

2. The PCs are defined by their poetry, which is all at once what they write between two adventures, their story arcs, a summary of what happens to them & a potential dice pool.

1. Define the general setting of your campaign: the desired time, place, fantastic level & general mood. Then, as a group, create the place where your PCs start - questions to do so are at the back - ; each player can also create another place, inhabited or not, if they so desire. Put all of these places on a map!

8. **WHEN** you want to add a new element to your poem, spend as much Loot as there already are elements in your poem - adding a 6th element thus costs

5 Loot. This new element can be added to the poem or you can reuse existing lines; remember that your poems can be as long as you wish, so long as you don't have more elements than you should!

9. You can also freely strike out or rewrite elements at the end of a session if you think they have evolved.

3. To create a PC, write a poem about them with 5 elements: their name, their appearance, an epic goal - find a treasure, save a loved one, reach a legendary island, kill a sworn enemy... - & two other useful details to better define them. You can write one verse per element or a single word, make rhymes or not: your poetry is free! Identify the different elements of your poem by underlining them or putting a symbol next to them. Apart from these 5 elements, your poems can be as long as you wish & you can complete it whenever you like.

PIRACY & POETRY X

A long-haul, GMless mini-RPG, for 3 to 5 Pirates. Written in November 2018 by Côme Martin.

Everyone practices poetry in the territories, whether they are sailors or not. But it's a desperately classic, censured, corseted form of poetry... You & your mates will have none of that & have decided to wander through the twelve seas to create free, pirate & epic poetry!

Thanks to Arnaud, Guillaume, Guylène & Julien, proud crew of the Cobble, and to the Discord of TLPL for advice on

the system!

10. Finally, you can claim other people's feats as your own in your poem, but it will bring its share of trouble if you're found out: you will win the scorn of your peers & lose all the false elements of your poems. A pirate is only as rich as their honor!

4. Describe the bonds between the PCs: each of them feels responsible for another - why? - and went through an epic adventure with a third one.

5. As a group, define your means of transportation & determine the first step to reach your common or individual goal/s.

11. When a PC ends their current story arc, they start a new one & a new poem. You can also write several poems simultaneously if you like having many plot strands going on at the same time.

WHEN the PCs meet an important NPC or want information about them, each player can answer a question among the following list:

- How is this NPC both a potential enemy for a PC & an ally for another?
- What makes this NPC memorable?
- What unusual type of poetry does this NPC practice?
- Which love, friend or rival does this NPC share with the PCs?
- Why does this NPC hates or adores one of the PCs & not the others?

6. Each player creates at least one NPC: they can be rivals or allies & several PCs can be linked to the same NPC. Say where they are on the map: one of these NPC is after the PCs when the campaign starts, why?

7. The PCs have two shared pools, Jinx - starting empty - & Loot - starting at 8.

12. Elements of a completed poem are fixed - they can't be modified or neutralized - & are now worth 1d8 each instead of 1d6. When a PC with a completed poem starts their turn, Jinx now increases by 1d10.

WHEN the PCs arrive in an inhabited place – an island, a village, a boat... – or want information about it, each player can answer a question among the following list:

- What type of poetry, magnificent or horrendous, do the inhabitants practice?
- What help can the PCs find here & to what price?
- Why are the inhabitants of this place currently in danger?
- To which existing NPC is one of the personalities of this place linked & how?
- Why do the inhabitants immediately hate or adore one of the PCs?
- How can this place increase dissent within the PCs?

2. Each turn includes at least one obstacle that needs a die roll to be overcome: a NPC to fight in a duel, an enemy ship to attack, a cliff to climb... It can appear at any time, right at the beginning of the turn or later on. The player introducing this obstacle also decides of its difficulty, between 1 and 6.

4. Dice rolling equal to or above the difficulty threshold are successes; each brings an extra positive consequence. Failures can bring negative consequences.

1. A game of **PIRACY & POETRY** is broken down in turns during which one of the PCs is under the spotlights. At the beginning of each turn, Jinx increases by 1d8; the focus player frames the scene & introduces as many ellipses or twists as they want. The other players can step in with the focus player's consent.

3. The focus player rolls as many d6 as there are relevant elements in their PC's poem/s. They choose if this action will increase the Loot or reduce Jinx – not both at the same time!

5. If the player chose to reduce Jinx, a single success is enough to remove as many Jinx tokens as the difficulty threshold.

6. If the player chose to increase the Loot, each success multiplies the tokens won: two successes on a threshold of 5 give 10 tokens, four successes on a threshold of 2 give 8, for instance.

7. Each double in a roll temporarily neutralizes one of the PC's elements, which won't be usable for as many turns as the double's number: a roll of 5, 5, 4, 3, 1 & 1 thus neutralizes two elements, one for 5 turns & one for 1 turn.

9. **WHEN**, at anytime during a session, there is more Jinx than loot, both pools drop to zero & the worst thing you can imagine at this point in the story happens: a sea monster attacks, the guard arrests the PCs, they are publicly humiliated... Don't hold back your punches! After this unplanned calamity, turns resume in their normal order.



10. As long as the Jinx pool is lower than the Loot, a PC can willingly sacrifice themselves for their mates: in this case, the Jinx pool drops to zero but not the Loot. However, that PC is now in such a dire position that the help of others is mandatory.

8. PCs can help or hinder one another in their actions: in both cases, one player rolls the dice for all the PCs on the same side & adds their successes. When hindering someone, your successes are removed from the other side's successes, but both count for purposes of winning Loot. Doubles are spread within the players of a same side.

WHEN the PCs explore an uninhabited place – somewhere in the ocean, a network of caves, a deserted island... – or want information about it, each player can answer a question among the following list:

- What risk are the PCs taking by coming here?
- What resource or treasure can the PCs find here & to what price?
- Which creature will the PCs discover & how is it different from what they expect?
- Why is this place less peaceful than it appears?
- Which remains of a past life can be found in this place & why has it disappeared?
- Which NPC linked to the PC has recently visited this place & what traces of his passage have they left?

