

# Pirate BORG

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

armor/clothing/hat ① ② ③  
-0 -d2 -d4 -d6

## Equipment

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

pieces of eight (silver)

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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 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