

INDEX

This is a complete index to *GURPS Swashbucklers*, 3rd Edition. An edited version appears in the book. More copies and more info is at: <http://www.sjgames.com/gurps/books/swashbucklers/>

Acrobatics skill, 32-35, 119.
Actors, 83; *Italian*, 48-49, 85.
Advantages, 10-12.
Adventure seeds, 124-125.
Alcohol Tolerance advantage, 10.
Anglican church, 92-93; *clergy*, 5.
Anne of Austria, Queen of France, 50, 52.
Anne, Queen of England, 82.
Aramis, 48, 79.
Armies, 56-57.
Armor, 31, 38-39.
Articles of agreement, 63-65.
Athos, 46, 47.
Attack and Fly Out maneuver, 20.
Austria, 79, 84, 86-87.
Avery, Captain John, 62, 117.
Aztecs, 6, 59; *language*, 15.
Balconies, 32-33.
Baldrige, Adam, 69-70.
Banisters, 34.
Barbary coast, 63, 83; *see also Pirates*.
Baroque Period, 95.
Basket hilts, 29.
Bastille, 41, 42, 49, 86.
Battle Intensity Table, 112.
Belaying pins, 33, 115-116.
Bind maneuver, 20.
Black Powder Weapons, *Immediate Action*, 38; *skill*, 14; *Table*, 37.
Blackbeard, 63, 71-72; *reputation*, 13.
Blackthorn, Dai, 6.
Blood, Captain Peter, 83, 85, 89, 114; *character*, 73.
Boarding, 119-120.
Boats, 114; *boarding from*, 119.
Bonaparte, Napoleon, Emperor of France, 87.
Bonney, Anne, 72.
Booty, *see Loot*.
Boxing skill, 14, 27.
Brawling skill, 14, 27.
Bribery, *governors*, 67.
Buccaneers, 60-62, 68-69, 73.
Buckler, 38; *combat uses*, 21, 25-26, 31.
Calvinism, 92-93.
Campaigns, *Caribbean*, 123-125; *European*, 122-123; *fantasy*, 122; *smuggling*, 125; *space*, 122.
Candles, 39.
Cannon, shipboard, 111.
Caraccioli, Signor, 70-71.
Caribbean 6; *Dutch involvement*, 85; *foreign occupation*, 59-60; *map*, 61; *piracy*, 59-61, 73; *places*, 69; *winds*, 74.

Carpet yanking, 32.
Cartel, 55.
Cartography, 6.
Casuistry, 78-79.
Cavaliers, 81.
Celtic, *clans*, 88; *code of honor*, 12; *language*, 15; *rebellion*, 89; *social standing*, 88; *Social Stigma disadvantage*, 90.
Chandeliers, 32.
Character types, 5-9.
Charles I, King of England, 81.
Charles II, King of England, 80-81, 83.
Charles II, King of Spain, 84.
Charles V, King of Spain, 77.
Christina, Queen of Sweden, 9, 90.
Cinematic, *maneuvers*, 26-27, 32-35; *campaigns and*, 26.
Claim to Hospitality advantage, 10.
Clergy, 5, 92-93; *Celtic*, 88; *French surveillance of*, 86.
Clerical Investment advantage, 10, 5; *duels*, 54.
Cloaks, 36, 94.
Close Combat maneuver, 21.
Codes, *of Honor*, 12; *brethren of the coast*, 61; *duelling*, 54; *highwaymen*, 12, 81; *pirates' duel*, 65.
Colonies, 6; *American*, 62-63, 67, 70, 86; *Caribbean*, 59-60; *Dutch*, 84.
Combat, 18-39; *competitions*, 51-52; *entertainment*, 50-52; *instruction*, 6, 13; *maneuvers*, 19-27; *mass*, 56-57; *naval*, 108-120; *shipboard*, 115; *styles*, 28-31; *unarmed*, 14; *see also Fencing, Styles, and Weapons*.
Commedia Dell'Arte, 48-49.
Comte d'Armagnac, 53.
Corps-à-Corps maneuver, 21.
Cost of living, 15.
Counterattack maneuver, 21.
Cowardice disadvantage, 13.
Cromwell, Oliver, 82-83; *entertainers*, 5; *Ireland*, 88; *Puritan*, 82; *Scotland*, 91; *spy network*, 9, 80.
Crusoe, Robinson, 69.
Curtains, 32.
D'Artagnan, 47, 50, 53.
de Bergerac, Cyrano, 82.
Delusion (Genteel Proficiency) disadvantage, 13.
Diplomats, *Caribbean*, 85; *clans*, 12; *character types*, 5; *Holy Roman Empire*, 84; *Italy*, 85; *mutiny*, 117; *plys*, 79, 82, 93, 122-123; *Russia*, 92; *Sweden*, 91; *see also Casuistry*.
Disadvantages, 12-14.
Disarming maneuver, 22.
Disease, *Immunity and Resistance*, 10; *plague*, 77-78, 83; *scurvy*, 107.
Distances, *European*, 57; *by ship*, 74-75.

Drake, Sir Francis, 60, 77, 79-80.
Dual-Weapon Attack maneuver, 26.
Duels, 54-56; *duellists*, 5; *a l'outrance*, 56; *au mouchoir*, 54; *locations*, 41, 56; *pirates*, 64-65; *pistols*, 57; *refusal*, 56; *sentence of death*, 5; *see also Fencing, Murder, and Weapons*.
Duke of Buckingham, 50.
Dutch, *see Netherlands*.
Edict of Nantes, 78, 84.
Elector of Bavaria, 54.
Elizabeth I, Queen of England, 60, 77-79, 92; *Ireland*, 88.
England, 1559-1620, 77-78; 1620-1650, 81; 1650-1725, 82-83; 1725-1815, 85-86.
English, *Caribbean claims*, 60; *language*, 15; *truce violations*, 12.
Enhanced maneuvers, *Block*, 26; *Dodge*, 26; *Parry*, 26.
Entertainment, 94; *character types*, 5; *combat*, 50-52; *Parisian*, 48-53; *pirates*, 66; *shipboard*, 108; *see also Gambling, Opera, Prostitutes, Taverns, and Theater*.
Equipment, 39; *see also Weapons and Armor*.
Esquive maneuver, 22.
Exploration, 6.
Fashion, 94-95.
Feint maneuver, 22.
Fencing, 14, 19-20; *academic*, 28; *competitions*, 51; *closing the gap*, 23; *masters*, 6, 31; *primacy of the point*, 23; *salles*, 6; *secret techniques*, 24-25; *sword length*, 22; *weapons*, 29, 35-37. *See also Combat, Duels, and Styles*.
Fever, 108.
Floor Lunge maneuver, 23.
Flying Lunge maneuver, 26.
Food, 107-108; *shipboard spoilage*, 106.
Footpads, *character types*, 6.
Force swords, 24, 122.
Forts, *careened ships*, 100; *France*, 81; *Libertatia*, 70; *Port Royal*, 69; *St. Mary's*, 69.
Fortune tellers, 5.
France, 1559-1620, 78-79; 1620-1650, 81-82; 1650-1725, 84; 1725-1815, 86-87; *Caribbean holdings*, 60; *Reign of Terror*, 87; *see also Paris*.
Freebooter, 60; *see also Rob Roy*.
Fronde rebellion, 52, 82.
Furniture throwing, 32.
Galleon, 59; *deck plan*, 118.
Gambling, 44-46, 65, 66, 68-69, 70, 77, 78, 82, 94, 108; *houses*, 46, 69.
Genteel Proficiency delusion, 13.
Germany, 5, 54, 66, 78, 82, 84, 87, 90, 92.

Glass, 35.
Glide maneuver, 23.
Governors, *American colonies*, 63, 67-68; *Barbary Coast*, 63; *bribing*, 65-66; *colonies*, 59-60.
Grapeshot, 119, 109, 112.
Great Fire of London, 83.
Grenades, 38.
Guns, *see Black Powder Weapons*.
GURPS Cliffhangers, 122.
GURPS Dinosaurs, 6.
GURPS Fantasy, 124.
GURPS Horror, 125.
GURPS Imperial Rome, 122.
GURPS Martial Arts, 19.
GURPS Space, 24.
GURPS Special Ops, 125.
GURPS Ultra-Tech, 24.
GURPS Undead, 125.
GURPS Vehicles, 116-117.
GURPS Voodoo, 8.
Gustavus Adolphus, King of Sweden, 87, 90, 39.
Gypsies, 7.
Hôtel, 45.
Habsburgs, 78-79, 81, 84, 87.
Hawkins, Sir John, 78.
Hein, Admiral Piet, 82.
Henri IV, King of France (Henri of Navarre), 78, 89.
Henry VIII, King of England, 92.
Highwaymen, 80-83; *characters*, 6; *Captain Hind*, 81; *Code of Honor*, 12; *French*, 84; *weighing money*, 17.
Hind, Captain James, 81.
Hispaniola, 59-60.
Hit Location maneuver, 23.
Holland, *see Netherlands*.
Holy Roman Empire, 84, 82, 87, 92.
Hornblower, Horatio, 87.
Hurricanes, 104.
Huguenots, 78, 81, 89.
Hypocras, 53.
Il Botte Segrette, 24-25.
Immunity to Disease advantage, 10.
Improved Parry maneuver, 20.
Impressment, 77.
Income, 16.
Indian Ocean, *piracy*, 62-63.
Indians, *Caribbean*, 59; *disease*, 59, 108; *language*, 15; *Madagascar*, 69-70; *primitive*, 8.
Initial Carving maneuver, 26.
Inquisition, 93.
Intolerance disadvantage, 13; *see also Religion*.
Ireland, 88-90; *pirates*, 80; *rebellion*, 78, 88-90; *seconds*, 56.
Iron Hand advantage, 10.
Italy, 85.
Itinerants, 7; *Italian*, 85.
Jacobites, 86.
James I, King of England, 78.
James I, King of England, 80-81.
James II, King of England, 83.

James III, King of England, 86.
Jesuits, 77-79; *cinchona*, 108; *clergy*, 5; *infiltrators*, 96; *counter-reformation*, 93.
Jews, 93.
Jobs, 15-16; *character types*, 5-9; *pirate quartermaster*, 64; *Table*, 16; *see also Commedia Dell'Arte and Lackey*.
Johnson, Captain Charles, 70.
Jolly Roger flag, 71, 13, 67.
Judo skill, 14, 27.
Jumping skill, 35.
Karate skill, 14, 27.
Kidd, Captain William, 59, 67.
La Maupin, Julie, 53-54, 9.
La Rochelle, *battle of*, 67, 56, 81.
Lackey, 47; *musketeers*, 46.
Languages, 15.
Lead line, 39, 104.
Lecherousness disadvantage, 13.
Lepanto, Battle of, 83.
Lesser Antilles, 59-60.
Letters of Marque, 59, 68, 73.
Libertatia, 70-71, 63.
Light Hangover advantage, 10.
Literacy, *advantage*, 10; *clergy*, 5.
Logarithmic table, 39.
L'Ollonois, Captain François, 73.
Loot, *dividing* 63-65; *pirate warehouse*, 69-70; *slaves*, 65.
Louis XIII, King of France, 49, 50.
Louis XIV, King of France, 52-53, 49, 50, 83-86.
Lover's Distraction disadvantage, 13.
Luck advantage, 11.
Lunge maneuver, 24.
M. de Treville, 51; *hôtel*, 45.
Madagascar, 62-63; *kings*, 69; *see also St. Mary's and Libertatia*.
Madame de Maintenon, 52.
Magic, 93, 122.
Malabar coast, *pirates*, 69; *trade*, 86.
Maneuvers, 19-27; *swashbuckling*, 32-35.
Maps, *Africa*, 62; *Caribbean*, 61; *Europe*, 78; *ship deck plans*, 118; *Paris*, 42.
Maria Theresa, Queen of France, 53.
Marooning, 69.
Marriage, 94.
Mary, Queen of Scots, 77, 90.
Mather, Cotton, 67, 69.
Maynard, Lieutenant, 72.
Mazarin, Cardinal Jules, 51-52, 50, 82.
Mercator, 6, 96.
Mercenary, *character types*, 7; *French*, 79; *Irish*, 89; *see also Privateers*.
Merchants, *character types*, 7; *chartered companies*, 86; *money and*, 17; *service ranks*, 10-11; *trade routes*, 75.

- Milady de Winter, 49.
 Military, *character types*, 7; *Rank advantage*, 10; *rank levels*, 10-11.
 Misson, Captain, 70-71.
 Mistress, 11, 46, 52, 80, 94.
 Money, 17; *see also* *Loot*.
 Morgan, Sir Henry, 73, 60-61, 69, 95.
 Moslems, 74, 43, 63, 72, 81-84, 93.
 Murder, *clans*, 12; *duels*, 5, 55; *highwaymen*, 80; *Richelieu's spies*, 51.
 Musketeers, 44, 46; *armor*, 38; *character types*, 7-8; *duels*, 55; *fictional*, 46-49, 51; *rank*, 10-11; *patron*, 11; *social level*, 15; *status*, 46; *The Three Musketeers*, *synopsis*, 43.
 Mutiny, 117.
 Natives, *see* *Indians*.
 Navigation, *tools*, 39; *see also* *Shiphandling*.
 Navigation Act, 67.
 Netherlands, 1559-1620, 79; 1620-1650, 82; 1650-1725, 84-85; 1725-1815, 87; *Caribbean holdings*, 60.
 Nobility, *impoverished*, 46; *musketeers*, 46.
 NPCs, *cardinal's guard*, 48; *marines*, 68; *Parisian*, 47-54; *pirates*, 71-74; *seamen*, 68; *town watch*, 48.
 Odious Personal Habit disadvantage, 13.
 Off-Hand Weapon Training maneuver, 24.
 Opera, *Paris*, 50; *La Maupin*, 54.
 Ottoman Empire, 83, 85, 92; *Turks*, 84.
 Paris, 41-57; *districts*, 41; *historical*, 41-42; *map*, 42; *see also* *Opera and Revolution*.
 Parliamentarians, 83, 89.
 Pass maneuver, 24.
 Patron, *advantage*, 11; *duellists*, 5; *M. de Treville as*, 51.
 Penal Code, 90.
 Philip II, King of Spain, 77.
 Pirates, 59-75; *armor*, 39; *character types*, 8; *Barbary*, 67, 74, 93; *brethren of the coast*, 61-62; *Caribbean*, 60-61; *centers of*, 67-71; *cruelty*, 66-67; *Dutch Sea Beggars*, 79; *East Indiamen*, 86; *hunters of*, 72-73, 120; *language*, 70-71, 109-110; *NPCs*, 71-74; *ports*, 65-71; *Red Sea*, 62-63; *religion*, 66; *retiring*, 66; *surrendering to*, 66-70, 120; "The Line," 60; *see also* *Codes*, *Jolly Roger*, *Letters of marque*, and *Reputation*.
 Plantations, 6; *colonies*, 94; *Port Royal*, 68.
 Poland, 82, 92.
 Port Royal, 68-69, 73.
 Porthos, 46, 48.
 Ports, 65, 67-71, 74; *diplomacy*, 85.
 Primitive, *character types*, 8.
 Prisoners, 64, 66, 73, 69, 72, 74; *see also* *Slavery*.
 Privateers, 60, 84; *character types*, 8; *Dutch*, 79; *letters of marque*, 59.
 Prostitutes, 52-53, 82.
 Protestantism, 92-93; *Ireland*, 88; *reformation*, 92; *slaves*, 74.
 Punishment, *pirate*, 63-67; *Islamic*, 83; *see also* *Marooning*.
 Puritans, 77; *American*, 95; *theatre*, 49.
 Rackham, Calico Jack, 72.
 Rank, *military*, 10-11.
 Rapid Healing advantage, 11.
 Read, Mary, 72.
 Rebels, *character types*, 9; *Dutch*, 79; *fronde*, 82, 52; *Irish*, 88-89; *Jacobite*, 86; *Portuguese*, 82; *Rapparees*, 89; *Scottish*, 91; *see also* *Revolution*.
 Red Sea pirates, 62-63.
 Reign of Terror, 87.
 Relative Firepower Table, 110.
 Religion, 92-93; *clergy*, 5; *Intolerance disadvantage*, 13; *pirates and*, 66.
 Reputation, 108; *disadvantage*, 13; *duels*, 54-55; *entertainers*, 6, *mistresses*, 46; *pirates*, 13.
 Retain Weapon maneuver, 24.
 Revolution, *American*, 86; *French*, 86-87.
 Richelieu, Cardinal Armand, 50-51, 81-82; *guards*, 45-46.
 Rigging, 33, 116.
 Riposte maneuver, 24.
 Rob Roy, 91.
 Roberts, Captain Bartholomew, 63, 73-74.
 Rogers, Woodes, 72.
 Ropes, *shipboard*, 115-116.
 Roundheads, 81, 124.
 Royalists, 80-81, 83, 88.
 Russia, 92.
 Sanctuary, 93.
 Savoir-Faire, *duellists and*, 5; *skill*, 14.
 Scarlet Pimpernel, 87.
 Schools of swordplay, *see* *Styles*.
 Scotland, 86, 88, 90-91; *clans*, 12.
 Secret, *identities*, 80, 89; *techniques*, 24-25.
 Selfish disadvantage, 13.
 Selkirk, Alexander, 69.
 Sense of Duty, *clans and*, 12; *clergy and*, 5.
 Sentiment de Fer maneuver, 27.
 Servants, *colonists and*, 6; *savoir-faire skill*, 14.
 Sex Appeal skill, 34.
 Shares, *see* *Loot*.
 Sharks, 101.
 Shields, 31, 38.
 Shiphandling, 7, 102, 103, 111, 115, 117.
 Ships, 99-120; *commands*, 112; *converting from* **GURPS Vehicles**, 116-117; *cross section*, 105; *damage*, 102-103, 112-115; *deck plans*, 118; *facing diagram*, 102; *Firepower Rating*, 103, 110; *language*, 109-110, 70-71; *layout*, 105-107, 118; *maintenance*, 100-101; *merchant*, 59; *repairs*, 100-102; *size*, 99; *speed* 101-102; *speed without scraping*, 100; *types*, 99-101; *value*, 102; *see also* *Rigging and Combat*.
 Silver, Long John, 72.
 Skills, 14-15.
 Slavery, 63, 73-74, 82, 94; *colonial*, 6; *Irish*, 89; *Libertatia*, 70-71; *loot*, 65; *Madagascar*, 69; *trade*, 75, 78; *Turkish*, 83; *see also* *Prisoners*.
 Slide rule, 39.
 Sliding, *banister*, 34.
 Slip maneuver, 25.
 Sloop, *deck plan*, 118.
 Smuggling, 125, 83-84, 89; *character types*, 9; *see also* *Merchants*.
 Sobieski, King John of Poland, 82.
 Social level, *beginning*, 15; *Celtic*, 88.
 Social Stigma, *disadvantage*, 13; *entertainer*, 5; *Russian*, 92; *Scottish*, 91.
 Spain, 1559-1620, 79-80; 1620-1650, 82; 1650-1725, 85; 1725-1815, 87; *Caribbean settlements*, 59; *Italian holdings*, 85; *treasure fleets*, 59, 82.
 Spanish Armada, 77-78, 80.
 Spanish Main, 59, 69; *hurricanes*, 104.
 Spies, 9; *Aphra Behn*, 9; *character types*, 5, 52, 86; *cardinal's*, 51-52; *Commedia Dell'Arte*, 49; *Cromwell's*, 9, 80; *French*, 86; *intrigue*, 79, 80, 82, 93, 86, 89; *Jesuit*, 96; *Milady de Winter*, 49; *prostitutes*, 52; *Swedish*, 91; *Turkish*, 83.
 Spoilage, 106-108.
 St. Mary's, 69-70, 63; *see also* *Madagascar*.
 Status, 15; *bourgeoisie*, 46; *Celtic*, 88; *clergy*, 5; *explorers*, 6; *Huguenots*, 78; *impoverished nobles*, 46; *Military Rank and*, 11; *nouveau riche*, 46.
 Stuarts, 78, 80, 83, 88, 91.
 Styles, 28-31; *Familiarity advantage*, 11; *Italian School*, 29; *La Destreza Verdadera*, 29-30; *Old School*, 28-29; *Smallsword (French School)*, 30-31; *Transitional French School*, 30.
 Suleiman the Magnificent, 83.
 Surgical kit, 39.
 Surrender, 120; *Blackbeard*, 72; *pirates*, 66.
 Surveying, *exploration*, 6; *instruments*, 39.
 Survival Rolls, 117.
 Swashbuckling, *Americans*, 86; *cinematic combat*, 26-27; *maneuvers*, 32-35; *women*, 9.
 Sweden, 87, 90-91, 92.
 Sweep maneuver, 25.
 Sweeping Counter Parry maneuver, 27.
 Swinging, *chandeliers*, 32-33; *shipboard*, 116; *ship's rigging*, 33.
 Switzerland, 87.
 Swivel guns, 104, 120.
 Tactics skill, 14.
 Taverns, 53, 69, 94-95; *St. Mary's*, 63; *swinging across*, 32-33.
 Telescope, 39.
 Tew, Thomas, 70-71.
 The Sword! skill, 14.
 Theater, 45, 48-49, 82, 94.
 Theology skill, 14.
 Thieves, *entertainers as*, 5; *see also* *Footpads*, *Highwaymen*, and *Pirates*.
 Thirty Years War, 87, 79, 81-82.
 Throwing items, 34; *furniture*, 32.
 Thrown Weapons Table, 36.
 Timeline, 96.
 Tortuga, 67-68.
 Trade routes, 75.
 Trained by a Master advantage, 11.
 Treasure Island, 72.
 Treasure, *see* *Loot*.
 Tunnels, *Parisian*, 41.
 Turkey, 91.
 Unarmed combat, 27.
 Underground Paris, 41.
 Victorian fiction, 36, 66; *historians*, 28, 36, 75.
 Walking the plank, 66.
 Wall hangings, *yanking*, 32.
 War, *English Civil*, 80; *Spanish Succession*, 72, 84-85; *France versus England*, 86; *French and Indian*, 86; *Netherlands versus England*, 84-85; *religious*, 78; *Spain versus England*, 79-80; *Spain versus the Netherlands*, 79; *United States Independence*, 86.
 Water, *armor and*, 39; *firearms and*, 38.
 Wealth, 15.
 Weapon Master advantage, 11.
 Weapons, 35-38; *availability*, 37; **Basic Set**, 30; *blunt*, 52; *duelling*, 56-57; *hand weapons*, 30; *furniture*, 32; *grenades*, 38; *Melee Weapons Table*, 35; *quality*, 38; *ranged*, 30; *rapiers*, 35-36; *sabers*, 29; *ship's artillery*, 104; *speed*, 20-21; *sword length*, 22; *swords*, 35-37; *thrown items*, 34; *Thrown Weapons Table*, 36; *troops*, *outfitting*, 57; *weapon masters*, 11, 51; *weight*, 20-21; *see also* *Black Powder Weapons*, *Cannon*, and *Swivel guns*.
 Whirlwind Attack maneuver, 27.
 William and Mary, 91.
 William III, King of England (William of Orange), 79, 84, 85.
 Wind, 59-60; *shiphandling*, 80, 102-104, 106, 113-114; *hurricanes*, 104; *travel*, 74-75.
 Witches, 77; *fortune tellers and*, 5; *hunts*, 93.
 Women, *French court*, 84; *swashbucklers*, 9; *see also* *Mistresses and Prostitutes*.
 Wrestling skill, 14, 27.