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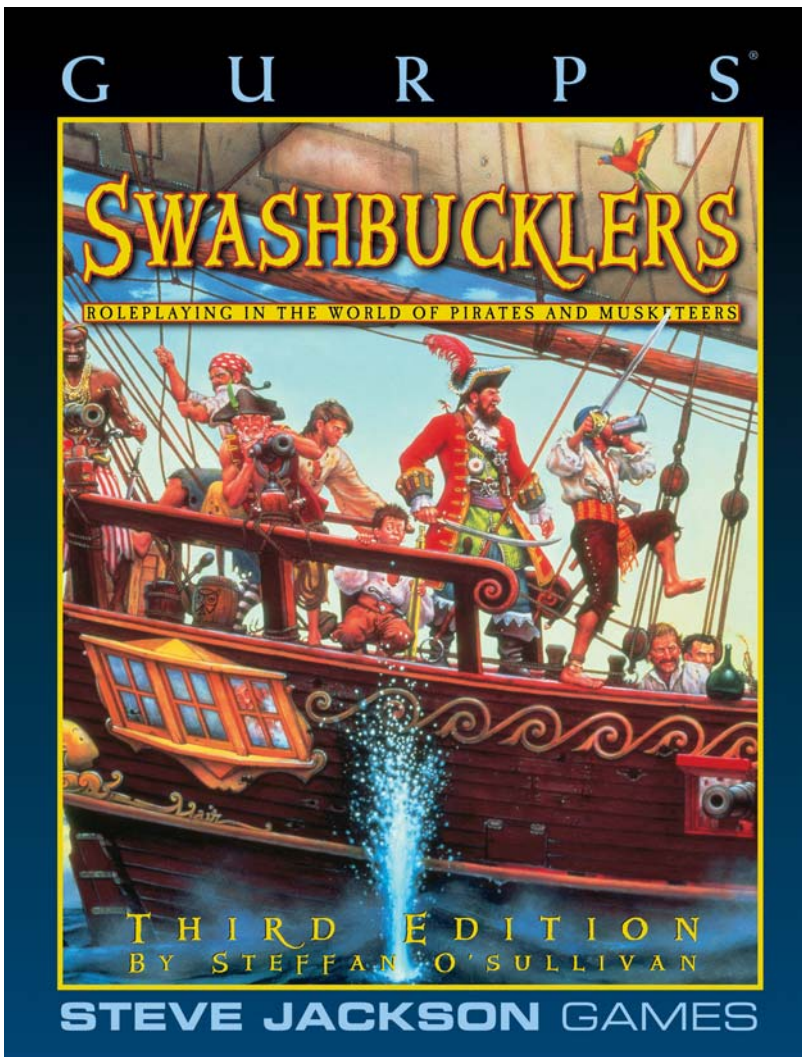
A World of Gallantry & Grace

Come to the age of the Swashbuckler, when the world was wide and fortunes could be made in an afternoon of smoking cannons and bloody cutlasses!

Swing from a chandelier into the fray, rapier in hand, dagger in teeth, and show the Cardinal's guards they can't insult the queen!

Pirates, Musketeers and Highwaymen all come alive in this **GURPS** worldbook of romantic adventure from Elizabeth I to Napoleon. Rules and background include ship combat, black powder weapons, expanded fencing rules, cutlasses, chandeliers, codes of honor, duelling, compulsive gambling and all the other classic elements of a good swashbuckling time!

This PDF was built from the last printed edition of **GURPS Swashbucklers**. All known errata were fixed in the making of this edition.



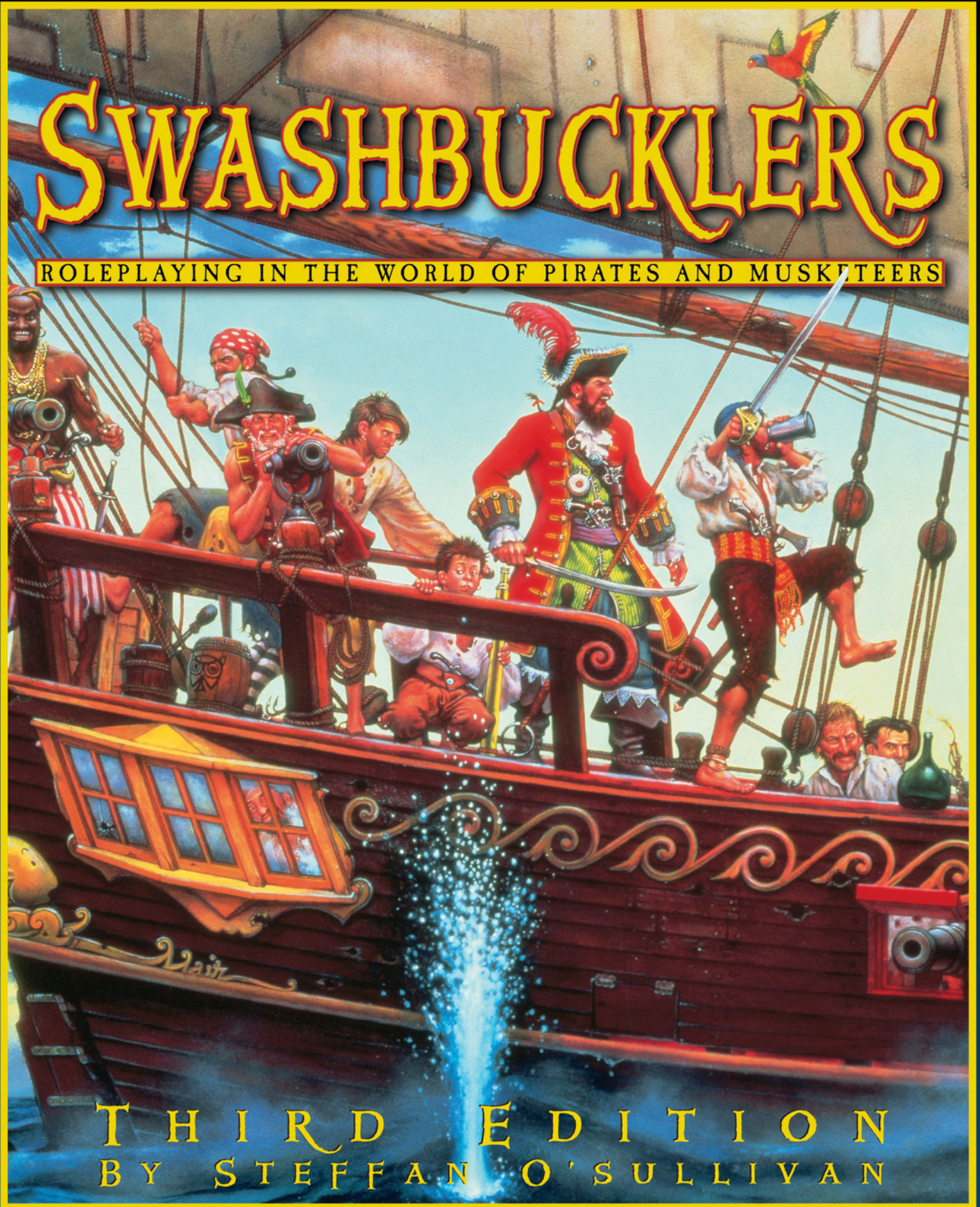
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SWASHBUCKLERS

ROLEPLAYING IN THE WORLD OF PIRATES AND MUSKETEERS

THIRD EDITION
BY STEFFAN O'SULLIVAN

STEVE JACKSON GAMES

ADVENTURE IN A TIME OF GALLANTRY AND GRACE

Come to the age of the Swashbuckler, when the world was wide and fortunes could be made in an afternoon of smoking cannons and bloody cutlasses!

Swing from a chandelier into the fray, with rapier in hand and dagger in teeth, and show the Cardinal's guards they can't insult the queen!

Or wait on the quiet back roads of England on a moonless night, pistols and reins in your hands, and hope the Squire's coach isn't *too* well guarded . . .

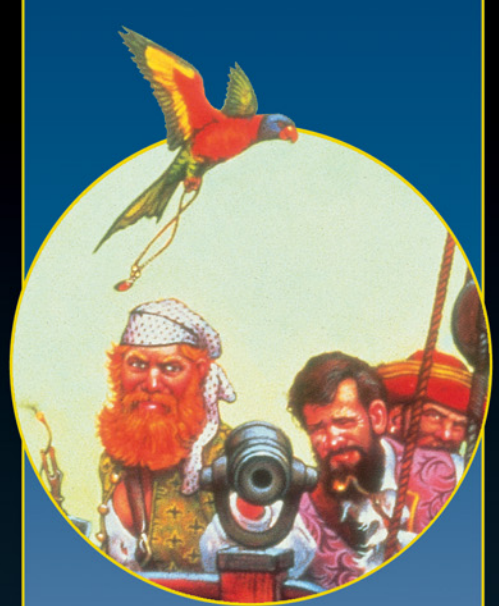
Pirates, Musketeers, and Highwaymen all come alive in this worldbook of romantic adventure from Elizabeth I to Napoleon. Here you'll find:

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- ☠ Historical backgrounds and chronologies for the eras of sailing ships and musketeers, including aspects of everyday life and fashion.
- ☠ Details on the Paris of Dumas' Musketeers, including descriptions of major personalities - both real and fictional - and How to be French.
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- ☠ Complete ship combat rules - no counters or maps, just roleplaying - for playing out ship-to-ship battles, where style and daring are more important than strategy and skill.

**DRAW YOUR SWORDS!
ACTION AWAITS!**



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GURPS Basic Set, Third Edition Revised and *Compendium I: Character Creation* are required to use this supplement in a *GURPS* campaign; however, *GURPS Swashbucklers* can be used for *any* historical roleplaying campaign set in the Age of Sail.

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This book is fondly dedicated to my three favorite Swashbuckling authors, without whom this book would be sadly lacking in spirit: Alexandre Dumas, Rafael Sabatini, and Mike Hurst. The author gratefully acknowledges the assistance of the following people: Mark Evans for research on the job table; Dr. David Switzer of Plymouth State College, NH, for advice on everything relating to ships; Dean O'Sullivan for research, rental, and co-enjoyment of the movies; the staff of the Lamson Library, Plymouth State College, NH, for patience and competence in answering esoteric and sometimes inarticulate questions – especially Robert Fitzpatrick, who won the “Help me translate the money to modern dollars” contest; Xyquest, Inc., for a superb word processor (Xywrite); Dr. and Mrs. Donald Otto, Walter Milliken, the New Hamster Gamesters, and all my family and friends for general support. Thanks everybody! – *Steffan O'Sullivan*

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CONTENTS

INTRODUCTION	3	<i>How to Be French</i>	43	HISTORICAL PIRATES	71	<i>Sharks</i>	101
<i>About GURPS</i>	3	PARISIAN ADVENTURERS	44	Blackbeard	71	Maneuverability	102
<i>Page References</i>	3	Musketeers	44	Mary Read	72	<i>Pilots</i>	102
I. CHARACTERS	4	The Cardinal's Guards	45	<i>Long John Silver</i>	72	<i>Getting Out of Trouble</i>	102
CHARACTER TYPES	5	<i>The Hôtel</i>	45	Francois L'Ollonnois	73	Tonnage	103
<i>Swashbuckling</i>	5	Social Life of a		Sir Henry Morgan	73	Firepower	103
<i>Women</i>	9	Musketeer or Guard	46	Bartholomew Roberts	73	Crew	104
ADVANTAGES	10	Major Personalities of the Era	46	<i>Captain Peter Blood</i>	73	<i>Heaving the Lead</i>	104
New Advantages	12	<i>Status</i>	46	Times and Distances by Ship	74	<i>Hurricanes</i>	104
DISADVANTAGES	12	<i>Lackeys</i>	47	<i>The Order of the</i>		Cross Section of	
SKILLS	14	<i>Sample NPCs</i>	48	<i>Holy Trinity and the</i>		an 18th-Century Frigate	105
New Skill	14	<i>Commedia Dell'Arte</i>	48	<i>Redemption of Prisoners</i>	74	Layout of Ships	106
LANGUAGES	15	<i>The Paris Opera</i>	50	<i>Trade Routes</i>	75	<i>The Ill-Fated Voyage of 1622</i>	106
WEALTH AND STATUS	15	<i>Combat as Entertainment</i>	50	<i>Distances and Average</i>		SHIPBOARD LIFE	107
Jobs and Income	15	<i>Prostitution</i>	52	<i>Sailing Times</i>	75	Food	107
Job Table	16	DUELING	54	5. BACKGROUND	76	<i>Scurvy</i>	107
Money	17	The Gentleman's Code	54	HISTORICAL OVERVIEW		Passing the Time	108
2. COMBAT	18	Severity of Duels	54	OF THE ERA: 1559-1815	77	THE ABSTRACT NAVAL	
MANEUVERS	19	<i>Duel au Mouchoir</i>	54	European Powers: 1559-1620	77	COMBAT SYSTEM	108
<i>Fencing Skills</i>	19	<i>Duelling and Reputation</i>	54	<i>History and Fiction</i>	77	<i>Fever</i>	108
Realistic Maneuvers	20	The Particulars of the Duel	55	<i>Jesuits</i>	78	Detection and Engagement	109
Optional Rule: <i>Weapon</i>		MASS COMBAT	56	<i>Swashbucklers' Europe</i>	78	Factors Affecting the Battle	109
<i>Weight and Speed</i>	20	Army Organization	56	<i>Highwaymen</i>	80	<i>Nautical Terms</i>	109
<i>How Long Is My Sword?</i>	22	<i>Weapons of the Duel</i>	56	European Powers: 1620-1650	81	Player Character Glory	111
Optional Rule:		Troop Strengths	57	<i>Swashbucklers' Europe</i>		<i>Individual Cannon Shots</i>	111
<i>Primacy of the Point</i>	23	<i>Distances within Europe</i>	57	European Powers: 1620-1650	81	Resolving the	
Optional Rule:		4. THE PIRATE		<i>Captain James Hind,</i>		Contest of Tactics	112
<i>Closing the Gap</i>	23	CAMPAIGN	58	<i>Highwayman</i>	81	Intensity of the Battle	112
<i>Raygun and Cutlass</i>	24	THE GOLDEN AGE OF PIRACY:		European Powers: 1650-1725	82	Assessing Damage	112
<i>Il Botte Segrette</i>	24	A BRIEF HISTORY	59	<i>Poland</i>	82	<i>Nautical Commands</i>	112
Cinematic Maneuvers	26	The Caribbean	59	<i>The Ottoman Empire</i>	83	Ship Damage Tables	
<i>Fast and Furious</i>	26	<i>Letters of Marque</i>	59	<i>The Holy Roman Empire</i>	84	for Round Shot	113
Cinematic Athletics?	26	<i>Pirates, Privateers,</i>		European Powers: 1725-1815	85	<i>The Weather Gage,</i>	
<i>Unarmed Techniques</i>	27	<i>and Buccaneers</i>	60	<i>Italy</i>	85	<i>the Lee Gage</i>	113
STYLES	28	<i>The Brethren of the Coast</i>	61	Chartered		<i>Boats</i>	114
Styles of Europe	28	The Pirates' Caribbean	61	<i>Merchant Companies</i>	86	Ship Damage Tables	
<i>Academic Fencing</i>	28	The Red Sea and		<i>The Thirty Years' War</i>		for Chain Shot	115
<i>Basket Hilt</i>	29	the Indian Ocean	62	<i>(1618-1648)</i>	87	<i>Action on Board</i>	115
<i>When a Saber Isn't a Saber</i>	29	The Pirates' Africa	62	The Celtic Lands	88	Ending the Round/Breaking	
<i>Basic Set Weapons</i>	30	The Barbary Pirates	63	<i>Clans and Social Standing</i>	88	Off Engagement	116
Additional Styles	31	PIRATE SOCIETY	63	<i>Rebels</i>	89	Starting a New Round	116
MASTERS	31	An Excerpt from		Sweden	90	GURPS Vehicles	
<i>Improved Armor and Shields</i>	31	<i>Blackbeard's Journal</i>	63	Religion	92	Conversions	116
<i>Locating a Master</i>	31	<i>Sample Articles of Agreement</i>	63	Reformation	92	<i>Rigging</i>	116
BEYOND THE SWORD	32	Leadership	64	Russia	92	PLAYER CHARACTER SURVIVAL	117
WEAPONS	35	<i>Bartholomew Roberts'</i>		Counter-Reformation	93	<i>Mutiny!</i>	117
Melee Weapons Table	35	<i>Articles of Agreement</i>	65	Alliances	93	Deck Plan of a	
Thrown Weapons Table	36	In Port	65	<i>Witch Hunts</i>	93	Spanish Galleon	118
Firearms Table	37	<i>The Pirates' Duelling Code</i>	65	Non-Christians	93	BOARDING	119
EQUIPMENT	39	Pirate Cruelty	66	EVERYDAY LIFE	94	<i>Boarding a Ship from a Boat</i>	119
3. THE PARIS		<i>Pirates and Religion</i>	66	Colonial Life	94	Boarding Action	120
CAMPAIGN	40	Centers of Piracy	67	Men's Fashion (1550-1600)	94	<i>Firing from Ships</i>	120
PARISIAN DISTRICTS	41	<i>Pirates in the</i>		Fashion	95	<i>Repelling Boarders</i>	120
The Paris Underground	41	<i>American Colonies</i>	67	Women's Fashion (1550-1600)	95	7. ADVENTURES	121
<i>Bygone Paris</i>	41	<i>Sample Seafarers</i>	68	CHRONOLOGIES	96	CAMPAIGN STYLES	122
Paris, 1630	42	<i>Marooning</i>	69	Social History, 1559-1720	96	Realistic	122
THE THREE MUSKETEERS	43	<i>Places in the Caribbean</i>	69	Rulers, 1559-1815	97	Cinematic	122
Summary of Dumas' Novel	43	<i>Pirate Glossary</i>	70	Major Personalities	97	Silly	122
				6. SAILING SHIPS	98	ADVENTURES	122
				CREATING SHIPS	99	The King's Secret	122
				Function	99	<i>Fantasy and Swashbucklers</i>	122
				How Many Masts		<i>Space Swashbucklers</i>	122
				Does It Have?	99	Caribbean Caper	123
				<i>The Battle of</i>		<i>The Masked Avenger</i>	123
				<i>Cape St. Vincent</i>	99	<i>Campaign Crossovers</i>	124
				Size	100	<i>The Smuggler Campaign</i>	125
				Careening, Maintenance,		BIBLIOGRAPHY	126
				and Repairs	100	INDEX	128
				Draft and Freeboard	101		
				Speed and Cost	101		

INTRODUCTION

Swashbuckler. There's no other word in the English language that describes a certain type of character so concisely. Errol Flynn, Douglas Fairbanks (Senior or Junior), Basil Rathbone, D'Artagnan, Sir Francis Drake, Zorro – all these names and more come to mind.

The great era of the swashbuckler is the 17th century. It began earlier, in the Renaissance, and may never end – isn't Luke Skywalker a swashbuckler? But the 17th century saw the height of the deeds of derring-do that have come to define the word.

GURPS Swashbucklers is an attempt to recreate the 17th century, as it should have been, for gaming. Some new rules are introduced, some new situations are provided, and adventure ideas are included. But the heart of the book is background: the social, cultural, and political environment of a swashbuckler – both historical and fictional!

This book, coupled with the *GURPS Basic Set* and *Compendium I*, contains all you *need* to game in the 17th century. A bibliography is provided for those who want to do more historical research, or sample some of the enjoyable swashbuckling novels and movies available.

And so, friends, let us be off! The action awaits us!

ABOUT THE AUTHOR

Steffan O'Sullivan is a storyteller, clown, *Commedia Dell'Arte* actor, performing arts teacher, and *GURPS* author. He has degrees in European history and Physical Theater, and lived in Europe for over two years. Gaming is his foremost hobby, not surprisingly, and has been since 1961. When not gaming, his hobbies include hiking, cross-country skiing, and reading. Steffan's favorite baseball player of all time is a Pirate, which he thinks qualifies him to write this book. He is also the author of *GURPS Bestiary*, *GURPS Bunnies & Burrows*, and *GURPS Fantasy Bestiary*.

ABOUT THE REVISORS

Russell Godwin is the Print Buyer and Production Manager for SJ Games and lives in Austin, TX. His wife Vikki and their two cats live in Indiana, while she finishes her Ph.D. program. Revising *Swashbucklers* is his first cover-worthy credit in the industry, but his name can be found on the title pages of over a dozen *GURPS* and *In Nomine* books. His other noteworthy credit is as one of the developers of the card game *Chez Geek*. While he loves pirate movies and can often be found buckling swashes in a roleplaying game, Russell has never (to our knowledge) plundered booty on the high seas.

Bryan J. Maloney began life in the capital of the world: Lafayette, Indiana. During those rare times he wasn't playing *GURPS*, he acquired a formal education in biology. Likewise, he studied Aikijutsu and Shorinji Kempo under Soke-Dai Thomas Burdine. This was also when he began his interest in 18th-century and Renaissance living history. After moving to New York, he encountered *Maitre d'Armes* Adam A. Crown – a Lakotah fencing master – who taught him the difference between a fencing foil and a rapier.

He currently lives as an ordinary Irish-American in Ithaca, with his wife Kirsten, his two sons Eoin and Bryan, two cats, two gerbils, and four fish. Were it not for the tireless aid of the aforementioned wife, Bryan would have accidentally done himself in long ago. He has only had fleas once.

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on Compuserve and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to <http://gurpsnet.sjgames.com/>.

The *GURPS Swashbucklers* web page has updates, resources, errata, and links at www.sjgames.com/gurps/books/swashbucklers.

PAGE REFERENCES

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, and MA to *Martial Arts*. See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Or find an up-to-date list online at www.sjgames.com/gurps/abbrevs.html.



Rebels

A rebel is a warrior, clan lord, or city dissident who takes action against his oppressors. Rob Roy (p. 91) is a fine example. Rebel PCs often have Social Stigmas, gaining Reputations and Enemies as their fame increases. Many have Diplomacy, Leadership, Strategy, and Combat/Weapon skills. For more details, see *The Celtic Lands*, p. 88.

Smugglers

Smugglers are specialized merchants; they prefer to avoid violence and most smugglers are not thieves. They usually consider themselves honest merchants who are circumventing unfair laws. Both England and Spain have strict trade regulations in the 17th century – only their own licensed ships are allowed to trade with their colonies. Smugglers prefer small, fast ships. They are welcomed by most colonists, as the regulated shipping rates are outrageously expensive. A good smuggler can sell selected merchandise, honestly bought, for half what the licensed merchants charge, and still make 100%+ profit.

They should have skills similar to privateers and merchants. They are usually *not* pirates, though pirates often do a little smuggling themselves, on the side. See *The Smuggler Campaign* (p. 125) for more background.

Spies

Every country employs hundreds or thousands of spies. Some are soldiers, but more often they are privately contracted individuals. Milady de Winter in *The Three Musketeers* (see p. 49) is a prime example of a semi-successful spy. Richelieu, and later Cromwell, have the most efficient spy networks of the 17th century, but others aren't far behind.

Advantages/Disadvantages: Military spies might be required to have Military Rank. Useful advantages are Absolute Timing, Alertness, Charisma, Double-Jointed, Eidetic Memory, Empathy, Intuition, Language Talent, Literacy, Status, Strong Will, Voice and Wealth.

No disadvantages are required, except possibly Duty – though to which side should be a closely guarded secret! Other suitable disadvantages for spies include Fanaticism, Greed, Jealousy, Lecherousness, Overconfidence and Sense of Duty. Former spies might have remarkably circumscribed lives, reflected in unusual disadvantages. The Chevalier d'Eon, for

Swashbuckling Women

A few bold women outshone their expected roles to earn a place in history and fiction. Anne Bonney and Mary Read (p. 72) were well-known pirates. Moll Cutpurse was an active and successful thief. Aphra Behn spied on the Dutch for Charles II of England while writing abolitionist novels and bawdy plays. Queen Christina of Sweden (see sidebar, p. 90) abdicated her throne in order to live her life riding, hunting, fencing, and intriguing. Perhaps the greatest of the lady swashbucklers was Julie la Maupin (pp. 53-54), whose skill with the sword and outrageous exploits equal any fictional hero's. See *GURPS Who's Who 2* for details on two pirate queens: Grace O'Malley and Cheng Shih.

In the real 17th and 18th centuries, women were second-class citizens, and any realistic campaign should require that Social Stigma for female PCs. (Noble ladies are second-class citizens compared to noblemen but not compared to commoners.) If players want to play female characters that are different from the Lady de Winter mold, they can do so. They will need to work out one of two things, though: either a plausible background within a realistic world, or a fictional world background to operate in.

If the game is set in a realistic world, a female swashbuckler can expect strange reactions from many people she meets. Many NPCs will be hostile. Somebody who is rescued by a woman may be astonished, but probably won't complain too much. Reactions of friends will vary from pleas to give up her strange ways to hero worship from some youngsters. There will be no neutral reactions. Once she's proven herself, she'll be considered a friend – otherwise, a freak or worse. A secret identity would not be necessary. Oddly enough, many people would simply not believe a competent fighter to actually be a woman unless she proves otherwise.

In a fictional world, the player and the GM should discuss the expected reaction to a female swashbuckler. Encountering a woman with a sword may be rare (but not unheard of) or there may be nothing unusual in it at all.



example, was required to dress as a woman for the last few decades of his life.

Skills: Useful skills for spies include Acrobatics, Acting, Area Knowledge, Climbing, Dancing, Disguise, Fast-Talk, Fencing, Forgery, Knife, Languages, Lip-Reading, Lockpicking, Performance/Ritual (to infiltrate religious services), Poisons, Research, Riding, Savoir-Faire, Sex Appeal, Stealth, Shadowing, Streetwise, Surveying, Theology, etc.



STATUS

Status and Rank are not simple things in 17th-century France. This is a time of flux; there are different levels of society that effectively share the same Status, but are not at all the same.

The nobility includes all gentlemen. Even impoverished gentlemen are still of *some* status – and this is an era when many of the nobility are impoverished. D'Artagnan comes from a noble family; that is, he is a gentleman. He can read – that's a given – and he has the Gentleman's Code of Honor – also a given. But he has little money; in fact, he has the Struggling disadvantage. Any impoverished noble in **GURPS Swashbucklers** may have Status 1 or 2, but no higher or lower. The loss of wealth results in a loss of some status, though never all of it. The family may have been Status 4 or 5 a century earlier, but if the noble cannot support the lifestyle, his Status is less.

Any gentleman is expected to have a servant, or lackey as he is called in *The Three Musketeers*. It doesn't matter that he can't afford one; he *must* have a lackey. So we see the comic results of this in the book, in which the *very* down and out serve the merely down and out. Lackeys could be of Status 0 or -1, and are usually chastised if they presume to act like gentlemen.

The bourgeoisie have taken over the wealth that some of the nobles have lost. They are not "well-born," but they can afford all of the symbols of status: large houses, fine horses, lots of servants, carriages, libraries (even if they can't read!), fancy clothes, etc. They can never manage the noble manner, though. The older bourgeois families (Status 2) come close; the *nouveau riche* (Status 1) are comic in their attempts. Any character with 20 points of wealth *may* buy Status 1 or Status 2 at the normal cost. Status 2 is *required* with 30+ points of wealth.

Status 1 or higher is a prerequisite to being a Musketeer, but a Status 1 *nouveau riche* character does not qualify. If the character's background is bourgeois, then Status 2, the Old Money, is required. Any Noble Status is sufficient, with or without money.

See p. 11 for a discussion of a Musketeer's rank.

SOCIAL LIFE OF A MUSKETEER OR GUARD

These men have time on their hands. Their duties are actually fairly light – guarding the king's palace (the Louvre) every third day. They assemble at the captain's *hôtel* and gamble, drink, boast, practice their swordsmanship, and generally behave as adolescently as the king wishes he could (even the Cardinal's Guards do this, somewhat to Richelieu's chagrin). Their salaries are insufficient for their expenditures. They are expected to have outside sources of income; these range from inheri-

tances to mistresses to gambling winnings to performing services for the wealthy bourgeoisie. These services often are no more than showing up at social dinners! The bourgeoisie have their own status symbols, one of which is the number of nobles and well-known people they are able to count as friends – or at least invite to dinner.

A mistress is almost required for a Musketeer. Only a very self-possessed man such as Athos could keep face without a mistress. French morality at that time is a little hypocritical. Married women are expected to take a lover; husbands are expected to have a mistress, though one must be discreet. Nonetheless, it is a fact of French life, and when Porthos was introduced to his mistress' husband as her cousin, no one was deceived. Jealousy is a common disadvantage; however, it is usually a matter of reputation, not feeling. As long as discretion is maintained, all is well.

There are many gambling houses in Paris at this time. They are all illegal. However, the city watch is either very inefficient or very bribable, for there are few instances of raids and thousands of records of gambling. Gaming is a national pastime, whether for coppers or gold. Members of every stratum of society spend hours each night at the gaming tables. Fortunes are often lost, but rarely won that way. Most Musketeers gamble – even Athos, though he always loses.

MAJOR PERSONALITIES OF THE ERA

Here are some of the major figures likely to be encountered or at least gossiped about in a Parisian campaign. Complete stats are given only for the people of action. Fictional characters are marked with an asterisk (*). While the Musketeer saga is technically set before the beginning of the Transitional era, characters from these novels are given the skills of the Transitional French School (p. 30) since it fits the flavor of the books better than the more rough-and-tumble Italian rapier school that actually dominated France until the 1640s.



PIRATES IN THE AMERICAN COLONIES

Pirates in the 17th and 18th centuries have often been associated with the British colonies in North America. There is a good reason for this – they were encouraged by the colonials for many years. England passed the Navigation Act in 1662, which allowed only English ships to transport goods to or from England or its colonies. English ship-owners promptly jacked up their cargo rates and the colonials complained – to no end.

So when pirates showed up offering goods at a quarter of the cost, they were welcomed in most colonies (though, of course, not by everybody). Boston, New York, Newport, Philadelphia, New Burn, and other ports became “free ports” for pirates – places where they could walk the streets in utter safety, repair ships and buy supplies as if they were honest men.



Merchants and judges even offered financial backing to pirates, and many fortunes were made this way. There was no legal way to get one’s money back, if the pirates didn’t return. Yet, there are very few cases of people losing money on a pirate venture. Captain Kidd’s voyage (well-financed by government officials and bankers) comes to mind as the only real money-loser.

The governors of these colonies in the 1690s were especially corrupt (except for Virginia, which was hostile to all pirates). Bribes were so common as to be handled in public, and honest citizens who complained were curtly shown to the door. Boston even went so far as to try to lure pirates from Newport, much as large cities today vie for factories and conventions!

It is true that Massachusetts was largely Puritan, and the famous minister Cotton Mather railed bitterly against the pirates. Boston itself had grown more cosmopolitan than the rest of Massachusetts by this time, however, and Cotton Mather railed against so many things that many people ignored him. Money talked louder and more clearly to most Bostonians and other colonists.

Continued on next page . . .

If a ship were to resist, however, that was a different story. The Jolly Roger (skull and crossbones flag) was a demand to surrender. If the prey did not, the Jolly Roger was hauled down and a solid red flag was raised – war with no quarter (unconditional surrender or a to-the-death fight). When the ship was boarded, the fighting was to the death, and often surrendering at that point was too late for mercy. Those that were spared the cutlass were held for ransom, cast adrift, marooned, tortured, or enslaved. Again, this was good policy – ships learned not to resist.

Pirates often *were* very cruel by most 20th-century standards, but not by contemporary standards. Prisoners that had resisted were often tortured to reveal the location of treasure (jewels are small, while a ship is large and sometimes sinking). Torture is hardly unique to pirates; all European countries, even religions, at this time used torture as a means of extracting information. Many of the pirates were escaped slaves and criminals who had been tortured themselves and copied techniques they knew first-hand to be effective. There may have been sadists among the pirates who enjoyed torture for its own sake, but no greater percentage than among the general population.

One type of punishment that was not seen very often in pirate crews was flogging. Flogging was the most common punishment in navies and merchant marines in those times, and most pirates had served on other ships before “going on the account.” Sailors were flogged for very minor offenses in those days, and it was thoroughly hated. Consequently, the pirates would not flog their victims, with one exception: They would ask the surrendered crew if their captain was cruel. If the answer was yes, the pirates would flog him gleefully – and to the joy of the unfortunate captain’s crew!

CENTERS OF PIRACY

There are various ports where pirates are welcome throughout this time and others where they are banned (or hanged, imprisoned, enslaved, blown out of the water, etc.). The ports’ attitudes shift as the politics of the age shift. Throughout the entire era, only the bases of the Barbary pirates remain constant – although they suffer from periodic Christian attacks. They are not open to freelance Christian pirates; conversion and agreement to work for the local Bey are necessary prerequisites for safe harbor.

Otherwise, until 1720, pirates always have a safe port – but this might not be the same port they left from. Starting in the 1690s, pirate voyages begin to last longer, and by this time treaties and wars are growing shorter between nations. A pirate ship that leaves an English port to plunder the Spanish might find itself in trouble for attacking England’s new ally when it returns! There is always somewhere to go, though.

Tortuga

Tortuga is a small island off Hispaniola. The Spanish claimed it, of course – they claimed *all* lands in the New World – but never occupied it. After they began to persecute the buccaneers in Hispaniola, Tortuga was used as a buccaneer base and was colonized by the French government. It is rocky and has a good, easily defensible harbor.

The first settler of influence was a man named La Vasseur, an engineer who helped defend La Rochelle from Richelieu’s attacks. Utterly paranoid and eventually megalomaniacal, he directed the building of a huge fortress on top of the hill overlooking the harbor. He then proclaimed himself king and was promptly murdered by his subjects. The fortress was magnificent, though.



HEAVING THE LEAD

The lead line is an essential part of any ship's gear. It is named for the large piece of lead that is tied to the end of a rope or chain. There are markers, sometimes just knots, every fathom (two yards). It is used when negotiating unknown waters where there is the possibility of scraping the bottom. The leadsman (pronounced "ledsmun") is secured by ropes on the outside of the bow railings. He has both hands free for swinging the 10-pound lead over his head and tossing it as far forward as possible. In this manner, the line is nearly vertical by the time the ship comes over the weight. The leadsman reads off the distance, and casts the lead again.

The ship is usually moving as slowly as possible during this time – 1 or 2 yards per second. This is done by taking in all but a small sail, or even turning some of the sails to actually push the ship backward. The front-pushing sails would barely outweigh the back-pushing sails, and sailors will be ready with ropes in hand to reverse them if the lead line shows the bottom suddenly sloping upward.

The lead line is usually 25 fathoms (50 yards) long, and is marked for 20 fathoms. It takes a strong man to toss it over and over again.

When negotiating a channel, the ship might have two or three boats out ahead, each with a lead line. In this way, a narrow, winding channel can be picked out of a generally broad, shallow strait.

HURRICANES

The hurricane season in the Caribbean is usually 12 weeks, from August to October. Hurricanes effectively prevented any but the most desperate voyages, and even careening wasn't done during most of this time. The heart of the hurricane area was north of a line drawn due west of Honduras, up to the northern coast of the Gulf of Mexico. This included Cuba, Hispaniola, and Tortuga. The Spanish Main was not usually affected directly by hurricanes, but winds were still high enough to daunt all but the bravest of crews.

A hurricane will do (1d×10)% damage to all of a ship's systems. The winds on the Spanish Main during these times do half that damage.



The Spanish galleons in the Elizabethan era usually had 28 guns: four 24-pounders, four 18-pounders, ten 10-pounders and ten 7-pounders. This totals 338 pounds of cannonballs, for a Firepower Rating of 169. By the time of the Anglo-Dutch wars of the late 17th century (and the Golden Age of Piracy), the large warships were carrying over 50 guns, with a Firepower Rating of 400 or more. By the Napoleonic wars, the smaller warships (frigates) each had a firepower rating of 300+, and the larger ships-of-the-line had over 700!

Cost and Weight of Artillery

Naval bronze guns cost \$4,000 per ton. This includes the cost of carriage, tackle, and operating equipment. Naval gun carriages are heavier than those of land guns (they don't have to be hauled around by horses); a broadside gun weighs 200 times the weight of the shot. A 12-pounder weighs about 1.25 tons and costs \$5,000; a 24-pounder weighs about 2.5 tons and costs \$10,000. Swivel guns do not have wheeled carriages and are more lightly constructed. They weigh only 50 times the weight of the shot and cost \$3 a pound. The heaviest swivels are 3-pounders.

Ammunition uses half the weight of the shot in powder for each firing. A 12-pounder needs six pounds of powder; a 3-pounder needs 1.5 pounds. The normal price for ammunition is \$1 per pound for shot and \$2 per pound for powder. This is subject to change; the price may go up scandalously if the Spaniards are coming and you are known to be short.

CREW

The larger the vessel, the more sailors are needed. A fighting ship needs a much larger crew to man the guns, repair ship damage, and replace casualties.

Small sloops can be operated by as few as three people, though a minimum crew of six to ten is more common. A small sloop will hold as many as 40 people, though, and pirates often sailed at full capacity. Note that few cannon or provisions can be carried with so many men on board!

Large sloops need a minimum of six sailors; ten is less stressful. They can carry up to 100 people.

Brigs can be crewed by ten people, and rarely carry more than 30 if they are merchants. Use the tonnage rules, p. 103, to determine carrying capacity.

Merchant ships require 15 to 20 seamen, and rarely carry more than 50.

Warships carry many more men than the minimum needed to operate the ship. Not only are casualties to be expected, but men are needed to man the guns, operate the pumps, serve as marines (boarders and marksmen), act as messengers in the heat of battle, clear rubble, fight fires, repair damage, carry the wounded, become prize crew, etc. A small warship can operate with 20 men if it has to, but usually carries 100 to 200. Large warships can be run by 30 men in an emergency, but often carry over 400!

See *Jobs*, p. 16, for crew salaries. Crew expected to be paid and might mutiny if money is not forthcoming. Pirates might vote a captain out who didn't supply them with suitable prey. Make a reaction roll at -3 to determine an unpaid crew's reaction. Poor or worse reaction means mutiny. A small percentage of the salary, about 10%, might be paid before sailing, the rest due at the end of the voyage.



INDEX

Necessarily brief; a complete index appears on the *Swashbucklers* web page (see sidebar, p. 3).

Acrobatics skill, 32-35, 119.
Actors, 83; *Italian*, 48-49, 85.
Alcohol Tolerance advantage, 10.
Armor, 31, 38-39.
Articles of agreement, 63-65.
Attack and Fly Out maneuver, 20.
Avery, Captain John, 62, 117.
Aztecs, 6, 59; *language*, 15.
Baldrige, Adam, 69-70.
Barbary coast, 63, 83; *see also Pirates*.
Basket hilts, 29.
Battle Intensity Table, 112.
Belaying pins, 33, 115-116.
Bergerac, Cyrano de, 82.
Bind maneuver, 20.
Black Powder Weapons, *Immediate Action*, 38; *skill*, 14; *Table*, 37.
Blackbeard, 63, 71-72; *reputation*, 13.
Blood, Captain Peter, 83, 85, 89, 114; *character*, 73.
Boarding, 119-120.
Boats, 114; *boarding from*, 119.
Bonney, Anne, 72.
Boxing skill, 14, 27.
Brawling skill, 14, 27.
Buccaneers, 60-62, 68-69, 73.
Buckler, 38; *combat uses*, 21, 25-26, 31.
Caribbean 6; *Dutch involvement*, 85; *foreign occupation*, 59-60; *map*, 61; *piracy*, 59-61, 73; *places*, 69; *winds*, 74.
Casuistry, 78-79.
Celtic, *clans*, 88; *code of honor*, 12; *language*, 15; *rebellion*, 89; *social standing*, 88; *Social Stigma disadvantage*, 90.
Christina, Queen of Sweden, 9, 90.
Cinematic, *maneuvers*, 26-27, 32-35; *campaigns and*, 26.
Claim to Hospitality advantage, 10.
Clergy, 5, 92-93; *Celtic*, 88; *French surveillance of*, 86.
Clerical Investment advantage, 10, 5; *duels*, 54.
Cloaks, 36, 94.
Close Combat maneuver, 21.
Codes, of *Honor*, 12; *brethren of the coast*, 61; *duelling*, 54; *highwaymen*, 12, 81; *pirates' duel*, 65.
Colonies, 6; *American*, 62-63, 67, 86; *Caribbean*, 59-60; *Dutch*, 84.
Combat, 18-39; *competitions*, 51-52; *entertainment*, 50-52; *instruction*, 6, 13; *maneuvers*, 19-27; *mass*, 56-57; *naval*, 108-120; *shipboard*, 115; *styles*, 28-31; *unarmed*, 14; *see also Fencing, Styles, and Weapons*.
Corps-à-Corps maneuver, 21.
Counterattack maneuver, 21.
Cowardice disadvantage, 13.
Cromwell, Oliver, 82-83; *entertainers*, 5; *Ireland*, 88; *Puritan*, 82; *Scotland*, 91; *spies*, 9, 80.
Diplomats, *Caribbean*, 85; *clans*, 12; *character types*, 5; *Holy Roman Empire*, 84; *Italy*, 85; *mutiny*, 117; *plays*, 79, 82, 93, 122-123; *Russia*, 92; *Sweden*, 91; *see also Casuistry*.
Disarming maneuver, 22.
Disease, *Immunity and Resistance*, 10; *plague*, 77-78, 83; *scurvy*, 107.
Distances, *European*, 57; *by ship*, 74-75.
Drake, Sir Francis, 60, 77, 79-80.

Dual-Weapon Attack maneuver, 26.
Duels, 54-56; *duellists*, 5; *a l'outrance*, 56; *au mouchoir*, 54; *locations*, 41, 56; *pirates*, 64-65; *pistols*, 57; *refusal*, 56; *sentence of death*, 5; *see also Fencing, Murder, and Weapons*.
Dutch, *see Netherlands*.
England, 77-78, 81, 82-83, 85-86.
English, *Caribbean claims*, 60; *language*, 15; *truce violations*, 12.
Enhanced maneuvers, *Block*, 26; *Dodge*, 26; *Parry*, 26.
Entertainment, 94, 48-49; *character types*, 5; *combat*, 50-52; *Parisian*, 48-53; *pirates*, 66; *shipboard*, 108; *see also Gambling, Opera, Prostitutes, Taverns, and Theater*.
Equipment, 39; *see also Weapons and Armor*.
Esquive maneuver, 22.
Feint maneuver, 22.
Fencing, 14, 19-20; *academic*, 28; *competitions*, 51; *closing the gap*, 23; *masters*, 6, 31; *primacy of the point*, 23; *salles*, 6; *secret techniques*, 24-25; *sword length*, 22; *weapons*, 29, 35-37. *See also Combat, Duels, and Styles*.
Floor Lunge maneuver, 23.
Flying Lunge maneuver, 26.
Food, 107-108; *spoilage*, 106.
Footpads, *character types*, 6.
Force swords, 24, 122.
Forts, *careened ships*, 100; *France*, 81; *Libertatia*, 70; *Port Royal*, 69; *St. Mary's*, 69.
Fortune tellers, 5.
France, 78-79, 81-82, 84, 86-87; *Caribbean holdings*, 60; *Reign of Terror*, 87; *see also Paris*.
Freebooter, 60; *see also Rob Roy*.
Galleon, 59; *deck plan*, 118.
Gambling, 44-46, 65, 66, 68-69, 70, 77, 78, 82, 94, 108; *houses*, 46, 69.
Genteel Proficiency delusion, 13.
Glide maneuver, 23.
Governors, *American colonies*, 63, 67-68; *Barbary Coast*, 63; *bribing*, 65-66; *colonies*, 59-60; *Grapeshot*, 119, 109, 112.
Guns, *see Black Powder Weapons*.
GURPS Cliffhangers, 122;
Dinosaurs, 6; **Fantasy**, 124;
Horror, 125; **Imperial Rome**, 122; **Martial Arts**, 19; **Space**, 24;
Special Ops, 125; **Ultra-Tech**, 24; **Undead**, 125; **Vehicles**, 116-117; **Voodoo**, 8.
Gypsies, 7.
Highwaymen, 80-83; *characters*, 6; *Captain Hind*, 81; *Code of Honor*, 12; *French*, 84; *weighing money*, 17.
Hit Location maneuver, 23.
Holland, *see Netherlands*.
Hornblower, Horatio, 87.
Hurricanes, 104.
Immunity to Disease advantage, 10.
Improved Parry maneuver, 20.
Indian Ocean, *piracy*, 62-63.
Indians, *Caribbean*, 59; *disease*, 59, 108; *language*, 15; *Madagascar*, 69-70; *primitive*, 8.
Initial Carving maneuver, 26.
Intolerance disadvantage, 13; *see also Religion*.
Ireland, 88-90; *pirates*, 80; *rebellion*, 78, 88-90; *seconds*, 56.
Iron Hand advantage, 10.
Itinerants, 7; *Italian*, 85.
Jesuits, 77-79; *cinchona*, 108; *clergy*, 5; *infiltrators*, 96; *counter-reformation*, 93.
Jobs, 15-16; *character types*, 5-9;

pirate quartermaster, 64; *Table*, 16; *see also Commedia Dell'Arte and Lackey*.
Jolly Roger flag, 71, 13, 67.
Judo skill, 14, 27.
Jumping skill, 35.
Karate skill, 14, 27.
Kidd, Captain William, 59, 67.
La Maupin, Julie, 53-54, 9.
La Rochelle, *battle of*, 67, 56, 81.
Lackey, 47; *musketeers*, 46.
Languages, 15.
Lead line, 39, 104.
Lecherousness disadvantage, 13.
Lesser Antilles, 59-60.
Letters of marque, 59, 68, 73.
Libertatia, 70-71, 63.
Light Hangover advantage, 10.
Literacy, *advantage*, 10; *clergy*, 5.
L'Ollonois, Captain François, 73.
Loot, *dividing* 63-65; *pirate warehouse*, 69-70; *slaves*, 65.
Louis XIII, King of France, 49, 50.
Louis XIV, King of France, 52-53, 49, 50, 83-86.
Lover's Distraction disadvantage, 13.
Luck advantage, 11.
Lunge maneuver, 24.
Madagascar, 62-63; *kings*, 69; *see also St. Mary's and Libertatia*.
Magic, 93, 122.
Malabar, *pirates*, 69; *trade*, 86.
Maneuvers, 19-27; *swashbuckling*, 32-35.
Maps, *Africa*, 62; *Caribbean*, 61; *Europe*, 78; *ship deck plans*, 118; *Paris*, 42.
Mazarin, Cardinal Jules, 50-52, 82.
Mercenary, *character types*, 7; *French*, 79; *Irish*, 89; *see also Privateers*.
Merchants, *character types*, 7; *chartered companies*, 86; *money and*, 17; *service ranks*, 10-11; *trade routes*, 75.
Military, *character types*, 7; *Rank advantage*, 10; *rank levels*, 10-11.
Mistress, 11, 46, 52, 80, 94.
Money, 17; *see also Loot*.
Morgan, Sir Henry, 73, 60-61, 69, 95.
Moslems, 74, 43, 63, 72, 81-84, 93.
Murder, *clans*, 12; *duels*, 5, 55; *highwaymen*, 80; *Richelieu's spies*, 51.
Musketeers, 44, 46; *armor*, 38; *character types*, 7-8; *duels*, 55; *fictional*, 46-49, 51; *rank*, 10-11; *patron*, 11; *social level*, 15; *status*, 46; *The Three Musketeers, synopsis*, 43.
Mutiny, 117.
Natives, *see Indians*.
Navigation, *tools*, 39; *see also Shiphandling*.
Netherlands, 79, 82, 84-85, 87; *Caribbean holdings*, 60.
NPCs, *cardinal's guard*, 48; *marines*, 68; *Parisian*, 47-54; *pirates*, 71-74; *seamen*, 68; *town watch*, 48.
Odious Personal Habits, 13.
Off-Hand Weapon Training maneuver, 24.
Opera, *Paris*, 50; *La Maupin*, 54.
Paris, 41-57; *districts*, 41; *historical*, 41-42; *map*, 42; *see also Opera and Revolution*.
Pass maneuver, 24.
Patron, *advantage*, 11; *duellists*, 5; *M. de Treville* as, 51.
Pirates, 59-75; *armor*, 39; *character types*, 8; *Barbary*, 67, 74, 93; *brethren of the coast*, 61-62; *Caribbean*, 60-61; *centers of*, 67-71; *cruelty*, 66-67; *Dutch Sea Beggars*, 79; *East Indiamen*, 86; *hunters of*, 72-73, 120; *language*, 70-71, 109-110; *NPCs*, 71-74;

ports, 65-71; *Red Sea*, 62-63; *religion*, 66; *retiring*, 66; *surrendering to*, 66-70, 120; *"The Line"*, 60; *see also Codes, Jolly Roger, Letters of marque, and Reputation*.
Plantations, 6; *colonies*, 94; *Port Royal*, 68.
Poland, 82, 92.
Port Royal, 68-69, 73.
Ports, 65-71, 74; *diplomacy*, 85.
Primitive, *character types*, 8.
Prisoners, 64, 66, 73, 69, 72, 74; *see also Slavery*.
Privateers, 60, 84; *character types*, 8; *Dutch*, 79; *letters of marque*, 59, 73.
Prostitutes, 52-53, 82.
Protestantism, 92-93; *Ireland*, 88; *reformation*, 92; *slaves*, 74.
Punishment, *pirate*, 63-67; *Islamic*, 83; *marooning*, 69.
Puritans, 77, 95; *theatre*, 49.
Rackham, Calico Jack, 72.
Rank, military, 10-11.
Rapid Healing advantage, 11.
Read, Mary, 72.
Rebels, *character types*, 9; *Dutch*, 79; *fronde*, 82, 52; *Irish*, 88-89; *Jacobite*, 86; *Portuguese*, 82; *Rapparees*, 89; *Scottish*, 91; *see also Revolution*.
Red Sea pirates, 62-63.
Relative Firepower Table, 110.
Religion, 92-93; *clergy*, 5; *Intolerance disadvantage*, 13; *pirates and*, 66.
Reputation, 108; *disadvantage*, 13; *duels*, 54-55; *entertainers*, 6; *mistresses*, 46; *pirates*, 13.
Retain Weapon maneuver, 24.
Revolution, *American*, 86; *French*, 86-87.
Richelieu, Cardinal Armand, 50-51, 81-82; *guards*, 45-46.
Rigging, 33, 116.
Riposte maneuver, 24.
Rob Roy, 91.
Roberts, Captain Bartholomew, 63, 73-74.
Ropes, shipboard, 115-116.
Sanctuary, 93.
Scarlet Pimpernel, 87.
Schools of swordplay, *see Styles*.
Scotland, 86, 88, 90-91; *clans*, 12.
Secret, *identities*, 80, 89; *techniques*, 24-25.
Selfish disadvantage, 13.
Sense of Duty, *clans and*, 12; *clergy and*, 5.
Sentiment du Fer maneuver, 27.
Servants, *colonists and*, 6; *savoir-faire skill*, 14.
Sex Appeal skill, 34.
Shares, *see Loot*.
Shields, 31, 38.
Shiphandling, 7, 102-103, 111, 115.
Ships, 99-120; *commands*, 112; *converting from GURPS Vehicles*, 116-117; *cross section*, 105; *damage*, 102-103, 112-115; *deck plans*, 118; *facing diagram*, 102; *Firepower Rating*, 103, 110; *language*, 109-110, 70-71; *layout*, 105-107, 118; *maintenance*, 100-101; *merchant*, 59; *repairs*, 100-102; *size*, 99; *speed* 101-102; *speed without scraping*, 100; *types*, 99-101; *value*, 102; *see also Rigging and Combat*.
Slavery, 63, 73-74, 82, 94; *colonial*, 6; *Irish*, 89; *Libertatia*, 70-71; *loot*, 65; *Madagascar*, 69; *trade*, 75, 78; *Turkish*, 83; *see also Prisoners*.
Slip maneuver, 25.
Sloop, *deck plan*, 118.
Smuggling, 125, 83-84, 89; *character types*, 9; *see also*

Merchants.
Social level, *beginning*, 15; *Celtic*, 88.
Social Stigma, *disadvantage*, 13; *entertainer*, 5; *Russian*, 92; *Scottish*, 91.
Spain, 79-80, 82, 85, 87; *Caribbean settlements*, 59; *Italian holdings*, 85; *treasure fleets*, 59, 82.
Spanish Armada, 77-78, 80.
Spanish Main, 59, 69; *hurricanes*, 104.
Spies, 9; *Aphra Behn*, 9; *character types*, 5, 52, 86; *cardinal's*, 51-52; *Commedia Dell'Arte*, 49; *French*, 86; *intrigue*, 79, 80, 82, 93, 86, 89; *Jesuit*, 96; *Milady de Winter*, 49; *prostitutes*, 52; *Swedish*, 91; *Turkish*, 83.
St. Mary's, 69-70, 63; *see also Madagascar*.
Status, 15; *bourgeoisie*, 46; *Celtic*, 88; *clergy*, 5; *explorers*, 6; *Huguenots*, 78; *impoverished nobles*, 46; *Military Rank and*, 11; *nouveau riche*, 46.
Styles, 28-31; *Familiarity advantage*, 11; *Italian School*, 29; *La Verdadera Destreza*, 29-30; *Old School*, 28-29; *Smallsword (French School)*, 30-31; *Transitional French School*, 30.
Surrender, 120; *Blackbeard*, 72; *pirates*, 66.
Surveying, *exploration*, 6; *instruments*, 39.
Swashbuckling, *Americans*, 86; *cinematic combat*, 26-27; *maneuvers*, 32-35; *women*, 9.
Sweep maneuver, 25.
Sweeping Counter Parry maneuver, 27.
Swinging, *chandeliers*, 32-33; *shipboard*, 116; *ship's rigging*, 33.
Swivel guns, 104, 120.
Tactics skill, 14.
Taverns, 53, 69, 94-95; *St. Mary's*, 63; *swinging across*, 32-33.
The Sword! skill, 14.
Theater, 45, 48-49, 82, 94.
Theology skill, 14.
Thieves, *entertainers as*, 5; *see also Footpads, Highwaymen, and Pirates*.
Thirty Years War, 87, 79, 81-82.
Thrown Weapons Table, 36.
Trained by a Master advantage, 11.
Water, *armor and*, 39; *firearms and*, 38.
Weapon Master advantage, 11.
Weapons, 35-38; *availability*, 37; **Basic Set**, 30; *blunt*, 52; *duelling*, 56-57; *hand weapons*, 30; *furniture*, 32; *grenades*, 38; *Melee Weapons Table*, 35; *quality*, 38; *ranged*, 30; *rapiers*, 35-36; *sabers*, 29; *ship's artillery*, 104; *speed*, 20-21; *sword length*, 22; *swords*, 35-37; *thrown items*, 34; *Thrown Weapons Table*, 36; *troops*, *outfitting*, 57; *weapon masters*, 11, 51; *weight*, 20-21; *see also Black Powder Weapons and Swivel guns*.
Whirlwind Attack maneuver, 27.
Wind, 59-60; *shiphandling*, 80, 102-104, 106, 113-114; *hurricanes*, 104; *travel*, 74-75.
Witches, 77; *fortune tellers and*, 5; *hunts*, 93.
Women, *French court*, 84; *swashbucklers*, 9; *see also Mistresses and Prostitutes*.
Wrestling skill, 14, 27.



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