

DIO – page 1, who he is

CRUEL JOKER

DIO is a tailor's son but ran away from his drunken, miserable loser family to join the Captain's crew. Dio is not brash and muscular like most pirates – he is slender, androgynously pretty and has a punky-glitzzy, slightly feminine style. Instead of brute strenght, he uses tactical cleverness and sharp humour. Among the pirates, Dio gets by seeking the protection of strong men, gaining their favour through flattery, and by directing his harsh sarcasm and his jokes against the rivals of his leader. As well as against weaker folk who cannot retaliate when Dio raises his status by mocking them. It is not always easy being a bit feminine, but Dio can live with a few bruises now and again and plays the game as best he knows how. Dio's admiration for the Captain knows no limits and Dio dreams of impressing him and winning his favour directly – but Dio dares not aspire directly to pirate officer-hood for himself without having some noteworthy advantage. He lacks the brute strength for it. Dio is 16 years old.

THE CAPTAIN AND THE GOSHAWK

The Captain is ruthless, greedy, cruel and totally amazing. This is also the tone that he sets for his men. On his pirate ship, the Goshawk, the rule of the strong prevails, and everyone fights to assert themselves in small things and large, often by ridiculing and cowing others. The limit to this is that whoever hurts the business becomes a target for the Captain's wrath. And noone wants that! Dio has been on the Goshawk for a bit more than a year.



SETTING

Where we find ourselves slightly resembles the European Late Middle Ages, dominated by sluggish, declining kingdoms and prosperous but corrupt trading cities. The supernatural is rare, ambiguous and often trickery and deception.

THE TEMPLE OF THE TIDES

Dio has heard whispered rumours among the crew of the Goshawk that a few years ago, the Captain sent some other boys into the Temple of the Tides. They came back without the treasure, so the Captain killed them. Don't mess with the Captain!

RECRUITMENT

Voluntary.

STRENGTHS

Cunning, dirty tricks tricks.

WEAKNESSES

Lacks brute strength.

DIO – page 2, stats (level 2 "rogue")

Strength	9 -1	Armor Class: 14
Dexterity	16 +3 (save +5)	Initiative: +3
Constitution	13 +1	Hit Points: 15
Intelligence	14 +2 (save +4)	
Wisdom	11 -	
Charisma	15 +2	

Rogue Abilities

Sneak Attack: Once pr. turn you can do +1d6 damage if you have advantage on your attack OR if you have an ally in melee with your target, and you do not have disadvantage.

Cunning Action: You can *hide*, *disengage* or *run* as a bonus action (instead of a regular action).

Expertise: Better at two skills, marked with *. The bonuses are already included.

Skills

Menace +3 Athletics* +3 Perception* +4
Stealth +5 Deception +4 Investigation +4
Locks & Traps +4
Tailor (needle & thread), can swim, CANNOT read & write

Actions

Actions: Attack, help, dodge (dash, disengage, hide)

Bonus Actions: Off-hand attack, hide, disengage, dash

Movement: 30 feet (standing up costs 15 feet of movement)

Reactions: Attack if opponent flees without "disengage"

Attacks

Rapier +5, damage 1d8+3 (if sneak attack +1d6)

Dagger +5, damage 1d4+3 (if sneak attack +1d6) – not off hand, thrown range 20/60

Equipment

Rapier, dagger, leather coat, bold hat, shoulder bag, jar of sour wine, lockpicks, tinderbox, roll of black thread & two needles, comb, pouch w. 13 silver coins

Tactics: Your strongest move is to sneak up on people and stabbing them with advantage and sneak attack damage. Or lying in ambush.

If a fight is already in progress, you can attack a target that one of your allies is already in melee with to get your sneak attack bonus damage, and then use Cunning Action to disengage as a bonus action, and use the rest of your movement to get out of melee and in cover behind your allies.

Fight as dirty as you can, and insult and mock your opponents as rudely as you can!

DIO – page 3, custom mechanics

LEADERSHIP

- The leader is *whoever gives the orders*.
- But only as long as the others *obey*.
- The leader's player has the *pirate coin*.
- If the leader *appears weak*, the DM will give the pirate coin to someone who appears less weak.
- The leader's player controls the *pool of Cruelty cards*.

CONFLICTS over leadership

- Open conflict is handled with a *contest of Menace*.
- *Being outnumbered gives disadvantage*. Others can back up a side, and the pirate coin counts as an extra person.
- The loser chooses between submitting or rolling initiative for combat. Everyone on the losing side has disadvantage on initiative.
- Those who *did not pick a side* can take part from round 2.

FLASHBACKS

- Cruelty and Kindness are resources brought into play through *brief, narrated flashbacks*.
- Flashbacks are *set on the Goshawk*.
- Flashbacks *cannot be used* during conflicts over leadership.

CRUELTY

- *The leader* can use Cruelty himself or offer it to others.
- The flashback must be about *public cruelty* against another PC (not the current leader).
- *Beatings, humiliation* and *cruel teasing* are OK.
- *Torture, mutilation* and *rape* are no go.

In the present, Cruelty gives a REROLL of a failed roll, with advantage, and does 1 hit point of damage to the target PC.

- The target puts the Cruelty card in front of them, *tapped*.

KINDNESS

- Each player has *one Kindness card*. It is yours alone.
- The flashback must be about *private kindness* to another PC (not yourself).
- You can offer it to another who is having a hard time.
- They can narrate a situation where they were hurting. You then narrate how you helped.

Kindness HEALS 4d6 hit points, and can keep a PC from going down at 0 hit points.

- The recipient puts the Kindness card in front of them, *tapped*.

SAFETY

Hopefully unnecessary, but – if something seems more fucked up than cool, anyone can say **STOP THE GAME!** Then, together, you come up with something more cool than fucked up.

TIDEVANDETS TEMPEL

