

FRAGGED SEAS

CHARACTER SHEET

CHARACTER NAME _____
BACKGROUND _____

ATTRIBUTES	(0-5)	TOTAL (18)	TRUITS
STRENGTH	◆◆◆	◆◆◆◆◆	_____
REFLEXES	◆◆◆	◆◆◆◆◆	_____
MOVEMENT	◆◆◆	◆◆◆◆◆	_____
FOCUS	◆◆◆	◆◆◆◆◆	_____
INTELLIGENCE	◆◆◆	◆◆◆◆◆	_____
LUCK	◆◆◆	◆◆◆◆◆	_____

ADVANCEMENT	LEVEL	+1 per 3 Sessions 1 Trait per Lv		_____
	MAX WEALTH	INT +		_____
	MAX RESOURCES	Level +3 +		_____
	GAINED SPARE TIME POINTS			_____
	SPENT SPARE TIME POINTS			_____
	Max Unspent STP = 10 Gain 1 STP each Session	SPARE TIME ROLLS		_____
		PLUNDER		_____
		STUDY		_____
		TRADE GOODS		_____

	UNTRAINED (TRAINED x6)	TOTAL	1-4 ATTITUDE TOOLBOX	5-6 ATTITUDE TOOLBOX WEAPONRY PROFICIENCY	TRAITS
PERSUASION (INT)	-2/+1				
LEADERSHIP (STR)	-2/+1				
INSIGHT (INT)	-2/+1				
SEAMANSHIP (INT)	-2/+1				
STREETWISE (LUC)	-2/+1				
RESOLVE (FDC)	-2/+1				
PHYSICAL (STR/REF/MOV)	-2/+1				
AWARENESS (INT)	-2/+1				
CARPENTRY	-2/+1				
METALLURGY	-2/+1				
TAILORING	-2/+1				
WILDERNESS	-2/+1				
MEDICINE	-2/+1				
CULTURE	-2/+1				
MERCANTILISM	-2/+1				
STEALTH (REF/MOV)	-2/+1				

A blank character portrait sheet. It features a large, empty rectangular area for a drawing. In the top right corner, the text "Character Portrait" is written. In the bottom right corner, there is a smaller, tilted rectangular area labeled "Flag".

◆ STARTING VALUE ◆ PERK ◆ COMPLICATION ◆ KNOWLEDGE

CURRENT WEALTH = TREASURE TRADE BOXES -2 A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

CURRENT RESOURCES

GAINED KNOWLEDGE SPENT KNOWLEDGE							
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	UNTRAINED / TRAINED (x2)	TOTAL	TRAITS
SWASHBUCKLING	$-2/+1 + \diamond = \diamond$		
BRAWLING	$-2/+1 + \diamond = \diamond$		
TACTICS	$-2/+1 + \diamond = \diamond$		
FIREARMS	$-2/+1 + \diamond = \diamond$		

COMMAND	LEADERSHIP + SEAMANSHIP + TACTICS + 	=		 
CLOSE COMBAT	RESOLVE + SWASHBUCKLING + BRAWLING + 	=		 
LOGISTICS	PHYSICAL + CARPENTRY + MEDICINE + 	=		 
GUNNERY	AWARENESS + METALLURGY + FIREARMS + 	=		 

STRONG HIT 

Effort

REQUIREMENTS

Does not Req Hit or Success

RESULT

You may re-roll a single die from this Skill Roll.

FRAGGED SEAS COMBAT SHEET

ATTRIBUTES

STR
REF
MOV
FOC
INT
LUCK

RANDOM DAMAGE

1
2
3
4
5
6

ATTRIBUTE DAMAGE

ENDURANCE DAMAGE & EFFECTS

- Attribute = Bleeding
-5 Attribute = Death
-1 Luck to Avoid Death

COMBAT ORDER

INT + =

OVERBURDENED
Each point your Str is under items Weight

SWIMMING
-2 if no free hands, -1 per used Slot over 6.

MAX MOMENTUM

FOC + =

SPLASH SCATTER
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.

5
6
4
3
1
2

DEFENSIVE STATS

DEFENCE 10 + REF + COVER + =
VS TACKLE DEF + STR + =
VS INTIMIDATION 16 + RESOLVE + =

ARMOUR
VS LUCK DAMAGE + =
AT 0 ENDURANCE - =

ENDURANCE 10 + (STR x 5) + =
RECOVERY FOCUS + =

COVER STEPS

ADJACENT TO AN ALLY
REDUCE ALL END DMG BY 2

1) LIGHT COVER
+INT DEFENCE

2) HEAVY COVER
+INT x2 DEFENCE

3) ENTRENCHED, +INT x3 DEFENCE
Immune to Critical Hits if you have Endurance.

OUTFIT	DEFENCE	VS TAC	VS INT	ARMOUR	VS LUCK	AT 0 END	SLOTS	SWIM	STEALTH	WGT	ACQUIRE	RESOURCES
	+	+	+			+		-	-			

WEAPONS	HIT (+SKILL)	RANGE	MAX RNG	END DAMAGE	CRIT DAMAGE	AMMO	DRAW	RELOAD	WGT	TYPE AND VARIATION	ACQUIRE	RESOURCES

										USED AMMUNITION		
										Crew, Blade.		
										Crew, Firearm.		

DEFENCE	ARMOUR	MOVEMENT	BODIES

USED AMMUNITION

STRONG HIT MOMENTUM	REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Success, Not a Spare Time Roll	You may re-roll a single die from this Skill Roll.

FRAGGED SEAS RECORD SHEET

[illegible]

EQUIPMENT SLOTS =														
1.			2.			3.			4.			5.		
6.			7.			8.			9.			10.		
11.			12.			13.			14.			15.		
EQUIPMENT HELD BY CREW =														
1.			2.			3.			4.			5.		
6.			7.			8.			9.			10.		
EQUIPMENT ON YOUR SHIP														
EQUIPMENT IN STORAGE														

Cargo Space:	0	1	2	3	4	5	6	7	8	9	10	FOOD & WATER	0	1	2	3	4	5	6	7	8	9	10			
																							10w ACQUIRE 2 TRADE GOODS 12w ACQUIRE 4 TRADE GOODS 16w ACQUIRE 8 TRADE GOODS	SELL 2 TRADE BOXES OR 1 TREASURE TRADE BOX +2 TO A WEALTH ROLL OR 1 NON-TREASURE TRADE BOX AUTO		
LOOT												CLOTH														
TREASURE +4w												METAL +2w														

STUDY		PERKS	COMPLICATIONS	LANGUAGES
				Free People

FRAGGED SEAS SHIP SHEET

SHIP NAME _____ BUILD _____

UPKEEP COST 10 • WEAPONS • (TRAITS x 5) + =

HULL	BULK	(0-6)	Total (18)	TRAITS	RANDOM DAMAGE		MORAL DAMAGE & EFFECTS - Hull = Leaking -4 Hull = Destruction -4 Sailors, 0 Moral = Surrender	CANNON	SIZE + BULK + =	
	DECK				1				MAX SPEED	=
	SAILS				2					
	SWABBIES				3				CARGO	(SIZE x SIZE) • 2 + =
	GUNNERS				4					
	CUTTHROATS				5				CONSUME (SIZE) BOXES OF FOOD & WATER EVERY	7 + = DAYS
SIZE	2 + =			6		DAILY TRAVEL DISTANCE	100% + = %			

DEFENSIVE STATS	DEFENCE	16 - (SIZE x 2) + =	ARMOUR	ARMOUR	3 + =	MORALE	MORALE (SIZE x 10) + =
		REDUCE ALL CANNON HITS BY -1d6 WHEN THEY ATTACK YOUR FRONT OR REAR.			FRONT ARMOUR		3 + =

WIND	WITH THE WIND YOU MAY GAIN UP TO +2 -2 SPEED. MAX SPEED = 2 • YOUR SAILS.	PARALLEL TO THE WIND YOU MAY GAIN UP TO +2 -2 SPEED. MAX SPEED = 2 • YOUR SAILS.	PARALLEL WITH THE WIND YOU MAY GAIN UP TO +3 -2 SPEED. MAX SPEED = 3 • YOUR SAILS.
	PARALLEL AGAINST THE WIND YOU MAY GAIN UP TO +1 -2 SPEED. MAX SPEED = 1 • YOUR SAILS.	AGAINST THE WIND YOU MAY GAIN UP TO +0 -3 SPEED. MAX SPEED = 1.	

WEAPONS	HIT (+SKILL)	RANGE	MAX RNG	MORALE DAMAGE	CRIT DAMAGE	AMMO	MIX SIZE	TYPE AND VARIATION	ACQUIRE	RESOURCES
Ram	+Speed*	1, Front	1	Bulk +Speed	Size	-	-	Ram.	Auto	-
Strong Hit (5-6), Crit Location: Id3, *On a hit you deal equal Crit Damage to yourself (Front Armour) and reduce both of your Speeds by 2, *Auto Hit if your target has 0 Speed.										
Assault		1	4	Cutthroats	4	-	-	Assault.	Auto	-

CANNON AMMUNITION x3	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	USED AMMUNITION	
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	USED AMMUNITION	
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

AUXILIARY	DEFENCE	ARMOUR	MOVEMENT	BODIES	Auxiliary
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	USED AMMUNITION

STRONG HIT MOMENTUM	REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Skill Roll.
Promote	Ship Skill Roll, Success, Combat	Permanently reduce your Swabbies by 1 and gain 1 Gunner OR Cutthroat.
_____	_____	_____
_____	_____	_____
_____	_____	_____

REPAIR

14W	CHANGE OUT. Change 1 Attribute, Wpn or Trait.	12T	QUICK FIX; HEAL ANY 2 Requires: Toolbox. Requires: 1 Wood, & Cloth per Size.
14W	UPGRADE; GAIN TRAIT OR WEAPON. Requires 1 Wood, Cloth, & Metal per Size.	12T	MAINTENANCE; HEAL HULL 2 Requires: Workstation. Requires: 2 Wood, & 1 Cloth per Size.
12W	REARM; REGAIN ALL SHIP AMMO. Requires 1 Metal per 2 Cannons.	12T	
10W	RECRUIT; HEAL 6 SWABBIES May Retro Gunners or Cutthroats to Swabbies.	14T	REBUILD; HEAL HULL 8 and 1 Condition. Requires: Facility. Requires: 4 Wood, Cloth per Size.
14W	ENLIST; HEAL ANY 2 SAILORS May Retro Swabbies to Gunners or Cutthroats.	14W	

SHIP ENVIRONMENTS

COLLISION	Make a free Ram Attack against the object you have Collided with.
BEHIND SHIP	If your ship is directly behind another ship and within 2: reduce their Speed by 4 if you are larger, 2 if you have equal size or 1 if you are smaller.
LARGE WAVE	This Wave moves forward 3 spaces at the start of each Turn. If you cross this Wave: -2 to all Ship Skill Rolls for the Turn. If you dont cross this Wave head on, take 10 Moral Damage.
STORM	Take 1d6 Moral Damage at the Start of your Turn.
SHALLOWS X	If your Ship is over Size X you Collide with the Shallows*. Shallows may have Defence 14 and dont count as being at Speed 0.

SHIP EFFECTS (DO NOT STACK)

BOARDED	-2 to all Ship Skill Rolls. Enemy may make Assault Attacks against you. If you take Crew Damage you may lose Boarded (GM discretion).
LEAKING	1 Dmg to a random (1d2) Attribute (no Armour) at the start of your Turn.
ON FIRE	1 Dmg to a random (1d6) Attribute (no Armour) at the end of your Turn.

AUXILIARY ACTION, 1 PER TURN

AUXILIARY MANOEUVRE vs Defence	Move, not Against Wind. Attack with your Weapon. Hit +1d6 per Attacking Body. +1 Mor Dmg per Attacking Body.
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CREW COMBAT ACTIONS, 1 PER TURN

CREW ATTACK Move, Attack, May Crit	Hit +Int. +1 End Dmg per Attacking Body. Momentum 2: +1d6 Hit per Attacking Body.
CREW PREP Move	Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1. No bonuses from other sources.

PERSONAL COMBAT ACTIONS, 2 PER TURN

THOUGHTFUL ACTIONS	SWIFT ACTIONS	POWERFUL ACTIONS
SIZE UP Attack	FULL MOVE Move	CHARGE Move, Attack, May Crit
PREP Move, Recover	QUICK STRIKE Move, Attack, May Crit	TACKLE Move, Attack
READY ATTACK Attack*, May Crit	DODGE Move	BLOCK Move, Attack

SHIP SKILL ROLLS, 1 PER PERSON PER TURN

COMMAND Lowest Speed First (or lowest Cutthroats if equal).	CLOSE COMBAT Highest Deck First (or highest Cutthroats if equal).	LOGISTICS	GUNNERY
TACK 15-Speed	GRAPPLE 12-Cutthroats	PATCH JOB 12-Bulk	TAKE AIM 12-Gunners
PUSH CREW 14-Deck*	VOLLEY vs Defence	SUPPORT CREW 12-Deck	POT SHOT vs Defence
GIVE SPEECH 14-Swabbies	TO ARMS vs 12+Size	CATCH WIND 14-Sails	PORT BROADSIDE vs Defence
PLOT ESCAPE 12-Sails*	DUEL vs 4d6*	NAVIGATE 15-Deck	STARBOARD BROADSIDE vs Defence
Alter your ship's Speed. Rotate 45° OR Rotate 90° and -3 Speed.	Reduce your, and an adjacent, ship's Speed by 2. And one of you gains or removes a Boarded Effect.	Repair 1 Attribute Damage that was dealt since your last Turn.	Boost next Cannon Attack: Rng +2.
A single Ship Roll gains Str Hit +1. *And take 5 Morale Damage.	Hit: +Gunners. Attack with Assault. Crit Attribute location: 1d3+3.	+1 to all Ship Skill Rolls this Turn. Remove Leaking or On Fire Effect. Deploy an Auxiliary.	Attack with front or side Cannon. Requires no Ammunition.
+1 to all Ship Skill Rolls this Turn. Regain Moral.	Hit: +Cutthroats. Attack all Boarded ships with Assault. No Rng penalties.	Move forward 1d3 spaces, not Directly Against Wind.	Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with left side Cannon.
5 Successes = Leave Combat Area. *No enemy ships within 4 of you.	An adjacent Boarded ship takes 1 Dmg (no Armour) to any Sailors Attribute. *Failed Roll = YOU take 1 Dmg.	Alter your ship's Speed by +1 to -1. Rotate 45°.	Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with right side Cannon.

ATTACK ROLL FORMULA

+3d6 +HIT
-2 per Rng Increment beyond the first.

VS

TARGETS DEFENCE
Gain a free Critical Hit vs Targets with 0 Endurance.

HEALING
Luck cannot be Healed by a Healing Roll.
Heal all Luck at the end of each Session.

10	FIRST AID; STOPS BLEEDING May be performed during Combat.	12T 12T	EXTENDED CARE; HEAL ALL 1 and 1 Minor Condition. Requires: Toolbox.
12	PATCH-UP; HEAL ANY 3 Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox.	16T	SURGERY; HEAL ONE 8 and 1 Condition. Requires: Workstation. Requires: 1 Cloth.

PERSONAL COMBAT ENVIRONMENTS

SWIM (PREP ACTION)	Take 4 Endurance Damage or 1 Attribute Damage (no Armour). Swim Roll of 10 to Move (Difficult Terrain).
TREAD WATER	+2 to Swimming Roll, may not move during your Turn.
SWING	Gain +2 Move with Full Move or Charge Action.

PERSONAL COMBAT EFFECTS

GRABBING	As with Grabbed Effect but may remove as a Free Action, and -2 to your Swimming (not -4).
LIMITED VISION	Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black).
PRONE	Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. -1 Push distance.
STEALTHED	May not be Targeted. Lost if you make a visible attack or lose Cover.

TACKLE EFFECTS

ESCAPE	Remove Grabbing Character Effect from your Target.
GRABBED	-1 Action per Turn. May Move with Target if you have higher Str. -4 to Swimming..
PUSH	Target is forced to move 2 spaces directly away from you.
TRIP	Target goes Prone. Target is forced to move 1 space in any direction.

POST COMBAT PLUNDER

PERSONAL COMBAT	No Crew: Difficult Combat: Easy Combat: Defeat:	Gain 2 Trade Boxes. Gain 2 Trade Boxes. No Plunder Roll. You may only make Study Rolls.
SHIP	Capture Ship: Captured Ship Taken to Land: Defeat:	Gain 2 Trade Boxes. Gain 4 Trade Boxes. You may only make Study Rolls.