

Daytime Ship Actions

Work Diligently: Gain a +4 bonus on any one check for a job's daily task

Influence: Make normal checks for a job's daily task and attempt to influence a single NPC

Sneak: Make normal checks for a job's daily task and *briefly explore* one area of the ship

Shop: Take a -2 penalty on all checks for a job's daily task and visit the quartermaster's store

Shirk: Take a -2 penalty on all checks for a job's daily task and *take time exploring* one area of the ship.

Nighttime Ship Actions

Sleep: Go to bed early and sleep through the night (automatically recover from fatigue)

Gamble: Play or gamble on a game of chance or pirate entertainment (see page 67)

Entertain: Make one Perform check to entertain the crew (see page 67)

Influence*: Attempt to influence a single NPC

Sneak*: Take time exploring one area of the ship.

Steal*: Attempt to open a locked door or locker.

Gambling

Arm Wrestling: Not merely typical arm-wrestling bouts, such matches are usually conducted on a barrel top covered in broken glass, knives, or caltrops. Participants make opposed Strength checks, with the higher result determining the winner.

Hog Lob: Participants lob a lead ingot covered in a greased piglet skin, the "hog," as far across the deck as possible. This game is resolved by d20 checks between any number of players, who agree on a bet beforehand. The hog counts as an improvised weapon, imposing a -4 penalty on all rolls using it unless the thrower has the Throw Anything feat. Checks are resolved as attack rolls using the character's CMB. Characters toss the hog a number of feet equal to their adjusted rolls. Some pirates claim to have participated in games played against Asmodeus using a live hog.

Heave: This potentially deadly drinking game is played with rum and takes place between any number of pirates, who bet to predict the winner beforehand. Each pirate drinks a half pint of rum in one swig. Doing so forces participants to make a Fortitude save or have the damage dealt by the rum ration increased. This DC increase for each consecutive drink. Pirates then take turns drinking until only one is left standing. Some tales tell of entire crews drinking themselves to death through this game, leaving ships of drunk ghosts wandering the shipping routes.