



Skull & Shackles Pirate Infamy Tracker



Track your crew's rise to infamy across the Shackles! Check off events as they occur, then check a 2nd time when they've been shared in a major port city. Great deeds are of little use if no one has heard of them! Once both are checked off, you earn that much Infamy. Each time you gain Infamy, you gain 1 Disrepute to spend on favors and may gain more through quests.

Infamy

Disrepute

- Survive the Wormwood's punishments without begging (+1)
- Win over tough crew (Rosie, Cog, Sandara, Owlbear) (+1 each, max +3)
- Defeat or humiliate Plugg or Scourge (+1)
- Lead or organize a successful mutiny (+2)
- Rename the Man's Promise and raise your own flag (+1)
- Establish your pirate code or Articles (+1)
- Publicly execute or maroon a hated officer (+1)
- Plunder your first prize ship (+1)
- Capture/destroy a Free Captain's ship (+2)
- Spare a defeated captain to spread your fear (+1)
- Sink/repel a Chelish or Andoren patrol ship (+2)
- Create your first calling card (sigil, curse, etc.) (+1)
- Claim your first Bastion (+2)
- Demand and gain tribute from a small port (+1, max +2)

- Earn a pirate nickname (+1)
- Sail into Port Peril under your own banner (+1)
- Intimidate/charm a rival captain into retreat (+1)
- Win the Free Captains' Regatta (+4)
- Cheat in the Regatta (undetected) (+1)
- Receive a Letter of Marque (+2)
- Insult/outwit a Pirate Lord and survive their reprisal (+2)
- Earn a Pirate Lord's favor (max +2)
- Use fear, bribery, or boldness for political Pirate Council support (+1)
- Duel and defeat another worthy captain at sea (+1)
- Throw a lavish week-long revel in a major port/region costing at least 5,000gp (+1)
- Claim and fortify the Island of Empty Eyes (+2)
- Host a feast for the Pirate Council (+2)
- Reveal ancient ruins/secrets (+1)
- Repel raids or monsters from the Island of Empty Eyes (max +2)
- Use the Island for tolls/trade control (+1)
- Defeat a spy or infiltrator (+1)
- Recruit or coerce another pirate crew (+1)
- Punish betrayal publicly (+1)
- Blockade or control a trade route (+1)
- Kill or defeat Captain Harrigan (+4)
- Seize/destroy Harrigan's ship (+2)
- Defeat Harrigan's inner circle (+1)

- Leave survivors of Harrigan's crew to spread the tale (+1)
- Recruit Harrigan's old crew (+1)
- Reclaim a stolen item from Harrigan (+1)
- Defeat the Chelish fleet or its Admiral (+3)
- Unite the Pirate Council under your leadership (+3)
- Personally banish or slay an infernal devil leader (+2)
- Sail into the Eye of Abendego and return (+3)
- Save a Shackles Port from Chelish domination (+1)
- Be crowned Hurricane King/Queen (+5)

Infamy Degrees

Infamy 5: Rumored Raider – Your name is whispered in taverns.

Infamy 10: Feared Freebooter – Lesser captains avoid your flag.

Infamy 20: Dread Captain – Pirate Lords start to take notice.

Infamy 30: Sea Power – You're a force in Shackles politics.

Infamy 40: Pirate Lord – Treated as an equal by the Council.

Infamy 55: Hurricane Royalty – You rival the Hurricane King.

! Infamy Loss Events *(Avoid these if you want to be legendary)*

Flee from a naval battle without inflicting damage (-1 Infamy)

Surrender to another pirate without a fight (-2 Infamy)

Break pirate code in front of witnesses

(e.g., killing prisoners, mutiny without cause) (-1 to -3 Infamy)

Fail to honor parley or duel after accepting (-1 Infamy)

Lose your ship and fail to recover it within a week (-1 Infamy)

Publicly humiliated by a Pirate Lord or rival (-2 Infamy)

Caught cheating or bribing at a major pirate event

(e.g., Regatta, Pirate Council) (-1 to -2 Infamy)

Cause significant collateral damage to pirate settlements (-1 Infamy per incident)

Abandon allies or fail to aid a Shackles port during crisis (-2 Infamy)

Break a pact or alliance without justification (-1 to -3 Infamy)

Fake story used to gain Infamy proven false (-2 Infamy, cannot be redeemed)

You can redeem 1 lost Infamy per event by, in front of witnesses other than your crew, avenging yourself, paying an absurd amount of gifts, or promising to do something legendarily bold and within a reasonable amount of time succeeding. This does not generate Disrepute.

GAME PLAY

Your legend on the seas is determined by your Infamy. The higher it is, the more others react accordingly and the more favors you can call in by spending Disrepute. You can only spend Disrepute in your Sphere of Influence.

Infamy need not only come from deeds but can come from “fish stories” of greatness that never occurred. In both events, you need audiences that can spread the word around the Shackles. Infamy can decrease if your ship suffers a catastrophic setback with no storytellers needed.

Disrepute is your ability to cash in on your reputation, a spendable resource, usually getting others to perform deeds to curry your ship’s favor or avoid its disfavor. The higher your Infamy, the more diverse and useful types of favors you can call in. You get +1 Disrepute each time your Infamy goes up and at times as quest rewards.

Sphere of Influence. How far out from your Bastion or primary port your Infamy spreads and where you can spend **Disrepute**. This begins at **100 miles radius** and increases 100 miles for each degree of Infamy gained. Outside your Sphere of Influence, your Infamy is treated as zero (0) and you can’t cash in on your reputation nor use Disrepute.

Temporary Sphere of Influence. You can treat a Port as within your Sphere of Influence for 1d4 days by convincing locals of your awesomeness.

- DC 25 Infamy check as above, including spending Plunder;
- Advantage if anyone with bard levels or storytelling skills goes in advance to spread stories (if bard, also add half their bard levels, rounded down);
- +1 if you have contacts in the port, +1 if you have enemies there;
- -1 per 10 miles from your Sphere of Influence;
- -5 if the language spoken or culture is dramatically different.

WINNING INFAMY & DISREPUTE:

You need an audience, a deed, and flair for storytelling. Proof that you accomplished the deed never hurts.

- Dock for 1 full day at a major port/region and assign a Storyteller and assistant. They both spend all day carousing and boasting.
 - Major ports/regions are Drenchport, Hell Harbor, Neruma, Ollo, Port Peril, Quent, and Slipcove.
- Decide if you're telling fake stories or using a real Event. You can only attempt to redeem 1 real Event per day.
 - A fake event must be detailed and if later proven false, causes permanent loss of Infamy.
 - Have your Storyteller tell the tale to an audience! The assistant should aid just as much (e.g. with music, flair, theatrics, etc.)
- Make an **Infamy Check**, DC 12 + 2x the party's average level. This uses the Storyteller or their assistant's skill of Charisma: *Deception*, *Intimidation*, or *Performance*.
 - Boost this roll by spending Plunder. Each Plunder spent boosts the roll by +2 as you throw your wealth and good fortune around.
 - If you spend Plunder but fail the roll, you can spend 3 Plunder to reroll once. If still failed, some people just aren't impressed no matter the loot tossed their way.
- **If successful:**
 - Infamy goes up by the Event amount, or +1 if telling "fish tales."
 - Gain +1 Disrepute.
 - You can't fake stories forever and max out at +3 at any 1 region.
- **If failed:**
 - A real Event can be tried again the next day.
 - A fish tale cannot be tried in that port again until you reach another threshold level of Infamy.

SPENDING DISREPUTE:

Disrepute represents both favors called in as well as your fearful reputation aboard the ship and even divine favors. The Disrepute cost is listed under a tier of notoriety.

Infamy 1-4: Notorious Newcomer – “Who?” most pirates say before you stab them.

Favors from Contacts

- **1:** Quick crew replacement in port (fills casualties, 1d4 crew).
- **1:** Smuggler opens a secret dock for you—safe from patrols.
- **3:** Fence moves your loot faster; sell plunder for 10% better.

Fearsome Reputation

- **1:** Who? Characters gain +1 to checks to Intimidate locals or rivals.
- **1:** Gain service of an NPC specialist, CR 1 or less, to assist in a local task.
- **3:** Reroll a failed ship naval action.

Divine Favor (Besmara)

- **1:** Worshipper instantly quenches one ship fire in an area.
- **2:** Cure a non-magical disease or poison affecting a crew member.
- **3:** A dream warns a crew member of nearby danger or betrayal. The meaning may not be obvious to them.

Infamy 5: Rumored Raider – Your name is whispered in taverns and no one wants to be your next story.

Favors from Contacts

- **0:** Throw a feast, sponsor an event, spending at least 1,000gp. Gain 1 Disrepute.
- **3:** Get first crack at a juicy prize from a port rumor (DM discretion).
- **3:** Hire a local bard to give Advantage to crew morale checks for 3 days.

Fearsome Reputation

- **1:** For 1 hour, crew completes mundane tasks in ½ the time, such as repairs.
- **5:** +2 to ship weapon attacks for one combat.

- **5:** For 24 hours, random encounters involving ships are rerolled, taking second result.

Divine Favor (Besmara)

- **5:** Blessing of sea battle—crew gets Advantage to saving throws in next fight.
- **5:** Gulls bring food: count as fully stocked for 3 days.
- **5:** Purify all food and water aboard the ship.

Infamy 10: Feared Freebooter – Lesser captains avoid your flag. Pirates raise a toast – or a blade – when you enter.

Choose a favored port, gain +2 on Infamy checks there.

Favors from Contacts

- **5:** Favored Territory. Usable 1/character. Choose a settlement within your Sphere of Influence. That character gains permanent advantage on Charisma (Persuasion) checks in that settlement area. You can repeat this at Infamy 30 and 55.
- **5:** Master of trade. Gain 10% discount, lasting for the game session, on non-magical, non-ship purchases in a settlement.
- **5:** Reroll a failed Infamy check.

Fearsome Reputation

- **5:** Lashings. Double ship speed for 1 day in non-combat.
- **5:** You'll take it! Spend up to 5 Plunder in one day and get 50% value regardless of the community's size. No skill check is rolled.
- **5:** Sacrifice 1 Plunder to give one crew group (20 persons) and their Mate Advantage on their naval actions for the next 24 hours.

Divine Favor (Besmara)

- **5:** A *Fog Cloud* appears in an advantageous location.
- **5:** Get up you Dogs! Restore 1d8 HP across the crew (1/week).
- **10:** *Divination* with clarity (1/week).

Infamy 20: Dread Captain – Pirate Lords start to take notice. Your ship's silhouette makes men pray; its name heard in screams.

1/week, sacrifice a prisoner or crew member, gain 1d3 Disrepute. If they are returned to life, lose 1d6 Disrepute.

 **Favors from Contacts**

- **5:** Influential benefactor vouches for you, clearing you of non-capital local wrongdoing.
- **10:** Once per character. Within your Sphere of Influence, gain authority to arrest and detain any common citizen for a crime.
- **10:** Casters imbue the party with *Endure Elements* (lasts 24 hours).

 **Fearsome Reputation**

- **5:** Reroll initiative during a ship battle or negate disadvantage if surprised.
- **5:** A hit with a ship weapon during naval combat becomes a critical hit.
- **10:** You'll take it and like it! Spend up to 5 Plunder in one day and get 75% value regardless of the community's size. No skill check is rolled.

 **Divine Favor (Besmara)**

- **10:** Favorable current halves travel time (once per voyage).
- **15:** A worshipper immediately casts *Commune* (1/week).
- **15:** For every Infamy tier, 1d4 sharks are summoned to waters around your ship, but they are not under your control and fight to the death.

Infamy 30: Sea Power – You're a force in Shackles politics. Your flag is becoming legend and the Free Captains are uncertain.

Choose a 2nd favored port, +2 on Infamy checks there, and now +4 on your first favored port. Tier 10 and lower cost ½ price (round up).

 **Favors from Contacts**

- **5:** Entire port halts in your honor—free docking and feasting.
- **10:** For 24 hours, treat areas outside your Sphere of Influence as if you had ½ your Infamy there.
- **15:** You may declare one neutral island under your protection.

Fearsome Reputation

- **15:** For next 24 hours, gain Advantage on Charisma checks against other pirates.
- **15:** Ship gains Advantage on all naval combat actions for 1 day.
- **15:** You'll take it and like it, Sir! Spend up to 5 Plunder in one day and get 100% value regardless of the community's size. No skill check is rolled.

Divine Favor (Besmara)

- **10:** A worshipper instantly casts *Control Winds* aboard ship.
- **10:** A kraken's shadow protects your ship (immunity to sea monsters once).
- **20:** Besmara whispers a divine truth (gain major prophecy or answer from DM).

Infamy 40: Pirate Lord – Treated as an equal by the Council, whether as a peer or threat. Your enemies weep.

+5 to Infamy checks to sell Plunder. Tier 20 and lower cost ½ price (round up).

Favors from Contacts

- **5:** Use your reputation to gain a private audience with a powerful individual in the region.
- **10:** Call upon a local captain's ship to aid you in an endeavor.
- **20:** A port offers 1d10 x 1,000gp or a random rare magical item in tribute, usable 1/month.

Fearsome Reputation

- **5:** Death doesn't want you. If a character hits 0 HP but is not killed, spend this to stabilize them. At start of next turn, heal 2d8+3 HP. Must gain another character level to use again.
- **5:** Patriot. Usable 1/character. When dealing with a Shackles citizen/native, gain Advantage on Charisma (Persuasion) and Wisdom (Insight) checks.
- **10:** Increase your Sphere of Influence by 100 miles, repeatable.

Divine Favor (Besmara)

- **10:** A ghost ship appears to distract an enemy ship, allowing you to continue.

- **15:** *Dead Man's Gambit.* If a character or crew died under circumstances favorable to Besmara, *Raise Dead* upon them.
- 15:** Curse an enemy that severely wronged you with the *Widow's Scar*. Gain effects of a *Bless* spell (not stackable with *Bless*) when facing that enemy for 1 week. Enemy is aware they are cursed and can seek magical ways to remove a curse.

Infamy 55+: Hurricane Royalty – Your alliances can change the tide and the sea knows your name. You rival the Hurricane King.

Tier 30 and lower cost ½ price (round down). Choose a 3rd favored port, gaining +2 on its Infamy checks, +4 at the 2nd port, and +6 at the first port.

Favors from Contacts

- **35:** A master shipwright offers to build you a vessel out of mythical materials if you can but secure them, 1/campaign.

Fearsome Reputation

- **10:** Ship speed quadruples in non-combat movement for 1 day.
- **20:** Legendary Leadership. 1/campaign benefit, permanent. 1/day auto-succeed at a check relating to sailing or commanding the ship.

Divine Favor (Besmara)

- **20:** Your ship submerges and can travel underwater for 1 hour in a bubble of breathable air.
- **25:** A sea serpent comes to your aid, serving for 10 minutes before returning to the deep.