weapon and/or Catalyst: 2 scimitars [dual]

Inventory: Robes, turban, face veil, hookah, flavored tobacco, small rug, incense sticks, matches, torch

Character Traits: Nature pone from the east. Grew up in a town near a large oasis which she visited often for meditation and prayer purposes. Attached to the culture and customs of her homeland.

Sylt

Name: Flowing Tree

Gender: Stallion

Race: Breezie

Class: Gallant

Skills: Master of Arms (dual), Autonomous Weapon, Spellbreaker, Retaliate, Hold the Line

Special Talent: +1 to double attacks

Hits/Wounds: 5/5

Weapon and/or Catalyst: Rapiers [Normal]

Character Traits: Neighponese pirate in his 30s, he's travelling the world after a few "misunderstandings" with his old crew.

Dreams of one day owning a ship, or at least commanding one.

Inventory: smithing hammer, junk, 24 incense sticks, sword scroll

Andelia

Name: Manako

Race: Breezie

Gender: Female

Class: Surgeon

Talent: HB+2

Skills: Triage (MC), Healing Bonds, Heal, Appraise, Tinker

Weapon: Needle [Single]

Inventory: breezy size tool set, gold painted bolt [catalyst], breezy size backpack, breezy size food, breezy size canteen

Character traits: being.QT and fixing up anything she can get her hooves on, be it a pony or a bridge.

Campfire

Name: Fly

Gender: Female

Race: Gryphon

Class: Spiritualist

Skills: Cursed Seal, Life Stream, Commune, Death Blow, Gryphon Flight

Special Talent: Life Stream +2

Hits/Wounds: 5/5

Weapon and/or Catalyst: Fetish necklace made with rune-engraved gryphon bones and gryphon feathers, a long knife

Inventory: A gryphon skull and several gnawed gryphon bones, four old bone dice, a bag of feathers, a bag of jerky, several coins, a small pouch of shiney rocks and baubles, blank paper, a waterskin

Armor: A necklace of vertebrae and shiney stones and glass beads, colorful feathers tied to her own on her head and wings, a jangly tail bracer worn just above the furry tip of it

Character Traits: Very young, but not quite a child. She behaves odd, and suffers from headaches. Her memories are a jumble of her own and some of her father's. She has a pleasant voice and a fair grasp of the Equestrian language, but could not be called fluent. She is peculiarly adept at draining the life force of other people and prefers to get very claws-on when she does so.

Name: Crux

Type: Gravelord Servant

Class: Curse

Skills: Marked for Death, Improved Reincarnation

Special Talent: Improved Reincarnation

Health: 6

Character Traits: Obsessed with curses. Serves as Fly's caretaker and 'butler'. Mostly just a blob of darkness concealing a pile of bones.

BDN

Name: Shu

Gender: Male

Race: Shibban Dog

Class: Witch Doctor

Skills: Polymorph, Natural Remedy, Return to Earth, Animal Mastery

Special Talent: NR+2

Hits/Wounds: 5/5

Weapon and/or Catalyst: None

Inventory: None

Armor: None

Character Traits: Evil genius wishing to perfect the living form

Gaius

Happyhorn

Race: Goat

Sex: Female

Class: Soulcrafter

Skills: Spellbleed

Gear: Mr. Bow, Wrenchinator, Brutus Jr, Cuddles, Super Hot Pointy Thing

NPCs

The Darklantern

Third Mate Rusty Wrench

Second Mate Emrille

First Mate Cloudy "Lucky Stripes" Stripes

Commodore Abilio

The Sirocco

Third Mate Ciddir

Second Mate Jolly "Face" Rogers

First Mate Liberty "Light Heart" Belle

Captain Mellow Marsh

The Seaworthy

Third Mate Strom

Second Mate Driftwood
First Mate Chip
Captain Forever September

The Hourglass
Commander Tela

Other:

Red Board, one of Light Heart's adopted daughters.

Grey Worm, one of Light Heart's adopted daughters.

Nurturing Heart, an effeminate stallion that Chip once took advantage of while he had brain damage. Now healed, he serves as a nurse.

Burnside, a Hamburgerburgian and friend of Strom. He tames animals, and rides a giant eagle.

Diamond Luck, a doctor that has a talent for cards.

Doc Peg, a changeling doctor who was disconnected from the hives.

Lacy Doily, a maid from Stonebriar who now works for Light Heart.

"Tough Guy" Salty Slugs, a tough stallion who believes in manliness!

Spook, a shadowy Trotantine rogue who is the current Element of Honesty.

Lavinia Ambercharge, heir to the throne of the remnant Tortantine Empire and current Element of Magic.

Kara Coldwind, a menial who usually works in the bilge. Flowing's henfriend. Griffon.

Cloud Clearer, a ditzy menial who has been fired more than she can count. Chip's marefriend. Pegasus.

Peachy Smile, a teasing rogue who is aboard the fleet for reasons unknown. She seems interested in Flowing Tree.

"Empress" Flora, a Shiban tsundere that is a skilled cook and navigator. Chip's girlfriend.

Spry Jack, a relief navigator on the Hourglass. She has long hair.

Lachesis, a Trotantine lightkeeper to serve in the crow's nest. Her lights, Ally, Tally, Cally, and Sally

Spot, a hippogriff to serve in the crow's nest

Aloe, a cow assistant specializing in alchemy.

Victoria "Vicky Vain" Weathervane, a vulture griffin wind master.

Baroness Talia, a vampiric bat pone

Ai, a Neighponese plague doctor whose immune system has developed by taking plagues into her own body.

Ji, an ashigaru marksman that wears a mino rain cape, doubling as a ghillie suit.

Aquinas, Hobbes, Locke, and Rousseau: The Necbromancers of fraternity Delta Epsilon Delta.

Gilder Vasilisa, fancy half-Shiban dog that works the mints. Enjoys setting trends.

Port Merlot, treasure haul/salvage expert eccentric who likes oddities and has had his growth stunted, flamboyant

Betsy, a Hamburgerburgian flag-sewer and sail-patcher

Postmaster Blazing Bolt, a blue mare from Dixie with an orange mane. She manages carrier

pigeons but prefers corvids.

Sir J. C. Lawrence, a Great Bridle Equestrian who specializes in flag signalling, lived in Saddle Arabia for many years. Knight of Hestia.

Crusted Citrine, a merchant with a glass eye

Harun, a specialist in cliffhangers and disguises that runs the theater.

Wheatwall, a scientist that studies great apes. Serves as fleet oenologist.

Winston, a great goat explorer with an enormous backpack. Good at throwing together solutions.

Little Candle, a unicorn menial.

Money

Chip: 14.25 Great Doubloons

Emrille: 7.00 GD

Light Heart: 11.08 GD

Earthen Paradise: 4.00 GD

Cation: 5.00 GD

Hircus: 6.50 GD

Flowing: 6.60 GD

Manako: 7.00 GD

Selena: 6.00 GD

Fly: 7.50 GD

Shu: 7.5 GD

UNDERSTANDING THE PIRATES COMBAT MODULE

1 = Critfail

2-5 = Glancing Blow

6-9 = Hit

10 = Crit

In general if the spell is to *binary success* (e.g.: conjure something with hat magic), it passes on 6. Some skills only activate their function on a 6. Marksman Shot will still deal basic damage on a 5, but doesn't get to crit unless you roll 6-10. Healing critfail no longer wounds the target, but causes helplessness.

Glancing Blow deals 2 damage.

Hit deals 3 damage.

Crit deals 4 damage.

What about heals?

You can still heal glancingly, too.

2-5 heals 2 health.

6-9 heals 3 health.

10 heals 4 health.

What about Helplessness?

Generally used as a status effect. The easiest way to get this is to roll a 1 or get crit by an enemy. For you? Nothing has changed. Get up on a 6. You can be healed up on a 6+.

But wait, Wf. Can I guard against attacks?

Yes. A roll of 2-5 will reduce incoming damage by 1. 6-10 will reduce it by 2. You can't critically guard unless you're a Wardancer.