

Pirate's Log

name **WORKBORG**

class

features

Spells/Prayers Left
SPIRIT+d2/day

RELICS & RITUALS

Rituals Left
SPIRIT+d4/day

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

Hit Points

current	max
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Strength

Agility

Presence

Toughness

Spirit

DEVIL'S
LVCK

d2 d4 d6

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

weapon



weapon



armor/clothing/hat

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

Equipment

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



BACKGROUND (pg. 55)

DISTINCTIVE FLAWS (pg. 56)

PHYSICAL TRADEMARK (pg. 57)

IDIOSYNCRASIES (pg. 58)

UNFORTUNATE INCIDENTS & CONDITIONS (pg. 59)

THING OF IMPORTANCE (pg. 60)

Ship's Log

Known Shanties

(pg. 68)

vessel name

Hit Points

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

Crew Skill
attack, repair

Broadsides
damage (arc of fire)

Small Arms
damage (360°)

Agility
full sail, come about

Speed
inches/hexes

ram

vessel type

Cargo

max

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

Crew

min

max