



The Gentleman Privateer

The Rough Trade Of Legitimate Piracy for *GURPS*

by Nicholas Lovell

1561 A.D.

In the pre-dawn light, the war galley crept across the purple waters of the Aegean, the only evidence of its passage the ripples where forty blades broke the surface.

Frater Romegas stood on the prow. He strained his senses towards the warship anchored in the lee of the high-cliffed promontory. Six lengths to go, and no sound of alarm.

Behind Romegas, 60 fighting men stood in readiness. Fifteen knights in mail shirts, red crosses prominent on white tabards. Men-at-arms with crossbows and pikes.

A breath of wind stirred, carrying the creaks and groans of a ship riding at anchor. Four lengths.

The silence was shattered by the clatter of a pike across the deck. Romegas did not look round. "Now."

The drum spoke, and the slaves responded. Three lengths, two, one.

Romegas leapt forward as the vessels met with a crash. "Onward, my brethren! Onward, Knights of St John," he roared.

Battle was joined.

1804 A.D.

*"Prize crew away, hands to braces!" Captain Don Antonio Juan de Amaza gauged wind and tide. Call it skill or judgement, dawn had found the privateer **El Orely y Los Tres** in the heart of a British*

merchant fleet. It had captured two prizes already. The inshore squadron of the Royal Navy was over 10 miles away, and would take an hour to beat into range.

Captain Don de Amaza assessed the remaining ships. Three were out of range, handy vessels with practised crews. A two-masted merchantman, barely a thousand yards away, was as good as captured, and the single-masted sloop was a potential.

"Prepare the long nines, aim for the masts," he called.

Tonight, four captured British ships would be at anchor in Cadiz. A good day's work.

3478 Exarch Calendar

*Warden Niclo Crroe smiled. "Engage grapplions, ahead one quarter." The humming vibration of the sublight engine shifted down two tones as the **Endymion** slowed. On the viewscreen, a crippled freighter rotated about its central axis, fuel venting from the port engine in a cloud of superheated vapor. A micro-jump, barely four-tenths of a second long, had brought the **Endymion** to firing range. It took eight seconds to bring the **Endymion's** shields to operational status after a jump, and a well-prepared opponent could make short work of the privateer in that time. The calculated risk had borne fruit. This freighter had been ill-prepared for trouble.*

A siren sounded. "Viper interceptors launching, Your Excellence. ETA 17 minutes."

"Understood." Seventeen minutes to grapple and board the freighter and then carry her through four pre-programmed jumps to safety. Crroe resisted the urge to rub his hands together. The annual trading venture of the harem of Aambula was in his hands. He brought honor to the kin of Crroe.

* * *

For centuries, the landed aristocracy have wrestled with the challenge of what to do with their youngest sons. Large families brought prestige, and in an age of high infant mortality and low life expectancy, the surest way of ensuring that the wealth and estates stayed within a family was to have children. Lots of children.

The strategy succeeded if at least one of the male children survived to adulthood and inherited the estates, the wealth and the title. But success created its own new problems: the younger sons would be aristocrats, but without land or wealth. Families needed to find something for them to do. The Church was a popular route, since it offered power and influence. Joining the army or

the navy was a route to glory, if not riches.

But many young aristocrats sought adventure, glory, fame, and riches. The life of the noble privateer offered all of this, and more.

The distinction between privateer and pirate was fine, but very important. Pirates were individuals working on their own initiative for their own gain; privateers were a recognised tool of war and had legitimacy with at least one nation.

The role of a privateer was to act as an extension of the official navy, with a focus on commerce-raiding. By granting individual captains the legal right to attack its enemies, the state was able to create a ready-made armed naval force at little or no cost. The state had no capital outlay, since the privateer's vessel was purchased, outfitted, and manned at his own expense, and the state could easily profit from the venture as between 25 and 75% of the value of the vessels, cargo, and ransoms captured or earned on the voyage were due as taxes. Different forms of legal rights existed. Examples include:

- **Papal patronage:** By the 16th century, the Knights Hospitaller -- founded during the Crusades -- had transformed themselves into the finest seaman and commerce raiders in the world, attacking Muslim shipping from their maritime headquarters on Rhodes, and later Malta, with the support and patronage of the Pope.
- **Letters of Marque:** A Letter of Marque and Reprisal empowered a privateer to make war on enemy shipping. The document gave the privateer legal protection from all warships of his own nation provided that he obeyed the terms of his Letter. This usually involved only attacking ships of a specified enemy nation, with stiff penalties for raiding vessels that were neutral or belonging to his own nation.
- **Exploring/colonisation:** While not a direct legal form, if there was no established diplomatic channel, there was little to prevent a privateer from taking goods, gold, and even slaves from newly discovered lands.

The advantages to the privateer were equally clear cut. At least one nation would provide him with safe harbors where he could re-supply and refit. He could gain significant riches legally, and if highly successful he could expect to be feted at court, rewarded for his success and potentially become a landowner or powerful noble in his own right.

A Privateer Without A Ship Is Just A Dreamer

A privateer's ship was very different from a naval vessel. A privateer was in the game for profit, with glory a distant second. A naval battle in which the enemy was sunk at great cost to the winner -- say, a butcher's bill of 50% dead or wounded -- might be glorious, but it would be disastrous for a privateer. Chasing down unarmed merchantmen, raiding a fishing port to cut out the cargo vessel that had taken refuge there, or encouraging ships to surrender . . . *these* were the preferred tactics of the privateer.

A privateer ship needed to be fast, well-armed and with a large crew.

Wherever possible, a fight would be won by an overwhelming display of force -- all guns run out, superior maneuvering, heavily armed boarders manning the rigging -- and without a single shot being fired. The ship also needed to be easy to maintain and repair, as privateers often operated a long way from secure harbors or sources of supply.

The vessel could come from many sources, depending on the character and the nature of the campaign. Likely routes might be:

- **Patron:** A guild, monarch, aristocrat, or wealthy collection of merchants. Typically, the benefit of the vessel would be offset by a duty: hunt ships belonging to an enemy nation, protect all vessels belonging to the guild, or something similar. It also might not belong to the privateer, but to his patron and the loss of the ship could be a source of disgrace, humiliation, a court martial and possibly even result in execution.
- **Borrowing:** A privateer could borrow the money to start his career. He would have a corresponding debt, and the lender would not be happy if his vessel was sunk or captured.
- **Signature gear:** This should require a good background story. For example: A player might create the *Pride of Spain*, which was stolen by an imprisoned English aristocrat during his escape from the fortified harbor of Cadiz. Now every Spanish warship is seeking the *Pride of Spain*, to gain honor and fame by capturing or sinking the symbol of Spain's humiliation.
- **Starting wealth:** The PC may be rich, but a significant amount of the wealth should be tied up in the vessel.

Costs can vary. A good rule of thumb is that a privateer ship would cost approximately ten times the starting wealth of the Tech Level of the campaign.

Characteristics

A gentleman privateer is a study in contrasts. Of privileged upbringing, he is viewed by many as nothing but a common pirate. A seeker of adventure, he must be able to fight, sail, and barter, but he must have the social graces required to secure his letter of marque and get the highest ransoms for his captives.

A gentleman privateer was rarely cruel. Although their victims viewed them as pirates, there was little of the wanton cruelty for which pirates were renowned. Ordinary seaman and passengers were often set free, perhaps in an open boat or on the nearest bit of deserted land. Wealthy captives or aristocrats were kept until a ransom could be paid, often as a guest of the privateer rather than a prisoner. Gentleman privateers sought to be cultured and refined, and worked hard to differentiate themselves from the rough-and-ready pirates that many assumed them to be.

The status and reputation of a noble privateer was varied. Although he was typically an aristocrat (Status 2), even his own countrymen would look down on him (Reputation -1, everyone except a large class). Among the enemies against which he fought his reputation was barely better than that of a common pirate (Reputation -4, among citizens of the opposing state or nation, a large group of people).

The legal protections gave the privateer a patron of sorts. Ships of the same flag, whether other privateers or naval vessels, might come to the privateer's assistance. If the assistance was provided by another privateer, it was likely to be for monetary advantage, and could be extortionately expensive. Naval vessels would intercede since their duty was to sink enemy shipping -- they helped because it would be a dereliction of duty not to fight the enemy, not because they wished to help the privateer. (Patron, 6 or less). In return, a privateer had a duty to harass merchant shipping and disrupt the sea lanes. (Duty, 9 or less). It was not an extremely hazardous duty, since the privateer could pick the nature of the targets, but if a privateer consistently failed to capture anything (or was foolish or greedy enough to target vessels of his own nationality) the legal status could be withdrawn and, in the latter case, the privateer could

find himself declared a pirate even by his own nation. Two of the most famous English privateers, Henry Morgan and William Kidd, were both eventually tried on charges of piracy by the English Crown, and Kidd was found guilty and hanged in 1701.

A privateer would also have many enemies. The navy of an entire nation, or possibly several, would be set against him, and it would be a feather in the cap of any ambitious captain to capture or sink a well-known privateer. Although privateer vessels were typically fast and well-armed, they could not hope to stand up to a well-equipped and manned naval frigate. (Enemy, utterly formidable group, 9 or less).

Skills

A noble privateer is a seaman/spacer, a fighter, and a courtier, all at once. His primary skills are focused on commanding a ship (Crewman, Navigation, Leadership, and Shiphandling) and fighting (Guns (Pistol or Rifle) and a melee weapon). Secondary skills add extra depth to his capabilities (Area Knowledge, perhaps of safe smugglers' havens or routes less well travelled by naval vessels, Astronomy and its pre-requisite Mathematics, Cartography and Gunner skill for using the ship-mounted weapons). Background skills are derived from his noble upbringing (Connoisseur, Savoir Faire).

Character Template

Gentleman Privateer

120 points

You are a nobleman with a licence to hunt down and capture enemy shipping for profit. A gentleman throughout, you walk the perilous course between legitimate warfare and the capital offence of piracy.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10]

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Languages: Native language [0]; additional language (accented) [4].

Advantages: Status 2 [10]; Patron 4 (extremely powerful organisation/small nation; 6 or less) [13].

Disadvantages: Duty (raid enemy commerce; 9 or less) [-5]; Enemy (utterly formidable group; 6 or less) [-20]; Reputation -1 (Disdain by fellow countrymen for privateers, every one except a large class, all the time) [-4]; Reputation -4 (Viewed as pirate by enemies, large class, all the time) [-10]

Primary skills: Crewman (E) IQ+1 [2]-13; Pistol or Rifle both (E) DX+1 [2]-13; Leadership (A) IQ+1 [4]-13; Broadsword, Rapier or Sabre all (A) DX+1 [4]-13; Navigation (A) IQ+0 [2]-12; Shiphandling (H) IQ+1 [8]-13;

Secondary skills: Area Knowledge (Ports) (E) IQ+1 [2]-13; Astronomy (H) IQ-1 [2]-11; Cartography (A) IQ+0 [2]-12; Gunner (E) DX+0 [1]-12; Mathematics (Applied) (H) IQ-2 [1]-10.

Background skills: Connoisseur (A) IQ-1 [1]-11; Savoir Faire (E) IQ+0 [1]-12

Additional Character Elements

To create a more detailed character, the options below allow improvements in skills, offset by a range of disadvantages. A gentleman privateer would benefit from being both an intelligent leader and a good fighter. Wealth, charisma, and fashion sense would increase the privateer's ability to blend in at court, while he could also be an expert in small boats, a diplomatic merchant or a streetwise smuggler.

Disadvantages should reflect a player's preferences. He might be impulsive, overconfident, gluttonous, or greedy. He might be a compulsive risk taker or addicted to opium, laudanum, alcohol, or spice. He might have lost a hand in a duel, had an eye gouged out by a metal shackle attached to a rope flailing in a storm, or have damaged hearing from many battles spent too close to the roar of the cannon. He might be held to a youthful and naïve code of honor, or he might have earned the enmity of any number of people whom he had captured or ruined, or whose relatives he had killed.

Add any number of points from the following, and an equivalent number from the disadvantages list (up to 30 is recommended):

Advantages/Extra Skills And Attributes

Choose from IQ+DX+1 [20]; HT+1 [10]; HP + 5 [10]; Basic Speed 6 (also increases Basic Move to 6 [5]; Charisma 2 [10]; Fashion Sense [5]; Wealth (Wealthy) [20]; or for [10] points, choose either 2 primary and 1 secondary skill, or 1 primary skill and 3 secondary skills:

Primary skills [4]

Additional language (accented); Boating or Piloting (Aerospace) (A) DX+1 [4]-13; Diplomacy (H) IQ+0 [4]-12; Merchant (A) IQ+1 [4]-13; Streetwise (A) IQ+1 [4]-13.

Secondary skills [2]

Guns (E) DX+1 [2]-13; Any DX-average melee weapon (A) DX+0 [2]-12; Meteorology (A) IQ+0 [2]-12; Search (A) Per+0 [2]-12; Smuggling (A) IQ+0 [2]-12; Swimming (E) HT+1 [2]-12 or upgrade of Patron to Category 5 (large nation).

Disadvantages

Choose from Addiction [Varies]; Code of Honor (Gentleman's) [-10]; Compulsive Gambler [5*]; Debt (5-15% of starting wealth per month) [-5 to -15]; Enemy (equal in power to the PC) [-10*]; Gluttony [-5*]; Greed [-15*]; Hard of Hearing [-10]; Impulsiveness [-10*]; One Hand [-15]; One Eye [-15]; Overconfidence [-5*];

Adventure seeds

A noble privateer campaign can provide a very varied environment for gaming. A group of nobles could become privateers on the same vessel together -- perhaps boyhood friends or the younger sons of nobles from far-flung corners of an Empire brought together by their two years of apprenticeship at court. Alternatively, a gentleman privateer could build a coterie of experts

around him: a grizzled sailing master, a bodyguard from a foreign culture, a youth abandoning a dull life on shore for adventure at sea, a courtier with diplomatic contacts fleeing the Royal Entourage following an ill-advised dalliance. Whatever the background of the characters, a number of campaign ideas can work within the life of a gentleman privateer.

Dangerous Cargo: The capture of a merchant ship yields an unusual prize -- the sister of the ruler of a neighboring state and her commoner lover. The captive begs to be taken to a neutral state and set free in return for an enormous cash payment. Any privateer would know that this captive would be a valuable diplomatic bargaining chip to his own state. He might conclude that he could maximise his ransom, and perhaps secure a pardon for past crimes, by returning the eloping pair home.

Either way, there is likely to be intrigue, double-crossing, and high politics. The spy services of both the enemy nation and the privateer's home country are likely to be on their tail. Finding the right way to extract maximum value from the pair could be a challenge, as would protecting them from those (agents, other pirates, naval forces) who would like to control them.

As an alternative, the commoner lover might be a high-ranking noble in disguise, fleeing after a failed plot to overthrow the monarch and install himself as king after marrying the monarch's sister to secure legitimacy. This would significantly raise the stakes.

A matter of National Importance: The privateer is approached by a disdainful official of the appropriate ruler. An individual has stolen state secrets (or Crown Jewels, or something else of high value but small bulk) and fled the country by sea/spaceship. The government does not want to admit its loss and would like a fast, discreet, and armed ship to track down the thief. A handsome reward is offered.

A description of the ship is provided, and the information that it left harbor only an hour before, heading on a given course.

Navigation and seamanship rolls would be appropriate for determining where the ship was headed, and the GM can lead the players towards a sea-based chase with ship-to-ship action, ranged fire, and boarding, or towards a pursuit through the centre of an enemy land, perhaps where the characters have a price on their heads.

Catching the thief may be only the start of the adventure as returning the loot, potentially through hostile territory, will provide further significant challenges.

Outpost: Intelligence suggests that a foreign outpost (fort, harbor, island, or moon base) has been stripped of defenders to mount an attack elsewhere. The crew has the opportunity to capture and pillage the town against a tiny force. The attacking force returns prematurely, leaving the privateer and his crew with the option of defending or fleeing.

If the scenario was timed to coincide with a need to refit following a previous battle, the option of fleeing may no longer be available, forcing the characters down the path of military heroes.

Colonization: A rival state has discovered a new land (continent, planet, wormhole to a new region in space, whatever). The ruler puts forth a call for adventurers to explore the new world, to forge alliances with native rulers, to secure new colonies, and to harm the rival in every way possible. This is a campaign rather than an adventure, and is likely to include diplomacy, encounters with new civilizations, shipwrecks, and probably new flora and fauna.

Sample Characters

Romegas

Frater (Brother) Mathurin Lescaut Romegas was a member of the Knights of St John of Malta, the Hospitallers. Founded in the 11th century as one of the great Crusading orders, their fortunes waned as they failed to retain their lands throughout the Holy Land. By the mid sixteenth century, they had been beaten back to the island state of Malta, and had refocused their activities into becoming the finest fighting seamen in Europe. In 1565, they endured the Great Siege of Malta, when fewer than 10,000 defenders, only 800 of which were knights, held Malta against the might of the Ottoman Empire, which sent almost 50,000 troops to capture this barren island in the centre of the Mediterranean.

Romegas was the pinnacle of their talent and renowned as the greatest seamen the Hospitallers ever had. He was one of the most experienced sailors and fighting men in the Order. He had been shipwrecked on several occasions, and once spent an entire night in the upturned hull of a galley capsized in a storm, together with the corpses of his drowned crew. He had also been captured and forced to serve in the galleys of the Turkish fleet until he was ransomed.

He was a natural linguist, speaking Turkish, Arabic, French, Spanish, and Latin, and his experience and wisdom meant that his advice was sought by every Grand Master under which he served.

By the time of the Great Siege, he had demonstrated a hardy toughness in an era of high mortality rates, and was already in his 60s.

Romegas had a very powerful patron in the form of the Hospitallers, accompanied by an extremely hazardous duty to seek out and destroy Muslim vessels, forts and towns, or die trying. Romegas did not possess his own ship. It was the property of the Order, and more than one captain was executed for surviving the loss of his ship. Despite an official vow of poverty, many captains were able to retain some of the wealth from their captured vessels, but the majority was retained by the Order to fund its religious wars.

Romegas represents a man at the peak of his career as a noble privateer, although his focus was on glory more than profit.

Brother Romegas, Knight of St. John

200 points

Attributes: ST 11 [10]; DX 13 [60]; IQ 14 [80]; HT 15 [50]

Secondary Characteristics: Dmg 1d-1/1d+1 [0]; BL 24 [0]; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 15 [0]; Basic Speed 5.5 [-30]; Basic Move 5 [0].

Languages: French (native language) [0]; Latin (accented) [4]; Spanish (accented) [4]; Turkish (accented) [4]; Arabic (broken) [2].

Cultural Familiarity: Islamic [1]

Advantages: Patron (Knights Hospitaller, powerful, with extensive political power, 6 or less) [15]; Rank 5 (Admiral of the Hospitaller fleet) [25]; Reputation 2 (Protector of Christendom, all the time, amongst all Christians living on the Mediterranean shore) [5]; Status 4 (including 2 from Rank) [10]

Disadvantages: Duty (extremely hazardous, almost all of the time, 15 or less) [-20]; Enemy (All Islamic forces, utterly formidable group, 9 or less) [-40]; Reputation -4 (Scourge of Islam amongst all Muslims, large class) [-10]; Vow (Poverty, Chastity, Obedience) [-15]; Hates enclosed spaces [-1]; Obsession (Free as many Christian galley slaves as possible) [-1].

Skills: Area Knowledge (Mediterranean Ports)-15 [2]; Area Knowledge (The Maltese Archipelago)-15 [2]; Astronomy (Observational)-13 [2]; Boating (Unpowered)-14 [4]; Broadsword-14 [4]; Cartography-14 [2]; First Aid-14 [1]; Gunner (Cannon)-13 [1]; Guns (Arquebus)-15 [4]; Leadership-15 [4]; Meteorology-13 [1]; Navigation-14 [2]; Polearm (boarding pike)-13 [2]; Savoir Faire (High Society)-14 [1]; Seamanship-15 [2]; Search-13 [1]; Shield-14 [2]; Shiphandling-15 [8]; Swimming-15 [1]; Theology (Christianity)-12 [1].

Captain Don Antonio Juan de Amazas

Don Antonio was born the fourth son of Don Luis de Amazas, a Spanish nobleman from Toledo. As the youngest son, he felt little sense of responsibility, and was always the first to suggest an adventurous activity, whether rafting across the Tagus or exploring the caves in the hills. His charm and intelligence enabled him to escape punishment for his foolhardiness on many occasions.

At age 16, he was presented at court, and spent the next three years on the fringes of the Royal circle, learning the fine arts of diplomacy and etiquette. His charisma and dress sense made him a popular young man, and many noble daughters were flattered by his attentions. The intrigues of court fostered a rivalry between Don Antonio and another young courtier, Don Alvaro Rodriguez. With a lady's honor at risk, Don Antonio challenged Don Alvaro to a duel. Don Antonio won, leaving his rival with a scarred cheek and an implacable enmity. A Spanish proverb says that revenge is a dish best eaten cold, and Don Alvaro is a patient man.

When Don Antonio was 19, his father died, and while his eldest brother inherited all the estates, Don Antonio received a sizeable legacy. Bored with the courtly life, he sought a letter of marque from the Crown to pursue the war against the British at sea. He paid for and equipped a fast privateer, hired hands and an experienced sailing master and set out to his new life of adventure.

Within four years, Don Antonio had become a successful privateer and knowledgeable sailor in his own right. His manners and sense of honor meant that even those who he captured had few bad words to say about the courtly and entertaining captain of *El Orely y Las Tres*.

Don Antonio Juan de Amazas

150 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+1 [0]; BL 24 [0]; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Languages: Spanish (native language) [0]; English (accented) [4]; French (accented) [4]; Portuguese (accented) [4].

Advantages: Charisma 2 [10]; Fashion Sense [5]; Patron 5 (Kingdom of Spain, 6 or less) [15]; Status 3 (including 1 from Wealth) [10]; Wealthy [20].

Disadvantages: Code of Honor (Gentleman's) [-10]; Duty (9 or less) [-5]; Enemy (The English, utterly formidable group, 6 or less) [-20]; Enemy (Don Alvaro, individual equal in power to Don,

9 or less) [-10]; Overconfidence (12 or less) [-5]; Reputation -4 (amongst English, a large class, all the time) [-10]; Reputation -1 (amongst everyone except the English, almost everyone except a large class, all the time) [-4].

Skills: Area Knowledge (West and North coasts of the Iberian peninsula)-13 [2]; Astronomy-11 [2]; Boating (small sailing vessels)-13 [4]; Broadsword (Cutlass)-13 [4]; Cartography-12 [2]; Connoisseur (Music)-11 [1]; Diplomacy-12 [4]; Gunner (Cannon)-12 [1]; Guns (Pistol)-13 [2]; Leadership-15 (including +2 from Charisma) [4]; Mathematics (Applied)-10 [1]; Navigation-12 [2]; Savoir Faire (High Society)-12 [1]; Savoir Faire (Seafarers)-12 [1]; Seamanship-13 [2]; Shiphandling-13 [8]; Swimming-11 [1]

Niclo Crroe

Niclo Crroe is the fifth son of the Crroe kinship. By tradition, Jonlo, the eldest brother, trained in the arts of politics and diplomacy, while Siman, the second joined the Exarchate Navy. The third son, Annol, was entered into the Church on his seventh birthday. Tradition did not dictate what later sons should do, but by the time he was 17, Niclo knew. Siman's success in the Navy had inspired him, but he knew that he would never amount to anything in the Crroe kinship. He had to secure his own wealth and fame to found a new dynasty: the Niclo kin.

He persuaded a collection of merchants to refit a freighter to his own specification in return for a share of spoils. Niclo achieved significant successes, capturing a number of merchantmen as well as earning the approval of the Exarch through destroying a fleet of Aambulian sunriders on the third moon of Gena. A disastrous encounter with a naval blockading squadron almost destroyed the *Endymion*, and the refit cost almost all the wealth he had earned.

Niclo's ambition is to petition the Exarch for the right to establish a new kinship. He will need to demonstrate wealth, courage, and a clear understanding of the responsibilities of the nobility. The process will take at least six years, and until then, Niclo will continue to fight to bring glory to both his kinships -- the old and the new.

Niclo Crroe

130 points

Attributes: ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 11 [10]

Secondary Characteristics: Dmg 1d-1/1d+1 [0]; BL 24 [0]; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Languages: Standard Exarchian (Native language) [0]; Aambulian (Accented) [4]

Advantages: Patron 4 (The Exarchate, 6 or less) [13], Status 2 [10]

Disadvantages: Debt (10% of starting wealth per month) [-10]; Duty (raid shipping, 9 or less) [-5]; Enemy (The Aambulia Regime, utterly formidable, 6 or less) [-20]; Obsession (Found a new kinship, long-term goal, 12 or less) [-10]; Reputation -1 (Disdain for privateers from fellow citizens of the Exarchate, all the time, everyone except a large class) [-4]; Reputation -4 (Hatred of pirates by the Aambulia Regime, all the time, large class) [-10]

Skills: Area Knowledge (Home planet)-14 [2]; Astronomy-12 [2]; Beam Weapons (Pistol)-14 [4]; Cartography-13 [2]; Computer Operation-13 [1]; Connoisseur (Gourmet)-12 [1]; Force Sword-13 [4]; Gunner (Beams)-13 [2]; Leadership-14 [4]; Mathematics (Applied)-11 [1]; Navigation [Hyperspace]-12 [1]; Navigation [Space]-13 [2]; Savoir Faire (High Society)-13 [1];

Savoir Faire (Spacers)-13 [1]; Shiphandling (Starship)-14 [8]; Smuggling-12 [1]; Spacer-14 [2]; Streetwise -12 [1].

Further Reading

- For the Knights of St. John and in particular the Siege of Malta: *The Great Siege*, by Ernle Bradford.
- For the life of a sailor, particularly during the Napoleonic Wars, any Jack Aubrey novel by Patrick O'Brian, particularly *The Letter of Marque*, or any Hornblower novel by C.S. Forrester.

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