



ANGER

on the High Seas

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This PDF is designed for the use of players and Game Masters (GM). Like with all d20 supplements it is the duty of the GM to determine what material is appropriate in their campaign. Player's may argue for the inclusion of some (or all) of the material in this book into their current campaign but as always the GM is the final arbiter of the rules used in his or her games.

SHIP FEATS

A feat is a special feature that gives your vessel a new capability or improves one that it already has. A Legendary Vessel gets to choose 1 feat at level 1, one at level 4, one at level 7 and one more at level 10. Some feats have prerequisites. Your ship must have the indicated statistical score, feat or other quality listed in order to select or use that feat. Note that although these are called Ship Feats, some of them apply more to the crew than the ship--however since these feats are part of the Legendary Ship, they exist independently of the crew itself, as long as they meet the quality requirement for a Legendary ship. For example, any crew of at least Average quality serving aboard a ship with the Expert Gunner feat would have that feat available, even if they were all newly-hired.

NEW SHIP FEATS

BILGE PUMP [SHIP]

A manually operated pump used to remove water from the bilge, the lowest part of the interior of the boat where water collects if it is sinking.

Prerequisite: None

Benefit: When a ship's structure point drop to between -1 to -9, the sailing vessel begins to beginning to sink. The ship will now automatically lose 1 structure point per three rounds as the bilge pump slows the process of the sinking ship taking on water.

BRIG [SHIP]

This ship is equipped with a brig to restraint prisoners for whatever might come up.

Prerequisite: None

Benefit: This ship is equipped with a brig that can be used to detain individuals. The brig can hold up to 6 people inside of it. The cell doors in the brig are equipped with a locking system (DC 30).