

CONDITIONS



Blinded. Auto-fail sight ability checks, disadvantage attacks, attacks vs. you have advantage.

Charmed. Can't harm the charmer, charmer advantage socially.

Deafened. Auto fail hearing ability checks.

Exhaustion. Cumulative, 6 levels dead. Per level, d20 rolls -2, speed -5. Long rest removes 1 level.

Frightened. Disadvantage checks/rolls while source in sight, can't move closer.

Grappled. Speed 0, disadvantage attack any but grappler, grappler can drag for +1 per move unless target tiny or 2+ sizes smaller.

Incapacitated. No actions (can move), breaks concentration, can't speak, disadvantage initiative.

Invisible. Advantage initiative, can't be targeted by sight, vs targets that can't see you, advantage attacks and they have disadvantage to hit you.

Paralyzed. Incapacitated + 0 speed, auto fail STR/DEX saves, advantage to attack you & auto crit if within 5' of you.

Petrified. Incapacitated + 0 speed, auto fail STR/DEX saves, advantage to attack you, resist all damage, immune poisoned condition.

Poisoned. Disadvantage attack/ability rolls.

Prone. Crawl (+1 movement cost) or spend 1/2 speed (round down) to get up, disadvantage attacks, attackers in 5' advantage, otherwise disadvantage.

Restrained. Speed 0, attacks vs advantage, your attacks disadvantage, disadvantage DEX saves.

Stunned. Incapacitated + auto fail STR/DEX saves, advantage to attack you.

Unconscious. Incapacitated + Prone, drop items. Speed 0, attacks vs. advantage, auto fail STR/DEX saves, auto crits within 5' of you, unaware surroundings.

ACTIONS

Attack/Magic. Equip/unequip 1 weapon before or an after attack (includes picking up) or sub in unarmed strike. For *grapples* & *shoves*, target chooses STR or DEX save vs. DC 8 + your STR & proficiency modifiers; requires free hand + target no more than 1 size larger. *Shove* 5' push or Prone.

Dash, Dodge, Disengage. Add your Speed / Enemies disadvantage attack / No AOO during your move.

Help. Pick a proficient skill/tool, give nearby ally advantage. Or distract 5' enemy, next attack before your next turn has advantage on them.

Hide. While **heavily obscured or behind 3/4 total cover, out of line of sight**, DC 15 DEX (stealth). Gain *Invisible* condition (Perception vs. your roll to find you), **ends if** you make sound louder than whisper, enemy finds you, attack, or cast verbal spell.

Ready. Set trigger, uses your Reaction to immediately carry out an Action. Lasts till start of next turn.

Skill check (Influence, Search, Study). Influence monster, if hesitant a check (DC 15 or INT, CHA (varies) or WIS (animal handling) / Search using Wisdom / Study using INT to remember.

Flanking (house). Flanked target -2 AC vs. flanking attackers (imaginary line between the two).

Massive Damage (A5E replace, house). If **reduced to 0 hit points after taking damage = 20 + x3 your level**, die unless make a DC 15 Constitution save. Even on success, suffer a *Lingering Injury* (also gained if fail death save by 5 or 0 HP for 3rd time in the encounter)(use *BAM rules* based on most recent damage type, DM Guild).

Sacrifice Shield to negate Crit (A5E). As reaction, if shield proficient, sacrifice your equipped shield to turn a critical hit into a normal hit. The shield is ruined. Magical shields become mundane for 1 hour when used this way.

Stunlocking (house). If a creature failed a saving throw against any effect that, after failure, prevents the target from taking its Action, Bonus action, and Reaction all in a round, it has Advantage to its next saving throw against that same effect or until 24 hours has passed. This has no impact on attempts to break an existing effect (e.g. *Hold Person*), only on effects that have ended and are attempted to be reapplied.

Difficulty	3.5 example	5e	Sea Weather, encounters. A5E <i>Trials & Treasures</i> p84 (d20 weather).
Very Easy	0	5	Exploration challenges. T&T p108+.
Easy	0	10	Diseases. T&T p158; DMG p61.
Average\Medium	10	15	Poisons. T&T p166; DMG p90.
Tough\Hard	15	20	Traps. T&T p111+; DMG p100.
Challenging\Very Hard	20	25	Hazards (e.g. slimes, mold, gas). T&T 48+; DMG p76.
Formidable	25	—	Combat Terrain (cavern, fiery, forest, frigid, furnished, hazy, rocky, stormy, swampy). A5E Adv Guide p452-53
Heroic	30	—	
Nearly Impossible	40	30	

Cover
50%: +2 AC/DEX,
75%: +5 AC/DEX
Total: Can't target.

Swimming. STR (Athletics) to swim, DC 10 calm, 15 rough, 20 stormy. If proficient, no check required in calm. If no swim speed, DC 10 CON save each hour swimming or 1 level exhaustion.

Detection underwater. 4d8x10 ft. clear, 1d8x10 ft. murky. Invisible movement leaves bubbles. **Falling into water.** If water 10+ feet deep, first 20' of falling no damage. 30' = 1d3, 40' = 1d6, +1d6 every 10' over. If controlled dive, DC 11 STR (Athletics) or DEX (Acrobatics) to treat as 10' shorter.

Underwater Combat. Unless swim speed, disadvantage melee unless stabbing weapon. Ranged cannot be used unless crossbow, net, javelin, spear, trident, dart.

Drowning (PHB 376). Hold breath minutes = CON +1 (min 30 secs). When out, +1 exhaustion at end of turns (removed when able to breathe again). Verbal casting exhausts all remaining time. Taking damage requires Concentration save to avoid beginning drowning at start of turn.

Deep Water. Pitch black, pressure 100-200 feet treats every 2 hours as if a “forced march” (DMG 38), DC 10 CON or gain 1 exhaustion, +1 DC every 2 hours. Reduce time to 1 hour if over 200 feet. Deep water is cold, each minute DC 10 CON save or take 1d4 cold damage.

Zero Hit Points (house). If at 0 HP and healed above 0 HP, until the end of your next turn, you are affected as if by the *Slow* spell (nonmagical, cannot be removed, cannot be negated by *Haste*, can stack with *Slow* magic): *1/2 speed, -2 AC, -2 Dex saves, can't take reactions, on turn can only take an Action or Bonus action, only attacks once with Attack action, spells with somatic (S) component 25% to fail.*

Male Names: Abel, Armand, Baptiste, Bartholomew, Calixte, Cassian, Corwin, Darien, Domingo, Dorian, Elias, Estevao, François, Gideon, Harlan, Ignatius, Jeb, Jules, Knox, Laurent, Lemuel, Lázaro, Maddox, Mateo, Nils, Obed, Pascal, Paulo, Quinton, Rafael, Remy, Rourke, Salvador, Santiago, Sébastien, Silas, Thatch, Tomas, Uriah, Vance, Vito, Wallace, Wilfred, Xavier, Yannick, Yves, Zeb, Zeke, Zephir, Zoran

Female Names: Adela, Amara, Annette, Beatriz, Belle, Calypso, Carmen, Celeste, Dahlia, Delphine, Edda, Esmé, Esperanza, Evangeline, Fiorella, Flavia, Giselle, Grace, Imani, Inés, Isla, Isolde, Jacinta, Jamila, Jezebel, Juliana, Leocadia, Lisette, Loretta, Lucia, Luisa, Maeve, Manon, Maribel, Mireille, Nadine, Noemi, Ophelia, Paloma, Pearl, Renata, Rosalind, Sabine, Salomé, Serafina, Solène, Thalia, Valencia, Vespera, Yvaine, Zara.

Chelaxian male: Alarico, Benizio, Calvador, Darienzo, Estéban, Fariol, Gasparo, Hernán, Ilario, Jaimund, Leovico, Marzio, Nivaldo, Orencio, Pascual, Quireno, Roldán, Sancho, Teobaldo, Ulmar, Valerio, Xaviel, Ysidro, Zamorán, Elícer. **Female:** Almireia, Beatrizia, Calistara, Donella, Elvira, Fenicia, Graciela, Honoria, Iselda, Jimena, Leonira, Marisenda, Nuvia, Olencia, Palomira, Querina, Rosalva, Sabelina, Tomasa, Ubelia, Valerina, Ximena, Ysadora, Zamaria, Elaria.

Mwangi male: Abanu, Baroka, Chisulo, Daudi, Enzi, Furaha, Gashumba, Hami, Iniko, Jafari, Kalume, Lumusi, Mosi, Nthanda, Obasi, Paki, Rudo, Simba, Thimba, Zuberi. **Female:** Achieng, Bahati, Chipso, Dalili, Eshe, Fara, Gugu, Hidayya, Imara, Jamila, Kesia, Lulu, Marjani, Nia, Onika, Pendo, Raha, Siti, Tendai, Zuri.

PIRATE INSULTS

- Git your prow out o' your poop deck!
- Get yer ugly mug off my deck, or I'll cover ye in chum and hoist ye up the mainmast by yer barnacles - let the gulls pick yer flesh!
- Go pose in front of the mirror some more ye duck-kneed shit munching crap sack!
- Have a face full of me buttocks ye jelly-boned thumb-sucking crud bucket!
- Go slam yer head on a marlin pike ye pig faced butt scratchin' scurvy baboon!
- Come 'ere and have a cutlass sandwich ye jumped chunk of bat shit!
- Get back here! I ain't done punchin yer head ye lard brained gobshyte!
- The back o' me hand to yer sniveling mouth, ye syphilitic puppy killing slimy bastitch!
- Try ta miss me when ye keel over ye rapid, nose pickin worthless streak of piss!
- I'm gonna knot yer legs together ye butt ugly, dung digging rump rot!
- Lemme spell out the rules for ye. I win. You lose! ye chimp-faced snot rag
- I'm your captain, ye pork-faced panty waist puddle of rat pee!
- Let's see how tall ye are stretched out on the deck, ye back stabbin' spit weasel!
- Dance to this, ye scabby arsed cockroach!
- Time to cut ye up for shark food ye pee-soaked son of a punk alley harlot!
- Blow it out yer bilge!
- Happy now? Ye have me full attention, ye spud faced pants soiling wastrel!
- I can't hear ye! Scream a bit louder ye gas bag.
- Ye can surrender after I kill yer sorry arse ye gutless kidneywipe!
- Get back here ye whiny little scabshtye!

GESTURES:

The Fig Balled up fist like “got your nose,” shove thumb at target

The V Archer to archer, bragging still have fingers (captured archers lose fingers)

Don't care Flip open hand fingers under chin towards target, don't give a damn

The Barnacle Bow Sarcastic, over-the-top bow with one hand over the chest and the other flung behind—usually while mockingly saying, “Yer Highness of the Bilge.”

The Cutlass Clap Clapping the flat of a blade on one's boot three times—means “fight me or flee, coward.”

The Dead Man's Grin Wide grin while dragging finger across throat—“You'll be smilin' like this soon, mate.”

The Parrot Mock Perching your hand on your shoulder like a parrot and squawking nonsense—mocking someone for repeating orders or sucking up.

- Stand still and get yer butt kicked ye pimple pocked chum bucket!
- Slow as a two-balled bitch!
- Whoreson! / Nightwalker's get! / Ye dilettante peacock!

Simple Insults: Ye {insert 1-2 adjectives + noun}

Adjective: bilge-sucking, lousy, filthy, rotten, leprous, flea-bitten, scurvy, stinkin', poxy, weevil-infested, mangy, drunken, bloated, festerin'. Artless, churlish, dronin', feeble, impertinent, lumpish; Low-down, cowardly, treacherous, no-good, lym', dastardly, fork-tongued, spineless, accursed, knock-kneed, lily-livered, yellow-bellied, villainous; Flappin', shriekin', quiverin', wobblin', thrashin', slitherin', drowned, squelchin'.

Nouns: Cur, poltroon, blighter, buffoon, oaf, blackguard, dolt, idler, scoundrel, rascal, guttersnipe, pipsqueak, knave, jackanape, dog, turncoat. Jellyfish, sea-snake, deck-swab, land-lubber, bilge-rat, barnacle, shark-bait, urchin, bloater, bottom-feeder, sea cucumber, washout, whipping boy.

Halfings. “Slips” (Chelaxian origin, denies right to name self, slip away from justice, “man-splain” halfings for faults and cultures, never directly look or address them).

"Is the halfling an animal, or just some kind of sub-human?" / "They are so naturally lazy that they would still be eating insects if we didn't give them work" / "If we paid them, they would just waste the money" / "It's for their own good" / "The gods made things this way" / "I'm not a racist, but..."

Sailor Superstitions

- You shouldn't sail without a cat on board.
- A cat sneeze means rain.
- Whistling on ship summons a gale (“whistle up a storm”).
- Clergy on ship bad (it'll bring a funeral)
- Kill a black rat? Bad luck for a week. Some rats are dead men's souls & ship will turn on you.
- Blood spilled unjustly always returns—no matter how much you scrub.
- A red stain that reappears each morning? The ship's marked for mutiny.
- Runners are cursed. Can't survive by always running.
- Sea gulls are ghosts of dead pirates, feed them to appease them.
- Disaster follows if you step onto boat *Left Foot* first.
- Never say “drown” on a ship or someone might.
- Spit into the ocean before a voyage.

Pirate Expressions, common

Adrift	Loose at sea, someone who has run away/missing
Ahoy!	Hello
Anchor	One who wears metal armor
Avast ye!	Stop, pay attention
Beardsplitter	The male genitalia
Bilge rat / drinker	Insult, worst part of a ship often with rats and water
Blimey!	Blind me, surprise
Blow the man down	Kill someone
Boom about!	Warning, boom is about to move and might hurt you
Briney deep	Ocean
Bubbles	Person who can't swim
Bucko	Friend
Bumbo	Drink of rum, sugar, nutmeg or cinnamon
Bung hole	Corked hole in barrel, shut yer bung hole
Clap of thunder	Strong drink
Crack Jenny's Tea Cup	Spend night in brothel
Fancy jacket	Dresses & talks by pirate but no real sailing experience
Frenzy	A fight, particularly in a tavern
Hang the jib	Pout or frown
Hearties	Fellowship sailor term
Heave Ho!	Put your back into it
Hornswoggle	To cheat someone
Jack Ketch	Hangman, dance with, also "Dance the Hempen Jig"
Jack Tar	Sailor
Knave	Servant boy, dishonorable man
Lad and Lass	Anyone younger
Landlubber	Clumsy person unfamiliar with sea
Lights	Lungs, "I'll have your liver and lights!"
Loaded to the gunwales	Drunk
Matey	Cheerful greeting
Mosquito-bugger	Insult, exactly what it means
Picaroon	Scoundrel
Rakefire	Someone who overstays their welcome
Run a Rig	Play a trick
Savvy?	Understand?
Scallywag	Insult, inexperienced pirate
Scurvy + noun	Contempt adjective
Scuttlebutt	Gossip, literal cask of drinking water
Sea legs	Ability to balance on rolling deck
Shark bait	About to die
Sink Me!	Surprise
Strumpet/wench	Female prostitute
Swab	Disrespect term
Swain	Male strumpet
Swing the Lead	Easy job, for slackers, measure depth near land
Take a Caulk	Nap, must lay horizontal when caulking decks with tar
The Sweet Trade	Piracy

Ship Terms

Aft	Rear of ship
Astern	Things at back or behind ship
Ballast	Weight placed in lower middle to keep ship steady
Becalmed	Unable to move, no wind
Bilge	Lowest deck, often filled with water
Binnacle	Houses a compass near helm, glass-topped box
Bow	Front of ship (bowsprit is beam sticking from the bow)
Captain's Dance	Two ships parlay, captains on one, first mates on other
Chase	Ship being pursued by pirates
Come about	Turn
Draft	Minimum water needed to float
Duffle	Belongings, carry personal gear
Dungbie	Rear of ship
Fast colors	Nation's flag; some fake them
Fathom	Six ft., measure water depth
Fishslicer	Small knife
Grog	Diluted rum
Head	Forward part of ship, usually location of latrine
Heave to	Stop
Holystone	Sandstone to scour wooden decks, on knees like prayer
Paying cargo	Passengers
Port	Left when facing forward
Prow	Forwardmost part of ship that cuts through water
Sounding	Checking depth of water with weighted rope
Starboard	Right when facing forward
Tacking	Altering sails to zigzag move against the wind
Windbound	Unable to sail b/c wind conditions
Yardarm	Main arm that connects mast to sail

Resting Rules

Short Rest: 1hr, at least 1 HP. Interrupted by casting non-cantrip, dmg, initiative. Spend HD for HP, regain class powers.

Long Rest: 8hrs (6 sleep), at least 1 HP, unconscious during, no more than 2hrs on watch. Interrupted as above + walking/physical exertion. Add +1 hr if interrupted to rest time. Full HP & spent HD. *House Rule:* **exhaustion** (1 level), **ability score loss** (all) and **undead drain** (all) **only if Safe Haven**. Only 1 Long Rest per 24 hours. Only get ½ HD if "roughing it" (exposed to elements, no bedding, slept in medium+ armor, no protection insects).

Safe Haven (ASE): no reasonable risk of attack or exposure to elements + food, such as an Inn, but not campsite.

ACTIONS

Attack/ Use Magic. Equip/unequip 1 weapon before or an after attack (includes picking up) or sub in unarmed strike. For *grapples & shoves*, target chooses STR or DEX save vs. DC 8 + your STR & proficiency modifiers; requires free hand + target no more than 1 size larger. *Shove* 5' push or Prone.

Dash, Dodge, Disengage. Add your Speed / Enemies disadvantage attack / No AOO during your move.

Help. Pick a proficient skill/tool, give nearby ally advantage. Or distract 5' enemy, next attack before your next turn has advantage on them.

Hide. While heavily obscured or behind 3/4 total cover, out of line of sight, DC 15 DEX (stealth). Gain Invisible condition (Perception vs. your roll to find you), ends if you make sound louder than whisper, enemy finds you, attack, or cast verbal spell.

Ready. Set trigger, use your Reaction to immediately carry out an Action. Lasts till start of your next turn.

Skill check (Influence, Search, Study). Influence monster, if hesitant make a check (generally DC 15 or target INT using your CHA (varies) or WIS (animal handling) / Search using Wisdom / Study using INT to remember.

Reaction: sac your shield to negate a crit. If magical, becomes mundane 1 hr.