

The Cabin Boy's Pocket



Pirate Hand Book

Welcome aboard matey... I can guess from the fact that you're reading this that you're the new cabin boy onboard. I guess I should tell ya what they call me – me mates call me Mum and I am a pirate cook. In my time I have seen many young would be buccaneers confused by life onboard ship. To remedy this problem I do hereby pen this guide to help young sailors become old salts and seasoned deck hands. In purchasing this here guide, you have taken your first step in going from a simple cabin boy to a full-fledged scurvy buccaneer. Who knows, one day if you master the talk and learn the knots in this guide you might become captain one day or even, dare I say it, the ship's cook.

Your Mate

MUM

Mum, Pirate Cook



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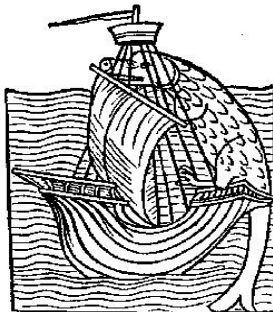
Christopher Baldi "MuN"
Carol Baldi

Editor

Carol Baldi

Artists

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Nautical Terms and Pirate Slang

Bowsprit: A spar that extends from the end of the ship's bow.

Bulkhead: Upright walls within the hull of a ship used to divide it into sections.

Capstan: A round barrel-like device the anchor chain is coiled around.

Cleat: A metal device used to fashion smaller lines onboard ship and to moor a ship when at port.

Crow's Nest: A platform at the top of the mast for a lookout.

Deck: Covering over the ship's hull. Used to mean any solid part of the ship where cargo is not stored.

Draft: The ships draft is how deep under the water line the ships hull extends. The shorter the draft the shallower the water the ship can sail.

Fore: Another term for the front part of the ship.

Fore-Mast: The ships first mast or the mast in front of the main-mast it is usually shorter then the main-mast and is where the head sails are attached.

Essential Knots for any Sailor

Good rope work is a necessity for any sailor worth his grog. As a sailor, a day will not pass that you don't have to handle or secure the lines. Sailors must feel secure climbing rigging, pulling lines and, most of all, tying knots. I demonstrate here some of the most commonly used knots onboard ship. Master these knots and you will be well on your way to becoming an old sea dog.

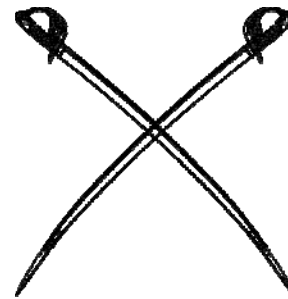


Reef Knot

The reef knot is used by sailors to secure the rolled up or "reefed" sails. This knot is also often used to secure personal gear in your bunk.

Weapons of a Pirate

As a pirate lad you will become very familiar with the dance of death that is combat. Below I have listed the most common weapons you should be familiar with. These weapons are all that stand between you and Davy Jones's locker.



Saber or Cutlass

The saber or cutlass is the preferred sword of the pirate. Heavy and designed for slashing it is ideal for both battle and as a useful tool.

Boarding Axe

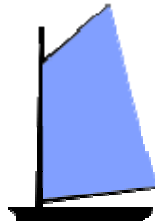
The boarding axe is the most common weapon used by pirates. Cheap to manufacture and useful as a tool on board ship, almost every pirate carries one as part of his gear.



Types of Ships

As a good pirate, you must be able to identify ships by the configuration of their sails. Without this ability, how will you know which ship's a good target for booty, which ships may be a threat and which are possibly other pirates?

Catboat: The catboat is a single masted ship where the mast sits close to the front of the boat. These boats carry a single sail and are very light and have a very shallow draft. This makes the catboat ideal for use in shallow coastal water. They are most often used as fishing boats and for transportation along the coasts.



Sloop: A ship with a single mast close to the bow of the ship. Small, light, fast, and maneuverable, these ships are often used by pirates, pirate hunters, and the world's navies as a light war ship. A variant, called the sloop-of-war, was used by the Dutch and has a square sail before the mast.

The Pirates Code

The Articles of Henry Morgan

I present a simplified list of the buccaneers' law as recorded by Alexandre Olivier Exquemelin.

- I. Pay and rewards are awarded based on the capture of enemy vessels. *No prey, no pay.*
- II. The carpenter and shipwright shall receive an additional 200 pieces of eight for supplies. The surgeon shall receive an additional 280 pieces of eight for stocking the medicine chest.
- III. There shall be adequate compensation for any crewman maimed while in battle.
- IV. The captain shall receive 5 times the share of loot. The first mate receives a double share. Cabin boys receive half a share and all other sailors receive a single share of loot.
- V. No sailor shall withhold any treasure taken from a prize. It is to be fairly divided in accordance with the ship's articles.

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Appendix: Roleplaying Tips and Aids

Originally begun as a project for the New Jersey Renaissance Fair and Kingdom to produce a children's book about pirates, it soon became clear to me that both this book and its sister guide, the *Squires Guide to All Things Knightly*, had possible use as a roleplaying aid to players of the discussed professions. This realization propelled me to revamp and extend the original work to make it more adult in level and comprehensive in scope. To add a further degree of usefulness to this project, I now pen this appendix to provide specific roleplaying advice and generic systemless quick sheets to help organize your game.

This appendix has been compiled separate of the original Cabin Boy's guide for ease of reference. Rather than having you comb the original work for gray sidebars, I put them all here in one spot. Also the original work was designed to look as if it was written by a pirate and as such it may be used on its own as a handout or prop at the table.

Humble Author and Gamer
Christopher Baldi

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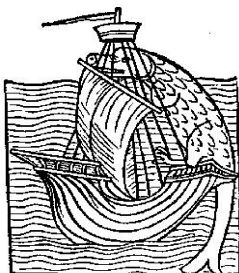
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Types of Pirates

While most people tend to view pirates as a homogenous group with a single goal (the acquisition of booty in the form of pieces of eight, gold and jewels), however the truth is very different. Historically, there have been many different groups of pirates with many different goals. In this section, I will discuss some of the more historically important groups of pirates and their goals and driving philosophy. I will then offer some roleplaying tips to anyone who is interested in playing that type of pirate in his game.

The Swashbuckler

Named for a group of French swordsmen that would stand in the street and "swash" (strike) their rapiers' hilts against their buckler shield challenging all who would dare to a duel. They have gone down in history as adventure-seeking jovial heroes who are quick of wit, quicker of blade and have a love of freedom. While not all swashbucklers were pirates, most of the classic movie portrayals of swashbucklers are as rakish charming rogues who love the sea.

Roleplaying: For players that choose to play a swashbuckling pirate, you are really playing the

Jobs Onboard Ship

While most people view all pirates and, in fact, all sailors as having the same job this is, in fact, not true. There are two types of sailors among most crews - the officer class and the working class. Within these two classes there is a series of specialty jobs. In this section I will give the names and a brief description of these various jobs as well as which class they most commonly belong to. I hope these brief descriptions can help you choose a job for your character.

Working Class

Sailor: The most common job on the ship is the job of sailor. Sailors adjust sails, change the rigging, pump the bilge, swab the deck and generally do anything on the ship that doesn't require special knowledge.

Carpenter: The ship's carpenter is a sailor that specializes in repairing and maintaining the ship's hull, timbers, deck and anything else made of wood. The carpenter often receives a special stipend to pay for tools and supplies.

Shipwright: The shipwright is similar to the carpenter in that he can repair the ship's hull and

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