



FRAGGED SEAS

A FRAGGED EMPIRE RPG
SETTING & RULE ADAPTION

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FRAGGED SEAS

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INTRODUCTION

"You plan on sailing the seas, yes? You seek adventure, the promise of treasure? Aye yes, there is adventure to be had, there is treasure to go around, enough to make you and every one of your crew wealthier than the richest Tyvorosi! But be warned: you are but a child to the sea. This is a world of gods and magic now: the sea reeks of death. There are a hundred ways to die on the waves, none of them noble. But go. Stake your claim. Make your mark. Survive, if you can. Better die on the waves and as a free man than here, on land, rotting away under the rule of others."

– Jolly George, Captain of the River's End.

Welcome to Fraggd Seas and the world of Toil: a place of magic, myth, and adventure. Join the crew of a mighty ship and try to survive in a world consumed by the madness of ancient gods who have cursed the land and filled the world with magic and monsters. Navigate the waters of the Faerie Sea, the only safe haven from their direct presence, but beware the greed of fierce pirates, the machinations of once-great empires, and the terrible monsters which hunt these dark waters.

Toil was once home to mighty empires and proud nations. They tamed the land, fought wars, and made history their own. But then came the Rise, when a dark magic awoke ancient eldritch gods, the Esoterica, long trapped inside the Fallen Star that had once broken the world.

The Esoterica ravaged the mainlands, destroying minds, cities and entire empires. Each Esoterica brought with it a curse: a terrible malady radiating from within, affecting everything it touched save for the Faerie Sea itself. The Fallen Star was a ward, it seemed, protecting this lone sea from the Esoterica and their curses.

Now the remnants of Toil take to the Faerie Sea in an attempt to escape the gods. Here, the Free People are at an advantage, as they have long made their home among its many hidden and remote islands. Those new to the seas, such as the holy Kestrellt Empire, wealthy Tyvorosi Trade Guild, and the magical Shrajh, must adapt to this new life to survive. These nations clash as old grudges roar to the surface and fuel endless war, forcing smaller factions, like the deadly Ralkara and the indigenous God Born tribes, to take sides. Meanwhile, piracy is a constant threat, and the Esoterica's spawn, dangerous monsters unaffected by the Fallen Star's power, stalk the seas.

Welcome to a world of unrest and magic, of cannon-fire and blood-drenched shores, dark gods and monsters. A place of terror and adventure beyond measure, where life is short, but unrelentingly packed with thrills, unfathomable cruelty, and the nobility of a rare shining deed of heroism in a broken world.

Welcome to Toil.

SHORT STORY: FAWKES & LAHRAN

Inhale. Exhale. Focus.

"Remember what I said," Fawkes interrupted, and Lehran let the pistol fall to her side, exasperated. "Inhale, exhale..."

"Focus, I understand," she snapped. "One more time, Fawkes. Say that one more time and I'm using you for target practice."

Fawkes mimed locking up his lips and tossing the key overboard as he stepped backwards with his hands up. Satisfied, Lehran turned again to a rocky outcrop jutting out from the waves, about thirty paces from their starboard side. She raised her flintlock pistol, closing one eye even though she'd been told it was a bad habit. The outcrop was jagged, like the three-clawed hand of a drowning monster making one last bid to drag itself to the surface. She smiled at the image and pulled the trigger.

The ping of metal striking rock was satisfying, but it would've been more so if it had been anywhere near the point at which she'd aimed.

"It's the rocking of the ship," Lehran protested, shoving Fawkes' pistol back into his hands. "No one could hit a thing with all this... movement."

Fawkes shrugged, already pouring powder into the weapon for another shot.

"I'm sure," he said, with a mock frown. "Of course, if we're boarded by rival pirates, or set upon by giant winged monsters, a bit of gentle rocking will be the least of our worries. But that's okay..."

He finished the process by fully cocking the hammer. "It was a tough shot."

He casually turned his body towards the outcrop, which had begun to retreat into the distance, and fired off a shot. The lead ball blasted the uppermost tip of the rock clean off, and Fawkes looked back at Lehran with a maddeningly cheerful look.

"I will knife you in your sleep," she replied in a flat monotone.

"And people wonder why we travel together."

The moment was interrupted by the first mate barking at them to get back to work, which seemed to be one of the only things Hayne ever had to say to them. Target practice over for the day, Fawkes stowed away his pistol and made his way to the gun deck. Lehran hadn't yet been placed on gunnery duty, for some reason.

Taking a moment to enjoy the lingering warmth of the sun, she made her way up the ratlines towards the crow's nest, where a freezing crewmember was only too happy to hand over his blanket and leave her to the solitary duty. Now at the highest point of the ship, Lehran cast the blanket over her shoulders and leant on the

wooden railing, scanning the horizon for any signs of either trouble or land. The setting sun reflected off the waters in a shimmering tapestry, but other than this, there was nothing but blank ocean as far as the eye could see. The woman sighed as she felt the familiar peace settle in. She didn't mind the cold: where she'd grown up in the Longshot Mountains of the southern Faerie Sea, half of her childhood had been spent waking up to blankets of snow. The crow's nest was the only place where Lehran could have some time to herself while still doing her job.

With vague hopes of Fawkes bringing her some hot mead before nightfall, Lehran kept her eyes focused and watched the sun as it steadily dwindled and was finally swallowed by the endless horizon.

The *Scarletta* was your average pirate vessel, bristling with cannons and crewed by any man or woman crazy enough to choose work that put them in danger of horrible dismemberment. The jobs were rarely legitimate, and only if the money was good. Fawkes and Lehran had signed up after hearing that this particular venture would be monster-hunting.

It had been three weeks since they left port from the Free Islands, and not since then had anyone caught even the slightest glimpse of land, let alone the supposedly haunted island they were being paid to find.

The boredom was starting to grate on the crew. Just yesterday, Lehran had claimed a perfect view from above of two muscle-bound meatheads getting into a brawl over a spilled plate of stew. Starved for entertainment, the entire deck had crowded around and started placing bets in a matter of seconds, at least before Captain Venlock separated the two. Aside from this, the on-board excitement had been limited to a single incident: some kind of slimy, scaled lizard had crawled up the side of the ship and bitten a chunk out of their quartermaster. Lehran had dealt with this one personally, being perched on the bow and sharpening her knives at the time. A few quick slices later and there were two types of blood seeping onto the deck, which the captain had made her mop up.

The quartermaster was still alive, but was now stuck below deck fighting off infection from the missing piece of his arm.

Her watch completed, Lehran descended the ratlines and landed on the deck just in time to see Cesper emerging from the gangway, wiping blood off his hands with a cloth. Brown-skinned, dark-haired, and constantly at ease, his small smile widened into a grin upon seeing Lehran, which made his white teeth appear almost incandescent in the dim lamplight.

"Ellai, you're out late," Cesper said, tossing the blood-soaked cloth into the ocean. "Lookout duty once again?"

In every way, Cesper was the exact opposite of the rest of the crew. His bright purple Sharjh tunic and breeches were gilded with gold, his boots spotless and his odour impossibly bearable after so long at sea. Even acting as the ship's healer, he maintained his appearance to the minutest detail.

"It gives me time to think," Lehran replied. She was fairly sure she liked Cesper – his manner made it difficult not to – but she always felt a slight edge when near him. No one should smile that much.

"Ah, a rarity amongst present company," Cesper replied, his accent seeming to soak his words in spice and memories of distant lands. "Not that offence is meant. We all have our talents."

"How's our quartermaster?"

"He will live, ellai, and thank you for asking," the Sharjh pirate replied. Somehow, his grin grew wider. "Though for a time, we will have to divvy out our own stew."

Lehran gave what she hoped was a friendly nod, slipped past Cesper's searching gaze, and made her way below deck. Her body cried out for rest, but she had a meeting to attend. Moving quietly past her sleeping crewmates, their snoring masking her footfalls, she descended to the hold and prised open the door. Inside was pure darkness, until she knocked a rhythm on the nearest barrel and was greeted with the striking of a match.

Fawkes crouched behind a stack of boxes, greeting her with a nod when she approached and did the same.

"Any suspicion?" he asked, and she shook her head.

"Pretty sure Hayne thinks we're star-crossed lovers trying desperately to keep our hands off each other, but that could work in our favour."

"What do you say we make that story more... convincing?"

"Shut up. Don't worry about Hayne, he's an idiot. Venlock is not."

Fawkes' expression turned to one of calculation.

"There's no way he could know who we're working for."

"But with what he did? If he had any sense, he'd be checking over his shoulder for the rest of his life."

Fawkes frowned, massaging the bridge of his nose.

"Lehran, we've been on this heap of splintered wood for three weeks. At this point I'd almost welcome a sea serpent emerging to swallow us whole. What if we don't get a chance to... you know, carry it out?"

"Just stick to the plan," she hissed, standing. "We'll do this for as long as we have to. I'm not putting up with that stinking berth every night without there being any payoff at the end."

Fawkes looked genuinely hurt, and she softened.

"Alright, sorry," she added. "This is dragging out longer than we all expected. Just a little bit longer, and we'll get our chance."

She made to leave, and heard Fawkes speak before the door swung shut.

"I'm sure," he murmured, and Lehran was left to climb the stairs to the chamber of snoring for one more restless night.

Even through the deck of the ship, Lehran heard the cry: "LAND HO!"

Already the sleeping quarters was emptying as the crew scrambled on deck to catch their first glimpse of terra firma in a month. Lehran slipped out of her hammock, feeling like she'd had not nearly enough rest, and checked her reflection in a piece of broken glass fixed to the wall. There was no dirt on her face, though her rust-brown hair was still a mess. She combed it down with her fingers before donning her tricorne hat and strapping on her rapier and knife belt. Lehran picked up her pistol, looked at it for a moment, and shrugged, slipping it into its holster. If worse came to worst, it would act as backup.

They were looking for a haunted island, and this one definitely fit the bill. Even with the land a fair way off, they could see the terrain: grey and dead, with scraggly trees dotting the rocky cliffs. Even the sea had turned a sickly shade of green, as if the ocean itself was polluted, and the sun seemed to share its light more jealously than the day before.

Captain Venlock emerged from his cabin, already holding a golden telescope to his left eye. He wore his thick blue greatcoat buttoned up against the cold, his auburn beard and hair perfectly trimmed as per usual. Anyone passing him in the market may have thought him foppish, despite his height and bulk. As the crew had grown to realise, his care in his appearance didn't mean that Venlock was in any way soft.

"Has to be it," the man muttered, collapsing his telescope. "Prepare to go ashore."

Fawkes and Lehran shared a wry glance as they were picked as part of the landing party. They'd made every effort over the last month to show off their skills, and proving themselves more intelligent than the resident meatheads had been all too easy. Once the beach was in range, the anchor was dropped and the rowboat lowered. Cesper was along for the ride, looking mildly surprised at

the invitation before Venlock muttered something about fighting the unknown with the unknown. The Sharjh had no reaction to this besides a wider smile. A full party of ten set off towards the island, with the captain immediately pulling out a scroll from his inside pocket. His neck was briefly visible under the coat, and Lehran caught the glint of a silver chain. She cast another glance at Fawkes, who continued rowing with barely a hint that he'd noticed. They both knew, however. Two birds with one stone.

"Folks from the White Hall harbour have taken to calling it a 'Synwing', as if it mattered," Venlock announced, holding up a likeness of the beast that had been sketched by an artist in the town. The creature flew on wings coated in scales, its head triangular and its eyes seeming to gleam even in picture form. The teeth were prominent, the body somehow disproportionate: round and soft like that of a cow, tipped with short, clawed limbs.

"If a living being can be called a mistake..." Hayne said, with a scowl, "...there it is."

Hayne was thick-set, but the similarities to the captain ended there. A head shorter than most of the men on board, he made up for his lack of height with a long, scraggly beard and sheer meanness. No job was ever truly complete under Hayne's watch, nothing scrubbed to satisfaction. The only time Lehran had ever seen Cesper's temper flare was when Hayne made a trip to the medical bay, demanding that an injured crewmember be healed faster as he suggested some 'home remedies'. How the confrontation ended, nobody could tell: all they knew was that smoke had begun to leak from below the deck, Cesper had lost his iconic smile for the rest of the day, and now the two men refused to communicate outside of sour looks.

"Doesn't matter what it looks like," the captain replied. "It's been the bane of the local shipping trade, the locals want it dead, and we're the ones to do it."

"Wha' about dem ovva rumours?" said one of the crew, craning his neck from where he was rowing. "About... tha' island?"

"We have this legend in my homeland," Cesper said. "An island that moves. Is only found when inviting people onto its shores to die."

He seemed amused how his words affected the rest of the boat.

"Hold your tongue, Sharjh, or I'll remove it," Venlock growled. "We're here to kill a monster, not listen to fairy-tales."

They rowed in silence after that, the only sounds being the splash of the oars and various clicks as weapons were inspected. They had to row around the cliff face until they found a small cove. The boat secured, the party found themselves standing on a deserted beach. A thick mist still hung in the air, but the wind had mysteriously died. The entire setting was deathly quiet, with even the waves muted as they meekly rolled onto the shore. In eerie synchronisation, the entire landing party except Cesper drew their weapons.

"Stick together," Venlock ordered, his gruff voice a stark contrast to the silence. "Hayne, up here with me. Fawkes, Lehran, bring up the rear. Let's hunt."

They trudged up the beach and found themselves greeted by a moor, blanketed in fog and overgrown with bushes and trees. It was difficult to see more than a few metres ahead, and the going was slow as the scraggly trees constantly blocked their way. Every few minutes there would be a sudden splosh, and a member of the group would curse as they pulled their soaking boot out of a patch of swampy water. The air grew thick and close, penetrated by the cries of frogs and birds that none of them recognised.

"Mint leaf?" Fawkes asked, holding one out to Lehran. As per usual, a stroll through the swamp was doing nothing to dampen his spirits.

"No, thank you," was her curt reply. He shrugged and tossed one in his mouth, while Cesper took him up on the offer. The Sharjh walked slightly in front of them, hands hooked into his belt, chewing on his leaf as if he hadn't a care in the world. Fawkes tapped a rhythm on his arm, which was their sign for paying attention. Lehran let her gaze drift over and recognised his second sign: when?

Not now.

Suspicious.

This was followed by a subtle gesture towards Cesper. Lehran resisted the urge to glance in his direction.

Their communication was cut short as a figure emerged from the fog, directly in front of their party. The colour of his skin was impossible to tell, smeared as it was with slime and mud. Two wide, white eyes stared out of a skull lined with piercings, and any visible flesh was similarly adorned. The figure's clothing was rough, patched together from leaves and bark, but it was the weapons that drew their eyes: a glinting spear in one hand, a jagged knife in the other.

The figure stopped and studied the group for a moment. Those pure-white eyes narrowed, and he made a strange clicking with his mouth. More figures began to emerge from the mist, and the group shrank back as they realised they were surrounded.

"Captain..." Hayne said through clenched teeth. The tribesmen moved like beasts, but now drew themselves up to their full heights and started to bellow, waving their weapons and whipping themselves into a frenzy.

"Unpleasant," Fawkes muttered, a pistol in each hand. Hayne fired first, and a tribesman fell back with a bullet in his skull. The fight began in earnest as their opponents charged, their cries of ecstasy turning to rasping growls.

Another shot from Fawkes and one of them fell. Lehran twisted her body to avoid a jab from a spear and lashed out with one of her daggers. Her efforts were met with brief resistance as the

blade passed through the man's throat, and he fell to his knees as blood poured onto the murky ground. Another spear strike: Lehran sidestepped, grabbed the shaft, and yanked the man forward onto her outstretched rapier. He was dead before he hit the ground.

Lehran wheeled round, just in time to see one of the tribesmen hurl a sharp, crooked piece of wood that curved through the air and whistled all the way. A shot rang out, and the weapon was blasted out of the air by Fawkes. The tribesman drew another, but Lehran had already charged. Vaulting over a bush, she batted the man's defence away and ran him through, pausing to blow a lock of hair out of her face.

"They don't seem willing to negotiate," Fawkes said from behind her, pistol still smoking. She shrugged, then whipped a dagger off her belt and flung it over her shoulder. The man wheeled round to see another mossy tribesman drop the blowpipe he'd been holding and briefly reach for his face, as if bemused by the dagger now sticking out of it, before crumpling.

There was a scream, and one of their own men went down, grappling with an enemy. Lehran watched the scene as if time had slowed: the man lay on the ground, with his attacker wearing twin gauntlets mounted with what looked to be animal claws. The tribesman attacked in a frenzy, slashing any part of his prey he could find. With a roar, Venlock tackled the man to the ground and brought down his fists, time and time again, until the clawed wildman had been beaten into an unrecognisable pulp.

Only two attackers remained alive, and they backed off as the rest of the crew reformed. Wheeling round, the tribesmen fled further into the misty moor. Fawkes raised a third pistol.

"Too easy," he remarked. Then they heard a loud snap, followed by a sharp hiss. A ball of fire flew over their heads, soaring in a perfect arc and landing right between the two tribesmen. It exploded on impact, igniting both of them. Their dying screams echoed through the moor, and the crew could just about see the men writhing in pain before finally going still.

Lehran glanced around and saw Cesper, standing perfectly straight with his arm still outstretched. His smile had grown so thin it was almost a grimace, his skin pale and his eyes a deep crimson. His palms smoked, the skin glowing like dying embers. Standing closest to the Sharjh, Lehran could feel the heat emanating from his body.

Magic.

"You're a fire mage," she confirmed, and he tilted his head.

"It is no secret, ellai."

"You've never said."

"You have never asked."

This explained why Cesper put her on edge: magic users were a rare and dangerous breed. Reputed for leaving their surroundings in flames, fire mages in particular were seen as accursed, distrusted for calling upon the powers of the profane gods. Many had been driven mad: for the rest, it was considered only a matter of time.

"And what of them," Venlock growled, kicking one of the mossy corpses. "Who would live in such a place as this?"

"This may shed some light," Cesper said, kneeling and holding up the arm of one of the dead men.

They looked and glimpsed a prominent tattoo on the dead man's shoulder. It was almost a perfect likeness of the Synwing, surrounded by strange symbols.

"They worship the abomination like a god," Hayne said in disgust. "No wonder they're mad. Filth."

Venlock let out a sigh of frustration, cast a glance at the fallen crewmember, and motioned for everyone to continue. Hayne shot Cesper a look of sheer loathing before falling in step with his captain. They walked with more caution after that, Lehran and Fawkes often turning to walk backwards, scanning their surroundings. The landscape changed, the murky swampland fading away until they walked on cracked, broken ground, littered with rocks and boulders. Lehran realised that they were now walking through ruins, the remnants of what might have been a town.

"There," Fawkes said, breaking the silence and demanding attention with his tone. He sprinted through the group and leapt up onto a rock, peering out into the gloom. "Everyone see it?"

They drew level, and steadily a shape emerged from the mist. The ground sloped upwards to a peak, and at the summit lay a stone building: a castle. The shell was still intact, with only a few crumbling turrets to suggest that no one currently made it their home.

"If I were a big, flying monster," Fawkes continued, turning to the captain, "I'd want to rest my head in the highest place I could find, especially if there were stone walls all around me. I'd say we just found the nest."

An hour later, after a gruelling climb across jagged rocks, they stood at the sloping entrance to the castle. The building had long since been rendered featureless by wind, rain, and general decay. Now it stood as a slab of stone, jagged orifices in the outer walls and only splintered fragments remaining of what had been the door.

Upon entering, the group found themselves in a large courtyard littered with dead vegetation. All around were doorways leading into the castle proper.

"Lehran and I will take the left wing," Fawkes said, gently taking

her by the arm and steering her in that direction. "Just call if you need us."

Hayne watched them with suspicion until they entered a doorway and turned into a ramshackle corridor, half-lit by the weak daylight streaming in through the gaps in the stone. They waited until the rest of the group had split up before Fawkes let out an exclamation of triumph.

"You saw how strong he was?" he said, jerking his head towards the courtyard. "It's just like they said. We swipe this thing and we can buy our own ship."

"The Ogdoro Amulet isn't a shiny trinket that you sell at the market, Fawkes," Lehran replied. "It's a powerful artefact. Besides... the man who stole it is our real job."

"And you think you're the one to take care of it?"

"What's that supposed to mean?" Lehran shot back. Fawkes averted his eyes.

"We never take... you know. This kind of job. But you jumped at it. You haven't said why."

"You know what Venlock did. I'll gladly end his life."

"If he doesn't break you into pieces first."

They stopped to listen as they heard footfalls, but it was just a couple of crewmembers on the floor above arguing. The noise drowned out any whispered discussion. She could tell Fawkes still wanted to argue, but she shook her head. This was a discussion for later, preferably never.

The two of them began to search, finding mostly decrepit furniture and piles of bones in the various rooms. Their path led them to meet with Hayne and Venlock, and they moved the search to the upper floors.

"Waste of time," Hayne muttered, as they finished their ascent of a spiral staircase and found themselves in front of a half-collapsed door. "Could be anywhere on this island and we're playing explorer. Why would a beast..."

His sentence turned into a high-pitched shriek as he pushed open the door and a mossy corpse swung right in front of his face. Hayne stumbled back, and they were able to see into the room. It was massive, flanked with pillars, and what was once a throne sat on a dais at the end of the room. The most noticeable details, however, were the swinging bodies. Ten, fifteen, maybe twenty tribesmen, all dead and looking like they were missing chunks of their bodies. They were strung up from every available surface like eerie palace decorations.

"You were saying?" Fawkes said, stepping over Hayne's shivering form. "Or... screaming?"

They followed him into the throne room, and Lehran was hit by the stench of the place. Some of the corpses were still fresh.

"So, we wait for it to roost?" Venlock asked. "I'm not a man of great patience."

As if in reply, there was a throaty growl from above. The bulky man threw himself backwards as a dark shape descended, landing in a crouch and baring an ample set of teeth. Triangular head, pudgy body, scaly wings, and mottled grey-green skin... it was the Synwing, and it looked unhappy.

"I think..." Fawkes began, very slowly drawing his pistol, "...it sees us as larger thieves."

"Colourful description," Lehran muttered back. She'd drawn her sword, but hadn't been prepared for the size of the beast. It was... small, no larger than a cow. The way it moved made it clear that it was far more agile than you would expect, but otherwise it was starting to feel like an unfair fight.

"Surround it," Venlock whispered, and they slowly moved to comply. Its head whipped back and forth, watching their progress, until it finally seemed to decide it was outmatched and took to the air. Fawkes responded by letting off a shot that tore through its wing, and the Synwing faltered in mid-air. Another shot from Hayne, but it hit a hanging corpse. Lehran flung a dagger, and it struck the scaly outside of the other wing, bouncing off.

The beast made an uneasy ascent before whirling round, spreading its wings and coming in for a diving swoop. Unfortunately, it chose Captain Venlock as a target. Despite the speed of the assault, Venlock simply watched it approach, its teeth bared and jaw unhinged. The strategy that had no doubt allowed it to snatch its prey failed in spectacular fashion as the man met it head-on, slamming his fist into the triangular head. The very air seemed to shudder with the impact, but Venlock stood firm.

The creature slammed into the ground, rolled away, and managed to find its feet, but by that time Lehran was already in the air. She mounted the creature like it was a horse, using one hand for balance and the other to stab at its eyes. The left was rendered bloody and useless, and the Synwing bucked and thrashed. Lehran was flung into the air, but managed to land on her feet and back off.

Two more shots, and this time Hayne's also found his mark in the thing's hide. Weakened and desperate, the beast hurtled itself at the nearest target: Lehran. She deftly sidestepped and slammed her rapier through its mangled eye and into its brain. It faltered, letting out a whine, before finally collapsing into a heap. Somehow, it was even uglier in death.

For a moment, there was quiet.

"Pathetic," Hayne said, spitting in contempt. "With a price like this, I expected a challenge."

Venlock removed a hatchet from his belt and began to cut off the Synwing's head, proof of their kill. By this time, Cesper and the other crewmembers had found the throne room, and the Sharjh looked down at the creature, his expression unreadable.

"Sorry we didn't save you any," Fawkes said in mock apology. "Trust me, there wasn't much to go around." Cesper simply shrugged.

Venlock straightened and handed the head to a disgusted Hayne.

"That's it," he announced, wiping the blood from his hands. "Let's get off this rock. The smell is starting make me ill."

The journey back was quiet, perhaps because the locals were in shock and mourning over the death of their resident god. The body of the crewmember had also mysteriously vanished, though as he was a hired hand, the general consensus was that they didn't have to waste time with a burial. Life seemed to return to the world on the row back: the wind picked up, and the deathly quiet eased. Relieved as she was to be leaving, Lehran's curious side made her wish she'd had time to look around the ruins. Her grandmother had told her stories of history – of godly battles, the rise and fall of empires, fairy queens and distant ravaged lands, and it had sparked a lifelong curiosity.

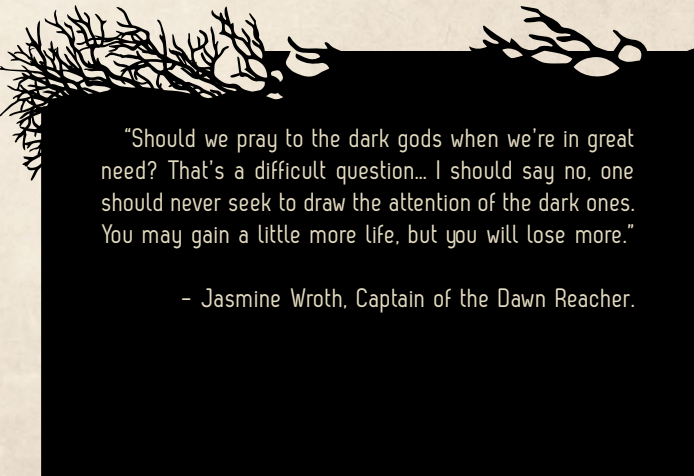
Back on board, a casket of rum was opened and the kill celebrated. Lehran watched as Venlock returned to the command deck, and she locked eyes with Fawkes. The return journey would be far swifter, and the ease of the monster kill hadn't left them much of an opportunity. They would have to make alternate plans.

A tankard of rum in one hand, Lehran looked around to see Cesper leaning on the rail, his expression unusually melancholy. She pushed her way through the revelry to join him at the railing, but he didn't look around.

"Still put out that you didn't get to join in?" she ventured, but he didn't smile.

"You read the scroll describing our foe, ellai?" was his reply. "Larger than a house, incandescent green eyes, and breath like that of lightning."

"You know what harbour folk are like," Fawkes said, muscling



"Should we pray to the dark gods when we're in great need? That's a difficult question... I should say no, one should never seek to draw the attention of the dark ones. You may gain a little more life, but you will lose more."

– Jasmine Wroth, Captain of the Dawn Reacher.

his way to Lehran's side and wiping away foam from his lip. "Always exaggerating."

"Perhaps. Perhaps not."

"We killed the thing. Be a good sport!"

Lehran barely heard her partner. Cesper's words had given credit to a number of things that had troubled her on the hunt.

"Fawkes, wait," Lehran said, her mind racing. "You saw that thing flying. Like it was just learning. How could something that small fly all the way to the Free Islands?"

The colour drained from both of their faces, while Cesper watched them with a calculating expression. Lehran's head snapped up to where Venlock leant on the rail of the upper deck, but before she could utter a warning of any kind, a gargantuan shape burst from the ocean. It was the Synwing – the mother – and it was far closer to the size they'd expected. Its blotchy, bloated body definitely rivalled that of a house, while its wingspan stretched across the entire length of the ship.

For a moment, the entire crew was frozen as the beast took to the air, gazing down at them with its green eyes glowing like coals.

"And there it is," Cesper whispered, before the thing opened its mouth and spewed forth a stream of lightning. Everyone dived for cover, except for their head cook: he was fried to a crisp in the epicentre of the strike.

"DON'T JUST GAPE, YOU BLAGGARDS!" the captain roared. "TO YOUR STATIONS AND GET THIS SHIP MOVING!"

The Synwing ascended until it was high above the ship. The crew leapt to man the cannons, but almost all of them were facing outwards, where an enemy ship or sea serpent would usually be in range. Fawkes found his way onto a smaller swivel gun and lined up a shot. The Synwing came in for another attack, and he lit the fuse. Lehran could only watch as the cannonball blasted out of the barrel. Once again, the beast found itself with a hole punched in its wing. Unlike for its child, however, this didn't seem to have much of an impact. It continued its descent, finally spreading its wings like a sail and alighting in the middle of the deck, sending crew members scattering. Another blast of lightning hit the gunpowder stores, setting the middle deck aflame before the beast perched itself on the side of the ship. One man screamed as he was set ablaze, hurling himself into the water.

Men scrambled to put out the flames, while those on the main deck were left to deal with the creature as it turned on them.

"Oh dear," Fawkes whispered, as another crewmember was snatched up in those gleaming teeth and swallowed. Lehran had to agree. The only positive to their situation was that the lightning breath seemed to be infrequent. The crew ineffectively jabbed at the

beast with their weapons, keeping the Synwing at bay, but short of a single cannon blast it was uninjured and probably furious at the loss of its child. Lehran felt Fawkes' hand on her shoulder.

"I have a plan," he said. "But... I need you to get it to open its mouth."

"I hate this plan already."

Lehran leapt onto the rope ladder leading to the crow's nest, using the rigging to climb around the outside of the ship and hoping that the creature didn't notice. Another boom, and Fawkes had landed a cannonball shot to its chest.

"Volley!" Hayne ordered, and there was a hailstorm of musket fire. While not wounded, the Synwing was forced to shield itself with its wings.

The scales absorbed most of the impact, but blood still seeped from the cannonball wound. Taking advantage of the thing's distraction, Venlock leapt from the upper deck and onto the monster's back, wrapping his arms around its neck. It bucked and roared, but the captain held tight while the crew rushed in, trying to avoid the flailing wings while striking at its hind legs with their weapons. Their burly smith swung a massive hammer, and one of the Synwing's spindly back legs seemed to snap and buckle in on itself.

For a moment, Lehran thought that she wouldn't have to do anything stupid after all. Then the beast gave a mighty flap of its wings and took flight, soaring upwards whilst still thrashing. Venlock held on until they'd risen above the mast before being thrown clear. For a moment he was in freefall, then he slammed into the mast, shoulder first, with a sickening crack. He bounced off and managed to throw out his other arm, grabbing hold and leaving himself dangling in mid-air. Frenzied, the Synwing let loose with another burst of lightning that struck the lower deck before soaring off to the starboard side to get its bearings.

Venlock now hung over a blazing inferno, with Lehran the person closest to him. The main deck fires doused, the crew now had to deal with the blazing lower deck.

"It's coming around!" Fawkes yelled, priming the swivel gun. The helmsman made a wild turn, shifting the boat so that the cannons now faced the beast. To their credit, the men were already manning the remaining cannons. The thunderous blast from Scarletta's broadside cannons clipped the edge of one of the beast's wings, and forced it further up into the air. Reaching the crow's nest, Lehran leapt right over the wooden railing and onto the mast, using some rigging for balance. A few steps away, Captain Venlock still clung to the mast with his one good arm.

For a moment, his face betrayed relief that one of his crew had come to help. Smoke billowed upwards from the deck blaze, stinging

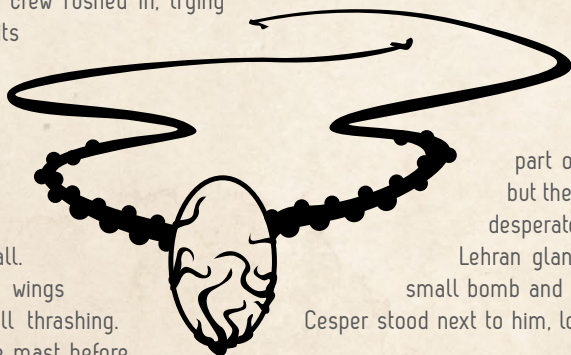
Lehran's eyes but providing cover. Kneeling down, she steadily reached for her captain's neck, fingering his chain for a moment. His expression shifted rapidly: first confusion, then fear, and then a touch of realisation. She yanked the silver chain, tearing it off his neck, and briefly studied the tiny golden crescent. One job complete.

"It's mutiny then." He breathed, and she allowed herself a terse smile as she made sure everyone was still distracted by the attack.

"It's business," she replied. "The Kestrel military has no tolerance for murderers, thieves, and deserters."

Having delivered the promised message, she stomped down with her boot, wrenching Venlock's hand free from the mast. He dropped like a stone, right into the centre of the blaze. The fire had weakened the wood, and the captain plunged right through the deck and into the quarters below.

Lehran slipped the necklace into her pocket and made sure the man was buried in the flaming debris before checking the progress of the Synwing.



Whoomp. It had landed on the deck again, which was a dramatically smaller space than before. It may have been missing a part of its wing and limping on three legs, but the crew were still backed up to the stern, desperately trying to avoid the snapping jaws. Lehran glanced at Fawkes, who was clutching a small bomb and making frantic motions with his head. Cesper stood next to him, looking far more at ease.

Something stupid it was, after all.

Plunging one of her knives into the sail, Lehran slid downwards, almost feeling her arm pull out of its socket. She landed on the creature's back, used the next few milliseconds to decide upon the softest spot, and then with both hands she brought down her sword.

Clang.

The weapon broke, with no effect. She grit her teeth as the Synwing began to thrash again, only holding on for a few seconds before she was thrown clear. Her back slammed into the railing, and the wind swiftly left her lungs. Her vision blurry, Lehran managing to raise her head to see the creature advancing. Through all the chaos and confusion, it had ample time to bite her head clean off before seeing to the rest of the crew.

"F'reig knei'gn."

Maybe she was dead already. But the pain was still real, and so was the cold. Lehran could feel the pocket containing the Ogdoro Amulet: it seemed to demand all the heat in her body, and she felt the warmth leave her veins.

"F'reig knei'gn dalsha. F'reig knei'gn ashran!"

The voice in her head spoke in a nauseating, twisted, beautiful language. Its owner flashed through her mind, an image so brief and yet the most vivid she would ever see: a thousand eyes, blazing like furnaces. A mass of writhing darkness.

And then strength like she had never known. The Synwing moved in for the kill, but Lehran held out both arms and stopped it dead in its tracks. Her limbs coursing with dark strength, she threw its head aside and lashed out with a kick that actually pushed it back. Her eyes flicking to where Fawkes watched in shock, Lehran dived for a discarded cutlass, came up from her roll, and plunged it into the beast's side. The metal was bent, the weapon ruined, but it went straight in, and the Synwing roared.

Fawkes lobbed the bomb in his hand, and Cesper followed suit a moment later with a burst of flame. Lehran covered her face as the Synwing swallowed the bomb, and its body blew apart from the inside. It quietly whined before pitching forward, dead. Drenched in sweat from the heat of the flames, Lehran watched as the crew rushed to save what remained of the ship.

"Just as we planned," Fawkes said, standing over her. Lehran took his hand and stood, turning her body to show him the prize, yet feeling a sudden jealousy. The strength had faded, but the memory never would. He nodded in approval. "A good day's work, I'd say."

She nodded, her gaze wandering to the hole in the deck. "A good day's work."

The diminished crew returned to port in just a few weeks. Hayne had been found mysteriously burned to a crisp, apparently having stumbled into the flames while trying to douse them. Not a single pair of eyes failed to cast a suspicious glance at Cesper, but the Sharjh simply shrugged and professed ignorance. Without a captain or first mate, there was no one to press any sort of investigation, plus no one wanted to agitate a fire mage.

A week later, Fawkes and Lehran emerged from a Kestrelt monastery, considerably richer than they had been when they'd entered.

"Agent work," Fawkes exclaimed, feeling the wad of coins in the bag before slipping it into his satchel. "Good money, but... how about something a bit more adventurous next time?"

"I'm sorry, what would you call the last month?"

"Work. So much work."

He was in an even more chipper mood than usual, and Lehran couldn't help but smile.

"And how are you?"

She was taken aback by the question, and even more so that Fawkes would ask her sincerely.

"I'm fine," she replied. He wouldn't understand. She'd made sure no one had touched the crescent before they'd had to turn it over. Even now, she could still hear the dark speech in her head.

Fawkes nodded. She could tell he was still curious, but today wasn't the day. She wasn't going to burden her partner with stories of strange visions, not while he held the heaviest bag of coins either of them had ever possessed.

"So, where to next?" she asked as they joined the throng of harbour traffic. The gulls were calling, the wind was cool, and the sun shone as they strolled along the pier. There was also a strong smell of fish, but only the visitors to the town would ever notice.

"Hmm," Fawkes murmured. "If we want ourselves a ship and a crew... Green Tide Islands? It's nearby and it has quite the reputation."

"You just want a bunch of people to start calling you Captain."

"And is that such a bad thing?"

They continued, walking and laughing with the bearing of two people who had a great deal of coin and no obligations to anyone. From the shadows emerged a robed man. He watched the pair intently until they were out of sight, then turned to where three men in similar garb had approached from behind.

"Well?" said one in a gruff baritone and a foreign tongue. "Is this going to be worth our time?"

Cesper grinned. "Oh, most certainly. You can tell our masters... we've found a living witness. One who has been touched by the great Oog-doforo."



"The Free People and the Kestrelts are both a diverse people."

The Kestrelt armies have waged war against and assimilated numerous cultures and nations over the empire's long history. While maintaining many of their cultural distinctions, their citizens were all unified under a single emperor and into a single faith. Those who chafed against such rigid authoritarian systems usually ended up fleeing.

The Free People are not a nation, but as so many descend from those seeking freedom and excitement, they do share many unifying cultural threads."

- Thomas Wing, in *One People, Many Cultures*.





SETTING

Captain Cromwell clung to the wheel of the Sea's Anger as salty spray hit the deck, covering everything with a slippery grime. Cannon fire filled the air like a thunderstorm: the second his ears stopped ringing, another volley shook the seas. He struggled to bring his ship starboard, trying to line up the perfect shot against his traitorous Tyvorsi prey, the Golden Glint.

The Glint's broadside smashed into the hull of his ship, shaking his footing. Tilting the world sideways. He heard the crack of snapping ropes below as a cannon slid out of place, pinning its now-screaming operator against the hull.

The Sea's Anger was taking on water and had lost a few cannons, but a lucky chain shot had snapped the Glint's mast in half, leaving them nearly dead in the water. Cromwell pressed his advantage in a final gambit. Steeling his resolve, he gripped the spokes of the wheel, spinning his ship out of the fire arc of the enemy's broadside.

Cromwell had been hunting his prey for weeks, ever since the Tyvorsi captain had stiffed him and his crew on a deal to smuggle Ralkara mercenaries into a Kestrell outpost. Today, the Tyvorsi would come to regret that decision.

The Golden Glint fired another volley, but the angle was bad and resulted in minor glancing blows.

"Ready the fires of hell, ya bilge rats! Let's send these hornswagglers down to embrace the dark gods!" Cromwell ordered, which was translated by the master gunner below. His crew would switch out the powder and load grape shot for the next volley.

The rudder began to violently shake as the waves bobbed the Sea's Anger up and down. The crew of the Glint were abandoning their posts, rushing to the rowboats or simply jumping into the water in a last-ditch gambit. They knew what was coming.

As the ship crashed through a large swell, their broadside began to line up with the front of the Glint. Cromwell held the fate of that struggling ship in his hands. There would be no offer to surrender here.

"Fire!"



LOST
ISLES

THE WORLD OF TOIL

THE LOST
LANDS

LOVERS RUN

LONG KISS ISLES



BLACK
HEART

LUMBER ISLE

FREE ISLANDS



THE FALLEN
STAR

FAERIE SEA



RIFT ISLANDS

GILLESPIE



ISLES OF
THE DAMNED



GREEN TIDE ISLANDS



BLADE'S
END

MYRMIDON

NUTTERGUN

HENDERSON

ANCHORAGE

WHITE HALL



DAY, WEEK, MONTH TRAVEL TIME BY SEA

GILLESPIE

DARKWARD
LIGHTHOUSE



BLIGHTSTONE
TEMPLE

SILVER
ENCLAVE

SHRINE TO THE
LOST GOD

CRACKED KEGG
TAVERN

MID-CITY
MARKET

GRAY LEAF
JUNGLE





WRECKAGE
POINT

OPAL
TOWER

MALLOW
SLUM

BLACK SPOT
BASTION

GLASS STAR
OBSERVATORY

GLASS STAR
ACADEMY

GILLESPIE
MANOR

GRIT
BRIDGE

OLD SALT
INN

HORNSWAGGLE'S
BORDELLO

GREEN GRIT
RIVER

DRAGON POINT



BONEVALE KEEP

ISLE OF JAWS



FEL ISLAND

VALAFEIM



DAILY TRAVEL BY SEA

● LARGE CITY

● LARGE TOWN

◆ MILITARY OUTPOST

POWDER KEG ISLANDS



STORMCAST



WHISTLING

GOLDREL

PARADISIA

MYTHRA

GREENFALL

SLIVER



N

W

E

S

GREEN TIDE ISLANDS



ODOLHOLD

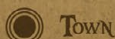
DIVINITUS

WEST BLADE'S END



SAINTS
WILL

DAILY TRAVEL BY SEA



LARGE VILLAGE

CURSED COAST

DESPERATION
COVER

WIGHT
WOODS

RUINS OF
SAINT KESTRELT

TOOTH & CLAW RANGERS

HANGMAN CLIFF

MAW
RIVER

EMBER
FOREST

SOOTHSAYER
FOREST

FOREST OF
THE SPOKEN

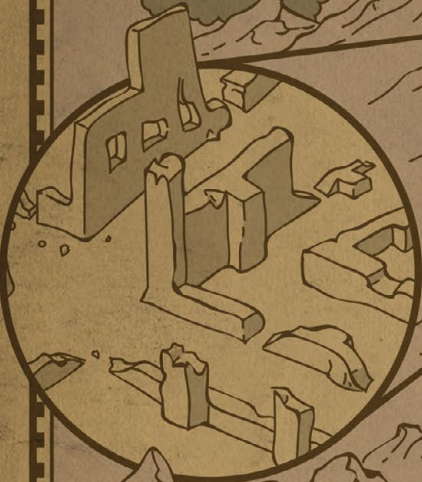
BITE
RIVER

BLACK
OBELISK

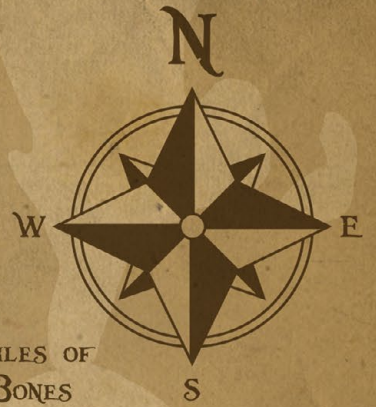
DAILY TRAVEL BY LAND

RED TOP
MOUNTAINS

EDGE
FOREST



LOST ISLAND



CORAL REEF

PILES OF BONES

SHIP WRECK

VILLAGE

SHIP WRECK

ACTIVE VOLCANO

GLASS BEACH

SHALLOWS

SHIP WRECK

VILLAGE

BEACH OF BONES

FLOODED SMUGGLERS CAVE

ANCIENT RUINS

BLACK CLIFF

DAILY TRAVEL BY LAND



HISTORY OF TOIL

"The Old Gods are long dead. The Esoterica have risen, and their spawn hunts mankind unchecked. The unravelling of all things is nigh. No matter what next looms on the horizon, be it oblivion, terror, or madness, we'll sail full into its face, singing the old songs, as if for the very first time."

- Ralkara battle-queen Shandralla Dram,
Captain of the Keening Tide.

In the sea-drowned and monster-haunted world of Toil, an adventurous man or woman without a ship to call home is a lost soul, and not long of life. Captains of sail and black-powder-fed cannonade count themselves kings and queens of the horizon - for they serve no master but themselves, and many achieve wealth and glory beyond any noble-born lord.

But the world was not always this way. Where now these scattered savage specks of soil float, where steel and powder write conquest in oceans of blood, there once stood a great landmass, home to many kingdoms. The world was not called Toil then, for it was a place of dreams and legends. The world that men bleed and die in today was born of an ancient cataclysm called the Breaking.

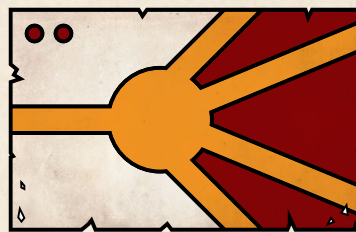
Scarred obsidian tablets older than the oldest names of men, and tribal chants first given voice in the shadow of gods, evoke an origin myth of Toil steeped in calamity. These legends weave a dream-like vision of a once great and sprawling continent - where today's many seas now reign supreme - inhabited by an august civilisation, untouched by privation, evil, or misery.

However, when an old grudge roused a cabal of titanic gods to clash for the last time, their massive battle cast down an errant star, which exploded the heart of the continent, shattered it, and cast its shards like fallen leaves far and wide upon the vast sea. Today, the many thousand islands, archipelagos, and the occasional meagre continent are only broken remnants of this once-storied epoch, and few scant ruins survive to even hint at this ancient empire's smothered glory.

Sages and storytellers call this star-strike the Fall and, sometimes, the Breaking: a sudden and dismal end to the Age of Legend and the onset of the Age of Dust. With their gods slain, humanity was plunged into chaos and madness for unmarked millennia, and even those larger fractured stretches of land, far from the Breaking, were cast into hundreds of years of winter, choking dust, and darkness.

Finally, the wounded world shook the Age of Dust from it, like the breaking of a great fever, and humanity crept back to the light from the deep caves and sequestered wildernesses of their long exile. Their world shattered, the seas had rushed in, drowning most of the land. Through artifice, men and women tamed iron and wood to master this new blue horizon and ply the seas, bringing about the current Age of Toil, in which strong hands, sure feet, burly backs, sharp eyes, and a canny sense of the ever shifting seas are a man's only defence against oblivion, or worse... ignominy.

At the outset of the Age of Toil two great powers rose to prominence, and their deadly conflict once again spelt doom for the world.



Birth of the Kestrell Empire

"The empire was the height of progress on Toil, the bright jewel in the crown of our age. Its fall is proof enough for me that our Saint Kestrell is dead, or perhaps was never more than a dream."

- Raol Sempris,
former Hierophant of the Kestrell Empire.

On the largest remaining still-intact continent, spared total world-crushing annihilation by the grace of its distant location on the westernmost rim of the Fall, many scattered tribes rose at the outset of the Age of Toil, warring for land, slaves, wealth, and pride.

A warrior-queen of unspeakable power rose to prominence as the leader of one such tribe, claiming to be an old god reborn: Saint Kestrell, the god of mercy. Few believed her claim, but miracles and unlikely victories followed her as she conquered one tribe after another. Kestrell brought thousands of her neighbours to their knees, crushing chieftains and claiming their lands and peoples as her own. After decades of holy war, she finally cast her radiance across every corner of the continent, founding a new, august empire.

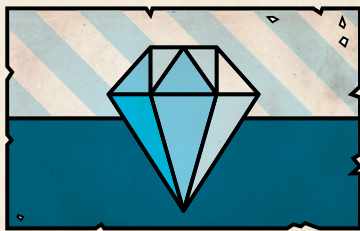
Near the end of her reign, Saint Kestrell withdrew into seclusion, never seen by any but her closest cadre of warrior-priests. One fateful and infamous eve, on her Name Day - a festival of great import, celebrated throughout the empire - Kestrell suddenly appeared amongst a crowd of revellers, confused, her clothes in tatters. She revealed to the crowd that her godlike abilities had left her years ago, and that she was now a mere mortal. Her life before had fled her as a dream, as if some ancient god possessing her spirit had relinquished its hold and departed the world. She claimed she'd been a captive of her once-loyal warrior-priests, who'd held her prisoner to disguise the truth.

The crowd of revellers shifted from disbelief to confusion to outrage, and in the ensuing chaos and riots, Kestrell was torn to pieces. The months after her death were gripped in turmoil and confusion. Kestrell's warrior-priests cut down those deemed "unbelievers" through a bloody and terrifying purge, putting to the sword or flame anyone who claimed to have heard the saint decry her godhood. A high priest, Borsin, ascended Kestrell's throne, gaining the title Protector of the Faith, and claimed Saint Kestrell had returned to the heavens, leaving him in charge. Kestrell is still worshipped as

the patron god of her people, watching their great crusades from the heavens above. Borsin soon crowned himself the first Emperor of Kestrellt, which now spanned the vast territory between the Brigand Sea to the south and the Long Blue Ocean on its northern coast.

The warrior-priests maintained both power and order within the Kestrellt Empire. They used religion and the practice of, supposedly, holy magic, which is restricted to the priests, to maintain control of the common people. Most commoners believed in the divinity of Saint Kestrellt and blindly followed the emperor's decrees, even as the empire began to aggressively expand through a series of violent conquests.

The Kestrellt Empire relies on its religious tradition, its magic, and its current ruler, Empress Asena, to keep itself together after the Rise of the Esoterica.



The Rise of the Tyvorosi Trade Guild

"A man has a price, so too does a ship... an empire is no different... anything can be measured in hard-wrought gold."

- Prince Igrin Taine,
Guildmaster of the Tyvorosi Trade Consortium,

For decades after Emperor Borsin took control of the empire, Kestrellt's power went unchallenged. It conquered every new clan it encountered and its territory spread unchecked, until a new power arose on a small, seemingly meaningless archipelago to the south. This talon of land stretching from the southern wilds - with its coasts running along the Arcane Sea, and its western tip kissing the southernmost reach of the continent Tyvor - proved perfectly situated to acquire great wealth. Along this archipelago, a sprawling spider's web of mercantile city-states and principalities birthed a powerful trading empire: the Tyvorosi Trade Guild. Their location, south of the treacherous and pirate-infested waters of the Faerie Sea, allowed the Tyvorosi to serve as the lynchpin between Kestrellt, the southern wilds, and the distant Sharjh Kingdoms to the northeast.

As most traders steered clear of the Faerie Sea, due to its reputation for piracy, they found the most convenient waypoints for resupply and trade in the many hospitable coves and safe harbours along the northern coast of Tyvorosi.

The warlords who seized control of these trading ports soon grew wealthy beyond measure, and thus established principalities to ensure their children's children should retain rights to these

priceless trading towns. These simple ports soon blossomed into city-states as the merchant princes, eager to assert their mandates, constructed citadels, academies, libraries, monoliths, and other wonders of the world, causing artists, scholars, and figures of note to flock to their principalities.

Soon after, several of these principalities banded together into a consortium of powerful trading families, the Tyvorosi Trade Consortium, merely referred to as "The Guild" by its highest-ranking (and most well-monied) members, whose combined coffers easily put the entire Kestrellt Empire's wealth to shame.

Outbreak of the Tribute War

"The sea was plagued with them. An armada of trade ships rigged for war, bristling with the finest cannon gold could buy, and filled with howling Ralkara raiding parties. We never stood a chance."

- Admiral Paltonis Eriulum,
former High Commander of the Southern Imperial Fleet.

Tyvorosi's great wealth and location made them a prime target for Kestrellt expansion, but the high blade-like cliffs that surrounded them had fended off Kestrellt conquest for decades before the formation of the Trade Guild. When it became apparent that the lands would never belong to the Kestrellts, Emperor Klao demanded ever-escalating tributes in return for an uneasy peace. After the Tyvorosi began to declare themselves as principalities and founded their trade guild, Klao's demands grew to obscene and incredulous proportions. Cursed by their small size and population, the trade guild seemed incapable of refusing, and Emperor Klao sought to bleed them dry of their riches while bringing these upstart princes to heel.

When the war erupted, Klao was stunned and the entire Empire of Kestrellt suffered for his hubris. For over a decade the Tyvorosi Trade Guild had quietly bought hundreds of privateer man-o-wars, hired pirate fleets, and wooed dread mercenary armies from the southern wilds of Ralkara - the world's most feared warriors.

When the Tyvorosi forces gathered en masse, Klao sent his armada to crush them, only to see the hulls of his ships shattered, his men slaughtered, and his admirals drowned. When the mercenaries made landfall on southern Kestrellt, Klao dispatched six full legions to eradicate the battle-queens of Ralkara and their howling warriors, but defeat after dismal defeat soon ceded a large portion of the empire's southern prefects and several port cities to a Tyvorosi Guild invasion.

The Faerie Sea and the Fallen Star

"Once home to loin-cloth-swaddled tribesmen, sickly castaways, and vicious pirates... now the last best hope for humanity."

- Deveran Dunari, Commandant of Imperial Eastern Fleet,
Captain of the Bloodyfly.

Between these two warring powers lay the mysterious Faerie Sea, thus named for the strange green and yellow radiance and flickering

phosphorescent fires that play and dance beneath its surface, most likely caused by the Fallen Star that lives beneath its waves. The Faerie Sea is dotted with a few large islands and innumerable small ones, many of them uncharted – a mysterious frontier that has drawn the interest and predations of foolhardy captains and outcasts for generations, but is avoided by most sane seafarers.

The Faerie Sea was long said to be cursed, and the wisest sages and scholars claim the strange lights that dance upon her waves come from deep below – from the Fallen Star that destroyed the world once, and may do so yet again. Not even the cold depths of the sea can quench the fire of the Fallen Star. The star is no mere ball of light, but another world cast down from the heavens by god-might and plunged into the deep.

Something lives in its burning heart. The native tribes of the Faerie Sea, in whose veins runs the blood of the very gods who cast the star down, call these entities on the ocean floor the Esoterica. For millennia they slept, but their restless dreams of devouring worlds cause them to writhe, sending plumes of ghostly flame spiralling to the surface to shine in warning, heralding another approaching age of cataclysm and nightmare.

The Faerie Sea's strange lights, while cursed and feared by most captains, served as a beacon to those desperate and fearless pirates whose necks were marked for the noose. Throughout the Age of Toil, the Faerie Sea has been home to countless bands of ruthless pirates. The shunned, the felonious, and the renegade most often set course for the Faerie Sea and abandon all other moorings. From some island stronghold, hidden fastness, or nest of villainy, they strike out at passing convoys of trade ships.

The Rising of the Esoterica

"My grandfather says he saw them rise up from the deep. A collection of light, a miasma that was somehow solid yet not, rose from the water like smoke before collecting in a tornado of living fire. He says he saw faces in the smoke, and heard a thousand voices all speaking at once. My grandfather went deaf and blind that day, and though he never eats or drinks, he doesn't die. I haven't the heart to help him move on."

– James Rheese, Captain of the Sheercutter.

Forty years ago, Klao, the Emperor of the Kestrell Empire, his rule shaken by repeated defeat at the hands of the Tyvorosi, sought to distract his populace from the failures of his regime. He ordered a vast expedition into the Faerie Sea to obtain riches, territory, and vital trade with the many native peoples therein and the elusive Sharjh, before the emerging Tyvorosi powers could stake their own claim.

Under the emperor's command, Captain Natrin Kleig, aboard his flagship, Dawn's Eye, helmed a fleet of 22 man-o-war, 36 brigantines, and 48 schooners, and set course for the Faerie Sea's interior. After several weeks of smooth seas and fair winds, Dawn's Eye, proudly flying the colours of the Kestrell Empire, the golden sun on a red and white sky, dropped anchor off the Rift Islands on the coast of Black Heart and eventually made peaceful contact with the

natives. They were met by a king named Kallatru Maan.

Captain Natrin Klieg entreated with King Kallatru Maan for many days, and was offered gifts of fruits, nuts, and other bounties of Black Heart. Klieg's imperial orders placed heavy emphasis on securing treaties of trade and rights to territorial outposts, and he made demands upon the king for rights to establish a permanent colony on his bounteous coast, thus making the temporary Fort of Saint Kestrell a permanent holding of the empire. Kallatru Maan refused, and when the heated conflict gave way to inevitable bloodshed, Captain Klieg shot King Kallatru through the heart with his pistol.

Kallatru's queen, Saavandi, shed her hot tears into her slain lover's pooling blood – the blood of a great king from one of the oldest dynasties among the Rift Islands, descended from the same gods who cast down the Fallen Star in time immemorial. She hissed forth a terrible curse before adding her own life's blood to Kallatru's by thrusting her sacred knife through her own heart. This never-before-seen and potent mixture of sorrow, betrayal, death, and sacrifice lent dread power beyond imagination to Queen Saavandi's curse.

When the tide carried Saavandi and Kallatru's mingled blood and tears out to sea, it awakened something deep below the waves. Writhing and horrid things slithered and crawled from a deep trench beneath the ocean, an inky abyss along the floor of a crater, whose origins harken back to the Fall itself. Shamans across the tribes of the Faerie Sea Islands had often dreamt of a twisted palace of intermingled coral and star-metal at the bottom of the trench, whose surface had never been kissed by the light of the sun, but shone with its own sickly green radiance. They had dreamt of ancient slumbering things known by many names, whose tentacles, appendages, maws, and horrors numbered beyond mortal reckoning.

Saavandi's curse awakened the Esoterica. Their titanic cries of rage, the mingled blood and hate, brought these nightmares-made-flesh from their dreamy torpor. Thus began the Rising – the latest dark chapter in the calamitous history of Toil. Awakening to pain, blood, and hate, the Esoterica gaped their many maws and shrieked as one. They clawed and slithered their way from the lightless prison of the Fallen Star, and the several thousand drops of their blood, raked from them by razor coral and punishing barbs of star-metal, gave birth to as many horrors – monsters spawned from their hot hate and groaning screams.

The Esoterica spurred by Saavandi's dying curse struck the Rift Islands and the Black Heart Coast first, before leaving the Faerie Sea, scorning their longtime prison beneath the waves, to spread across the face of Toil, devouring and corrupting everything in their path.

After the Rise

"We must persist in her name. We must burn brighter now than ever before, for the darkness around us threatens to wink us out to the last shining soul. And so we must be the incandescent beacon in that darkness, and keep its horrors at bay."

– Mandras Aerno, Imperial Hierophant of the Kestrell Empire.

In the forty years since their arrival, the Esoterica have nearly eradicated all of mankind. No army could stand before them, no fleet could withstand their otherworldly might. The colossal Esoterica slaughtered with abandon, roaming the land unchecked, sowing bedlam and leading hordes of their hungry children into every city and stronghold throughout Toil.

The Esoterica brought with them a curse, a powerful disease of magic that radiated from the gods' very cores. Each Esoterica carries a different curse that affected the world around them in a uniquely terrifying way. Each varied and unpredictable, but with a single guiding fact: the larger the landmass, the more powerful the curse. This devastated the mainlands almost instantly and left most small islands seemingly untouched. Wherever the Esoterica stepped, their curse would spread from land to land until it covered the whole globe.

Only one place has thus far been spared from their indelicate ministrations: the Faerie Sea. Perhaps the Esoterica are repulsed by the energies of their former prison, perhaps the influence of the Old Gods now keeps them at bay, or perhaps they are herding the last of mankind into their final trap. Regardless, the Esoterica have not revisited the Faerie Sea for the forty years since their Rise. Meanwhile, the mainlands, large islands, and seas outside the Faerie Sea lie abandoned, left for the Esoterica and their spawn.

The many island chains along the Faerie Sea, the only safe havens in the entirety of Toil, are now home to all that remains of humanity. Fleeing the predations of the Esoterica, the refugees first came by the thousands. The ragged remnants of Kestrell fleets, numerous limping trade convoys of the Tyvorosi Trade Guild, battle-queens of Ralkara on their Name Quests, Sharjh wind-warlocks desperately hoping for the promise of greater magical power through relics of the ancient empire shattered by the Breaking, hundreds of native tribes horrified by the desolation of their homes, not to mention numerous bands of outlaw pirates, renegade captains, privateers, mercenaries, and self-styled warlords – all of them now find themselves huddled amongst the specks of earth dotting the Faerie Sea.

For many of those fleeing the Esoterica, home has become a distant dream. The only reality left is the brutal lawlessness of the Free Islands, a never-ending nightmare in which survival is written only in the blood of Esoterica spawn and enemy crews whose fluttering colours clash, and whose broadsides break and burn.

Forty years later, war rages still, but the battle lines are more defined. A new generation, those born after the Fall, are now taking up steel and pistol, manning the helms of their own ships and sailing out against those beleaguered, maddened, trapped men and women who have sought to carve a new life out of the Faerie Sea, but whose hearts long for a home.

This generation, born to this world of conflict, has no memory of a world without the Esoterica. They know nothing else, and they die young or thrive on the hellish madness of the Rise. For the elders, feuds and wars grip them still, though for some, former allegiances

have been left by the wayside in favour of pacts of power and survival. For others, holding on to their own identity is the only way to cope with the rising tide of horrors as they seek others beyond their home islands to band with against ancient foes.

In recent years the stream of incoming refugees has slowed to a trickle, and the stark realisation that the world beyond the Faerie Sea is now a tomb, prowled by nightmares, has fully set in. The islands now belong to the desperate, as those seeking refuge have made their homes on these foreign lands. The remains of the Kestrell Empire and the Tyvorosi Trade Guild are the strongest factions amongst the refugees, and have established their own strongholds where their people can seek safety, but this has brought them into conflict with the natives who once ruled these islands, with the many pirate fleets who long held the surrounding waters, and with each other as they vie for dominance in these new lands.

While the Esoterica have not moved into the Faerie Sea, their monstrous spawn and insane worshippers continue to spread their influence and dark powers. Little is known about these dark gods and their spawn. What is myth and what is fact is interchangeable, and even those few scholars who have tried to study them inevitably descend into madness and delirium by being exposed to the knowledge of these strange gods from beyond the heavens.

Though the world of Toil seems bleak, some have found renewed purpose on its high seas. The history books and social constructs have been wiped away, and the poor and destitute of the former empires now find themselves leaders and explorers of this brave new world. The Faerie Sea is a world of mystery begging to be explored by those who can find the strength to do so. For many, the Faerie Sea is a place of boundless opportunity. Some will fall and become merciless murderers, whose crew of pirates slaughter all in their path, while others will rise up and become champions of the people. The Faerie Sea beckons to be explored, and perhaps the key to saving the world can be found within it.

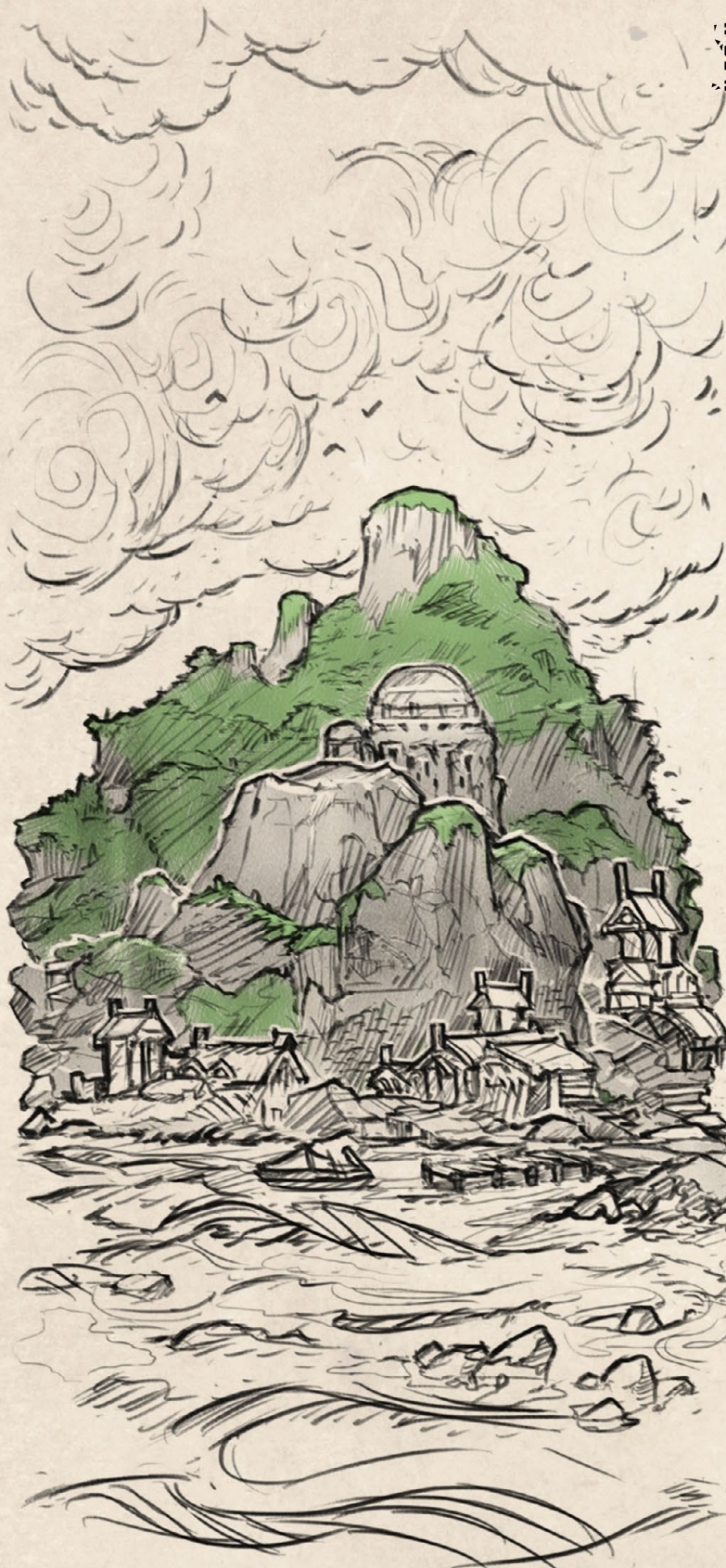


"A ship is freedom, and cities a prison.

Man was made to be imprisoned. Our weak hearts tempt us to huddle together as we build larger and thicker walls for ourselves and our kin. Our hearts are tamed as we grow to love our chains, gates, and walls.

But no prison can hold I, be it made of hands or the heart."

– Sir Garret Price, Captain of the Sea Sparrow.



THE FAERIE SEA

"Welcome aboard, matey! You look confused. Aye, I killed every man in your stronghold, but you seem... useful... let's do hope. You've been holed up too long, friend. Time to see some of the Free Islands for yourself. First thing to get through your skull: ain't nothing free about them. Sure, you can lay eyes on any old atoll, claim it as your own, and give it whatever bastard's name your father christened you with, but good luck holding on to it! Shan't be long afore some Risen-beastie comes along and slurps your guts right outta yer belly, or some blasted battle-queen o' the Ralkara makes yer beheading a footnote in her Blood Quest. Or someone like me comes along, lad, and takes every stitch off your body, even your boots... speaking of which, hand 'em over... we'll see if you earn 'em back, matey... we'll just have to wait and see."

– Mad Galdrek "Blood-Wink" Braid,
Bosun of the Severed Sister.

The Faerie Sea will forever give credence to the phrase "as beautiful as it is deadly," as it is unlike any other sea on Toil. The sea contains thousands of jungle islands formed during the Breaking, with beautiful shorelines that might have once been seen as peaceful, but that is no longer the truth. Monsters prowl the waters and lurk in the islands' dense jungles. Cities rise and fall as the old nations fight for their place in the new world, and pirates bloody the waters in their quest for greed and power.

As dangerous as the Faerie Sea may be, it is where the hope of Toil lies, as it is the resting place of the Fallen Star, the former prison of the dark gods. While most residents of the sea fight amongst themselves or go about their difficult daily lives, some hold onto hope for Toil, hope that they can find a way to imprison the Esoterica once again. If such a hope were to ever become reality, it would have to start here, in the one place the Esoterica dare not come.

Faerie Politics

"Though the world may have ended, the struggle between nations has not."

– Philip Wayside, Tyvorosi merchant.

When the refugees from the mainlands fled to the seas, they brought their politics with them. Citizens flocked to the banners of their nations, looking for a place to call home that would at least remind them of the things they once had. Local governors and rulers, who had once held great power and vast swaths of land, struggled to hold on to their positions with nothing to back them up. Small communities began to grow on the islands, with most pledging allegiance to the nation that they had once called their own.

In the early days of the Rise, the Kestrel Empire was optimistic, believing they could defeat the Esoterica's invasion. The people of the empire stood together and clung to their religion, believing Saint Kestrelt would save them, which in turn gave the empire's warrior-priests far more power and control than they'd ever had before. Newly anointed Empress Asena achieved a god-like status almost equal to Kestrelt herself as she worked to rebuild the

foundation of her empire. The Kestrelts sent their massive fleets and armies against the Esoterica, but found nought but defeat. Eventually, the empress was forced to evacuate the mainland.

During the first days of the Rise, the Tyvorosi were still plotting their war against the Kestrelts. They believed that the rumours of the Esoterica, and the effects of the curse which was growing stronger every day, were a ploy by the Kestrelts to weaken them. By the time they realised the truth and sounded their evacuation of the southern mainland, it was too late. The territories they had carved out were lost, and their great army destroyed by the Esoterica.

The Tyvorosi, bound more by wealth and trade than by their common culture and history, struggle to stay united. The surviving princes jostle for influence and land, and many merchant fleets have turned to piracy. A few Tyvorosi strive to maintain their trade empires by building trading posts on every island they can.

With resources being scarce, the need to gather together in communities is stronger than ever. Many look to the island natives for guidance, as they have lived in small villages since the Breaking, and try to follow their nomadic ways of life.

The need for protection is almost as serious as the need for food and water, as the Esoterica's spawn still prowl the waters and jungles. Ports can no longer afford to cater to one faction over another, as everyone must rely on each other for survival. While the leaders of the old nations might push their agendas, the people of those nations are breaking down the walls between their cultures as they group together to survive.

There are still prejudices, though, especially amongst sea captains and soldiers from opposing sides. The Free People and Sharjh are welcomed by most, as the Sharjh seek to remain neutral and the Free People's loyalty is forever flexible.

The Sharjh and the Ralkara are wildcards that the political scene of the Faerie Sea has never truly encountered before. The Sharjh have mostly kept to themselves, choosing not to involve themselves in the larger conflicts unless there are arcane artefacts to be procured. With few ties to the other races, as the Sharjh mostly kept to themselves before the Rise, they are able to enter this world without old grudges or biases. They seek to align with whoever can aid their ceaseless search for arcane power.

The Ralkara face their own problems. Despite a strong military presence, they have very few settlements and suffer strained political relationships due to their predisposition towards violence and their role in the Tribute War. Historically, the Ralkara have enjoyed a close and mutually beneficial relationship with the Tyvorosi, but that relationship has become strained as many Ralkara have turned to piracy, since the Trade Guild no longer has the funds to employ mercenaries in the great numbers they once did.

The Free People of the Faerie Sea are commonly known as pirates, privateers, and raiders. The Free People were the first outsiders to settle in the Faerie Sea, long before the Rise, and are made up of people from many nations, some of which no longer exist. Though they are not a true nation, they are a unified people. Bound together by circumstance and a passion for freedom, the Free People fight to protect their homes with the same ferocity as any soldier would for their nation. In this age of the Esoterica, they have the home-field advantage and find themselves on truly equal terms with the formerly towering nations of Toil.

Adventure Ideas

A Pirate's Life

With society in disarray and social conventions no longer an issue, many would-be adventurers have turned to piracy, spurred on by greed, wanderlust, or the need to belong. Life among pirates is dangerous, as allegiances shift daily, but it is also the quickest way to great wealth.

Expanding Nations

For both the Kestrell and the Tyvorosi, the future lies in rebuilding what they have lost. To this end, each empire must send out their own fleets of conquistadors in search of lands large enough, and secluded enough, to serve as the foundation of a new empire. These explorers will come face to face with all the dangers of the Faerie Sea as they fight in the name of their nations.

In Search of Magic

With the Rise of the Esoterica, magic has returned to Toil in a major way. The Sharjh have benefited the most from this, as their culture is steeped in the study of the mystical ways. Sharjh warlocks have much to offer to adventurers willing to guard them during their quest to recover magical objects. These travels will take adventurers to the more dangerous islands of the Faerie Sea, and even to the mainlands as the warlocks search for a way to fight (or serve) the Esoterica.

Cursed Islands

While no sane sailor would risk setting foot on a cursed mainland, they might risk a short visit to a cursed large island if they were in desperate need of supplies, or if they knew of a great opportunity. Many of these large islands overflow with tall trees, untouched waters, bountiful game, deserted cities, and unexplored ruins.

Dark Cults

The masses fear the Esoterica. While this fear often leads to a wide variety of superstitious customs and paraphernalia, it can also lead to the formation of dark cults. These cults are incredibly dangerous, as they seek to further the agenda of their dark masters. Governors and other rulers would pay handsomely for their removal.

FREE PEOPLE

Government: Kratocracy.

Suggested Backgrounds: Any.

"We come from many walks of life, but we cry out with one voice 'give us freedom, or give us death!'"

– Sarai Peterson, Kestrellt outcast, Free Person.

The Free People are the descendants of a hundred different cultures, all intermingled in the melting pot that is the Faerie Sea. Many of these cultures were destroyed during the expansion of the Kestrellt Empire and have been forgotten, their names just a line in Kestrellt's war records. For them, the Faerie Sea offered a chance to make a new home, far from warring empires and government oppression. Some travelled to the sea as political refugees, others as criminals, some as explorers. Many simply had nowhere else to go.

The Faerie Sea offered protection to these people: the unwanted ones, the outcasts. The Fallen Star churned the waters, which sparkled and glimmered with ancient celestial magic. It was a place of great superstition, and most pursuers would not follow their quarry into those waters.

Many Free People keep their cultures alive through song, dance, food, and celebration. This is what it really means to be Free People: to share everything that made their culture great, and to borrow the best parts of the cultures around them. It is impossible to record every celebration of the Free People, as countless holidays and religious ceremonies have been modified, merged, and adapted for the people who are alive to celebrate them.

These cultures haven't always merged peacefully, with each other or with those nations around them. Out of desperation or greed, many Free People have become renegade pirates, prowlers of the Faerie Sea, searching for resources and profit. These pirates know the island waterways far better than any outsider would, as their charts and canny understanding of the sea's perils have been passed down for generations. They hunt down any vessel that enters their territories, plundering its hold and taking what they want with a ruthless iron hand.

Free Islands

The harbours that make up the region of the Faerie Sea known as the Free Islands are the strongest, the safest, or possibly even the most popular places amongst those fleeing the Esoterica.

These islands represent the idea of a new world, governed in their own way by the Free People. While many Free Island ports will offer harbour to any passer-by, they don't always offer safety or stability. Safety is a privilege that must be earned through friendship, and stability only comes with coin.

Gillespie

A veritable paradise deep within the Free Islands, Gillespie has beaches of white sand, beautiful coves and reefs, and an abundance



of land for growing crops. Named after Antonio Gillespie, the famous spice trader turned pirate, Gillespie once had a reputation as a port where any item could be found. Now, after the Rise, it is where unscrupulous traders go to get their hands dirty. Gillespie is controlled by Antonio's great-grandson Eloy Gillespie, who keeps tight control over his island's resources and spends his profits to ensure the island's and, in turn, his own safety.

Myrmidon

This island was settled centuries ago by a garrison of monks who fled the Kestrel Empire, seeking a place to establish a stronghold for themselves as they searched for new direction and purpose.

While the island's townships can be freely accessed, the mighty Adamant Keep is off-limits: access is only offered to those who can prove themselves in one of the island's regular martial tournaments. The rest of the island has become a recruiting ground for skilled soldiers and sailors. It is rumoured that the Brothers of the White Flame, the order that founded Myrmidon, have their own recruiters spread covertly across the island and are building an army for their own purposes.

Nuttergun

Known across the sea as "The Graveyard", Nuttergun's port is difficult to navigate, a forest of masts jutting up from countless sunken wrecks. The jagged cliffs of Nuttergun are home to rich brass and coal deposits, and the large fir trees that grow on the island are ideal for building ships. It is because of these resources that explorers risk navigating Nuttergun's dangerous shoreline. The island is an essential stop for pirates and privateers on a tight budget seeking a place to repair their ship on the cheap, or for those wanting to quickly sell an unwanted ship hull. A group of Tyvorosi traders exiled from the Powder Keg Islands now run the island's economy, making a moderate, but regular, profit in the resale of salvaged ship parts.

Anchorage

The mountains of Anchorage can be seen miles away, and their snow-capped peaks hold vast reservoirs of fresh water. To control access to this water, many pirate forts stand on its coast, turning the whole island into a nearly impregnable stronghold, while the jagged reefs surrounding the island do the work the forts cannot. Unfortunate vessels are often salvaged and end up for sale at Nuttergun.

Anchorage's various towns are controlled by no fewer than twelve pirate captains, all of varying temperament and power. As Anchorage is an ideal resupply point, all Free Island captains are advised to stay on good terms with at least one Anchorage captain.

White Hall

Once said to be the last place of true nobility on the planet, White Hall once had a regal majesty about it. The magnificent hills,

with many smaller lakes and ponds, provided a pleasant view for the villas and manor houses built by retired Tyvorosi traders in the decades before the Rise. Now White Hall has been ravaged by starved refugees who travelled there expecting a safe haven and found only shattered dreams.

The only settlements remaining on the island are built within the husks of burnt-out towns along the coast and the abandoned military base known as the "White Rock", whose massive cannon emplacements have long since ceased to function.

Henderson

Henderson is one of the newer Free Islands to rise to prominence, as it has become a powerful force in its own right thanks to its many profitable trade deals with the Sharjh. It is controlled by a council of captains, each of which representing one of the many parishes that make up the island. Sharjh coffee houses, temples, crafts shops, and vendors are common sights along the streets of Henderson.

Rift islands

The Rift Islands were ground zero during the Rise of the Esoterica, as the curse of Captain Natrin Kleig's disastrous expedition was enacted on the nearby Black Heart Coast. Those who survived the Rise without going insane turned to the Free People for asylum. Four decades on, the Kestrel Empire now wishes to reclaim these islands as their own, despite the superstitions surrounding the islands as summoning grounds for the Esoterica.

Dragon Point

Once a beautiful archipelago, Dragon Point has become the scene of an endless war. The islands are overrun with ruthless pirates known as the Crimson Brotherhood, a gang of murderers and assassins who have bonded together over their mutual sadism and desire for profitable anarchy. The Crimson Brotherhood respects nothing but force and brutality. These pirates are a despicable menace, even to other pirates.

The Crimson Brotherhood is a scourge known throughout the Faerie Sea, but none have the courage to launch an assault on Dragon Point. The last captain who tried, the Tyvorosi admiral Dane Welshin, now decorates the masthead of the Bloody Spear, flagship of Captain Strom, the most notorious of the Brotherhood's pirates. Perhaps due to Admiral Dane's incursion, the Brotherhood favour Tyvorosi targets above all others, which has led many Tyvorosi ships to sail days out of their way to avoid Crimson Brotherhood waters.

The name Dragon Point derives from the smoking crown of a volcano that towers over the island, whose daily grumblings lead many islanders to believe that a monster still lurks there, and any crew foolish enough to investigate it has never returned.



KESTRELT EMPIRE

Government: Theocracy.

Suggested Backgrounds: Cultured or Street.

"For the glory of the Saint, let's send these devils into the brink and show them how navy men fight! Ready the cannon and marines! Warrior-priests to your stations! And by the merciful saint, give them no quarter, for you'll get none from them!"

- Vyrs Erguthi, Captain of the Resolute.

The Kestrelt Empire is made up of people from dozens of conquered nations, all united around a massive government that combines centuries of expansionist growth, tradition, and religious worship of the distant Old Gods. A paradox lies at the heart of the Kestrelt Empire: how do you worship a god that you can never know? Instead, their belief is channelled through Saint Kestrelt, the empire's founder. She is the link between the people and the Old Gods. By using her as a conduit, they believe their prayers will reach the Old Gods, and that Saint Kestrelt will channel their power back to the people.

The newly appointed Empress Asena rules her theocratic nation through religious hierophants and numerous appointed senators. The Kestrelt people idealise these leaders and other heroes, adorning their cities with numerous statues and great tapestries in their likenesses.

The people of the Kestrelt Empire tend to speak plainly and are wary of those who seem to act duplicitously, which is why they have little trust in the Tyvorosi. The Kestrelt champion hard work, clarity, and diligence: beliefs instilled into them at a young age, reinforced by their parents, schools, and churches, so that they may grow into productive members of society. But this does not make the people plain or simple, as Kestrelt artistic and intellectual endeavours are well regarded by all.

The worship of Saint Kestrelt and her connection to the silent Old Gods are central to the identity of the empire, and every public ceremony begins with a prayer to her. Priests read holy texts to their congregations, mothers light candles at shrines for their children who go off to war, and soldiers often keep a simple statue of her inside their ammo kits to bless their aim. A firm sense of divine direction has led the Kestrelt Empire to many great acts, both good and evil, all in Saint Kestrelt's name.

The priests of the Kestrelt Empire can perform great feats, miracles said to be granted by Saint Kestrelt herself. These miracles are a form of Esoterica magic. Many priests know this, but clothe their magics in religious dogma and theatrics to solidify the beliefs of the people. When the Esoterica were released from their prisons, the priests noticed their own magical powers amplified beyond belief. What were once tricks became works of amazing power. Fearing what would happen if the truth were revealed, the priests never speak of this connection, but rumours have begun to spread, leading many to

question the very nature of the empire and their allegiance to the religion that has indoctrinated them since birth.

The Faerie Sea and the Rise

"May the Saint protect us from the Esoterica, for no machinations of man will."

- Tietherid Di, sailor, missing.

Once the mightiest empire in the world, the holy Kestrelt Empire has become a broken shell whose claims to power have been sorely tested. During the Tribute War, Emperor Klao had pinned his hopes on claiming new land in the Rift Islands and finding wealth that he alone could exploit. Little did he know that the foolishness of his ambition would lead to the awakening of the Esoterica. Emperor Klao left behind a legacy of disaster and ruin that the current empress, Asena, must fight to overcome. Where once the Kestrelts hoped to expand their dominion over the whole of the Faerie Sea, the people now struggle to survive after the destruction of their homeland.

Though Klao was slain during the Rise, the broken empire lives on, a shadow of its former self, desperately clinging to strongholds built on Blade's End. It is ruled by Empress Asena and a council of hierophants,

who are deadlocked in constant disagreement. Some strive to hang on to their civilisation and seek to forge an alliance with the remnants of the Tyvorosi, but old hatreds run deep, with many hierophants holding the Tyvorosi to blame for the Rise, as it was their trade guild's Tribute War that led to Emperor Klao seeking the Rift Islands in the first place. Many warrior-priests seem willing to sacrifice the last chance for the survival of the Kestrelt Empire if it means a shot at removing the

Tyvorosi Trade Guild completely.

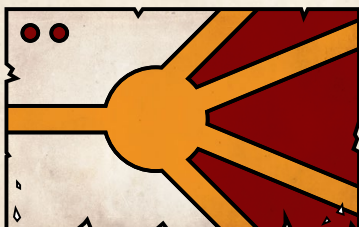
Blade's End

Legend tells of Empress Jasmine, leader of the Kestrelt during the early days of expansion, who famously stuck her dagger into a map of the known world painted on her throne room's walls. When the Kestrelt Empire briefly claimed and colonised these islands, the court jokingly referred to them as "Blade's End". These islands now hold the last stronghold of the Kestrelt Empire.

Both islands of Blade's End have a large enough landmass to suffer from the Esoterica's curses, albeit much slower for some unknown reason. The Kestrelt have arrogantly dismissed the eldritch magic, but the signs of the curses become more evident each year: livestock give birth to warped offspring, strange sigils appear on the island, children have dark visions of doom, and vile monsters regularly attack any who leave the safety of their cities. It is only a matter of time before the Kestrelts pay for their foolish pride.

East Blade's End

Home to the new capital of the Kestrelt Empire, Golden Shore, East Blade's End is also home to the Kestrelt's largest shipyards



and settlements, East Blade's End is the place most reminiscent of what the empire once was, and within many of its walled cities life continues on as it had before. Despite many threats from without and within, East Blade's End is an almost tranquil island where the former might of the Kestrel Empire can be seen and felt.

The fertile soil of East Blade's End is home to massive plantations that provide produce for the rest of the Kestrel holdings. Farmland is scarce in the Faerie Sea, and fresh produce is the currency with which the Kestrel Empire is rebuilding its economic advantage, allowing the empire to become self-sustaining.

West Blade's End

When the Kestrel Empire took Blade's End, they forced the native inhabitants to the interior of West Blade's End, where they live in longhouses made from thick clay. After the Rise, some smaller Kestrel villages have reached out to the natives to find some way to cooperate and ensure both factions' survival.

The natives are said to keep great relics from ages long past buried with their dead in labyrinthine tombs, which bring explorers from all corners of the Faerie Sea to the West Blade's End Islands.

Green Tide Islands

The Green Tide Islands are small enough to escape the curse of the Esoterica, attracting thousands of Kestrels to the islands' many towns and villages. Due to necessity, Green Tide is well known to be accepting of all people. It has become by far the most diverse of all Kestrel holdings. Foreigners and Kestrel work and trade side by side, and even a few Tyvorosi have made their home on these islands. It is a hopeful sign that maybe the people of Toil can put aside their differences in return for peace.

Old Lands

The Kestrel Empire's former seat of power was on the continent Toila, located between the Brigand and Arcane Seas. Once a massive continent full of deserts, tundras, and vast forests, Toila was home to millions before the arrival of the Esoterica, but now sits abandoned. Great ruined cities of brick and granite rise above the horizon, once the crown of the mightiest empire on the planet.

Some brave explorers claim to have made it to these fallen cities and lived to tell the tale. There is an eerie silence about them; the once-great monuments to Saint Kestrel and other heroes now stand amid bone-filled ruins, speckled with treasures and haunted by dark beasts.





TYVOROSI TRADE GUILD

Government: Plutocracy.

Suggested Backgrounds: Cultured, Street, or Slave.

"Money is everything, as it will get you anything."

– Gavos Marr, former Merchant Prince of Marrisland.

"Family is priceless, for it cannot be purchased."

– Maria Marr, daughter, mother, widow.

The Tyvorosi were the newest power in Toil before the Rise of the Esoterica. Once, they were a collection of wealthy trading posts which became several unique principalities. Those principalities, realising they'd be stronger together in the face of Kestrelt aggression, merged to form the Tyvorosi Trade Guild. While the Tyvorosi had little land and only a small standing army, they had enough coin to buy what they needed to take the fight back to the Kestrelts.

For years the Kestrelt Empire threatened the Tyvorosi with invasion, and though the cost of such a move would have been devastating to both sides, attrition would have hit the Tyvorosi much harder than their populous opponents. To stave off this invasion, the Tyvorosi paid tribute to the Kestrelt emperor, Klao. But as the emperor grew greedier, the Tyvorosi grew bolder. Eventually, they stopped paying tribute altogether and sent their hired fleets against the Kestrelts in what became known as the Tribute War, a war that is yet to end.

At the core of Tyvorosi culture is respect for power and wealth as well as the importance of family. Outsiders are generally welcomed as long as they have something to contribute to Tyvorosi society. Everyone in the Tyvorosi Trade Guild is expected to work to the full means to which they are able. The Tyvorosi ambition for wealth has created a sense of friendly competition throughout the many Tyvorosi cities, which has brought them together in a mutual camaraderie and helped them stand strong against the numerous threats of this new age.

Family plays a significant role in Tyvorosi society. Communities are usually built around a few tight-knit families, which provide a social and economic safety net for the infirm, ill, elderly, and very young, who are unable to contribute to the larger Tyvorosi society.

After the Rise and the evacuation of the great continents, the Tyvorosi have managed to not only survive but thrive due to these familial bonds and commercial strengths. They came to the Faerie Sea with coin, technology, and family by their side during the great upheaval. Together, these families founded new

villages and cities on the islands they landed upon. Many families still hold great wealth, enough to keep their mercenary guards well armed and at the ready.

Not all of the merchant-princes are created equal, however, and many callous and greedy rulers abandoned their people to die at the first sign of the Esoterica invasion. They fled their homeland with holds full of treasure and resources, protected by their Ralkara mercenary fleets. But those left behind due to this great injustice aren't alive to speak of it, so the surviving merchant-princes are left to craft any story they see fit.

Some Tyvorosi communities turned to piracy shortly after the Rise, but others banded together to do what they do best – trade in necessities and bridge the gaps between hostile natives, stranded foreigners, and vicious pirates for profit. This re-forged trade guild seeks to re-create the principalities that they once shared back home, in an attempt to become what they once were. The Tyvorosi have established several forts and trading ports among the Powder Keg Islands and other strategic locations to serve as hubs of trade in the shrunken economy of the Faerie Sea.

They have also been known to give away precious resources to refugees in order to win them over to their side, and though many refugees see the scam for what it is, their hungry bellies do not give them the luxury to turn away help.

Ceaseless War

"Everything comes down to cost. I would give one-third of my holdings and a daughter to not lose this war... and two-thirds along with all my wives and sons to win it!"

– Eberhar Wright, the Silver-Bladed Prince.

The war between the Kestrel Empire and the Tyvorosi Trade Guild may never end. Though circumstances have changed, and both nations have lost their homelands and most of their power, relations between the two regularly fluctuate from perilously cool to openly hostile.

The Rising may have halted most major conflicts, but officially the war has not ended. However, the world has changed, and the citizens of both nations have more interest in survival than settling old grudges. Imperial Navy forces and Guild privateer and mercenary fleets may still scuffle from time to time, but only when the stakes are great and their very survival is at risk. On occasion ships from both sides must fight together to stave off the approaching hordes of Esoterica spawn.

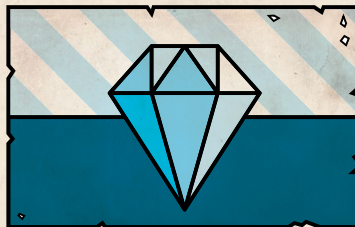
Powder Keg Islands

While on the surface it would appear that the Powder Keg Islands derive their name from the large quantities of sulphur and saltpetre

found there, the truth is the island chain was named after its violent history. No one knows who first said it, but the tensions between the factions were so high that the whole island was expected to go up "like a powder keg". Due to their location, the Powder Keg Islands are a safe and natural trade hub between the many factions of the Faerie Seas, and it is common to see many foreign ships sailing their waters.

Tyvorosi towns are in a constant state of construction as wealth changes hands and new resources are found. The Tyvorosi have not grown out of the habit of displaying their wealth, and the merchant-princes want their strongholds to resemble the glorious cities they left behind. Due to the uneven distribution of wealth and supplies, the poorer towns are still ramshackle, as the wealthy have a stranglehold on prime locations and materials.

The need for stone and lumber has led to many expeditions being dispatched into the inner Powder Keg cores or even the cursed mainland of Nest. These trips are dangerous, and well-armed Ralkara or Free People mercenaries are required to accompany these expeditions if they are to have any chance of success.



Fel Island

Named for a noxious moss that grows on the ground, Fel Island is home to many rare and exotic plants and fungi that are useful in making medicines. The vast fields of moss-covered ground give way to peat bogs which provide the islanders with numerous resources, as long as they're able to claim them from the island's original inhabitants.

The Tyvorosi, knowing that new sources of medicines are essential to survival and garner enormous financial opportunities, have founded three forts around the island's coast. These bases are frequently the target of Dragon Point pirates seeking to acquire the distilled medicines and other valuables kept within.

Old Lands

The Tyvorosi's lands were once the pinnacle of opulence and innovation: great cities with golden minarets, grand stone monuments, banners of the finest silk flowing in the breeze, and markets that boasted produce from around Toil. Now the Tyvorosi homeland is populated by the dead, as are all of Toil's mainlands.

When the merchant fleets fled their cities, they left behind most of the population. The docks of these once-great cities are clogged with the bloated bodies of those who died struggling for a place on a ship. Their corpses refuse to rot away and remain un-eaten, and after forty years they are still there... waiting for a place on a ship.



RALKARA

Government: Matriarchal Kratocracy.

Suggested Backgrounds: Nomad or Tribal.

"The world is not dead. Your empire has fallen perhaps, but the Esoterica, as fearsome as they be, are no match for a named battle-queen of Ralkara and her howling hordes. I pity the monsters who struck south after the Rise. No doubt they are slain, their carcasses and hides serving as war-tents to the mothers."

- Dilia Ripthroat, Daughter of Battle-Queen Shoria Axebane,
First Mate of the Keening Tide.

The vast frozen wilderness beyond the farthest reaches of the Brigand and Arcane Seas is called home by the ferocious Ralkara battle-queens and their warrior clans. The exploits and prowess of these great Ralkara warriors is the stuff of legends, hearthside tales whispered in Kestrell strongholds and proclaimed in Tyvorosi trade halls. Before launching the Tribute War, the Tyvorosi Trade Guild paid large sums to many of the queens to ensure their aid on the campaigns against Kestrell's southern reaches.

Before the Breaking, the Ralkara homeland was sunny and warm, and the Ralkara people lived in a golden age of great prosperity. But when the Fallen Star crashed into the Faerie Sea, the Ralkara homeland was split apart, and the shifting of the poles turned the southern weather frozen. Many Ralkara fled to the Faerie Sea, forming some of the native clans that are still alive today, while others embraced the cold as a trial from the ancient gods. Those who stayed became hardened by the winters, and devoted themselves fully to the Old Gods, whom they believe bless only the strongest. The strongest female from each clan is the ruler, becoming a fierce battle-queen worshipped by the whole tribe.

Ralkara children are born without a name, and just have a nickname given to them by the happenstance of their birth. It is up to the child to earn a name as they get older, by performing a fantastic or heroic deed. These Name Quests continued after the Rise, and young Ralkaras will often sail with wide-roaming Free People ships, hoping to win an encounter legendary enough to earn them a name. It is only after they have earned their name that they can return to their tribe as an honoured adult.



The Ralkara have worshipped the Old Gods for countless generations, the same as the Kestrell Empire. But while the Kestrells believe the Old Gods are unknowable, the Ralkara believe that all their people are connected to the Old Gods, proven through their military victories, while the Kestrell channel their worship through a central saint. These many religious differences have fuelled animosity amongst these two peoples for hundreds of years.

After the Rise, many Ralkara have started to pray to the Esoterica out of respect for their power and their countless victories. This religious shift has generated a great deal of tension within Ralkara society as they struggle to hold on to their religious traditions while maintaining their respect for might. Some Ralkara now worship the Esoterica and serve as cultists, living on the mainlands to be driven mad, or worse, by the Esoterica's curses, while others whisper simple prayers to them before combat.

The Ralkara have no central government, but in the days before the Rise, the most influential Ralkara battle-queens would gather in a "wittan", or grand council, once a year to settle territorial disputes and plan their raids against the northerners. As the southern wilds have few resources to use, most Ralkara goods were stolen from hijacked trade shipments and raids on coastal settlements. It was during one such wittan that a Tyvorosi Trade Guild envoy presented the battle-queens with the contract to fight on their side against the Kestrells. Seeing an opportunity to advance their own holy war against the Kestrells, the battle-queens agreed. To this day, many battle-queens are still loyal to their Tyvorosi benefactors.

Longshot Islands

These islands were once the staging ground for the Ralkara ships that first entered the Faerie Sea. Jagged, snow-covered peaks jut forth from the ocean and remind the Ralkara of home.

Ever pragmatic, the Ralkara have built defensible villages, with tall walls and garrisoned watchtowers, along these island coasts. Inside the walls, the village buildings are constructed with heavy brickwork. The doorways to these houses are built purposefully low, so that invaders must bow down before entering and be subject

"Young Pip, you have returned to us as a nameless child no longer."

Pip's heart raced as he knelt before the battle-queen: four months he had been at sea, but sixteen years he had been without a name.

"You showed cunning as you bested the beast of the sea - the one we called Karakoa - and led many people to safety. You left in search of a name, and a name has found you. You kneel as no one, as nameless, but now you will rise as Karakoa the Serpent!"

- Naming ceremony of Karakoa the Serpent.

to beheading. There is an abundance of game on the islands and fish in the water, which have made these lands invaluable to their new occupants.

Smuggler's Hold

Smuggler's Hold was once a vast fortress used by the Kestrell Empire, manned by Captain Bellows and his fleet. When the Ralkara came to the Faerie Sea, they crushed Bellows' fleet in a bloody four-month campaign that gave them control of the massive fortress and cleared the way for the Tyvorosi to take the Powder Keg Islands. The Hold is unremarkable aboveground, but contains numerous secret tunnels and caches hidden belowground.

Plunder Stretch

When the Ralkara came to raid the islands of Plunder Stretch, they were surprised to find people from their homeland already living there. They were the descendants of old Sharjh slaves who killed their captors and mixed with the natives of the area. The Ralkara appreciate the friendship their kin have extended to them and use the islands to rest their warriors and repair their vessels while also harvesting valuable materials needed for a life at sea. Rich in gems, metals, and wildlife, Plunder Stretch is a tempting target for those brave enough to risk conflict with the Ralkara and the locals.

Old Lands

The Ralkara homeland is a place of vast tundra, snow-filled valleys, and glorious monuments of stone, wood, and steel. Their cities are lined with statues and trophies taken from numerous campaigns, and their central city, Rondjat, is full of soaring ziggurats from a forgotten age before the Fall.

These lands were the last to be attacked by the Esoterica, and many Ralkara stayed behind, believing they could withstand the curse and beat back the invaders. Ralkara warriors spread a legend that one of the Esoterica was slain in the south, at the hands of three great Ralkara tribes. Few believe these stories, seeing it as more likely that all Ralkara who stayed behind are dead. But to this day refugees from the south claim to have heard a great wailing at night, echoing across the southern Brigand Sea: the sound of a great being pleading for mercy.





SHARJH

Government: Magocracy.

Suggested Backgrounds: Cultured, Nomad, Street, or Slave.

"For centuries we have listened to the wind. We have shared its song. Now we must listen to the stars. Discern their secrets. Or the world is no longer ours to master."

– Threlmed Kural, Sharjh wind-warlock.

Existing on an isolated continent to the east of the Faerie Sea, the Sharjh nation was a hard land plagued by harsh elements, even before the Rise. Its mountain-lined coasts were wracked by storms year round, making seafaring trade impossible, save at a small handful of southern harbours that were granted a respite from the punishing storms for brief seasons.

The interior of their continent was protected from these storms by a towering mountain range called Malaek's Teeth, which kept the rain from flooding Sharjh villages. Strong, evil winds, called 'Rajanai' by the Sharjh, howled through gaps in the Teeth and shifted the sands of Sharjh's arid desert, which is rumoured to be populated by treacherous spirits, known as the djinn, and powerful nomads capable of great martial feats passed down from their ancestors. The desert is home to many ancient treasures and artefacts, but they are difficult to find, even for the Sharjh. Most who trek into the desert succumb to the scorching sun above.

The ancient rulers of the Sharjh were the storm maliks (sultan) and malikah (sultana), promoted from the ranks of mythical wind-warlocks who could speak to the sky and know its heart, coaxing great tempests from the air at will. Despite the adamant claims of the Sharjh, there is little to no evidence to support the idea that the ancient wind-warlocks ever had any real power. The modern warlocks from around the time of the Rise were little more than charlatans, performing feats of misdirection and sleight of hand to play on the superstitious beliefs of the uneducated. The maliks hated these deceivers and banished them to the southern outskirts of their land.

Due to the lack of outside influence on Sharjh, the nation has always been disconnected from the rest of the world. Their culture was not diluted and their traditions remained strong, leading to the Sharjh staying the same year after year for centuries.

When the Esoterica rose, the Sharjh were almost

entirely destroyed, as they were unable to escape their lands. Between the ravaging storms, great mountain walls, and Esoterica curses, only those in its few port cities were able to escape to the Faerie Sea.

Those charlatans, who had practised magic only in theory and deception, suddenly found themselves in control of great power. They became true wind-warlocks, possibly for the first time. The surviving Sharjh exalted these wind-warlocks, seeing the dream of a magical Sharjh kingdom become a possible reality. But the wind-warlocks were untrained in true magic, no matter what they believed, and they were unable to control their vast powers.

The surviving Sharjh chose a new leader for themselves: a new storm malik raised from the ranks of the newly branded wind-warlocks, and founded a settlement on the Long Kiss Isles. From there the wind-warlocks dove into their study of ancient magic with a renewed purpose: now they all knew magic was real, and they raced against each other to unlock its countless secrets.

The Sharjh have a religious-like reverence towards magic. Their warlocks speak to storms, beseech ancient djinn, and, most of all, seek out ancient magic artefacts from before the Breaking with great fervour. Many warlocks believe the key to defeating the Esoterica lies in recovering ancient relics of untold power. The Sharjh have made this their goal, and they have approached the new world more optimistically than any other nation. For them, they have entered a world of magic and legend that they had long dreamed about. Sharjh explorers study ruins dating to before the Age of Dust and the Fall of the Old Gods, sending out ships to probe the depths of the Faerie Sea and scour islands for star-metal and other relics that might give them insight into the Esoterica. But even as the warlocks work together to unravel the Fallen Star's mysteries, dissent is growing between them. Some factions hope to grow powerful enough to defeat the Esoterica and trap them once more in their sunken prison, but many wish to ally with these gods of magic, and to gain power over the 'unenlightened' masses as demigods, ruling over humanity as taskmasters of the dark gods.

When it comes to Toil's political scene, the Sharjh try to remain neutral. They don't involve themselves in the wars of the other nations, and their impenetrable boundaries have protected them from any invasion. This seclusion has allowed them to maintain the illusion of being mysterious and magical, which has led many outsiders to believe their mythical legends and treat the Sharjh with either a strange respect or a misguided fear.

Before the Rise, the Sharjh were a self-sufficient people due to necessity. Few traders were willing to brave their homeland's storms, and so the Sharjh had to rely on what the land provided. Their structures were mostly made of clay and their armour of animal

"Stories of magic lamps, carpets, and rings are for children... but now we live in a world of lies for adults."

- Aliduba Ka, Sharjh minstrel.

hides, as these resources were plentiful. Opulent gems, found nestled in that clay, were used as decoration and jewellery, or traded to those willing to brave the hazards. The Sharjh were so eager for outside technologies and resources that they often traded these gems at far below their worth, offering a huge boon to the intrepid traders who made it to their ports alive. Now that they have access to new technologies, materials, and ideas, many of their ancient traditions are being eroded. Some welcome these changes, while others detest it.

Long Kiss Isles

There is an old adage that states "If you sail off past those rocks, make sure to give your sweetheart the Long Kiss, for you're not returning in the morning." This describes the Long Kiss Isles, a nearly unnavigable island chain surrounded by dangerous shoals and jagged rocks lurking beneath the surface. It takes skilled navigators to make their way through the maze of islands, and heavy vessels run the risk of cracking their hulls and becoming another permanent shipwreck lining the outer barrier of the isles. The Sharjh navigate these paths with ease, as they are well-practised at guiding their light-hulled ships through its many narrow channels.

Once past their jagged exterior, the Long Kiss Isles become a paradise dotted with white Sharjh temples, libraries, and forts. The Sharjh seek to replicate the architecture of their homelands with massive white marble towers and numerous underground structures.

The Sharjh have begun numerous archaeological expeditions to discover the purpose behind the many ancient and strange ruins located in the Faerie Sea. There is a large concentration of these ruins on the Long Kiss Isles, and the Sharjh guard them fiercely in the hope that one day they'll find the secret to the Esoterica hidden among the ruins.

Old Lands

The fate of the enclosed Sharjh homeland is a mystery to all, as the same factors that made escape difficult also make it nearly impossible to enter. The jagged mountain peaks that surround the land are uninhabitable, and the only docks safe from the storms are guarded closely by Esoterica spawn. No sane explorer has ever claimed to have travelled there, as only the insane and foolish ever would.





GOD BORN (NATIVES)

Suggested Backgrounds: Nomad, Slave, or Tribal.

"I find it funny, now, that we once looked upon the natives as uncivilised or unintelligent. It turns out we were too far removed from them. They don't view property or progress in the same fashion we do, for which we quickly discount their beliefs. The natives I've treated with around the Rift Islands are the wisest men I've ever known. While those of Lumber Isle are the most dangerous and cunning I have ever heard of."

—Jack of Skulls, Free People trader.

The Hakamarundi. The Po'hala'nok. The tribes of Sawtooth Island and the Gong-Zu of the far eastern islands. These are but a handful of the hundreds of native cultures that make up the Faerie Sea, many of whom can trace their lineage back before the Fall and possibly back to the Old Gods themselves. These cultures that have lived amongst these islands for countless years now must coexist alongside the strange outsiders who plague their lands.

Although there had been many outposts, colonies, and the occasional city dotting the Faerie Sea before the Rising, the islands were mostly uninhabited and ignored by the rest of the world. The native peoples who made the Faerie Sea their home were content to keep to their own territories and only occasionally battled with Free People pirates or each other.

Though often sympathetic to the plight of the refugees — a few tribes even went out of their way to help them — the majority of the native peoples of the Faerie Sea are wary of these outsiders for good reason. The refugees are like shipborne locusts that devour everything in sight. It seems like more ships arrive daily and drop off dozens of starving people that do not care to preserve the land. Many islanders have declared war against these outsiders, seeing them as a great plague-like threat that rivals the destruction of the dark gods themselves.

Native tribesmen and women on the great coasts and many isles courageously stand against the invading waves of refugees, casting back their sailing behemoths and cannon-maws of fiery death with cunning, magic, and heroism befitting their godlike ancestry. They wield the magic of the gods to stave off the monstrous children of the Esoterica who wander into their lands to hunt; some even command these horrors in hopes of reclaiming their homes, ensuring no outsider can subjugate them or their land ever again.

Lumber Isle

A large expanse of pine and oak covers the native-controlled Lumber Isle. The resident Po'hala'nok view the trees on the island as sacred and have carved many images of their gods into them. To the refugees seeking supplies or to Free People captains

seeking to repair their vessels or expand their fleets, the island is a much-needed resource that they cannot help but exploit, despite the Po'hala'nok and the Esoterica curses. The Po'hala'nok are reviled by the refugees and Free People because of their apparent immunity to the cursed land, leading many to assume they have made a dark pact with an evil god.

Pensive Isles

The gateway to the Necropolis Isles and Crypt Cape, the Pensive Isles possess strange ruins that are said to emit howling noises at night, though this may be the result of stone buildings sitting over thermal vents. The islands' serene nature and beautiful coasts would almost suggest a peaceful refuge from life on the Faerie Sea, but the islanders who make this place their home refuse to leave their villages at night and hang small dolls outside their homes for fear of angering the "Sea Mother", a wretched monster that prowls coasts in search of souls to enslave.

Crypt Cape

This place was once the site of a massive battle between the Ralkara and the Sharjh. Though the Sharjh were victorious, dozens of ships now lie smashed against the coast of the cape, and even more decorate the ocean floor. It is said that creatures akin to giant crabs make their homes in these sea-floor wrecks. Cannibalistic local tribesmen harvest these creatures, using their corpses along with the bodies of dead sailors to decorate their villages.

Necropolis Isles

These lands were once home to the Hakamarundi, an ancient civilisation rumoured to have mastered the ability to summon their ancestors back from the endless void to fight on their behalf. The Hakamarundi were destroyed during the Fall, and only the remains of a single great stone city remain to this day.

Though their culture died out countless years ago, it is rumoured that tribesmen claiming to be the risen Hakamarundi have taken up residence in this ancient tomb city. Stories of great arcane treasures and wealth have attracted many would-be grave robbers to their deaths.

"There is so much we don't know about the world. So many maps lost, and so much of the world has changed since the Breaking. What remains of the ancient civilisations is nought but relics and tombs scattered across the world."

—Jooza, Sharjh wind-warlock.

The Faerie Sea is a vast place filled with thousands of islands created during the Breaking. Its many unclaimed lands have long beckoned explorers and adventurers with the promise of treasure and knowledge, even before the Rise of the Esoterica. Now, these unclaimed lands might make a home for someone who has lost everything.

The treasures, secrets and resources of these unforgiving islands will not be revealed easily. There are ancient dangers to be found in these lands: inhospitable environments, rival factions, Esoterica spawn, and lingering dark magics.

The Fallen Star

The Fallen Star grants the Faerie Sea its name, and is responsible for the strange playful glow that dances across the sea's surface. A thousand years ago the Faerie Sea was a large mass of land, until it was split into thousands of smaller pieces by the Fallen Star which now rests deep below the waves. The Sharjh believe the Fallen Star to be a source of great magic, and have long sent Warlock led fleets to investigate it. Most others won't approach, due either to superstition, or the fact that most vessels that pass over the Fallen Star never return.

When the star impacted the surface of Toil, pieces of it burst apart and scattered across the new islands. These pieces, called star metal, are incredibly valuable and resonate with a strange power.

Isles of the Damned

Before the Rise, these isles were buried beneath the water, built upon vast coral fields that led several ships to their doom. The islands also contained an ancient city, drowned during the Fall. Now these islands have risen above the water, with ancient castles and towering shipwrecks acting as dread signage. They say the spirits of those who died in the Breaking walk this island. Sailors who veer too close report sights of glowing spectres and mermaids roaming its waters. A great golden idol is said to be at the centre of this unknown city, but determining that would take brave sailors willing to risk death at the hands of the unliving souls who guard it.

Avatar Islands

The Avatar Islands are a strange place full of towering rocks with glowing crystals embedded in them. It is said that at certain times of year a strange glow appears above the islands, and otherworldly beings are seen doing battle in the heavens above. Several have clear shapes that seem to come from legend, while others appear to have shapes similar to the Esoterica themselves.

As this land is far from the Fallen Star, the dark gods themselves have been known to move across its surface, hunting the last remnants of mankind.

"The Old Gods once lived amidst mankind, giving birth to our ancestors. I wonder if a future people will one day look back out our current age in the same way?"

— Apachki Dos, Orgotiku soothsayer.

"We picked him up from a wreck near the western shoals. He keeps rambling on and on about the dark things out there, claiming he's seen them and that he's talked to them. The crew wants me to toss him overboard, but I feel sorry for the old man. And truth be told, if what he says is true, I'd rather know as much as possible about them before they get here."

– Niles Servant, former owner of the Maiden's Delight, dead.

When the warning letters from the colonies were first received by the High Abbot of the Kestrel Empire, the hierophants scoffed at the news. Until more letters began to arrive, speaking of a great destruction moving through the Empire, destroying cities, fleets, and any soldiers sent to investigate. It wasn't long until the massive silhouettes of these beasts could be seen from the Kestrel temples: monstrous creatures whose bulk was obscured by the clouds and fog. Following a futile attempt at defence and the death of Emperor Klao, Empress Asena sounded the evacuation of the mainland for the world's only place of safety: the Faerie Sea.

The fallen cities left behind are desecrated monuments and graveyards dedicated to the power of these otherworldly beings. Survivors talk of strange things happening in their former homelands, but few can separate myth from fact. People turn to their leaders for answers, but their leaders have none to give.

A few things are widely understood about the Esoterica, however, mostly due to the tireless research of the Sharj and their expeditions into ancient ruins. The Esoterica rose from the Fallen Star and refuse to return to the surrounding area, the Faerie Sea. The same cannot be said for the Esoterica's spawn, deadly monsters that hunt the sea and land, nor can it be said about the cultists that roam the world and utter profane litanies in worship of their dark masters. Another truth, one known well to the Sharj wind-warlocks and by the Kestrel priests, is that the power of magic and the sighting of strange mythical creatures has dramatically increased since the Rise.

The distant Old Gods, worshipped by the Kestrel and Ralkara appear powerless in the face of the Esoterica. Some have started to turn to the dark gods in the vain hope of appeasing them, while others seek to gain some measure of power from them.

Cursed Land

The Esoterica bring with them a great many curses that stretch across all of Toil's larger land masses. The bigger the landmass the more powerful the curse will be, with the nature of each curse mimicking the nature of a particular Esoterica.

Other Esoterica

The exact number of Esoterica is unknown, but over a dozen unique beings have been recorded. There are reports of a large, skeletal bird with a wingspan the size of a mountain, a mighty fiery boar with six legs shrouded in a red mist, a creature whose body is made of black glass with a wail that makes people cry tears of blood, and many more.



Ogdor, The Endless Maw

"I thought these lands were supposed to be cursed?" Eric laid his axe down at the base of the tree as he turned to yell to the bosun, who was standing alongside the longboat in the shallows. "I ain't seen or felt nuthin since we arrived. Places' quite peaceful in fact."

"If you don't stop ya' yappin we'll leave ya here to discover the truth first hand!" Peters hated this place. He didn't have the heart to point out to the men that not seeing anything odd was the oddity. Not a bird, insect or fish had been seen or heard since they'd arrived. The open ocean had more life than this creepy place. "Get those trees chopped down so we can get moving!"

– The Blue Dawn was found adrift on the open ocean.
All crew but five were killed by plague.

Ogdor is a malevolent god whose only defining feature is its massive vertical mouth: its shape swirls and changes in a tempest of ancient magic centred around a tear in the very fabric of reality. Everywhere Ogdor travels it leaks noxious gases into the air and poisons everything around it. Within the endless maw that makes up its core lies a corrupt intelligence from the world before: a cunning entity determined to plague Toil and replace order and rational thought with chaos, destruction and sickness.

The Endless Maw is responsible for the first of the great curses, a plague that swept across the lands just after the Rise. Streams grew black and murky, trees toppled, crops withered and died, livestock grew sick and offspring were born with cursed mutations. Never before has such a plague been seen, and even sane and logical physicians have found themselves placing small idols of meat beside their doorways, an ancient superstition said to appease the plague, as they could find no natural cure.

Ogdor's followers suffer from great plagues, but have been denied the ultimate cure of death. They wander the land, spreading their sickness with them, driven mad by the many effects on their mind. These cultists cover themselves in thick, wet robes to try to hide their disfigurement and stench and wear masks designed to contain the pestilence in their lungs. Watchers have learned to look for these moving rag piles, as they are a portent of the spreading plague.



Fin-Derark, The Leviathan

Frightened little Mayi had yet to earn a Ralkara name. If she'd already had one she might have chosen to avoid the fight ahead of her. But she would rather die than bring eternal shame to herself.

Her right hand gripped her poorly made axe as her left unconsciously pulled the tooth necklace, that she'd found on a beach, out from her loose fitting shirt. "To any god that will listen," she whispered, not expecting a reply, "lend me your might and I will honour you."

- Miki the Berserker, formally Little Mayi.

Fin-Derark is an aquatic monstrosity straight out of a sailor's worst nightmare. It is an unholy amalgamation of sea creatures, and it's difficult to tell where one ends and another begins. From different angles, Fin-Derark resembles different beasts in impossible ways that defy logic, driving insane those who stare too long at its coiling mass. Fin-Derark, also known as the Leviathan, is a colossal beast, possibly the largest of Esoterica. Its form can stretch high into the sky, above the clouds, and it is swarmed by flocks of birds picking at its countless parasites.

Fin-Derark's spawn haunt the deep dark of the sea. These creatures are built for the water, and can easily be mistaken for whales, sharks, or other large sea creatures. Sailors have learned to never drop their guard, as even a harpooned whale may turn out to be one of these deadly spawn.

Fin-Derark's curse brings new life to everything he passes: a new, twisted version of existence. Trees grow and bloom into flowers of blood or grow sharp thorns the size of trunks. Fields suddenly replenish, but their yield is rotten. It corrupts nature and everything inhabiting it, mutating them into more monsters.

The Leviathan's cultists, his children as they like to call themselves, adorn themselves in the skins and teeth of great sea animals, turning themselves into images of Fin-Derark. Those chosen by the Leviathan as most holy are granted the teeth of his spawn to wear as crowns or to brandish as weapons. Fin-Derark's champions are great warriors able to single-handedly fight a dozen men, and so the Cult of the Leviathan is feared more than many others.



Jakrakarla, The Majestic One

Cane was beautiful. His poor mother had spent most of his teenage years fighting off the local girls and making sure he read the holy texts every night, giving him a very clear understanding of the Kestrel church's position on untamed lust. After a certain incident involving the town priest's twin daughters he was apprenticed out to a woman in the Green Tide Islands.

This woman was an attractive and wealthy cloth merchant who encouraged him to continue reading, though her taste in books were far more 'exotic' and definitely not holy.

- Cane Bright, son of a Kestrel fish monger, last seen treating with the Merchant Prince Vi Degap.

The Majestic One is a mystery, even for Esoterica. While the other gods appear as unholy creatures, or terrible visages, Jakrakarla takes on the form of a man, though of a size and scale that would rival any other Esoterica. His luminescent green skin can be seen for miles as he floats above land and sea. His mouth never moves though his cries can be heard even by the deaf. Even the other Esoterica are wary of the Majestic One. If witness reports can be believed, Jakrakarla is also the only Esoterica to have ever been seen in the Faerie Sea after the Rise. Sharjh scholars believe that Jakrakarla is possibly not a true Esoterica, but something else that was trapped alongside them in their prison.

The Majestic One can take on many forms: that of a man, or a woman, or a formless body that is impossibly disjointed. To some who view him, Jakrakarla shines with a transcendent beauty and, while other Esoterica drive onlookers mad, the Majestic One appears to lure people in. His cultists are not violent by nature, and act more as priests and political ambassadors of their god, than they do warriors.

These cultists garbed themselves in fine white silks and satins, often trimmed with gold and intricate patterns. Cloth such as this is a rarity in the new world, but the Majestic Cult appears to have ample supply of this special material that never fades or dirties, no matter how messy the environment. These worshippers, always beautiful to view, attract many of humanity's greatest specimens into their exclusive cult. They ask only one thing: absolute submission to their cause.

"Magic is miracles, teach the doctrines of the Kestrel warrior-priests who can coat their fists in fire. Magic is a window, say the Sharjh wind-warlocks who wield its powers to sail their ships in all weathers. Magic is a nuisance, say the Ralkara battle-queens whose axes can cut any mage in half. Magic is profitable, say the Tyvorosi who spend vast fortunes chasing it. Magic is not to be trifled with, say the Free People who frequently trifle with it. Who knows what magic really is or what it does? All I know is that there are strange things in the world and I'll take any edge I can get."

– Bursar Maxwell, chief recruiter for the Black Marshall.

Before the Rise, magic was not commonly accepted as real even by many who claimed to perform it. With the Rising of the Esoterica came the rising of magic as well. What was considered myth is myth no more. Old superstitions gained visible power and common street performing charlatans became powerful magicians.

There can be no argument that the current wealth of magic power in the world of Toil is linked directly to the Esoterica. Due to this connection, magic is brutal and dangerous, even when used altruistically. The use of magic takes a heavy toll on the mind and spirit of the user, and can have unintended results. Those who study magic rarely live long lives, and never healthy ones. Many burn themselves out or go mad during their training as they reach out to the Esoterica, and the Esoterica reach back.



Blood

The power of life is great indeed, and the birth of each new child brings joy to the family around them. What few realise is that life energy can be channelled and even concentrated into a single moment, and in that moment can become a source for great feats of magic. The methods of procuring this magic are always brutal and bloody. Some magic users are capable of channelling this great energy by gouging their flesh with sharp implements or by having their magic brutalise their bodies. Darker still are those who turn to taking life from others to power their spells.

In the hidden woods on many islands there are covens of sinister cultists who use blood magic to power mighty spells that can summon storms, curse their enemies, or even raise the undead, all of this at the cost of human blood or life. There are a few island cultures that use blood magic in their ceremonies, and for them it is an ingrained part of their culture. For centuries they relied upon this magic to give them the strength to conquer their neighbours and to fend off Kestrel explorers who would purge them with sword and fire for their dark practices. As the threat of the Esoterica grows and the power of magic becomes stronger in the world, many of these same puritans now hypocritically, or ignorantly, turn to blood magic to fuel their own miracles.



Muck

The Muck commands the more unseemly elements of the world. More than just a derided supernatural path, the Muck allows its practitioners to control mud, slime, acid, fungi and other things considered more unseemly. The Muck is a strange and deadly power that often relies upon the surprise and condescension of its victims to lure them into a trap that they can never hope to escape because they thought it weak.

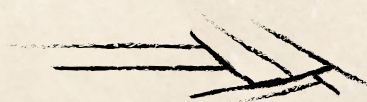
Those who command the Muck have trouble concealing themselves from the outside world, as many begin to take on trappings of what they work with. A Muck sorcerer or priest will often begin to extrude the slime he controls from his skin, leading to his clothes always being dirty as an air of stench will follow their every path.



Fire

In a world dominated by wooden ships with cloth sails, Fire Magic has become simultaneously the most sought after and the most despised form of magical study in the Faerie Sea. An ancient discipline, Fire Magic was once looked down upon because true practitioners were rare and could rarely do more than summon enough flame to light a camp fire. Now the fires of the inferno have been unleashed, and it is all too easy for those who wield it to burn down villages or set fire to their own ship.

Fire Magic is brutal to the user and those around them as it offers little protection from its wild and untameable flames. Many practitioners find their bodies constantly dehydrated, and dry, and often times they cannot catch their breath. Others find their flames are powered by their own life force, and it is all too easy for a Fire mage to expend the last of their life to bring a wave of hellfire down upon their enemies.



Curse

The most commonly blamed magic in the world, it is hard to find someone who does not superstitiously believe in bad luck, the evil eye and tribal curses. Many pirates refuse to set sail if a bottle of grog breaks on the deck before they set out, some mothers will

throw out an entire meal if they spot a cat staring at it in an odd way, and many travellers will refuse to embark on a long journey without a prayer. The threat of curses is not just that they will prevent someone from good fortune, but that they can bring about permanent misery and even death. The difference between a man's coat pocket developing a hole and his coin purse falling out, and the same man being crushed in his bed from a collapsing house are grave indeed.

A curse draws its power from the will of the one who lays it and on the belief of the one who suffers it. Often, a momentous calamity or event will happen that can lend power to a curse, and as the victim slowly begins to become more afraid of its power, the more it begins to afflict them. Curses are often seen as coming from the practices and religions of the natives of the Faerie Sea, and for many outsiders it is an excuse for their xenophobia against them. The truth is that the witch doctors and shamans of these cultures know of the importance of fate and have learned to beseech the gods, both old and new, to affect the fates of others. This has led to many tribes becoming superstitious and constantly on the lookout for warning signs as they are too afraid to violate ancient rules and cause bad fortune to befall their people.

Nature

On Toil there exists an ancient force that permeates the world. This power moves across the world like a current and gathers around the mountains like a breeze, flows through the ocean like a wave, and blazes like a firestorm when called by its worshippers. The power that nature provides is raw, powerful, and predates all known forms of magical practice. But do not think it tameable, it is impossible to master and much deadlier than can be imagined.

Natural Magic is every bit as unforgiving and wild as nature itself. At times it is stoic and solid as the ground, and at others it seems to have the passion of wild predators and the fury of a typhoon. Over time the practitioners of such magic become more distant from civilisation, preferring to act savagely as they embrace their primal animalistic instincts. Those who can control it possess great power, but the longer they use it the less control of themselves they will have. Those most in tune with this magic become powerful shamans whose control over their people makes them greatly feared, although they are forever marked as outsiders and few trust them to control their power for long.

"You picked the right ship, kid. We've got a compass from the old Schmitmer Shipyards, enough Tyvorosi cannon to light up the night's sky and our sails are the same as used in the swiftest Sharjh exploration ships. We may not be as rugged as the competition, but we'll outlast them all."

– Bosun Carver of the Relentless Falcon.

The world of Toil was at the dawn of a glorious new age before the arrival of the Esoterica. As the greatest scholars and artists of the Kestrell Empire and the Tyvorosi Trade Guild competed against each other to reach greater and more monumental achievements in the fields of engineering, the arts, and war, the world waited to see what new devices they could come up with that would make life easier for the common man and increase the reach and power of their respective homelands. All of this came to a sudden halt with the arrival of the Esoterica.

Individual ships and crew will commonly use equipment cobbled together from numerous sources. Even among the remaining fleets of the Tyvorosi, who once maintained one of the most advanced armadas in the world, their crews have spent years replacing broken equipment with what can be salvaged from shipwrecks or easily purchased. Ships take on their own personality, and a ship whose crew never fails in finding work will often have a peculiar looking vessel with functional and well-maintained rigging and sails, and decks polished to prevent splintering. Ships starved by pride and far from home will often have matching sails and grand paintwork, but their woodwork will be splintered, their ropes frayed, and their crew's morale held together by a thread.

The native tribes who call the larger islands home have a much simpler existence. Though their islands may be rich in resources such as diamonds or metal, their desire for sustainable living leads them to make wide use of what is readily available to them. Such as animal skin clothing, wood and thatch housing, and poisoned weapons.

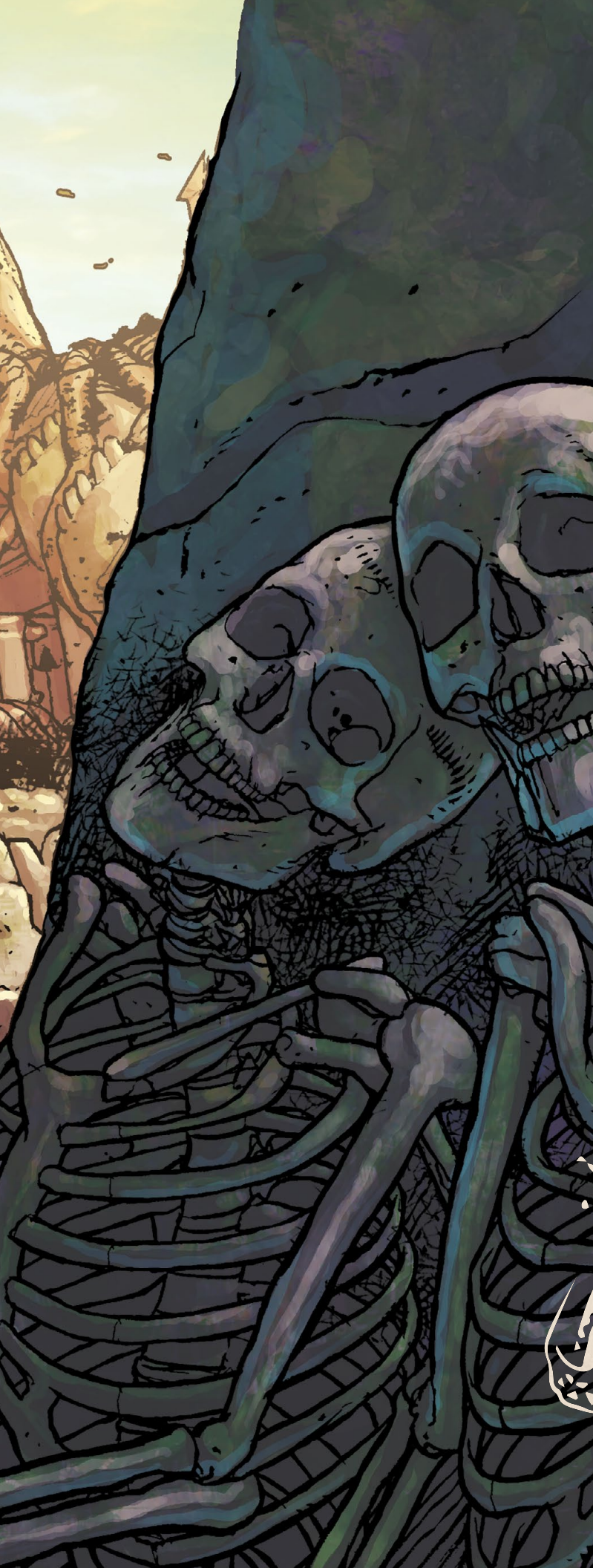
The technology that is perhaps most precious is also one of the hardest to come by: accurate navigational charts and the tools to read them. While some ships may dare to navigate the waters of the sea without the proper equipment, they risk running aground on narrow shoals or spending weeks travelling in circles. Even worse, they run the risk of crossing the boundaries outside of the sea and into waters controlled by the Esoterica.

Aside from the occasional use of magic, ocean warfare remains largely unchanged with black powder cannon, skilled sailors and bravery determining the outcome of most combats.

"All things take after their creators... especially magic."

– Kidigard Nomaiaac, Native Shaman.





RULES

Cecil Sevier, famed archaeologist and treasure hunter, felt his pulse race as he pushed open the outer gates leading into the temple grounds. The symbol carved into the stone doors had matched that of the god Jakrakarla, the Majestic One, one of the Esoterica that plagued these land. Cecil had been searching for this temple, and its treasure, for many years. It called to him.

Cecil wasn't sure what had possessed the local tribe to build their village around the Esoterica temple despite not worshipping there. But he would benefit from their disinterest today. He called his men to follow, and they brought with them carts, empty chests, pickaxes and shovels. Cecil would leave nothing behind on this expedition, and especially not the greenish-gold coins bearing Jakrakarla's likeness that had been scattered about an obvious place of worship. That gold would be kept safe within his personal cabin.

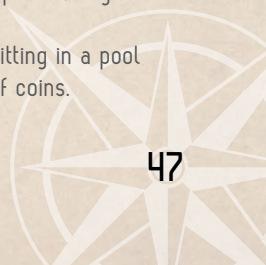
As the crew readied his ship to depart, Cecil looked upon the coins with wonder. Jakrakarla was a powerful, dangerous, and, by all accounts, merciless god; yet Cecil knew they were wrong; the Majestic One was a beautiful, serene and loving god. Cecil rubbed the coins, though he couldn't explain why.

That night, and every night after, he dreamt of Jakrakarla. His crew began to speak in whispered rumours, wondering why he spent so much time alone. When the ship reached port, his crew moved on to other jobs, unwilling to work for a Captain that seemed so unstable.

But Cecil didn't care. He had the coins, he had Jakrakarla, and that was all that mattered. He found himself unable to part with any of the plundered goods, even after many generous offers. He grew angry at the thought of ever selling them, which he had placed on pedestals in the centre of his home.

When his wife left him, he did not shed a tear. Her absence would give him more time to spend with Jakrakarla. It grew to a point where Cecil couldn't bear to leave the room, lest the coins slip out of eyesight. At first, his friends and family came to his aid, but Cecil's angry tirades pushed them away. Eventually, they stopped visiting.

When they found Cecil's body, he looked starved, sitting in a pool of his own waste, his arms wrapped around a chest of coins.



GETTING STARTED



OVERVIEW

Fragged Seas places you in the fantasy world of Toil: a world of dangerous magic, massive monsters, dark secrets, endless horizons and deadly pirates... lots and lots of pirates.

The default assumption of this book is that the party of player characters (PCs) are influential pirates or privateers on a ship whose crew are seeking fortune and fame. But you don't 'have to' be pirates or privateers, and you don't 'have to' be on a ship. This rule system is suitable for other genres that use swords, guns, magic, treasure and monsters.

Fragged Empire Core Rule Book

This rule book is an adaption of the Fragged Empire rule system. All rules in this book are assumed to be the same as they are in the Core Rule Book unless stated otherwise. You will need the CRB to make use of the rules within this book.

The Core Rule Book can be purchased from our website:
www.fraggedempire.com

Plundering your Foes, pg: 57

A pirate's life is all about the pursuit of treasure! Defeating your opponents in combat grants you free Spare Time Rolls to determine what loot you can grab. Knowing when to bring your crew into a fight will not only be a matter of strategy, but also a matter of greed. If you bring more people along, there will be less treasure for you.

Some items can only be gained through this Spare Time Roll system, especially those made from rare monster components.

Personal Combat Will Feel Very Different, pg: 80

Not only are there new Actions and equipment for Personal Combat, but you will also need to manage your Momentum (pg: 84), crew (pg: 87), and know when to call in heavy weapons support (see Ship Support, pg: 88) from your Ship (eg: cannon bombardments).

Using multiple Weapons is also strongly encouraged, and so too is regular movement: both forcing your opponents around and navigating your own surroundings.

Ship Combat, pg: 94

Navigating the wind, your environment and knowing when to (and when not to) board your opponents will be key to winning Ship Combats.

Short List of Changes

- » Race = Background.
- » Reworked Attributes.
 - Fate = Luck.
 - Luck is a standard Attribute.
- » No Influence.
 - Resources are used to simultaneously maintain both your personal gear and your Ship.
- » Max Resources = Level +3 (not Level +2)
 - Starting Resources are still equal to your Level +2.
- » Research = Study.
- » Secret Knowledge = Knowledge.
 - And is gained far more frequently.
- » Different Skills.
- » You Don't Become Trained in Ship Skills.
 - Bonuses to these rolls are calculated off other skills you're Trained in.
- » Strong Hit: Effort can be used for any Skill or Attack Roll.
- » Wealth is no longer a Skill, but a separate stat.
 - Increased by gaining Treasure Trade Goods.
 - Decreased by making Wealth Spare Time Rolls for items or services of 14w or more.
- » Selling Trade Boxes does not require a Spare Time Roll.
- » Selling Trade Goods is the only way to increase your Resources.
- » New Defence Stats.
- » Most Items have a Spare Time Acquisition cost.
- » No Rate of Fire (RoF) Rules.
 - The Momentum (pg: 84) system adds dice to all of your Attack Rolls (up to your Focus).
- » All new Actions.
- » All new Ship Skill Rolls.
- » New NPC types.
 - Powerful NPC, equal in power to 2 PCs.
 - Monster NPC, equal in power to 4 PCs.

WHAT'S DIFFERENT?

A quick summary of some major changes.
Most rules are the same as the Core Rule Book.



Loot and Treasure

After every fight you will make a Plunder Spare Time Roll to determine what you have looted or learned from your enemies. Wealth is no longer a Skill, but a separate stat. Resources are never gained from missions; they are only gained from selling Trade Goods.



Personal Combat

Emphasis on group combat, movement, multiple Weapon use, and Momentum management.



Ships

Manage your food, water, wood, cloth, metal and treasure! Work as a team to destroy or capture enemy ships. Navigate the wind and your surrounding environment.



Monsters

A new enemy type, more powerful than a Nemesis. These powerful foes will take your entire crew to take down, but they offer unique loot that cannot be purchased.



CHARACTER CREATION

Works the same as in the Core Rule Book, but with a few small but important changes (highlighted in **black**).

Starting characters may be entitled to an Inheritance, see pg: 64.

- » The Game Master defines your starting Level (usually Level 1).
- » Select a Background (not race).
- » Gain the Free People language.
- » Gain a language of your choice.
 - » Kestrellt » Sharjh
 - » Tyvorosi » Native Dialect
 - » Ralkara » Secret hand signals and calls.
- » Distribute 18 Attribute Points.
 - » 6 Attributes (0-5 points each).
- » Select your Trained Skills.
 - » 6 Primary (**Everyday** and/or **Education**) Skills.
 - » 2 Personal Combat Skills.
 - » Do not select any Ship Skills.
- » Select your Traits, 1 per Level.
 - » You may have up to 1 Trait per area: Level, Wealth, Resources, each Attribute, each Trained Primary Skill and up to 2 Traits per Trained Personal Combat Skill and 2 per Ship Skill.
- » Starting Resources = Your Level +2.
 - » Your Max Resources are equal to your Level +3.
- » Starting Spare Time Points = Your Level +4.
- » Starting Knowledge = 5.
- » Starting Wealth = -2.
- » Spend Spare Time Points (you may automatically gain any item or service that costs 14w/t or less, no roll required). This may reduce your Current Wealth.
- » Allot your Resources.
 - » Select a Complication.

OPTIONAL GAME TYPE: SIMPLIFIED

Fragged Seas makes greater use of Trade Goods than the Core Rule Book. This simplified type of game should be used if you want less book keeping.

- » No Max Travel Distance.
 - » Characters don't require Supplies.
 - » Ships don't consume Food & Water Trade Goods.
- » Reduce all Knowledge costs by 1.
- » Weapons with an Acquire cost under 14t require no Spare Time Roll to Acquire.
- » Healing and Repair Rolls require no Trade Goods.
- » All ships have +2 Cargo space.

OPTIONAL: USE LUCK TO ALTER A SCENE

Characters may spend a Luck point to alter the environment or scene in a minor way (eg: add a convenient rope, chandelier or NPC to an environment). This requires GM approval.

ATTRIBUTES

Reflexes (Ref)

Increases both your Defence and To Hit chance.

Movement (Mov)

Here are a few special types of Movement. GMs are encouraged to create more.

Fly

You may Spend your Movement to fly higher (or lower), increasing the Range of all Attacks made against you, and by you. This may also reduce the range between you and another Flyer (eg: by flying closer to them). Flying lower will reduce any gained Range.

Incorporeal

You can move through any terrain or character without penalty. Terrain that you can't move 'through' (eg: a pit) still inhibits you.

Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you are going.

Focus (Foc)

Determines your maximum Momentum (pg: 84) in combat.

Does not assist you with ranged attacks.

Intelligence (Int)

Determines how much Defence Cover (pg: 82) grants you.

Determines your maximum Wealth (pg: 54).

Lots of Skills gain +1 from having a high Intelligence.

Luck

See pg: 58 for full Healing Luck rules.

Works like Fate (Core Rule Book, pg: 90), except that Luck is an Attribute. Spending Luck points on re-rolls does not cause you Damage.

Praying to the Dark Gods

As with Fate, you may permanently reduce your Luck by 1 to avoid Death or Ship Destruction. This represents you praying to the Dark Gods, which may have additional consequences.

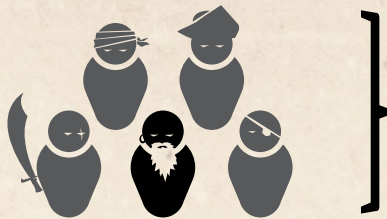
Skill Rolls

See pg: 55 for full Skill rules.

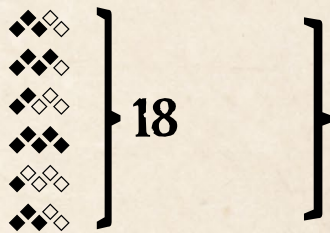
Attributes don't grant Description bonuses to Skill Rolls. Many Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while others give a -1 penalty if you have 1 or less in that specific Attribute.

MAKING A CHARACTER

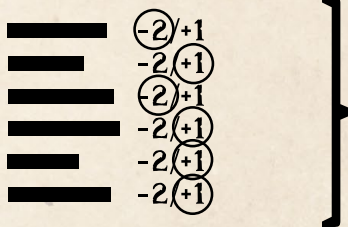
Best done alongside your GM and fellow players.
Start with a character concept before you start building.



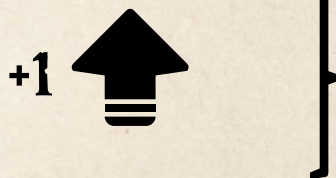
Select Your Background
Everyone has a cultural background.



Distribute 18 Attribute Points
You have 18 points to distribute amongst 6 Attributes.
Each Attribute may be set from 0 to 5.
An average person has 2 points in each Attribute.



Select Your Trained Skills
A Trained Skill grants a +1 bonus to their rolls.
An Untrained Skill has a -2 penalty to their rolls.
Select 6 Primary Skills, and 2 Personal Combat Skills.
You do not become Trained in Ship Skills.



You Gain 1 Trait per Level
You may have up to 1 Trait per area: Level, Wealth, Resources, each Attribute, Trained Primary Skill, up to 2 Traits per Trained Personal Combat Skill, and up to 2 Traits per Ship Skill.



Allot Resources, Spend Spare Time Points and Knowledge
Your starting Current Resources equals your Level +2.
Your starting Spare Time Points equals your Level +4.
Your starting Knowledge equals 5.
You may start with any item or service that requires a Spare Time Roll of 14w/t or less without needing to roll. Each item or service costs 1 Spare Time Point to acquire. This may reduce your Current Wealth.



ADVANCEMENT



OVERVIEW

Wealth, pg: 54

Each character has a Wealth stat that is rolled just like a Skill, but is only used for Wealth Spare Time Rolls to purchase items or services.

Unlike a Skill you don't become Trained in Wealth, but rather its value is increased and decreased through your character's in-game actions (eg: buying or selling Trade Goods, pg: 55).

- » Any item with an Acquire cost that ends in 'w' (eg: 12w) requires a Wealth Spare Time Roll to acquire.

Your Current Wealth equals
your number of Treasure Trade Boxes -2.

Making a successful Wealth Spare Time Roll of 14w or more
reduces your Wealth and Treasure Trade Boxes by 1.

Trade Goods, pg: 55

Play a far more vital role in Fraggged Seas than they do in the Fraggged Empire Core Rule Book.

- » 2 Trade Boxes or 1 Treasure Box: Can be sold (no Roll needed) to increase any failed Spare Time Roll by +2 (Stacks) where money would help.
- » Selling Trade Boxes is the only way to increase your Resources.
- » They're used to feed your crew and Repair your Ship.

Post Combat Spare Time Rolls (Plunder), pg: 57

After every combat, each PC gains a free Spare Time Roll to acquire items (GM's discretion as to what is available) or Study Units. This represents looting or learning from their defeated foes.

Defeating a powerful enemy without your extra crew (who would want a share of the plunder) is a great way to gain extra Trade Goods.

Example Perks (pg: 62), Complications (pg: 62), and Conditions (pg: 63)

The listed Perks, Complications, and Conditions are just examples intended to inspire GMs. GMs should feel free to create new Perks, Complications and Conditions.

GAINING

Level

Same as the Core Rule Book: each character's Level is increased by one at the end of every third session.

GMs should feel free to alter this.

Resources

Can ONLY be gained by selling Trade Goods (pg: 55).

Spare Time Points

You gain one Spare Time Point at the start of each game session. Additional Points may be gained as a reward for good role playing or if your character has a large amount of spare time.

Combats grant you free Plunder Spare Time Rolls (pg: 57).

Trade Goods

Are gained by plundering ships and looting defeated enemies or by making Spare Time Rolls to purchase or acquire them.

Trade Goods (ie: Treasure) should be
a common reward for PCs.

Wealth

Your Current Wealth equals your number of Treasure Trade Boxes -2.

Knowledge

Primarily gained by completing Study Units (pg: 56).

Equipment

See pg: 57 for full Plunder Spare Time rules.

See pg: 54 for full Wealth Spare Time rules.

Primarily gained through Spare Time Rolls, ie: looted from enemies with a Plunder Spare Time Roll or purchased with a Wealth Spare Time Roll. GMs should also feel free to give out equipment if they feel it is appropriate.

Looted items may come with free Modifications on them, but not with Modifications that cost Knowledge as these are learned abilities.

ADVANCEMENT TYPES

Primarily gained through in-game actions.

Eg: Looting a ship, or learning from a fight.



Level

Your personal skill and experience.



Spare Time Points

Determine how you spend your spare time and effort.



Trade Goods

Crates of food and water for long journeys, materials for Ship Repairs, or crates of goods to be sold.



Wealth

The amount of valuable gems, gold, or minted currency that you carry on your person.



Knowledge

Unique insights gained through personal study.



Resources

An abstract representation of your personal wealth and influence. Represents your ability to maintain your equipment, your Ship and the loyalty of your crew.

TRAITS

You may have up to 1 Trait per area: Level, Wealth, Resources, each Attribute, each Trained Primary Skill and up to 2 Traits per Trained Personal Combat Skill and Ship Skill.

Requirements

Magic

You must be a Magician (gained through Traits).

Background, Trait, Perk or Complication

You must have the listed Background, Trait, Perk or Complication to gain this Trait.

X Kn (Knowledge)

You must spend X Knowledge to gain this Trait.

If you Retro this Trait you do not gain your Knowledge back.

SPARE TIME POINTS

Acquire = t

Items or services that list "t" after their Acquire cost (eg: Acquire: 12t) require a Spare Time Roll to acquire (you may not normally use Wealth).

Bonuses to Spare Time Rolls

If you would gain a bonus to a Spare Time Roll (eg: from a Trait) then this bonus is applied to all Spare Time Rolls (including Wealth and Plunder Spare Time Rolls).

Acquire = w

Items or services that list "w" after their Acquire cost (eg: Acquire: 12w) require a Wealth Spare Time Roll to acquire (you may not normally use a Skill).

If you succeed at a Wealth Spare Time Roll of 14 or greater, reduce your Treasure Trade Goods (and Current Wealth) by 1.

Acquire = p

Items or services that list "p" after their Acquire cost (eg: Acquire: 12p) may ONLY be acquired through a post-combat Plunder Spare Time Roll (see pg: 57) using a non-Wealth Skill.

Exceptions to the Rule

On suitable occasions, your GM may allow you to use a non-Wealth Skill to acquire a "w" item (but very rarely a service) (eg: Carpentry Spare Time Roll to cut down trees to acquire Wood Trade Boxes, rather than Wealth to purchase them from a store) or a Wealth roll to acquire a "t" item or service.

Wealth should very rarely (if ever) be used to acquire a 'p' item. But if your GM allows it, the difficulty of the Roll should be increased by at least +4.

WEALTH

Each character has a Wealth stat that is rolled just like a Skill, but is only used to purchase items or services. This represents the amount of physical wealth that your character carries with them on a regular basis.

Maximum

Your maximum Wealth = your Intelligence.

Gaining

Your Current Wealth = your number of Treasure Trade Boxes -2.

Selling Trade Boxes

2 Trade Boxes or 1 Treasure Box: Can be sold (no Roll needed) to increase any failed Spare Time Roll by +2 (Stacks) where money would help.

Losing

You lose 1 Wealth when you lose or Sell a Treasure Trade Box.

14w Spare Time Roll

If you ever make a successful Wealth Spare Time Roll for an item or service of 14 or more, you lose 1 Treasure Trade Box, reducing your Wealth by 1.

If you don't have a Treasure Trade Box, you may not attempt to acquire any item or service of 14w or more.

Robbed or Shipwrecked

If a character is ever robbed, then they may not make Wealth rolls until they gain access to money (eg: from their ship) and they should lose 1 Treasure Trade Box.

If your character is Shipwrecked, they may lose lots of their Treasure Trade Boxes, reducing their Wealth. They may also not make any Wealth rolls until they gain access to money.

Purchasing two Pistols, Wealth Example

Michelle has 8 Treasure Trade Boxes, giving her +6 Wealth (number of Treasure Trade Boxes -2), but as she has 4 Intelligence her maximum Wealth score is restricted to no more than +4.

Michelle wishes to purchase a Dragon Stone Pistol (Acquire cost 14w). To make the required Spare Time Roll she must pass a Wealth Spare Time Roll of 14.

She rolls 12 for a total of 16, enough to purchase the Pistol. As the cost of the Pistol was 14w, she also loses a Treasure Trade Box, reducing her total number of Trade Boxes to 7. But as this will not reduce her Wealth score below her maximum, her +4 Wealth is not reduced.

If she had failed her Spare Time Roll she would have lost her Spare Time Point, but not her Treasure Box.

TRADE GOODS

Acquiring Trade Boxes

- » 2 Trade Boxes: 10w.
- » 4 Trade Boxes: 12w.
- » 8 Trade Boxes: 16w.

Cargo Space

There are lots of nooks and crannies on a ship that are ideal for storing small amounts of miscellaneous Trade Goods. However, larger storage spaces are required for more substantial hauls.

The below are for a single type of Trade Good:

- » 1-4 Trade Boxes of the same type require 0 Cargo space when stored on your Ship (1 Cargo space when stored elsewhere).
- » 5-8 Trade Boxes require 1 Cargo space.
- » 9-12 Trade Boxes require 2 Cargo space.
- » 13-16 Trade Boxes require 3 Cargo space.
- » 17-20 Trade Boxes require 4 Cargo space.

Storing your Trade Goods

See pg: 60 for full Storing (eg: bury it, or put it in a bank) your Treasure rules.

Selling Trade Goods

Multiple types of Trade Goods may be sold together.

- » 2 Trade Boxes or 1 Treasure Box: Can be sold (no Roll needed) to increase any failed Spare Time Roll by +2 (Stacks) where money would help or, if appropriate (ie: while in a city), to gain 1 Trade Box of any non-Treasure Type.
- » 4 Trade Boxes: Can be sold (no Roll needed) to gain +1 Current Resource.

Sharing

PCs are allowed to freely share all Trade Boxes amongst each other except for Treasure Trade Boxes. People (and especially pirates) are far too greedy to give their money to each other.

PCs may only choose to share Treasure Trade Boxes when they are first acquired, or with the GM's permission.

Greed or Communal, Sharing Treasure Examples

Misty has been on two different ships, each with its own method of sharing out loot.

The Black Skull was ruled by greed: each of the most powerful and influential members of its crew (the PCs) would grab whatever they could and keep it for themselves in their private stashes, making use of it as they saw fit.

The Pantheon had a communal method of sharing loot. All gathered valuables would be shared out equally amongst the most influential crew members (the PCs) to be handled as they saw fit.

Example Trade Good Types

See pg: 71 for full Ship Consumption rules.

See pg: 58 for full Ship Repair Roll rules.

There are no Trade Good Variation templates, but there are specific types of Trade Goods. GMs are encouraged to create new types.

Loot

The spoils of combat and/or theft, looted weapons, alcohol, furniture or even slaves.

- » Standard Trade Good rules.
- » GMs may apply additional rules (eg: slaves may revolt, alcohol may explode, etc...).

Treasure

Chests full of ancient relics, gems, gold bars, and jewellery. Pirates LOVE treasure as it is easy to store and transport, and sells well.

- » +4w to acquire.
- » 6 Boxes = 4 Trade Boxes in regards to Cargo space.
- » 1 Treasure Box: Can be sold (no Roll needed) to increase any failed Spare Time Roll by +2 (Stacks) where money would help or, if appropriate (ie: while in a city), to gain 1 Trade Box of any non-Treasure Type.
- » Determines your Wealth: see previous page.

Food & Water

The vital nourishment of life. Large stocks of non-perishable food and water are vital for long distance sea voyages.

- » 6 Boxes = 4 Trade Boxes in regards to Cargo space.
- » Consumed by you, and your Ship's crew (see pg: 70).

Wood

Ships are mostly made of wood. You're going to need wood.

- » 2 Boxes = 4 Trade Boxes in regards to Cargo space.
- » Used to Repair your Ship.

Cloth

Used for ship sails, rigging, bandages, bunk beds and many other uses.

- » 3 Boxes = 4 Trade Boxes in regards to Cargo space.
- » Used to Repair your Ship.

Metal

Refined bars of metal are expensive and key to improving the quality of your ship. Nearly all of the most advanced weapon and ship construction practices make extensive use of metal. Not to mention ships shoot big balls of metal at each other.

- » +2w to acquire.
- » Used to repair, upgrade, and rearm your Ship.



STUDY

Study works just like Research (Core Rule Book, pg: 68) except as noted below.

Acquiring Study Units

You need to describe in character how you're acquiring your Study Units, usually through studying a notable object or situation within your game (eg: a rare artefact, event, or after a difficult fight).

Study Units can never be gained without making a Spare Time Roll.

» 1 Study Unit requires a Spare Time Roll of 12.

Multiple Characters Studying Together

If multiple characters are studying together (both making Study Spare Time Rolls at the same time on the same subject), then each character needs to only make a Spare Time Roll of 10t (normally 12t) to acquire a Study Unit.

Tools

Study Spare Time Rolls do not require you to have access to specific Tools, but GMs should require characters to have access to in-game objects (eg: books, rare artefact, etc...) or experiences to justify their study.

Knowledge

Acquiring 4, 8, 12, 16, 18, 20, 22, 24, 26 and 28 Study Units grants your character 1 Knowledge.

Knowledge is spent to acquire some Traits and Weapons. Once a unit of Knowledge is spent, it can never be regained.

Study Variations

There are no Study Variations.

Publish

You don't Publish Study units.

Perks

Study Units do not grant Perks.



"The sea is like the heart. It has its storms, tides, depths and even, on occasion, pearls."

- Vincent Gog, poet and artist.

PLUNDER SPARE TIME ROLLS

Stealing, plundering and fighting over treasure are staples of the pirate life. Fighting more powerful foes is sure to give a greater reward, and bringing more allies along is sure to spread the loot more thinly.

After Each Combat

After each Combat the PCs may immediately make 1 free Plunder Spare Time Roll. This represents them looting (Trade Boxes, Equipment), pausing to learn from the fight (Study), or grabbing rare gear (Modifications or Equipment with a 'p' Acquire cost).

Personal Combat

- » Your Crew are not present at the end of the Combat: Gain 2 Trade Boxes (GM's discretion).
- » A difficult Combat: Gain 2 Trade Boxes (GM's discretion).
 - » Difficult = NPCs more powerful than the number of PCs present.
- » An easy Combat: No Plunder Roll.
- » Defeat: You may only make Study Rolls with your Plunder Roll.

Ship Combat

- » Capture a Ship: Gain 2 Trade Boxes (GM's discretion).
- » A captured Ship is taken to land: Gain 4 Trade Boxes (GM's discretion).
- » Defeat: You may only make Study Rolls with your Plunder Roll.

Spare Time Cost = p

Items that list "p" after their Acquire cost (eg: Acquire: 12p) may ONLY be acquired through a Plunder Spare Time Roll (pg: 57).

Wealth

You may not use Wealth for Plunder Spare Time Rolls.

Awareness Skill

Can be used for Plunder Spare Time Rolls, but not for other Spare Time Rolls.

Player Narrative Influence

GMs are encouraged to hand over a small amount of narrative control to their players for Plunder Rolls. Give them the opportunity to be creative and to describe what 'might' be present.

Description Bonuses, and Specific Items

GMs are encouraged to give Description Bonuses (or Penalties) to Plunder Spare Time Rolls for items that are more (or less) likely to be present (eg: Treasure when fighting a dragon).

Item is Specifically Present or not Present

If an NPC had a specific item (eg: a sword they were fighting with or the treasure they were guarding), PCs may spend a single Plunder Spare Time Roll to acquire it without rolling. If no player grabs these specific items they should be assumed broken, lost or grabbed by the crew.

No Plunder Spare Time Roll can be made to acquire items that the GM says are specifically not present.

Discarding or Keeping Modifications

GMs should feel free to discard any Modifications from looted specific items. Many Modifications represent a character learning to use that item in a more effective manner (ie: anything with a Knowledge cost) or investing more of their effort into that item (these usually increase the Resources cost).

Kept Modifications should not require additional Plunder Rolls to keep.

Defeating the Pirate King, Plunder Example

The Scarlet Crossword pirates (Jane, John, Alex, and Bartholomew) have just defeated the notorious Pirate King LeClunk. The Scarlet Crosswords defeated LeClunk's flagship in naval combat before boarding his burning ship to defeat him and his remaining crew in Personal Combat.

For the Ship Combat: each PC gains 1 Plunder Spare Time Roll and 2 Trade Boxes for capturing the ship. For the Personal Combat: each PC gains an additional Plunder Spare Time Roll and 2 additional Trade Boxes for it being a difficult fight. This gives each player a total of 2 Plunder Spare Time Rolls and 4 Trade Boxes (which the GM says is 2 Wood, 1 Metal and 1 Treasure).

The GM points out that LeClunk had a sword made of a black mysterious metal. Any PC can take this sword (giving up 1 Plunder Spare Time Roll and requiring no roll). LeClunk was also guarding a massive treasure hoard. Any PC who makes a Plunder Spare Time Roll to acquire more Treasure Trade Goods gains a +2 Description Bonus.

After a quick discussion between the PCs, Jane decides to take LeClunk's Sword, claiming it is as hers as she landed the killing blow on the vile Captain. She then spends her remaining roll to perform Recruit Repair Rolls (using Leadership) to convince LeClunk's crew to join their crew.

John and Alex both like the idea of gaining more Trade Goods. John spends his 2 rolls to make Physical rolls to physically go down to LeClunk's hold to personally move the goods. Alex, not being as strong as John or as charismatic as Jane, decides to make a Carpentry roll to cut up LeClunk's ship to more get Wood Trade Boxes.

Bartholomew has little interest in Trade Goods. He heard rumours that LeClunk had a map to a secret island where he stores his most precious treasures. Suspecting that one of their newly recruited crew has already looted the deceased Captain's cabin, Bartholomew decides to make a Persuasion roll to subtly talk to his crew, and then a Stealth roll to steal the map once it is found. Roleplaying this well, the GM decides to give Bartholomew +2 to his rolls.

HEALING ROLLS

In-Combat Healing

First Aid: 10

Same as the Core Rule Book (pg: 92) but does not require Tools.

Out-of-Combat Healing Rolls

Patch-Up: 12

Same as Paramedics in the Core Rule Book (pg: 92) but one roll may be made per 4 players (not 3).

Extended Care: 2x 12t

Same as the Core Rule Book (pg: 92) but does not remove a Condition.

Surgery: 16t, and 1 Cloth Trade Box

Same as the Core Rule Book (pg: 92) but requires a Workstation (not Workshop) and the recipient does not gain a free Trait Retro to an Implant Trait.

Healing Luck

Luck can never be healed by a Healing Roll.

At the end of each Session, Heal all of your Damaged Luck.

See pg: 83 for an explanation on Death by Luck Damage.

REPAIR ROLLS

In-Combat Repair

Morale is Repaired by performing a Ship Skill Roll with the Minor Effect: Regen Morale. Some Attribute Damage to a Ship may be Repaired during combat with a Patch Job Ship Skill Roll (pg: 99).

Out-of-Combat Repair Rolls

Ship Attribute Damage may be repaired (and Ammunition regained) outside of combat by making a relevant Skill Roll:

Change Out: 14w

May change 1 Attribute Point Allocation, Weapon or Trait.

Upgrade: 14w and 1 Wood, Cloth and Metal per Size

Gain a new Trait or Weapon.

Rearm: 12w and 1 Metal per 2 Cannon

Regain all spent Ship Ammo.

Recruit: 10w

Heal 6 Swabbies Damage.

Retro any number of Gunners or Cutthroats Attributes to Swabbies.

Treasure Trade Boxes

Treasure and other Trade Boxes (pg: 55) that are in particularly high demand may be used in place of any other Trade Box.

Recruit Example

The Sealass has taken a large amount of Sailor Attribute Damage (Swabbies -1/3, Gunners 1/3, and Cutthroats 1/4).

When they get to port they throw a large party at a local tavern to recruit new sailors. Passing a Recruit Spare Time Roll they shift two of their Cutthroat Damage onto their Swabbies and Heal 6 Damage (making their Attributes: Swabbies 5/5, Gunners 1/3, and Cutthroats 1/2).

To Heal their remaining Gunner and Cutthroat Damage they will have to perform an Enlist Repair Roll to recruit more skilled sailors or promote Swabbies mid-combat with the Promote Strong Hit Option (see below).

Enlist: 14w

Heal any 2 Sailors Damage.

Retro any number of Swabbies Attributes to Gunners or Cutthroats.

Quick Fix: 12t and 1 Wood, and Cloth per Size

Requires relevant Toolbox.

Heal 2 points of Attribute Damage that was dealt during the Combat that was just finished.

Maintenance: 12t and 2 Wood, and 1 Cloth per Size

Requires relevant Workstation.

Repairs any Hull Damage by 2.

Does not remove a Condition.

Rebuild: 14t, 14w, and 4 Wood, and Cloth per Size

Requires relevant Facility.

Repairs any Hull Damage by 8.

May remove one Condition (GM discretion).

STRONG HIT: PROMOTE

Great sailors are forged in the heat of combat!

Requirements

Ship Skill Roll

Success

Combat

Result:

Permanently reduce your Swabbies by 1 and gain 1 Gunner OR Cutthroat.

Promote Example

The Crimson Shark has 4 Swabbies, 2 Gunners and 2 Cutthroats. Mid combat, it spends a Strong Hit on Promote, shifting 1 point from Swabbies to Gunners. This gives it a total 3 Swabbies, 3 Gunners and 2 Cutthroats.

REPAIR ROLLS

-Hull = Leaking.
 -4 Hull = Ship is destroyed.
 -4 Crew & 0 Morale = Ship's crew surrenders.



14_w



Change Out
 May change 1 Attribute Point Allocation, Weapon, or Trait.



14_w



Upgrade
 Gain a new Trait or Weapon.



12_w



Rearm
 Regain all spent Ship Ammo.

10_w



Recruit
 Heal 6 Swabbies Damage.
 Retro any number of Gunners or Cutthroats Attributes to Swabbies.

14_w



Enlist
 Heal any 2 Sailors Damage.
 Retro any number of Swabbies Attributes to Gunners or Cutthroats.



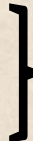
12_T



Quick Fix
 Heal 2 points of Attribute Damage that was dealt during the Combat that was just finished.



12_T



Maintenance
 Repairs any Hull Damage by 2.



14_T

14_w



Rebuild
 Repairs any Hull Damage by 8.
 May remove one Condition.



RESOURCES

Resources are a broad representation of the amount of equipment, and the quality of ship and crew that your character is able to maintain through personal ability, wealth and social influence.

Your Resources may be spent twice: once on your personal equipment and once on your Ship.

Spending your Resources on Gear and a Ship, Example

Roberts has 5 Current Resources. He uses 2 on his sword, 2 on his pistol, and 1 on his Outfit. He may also combine his Resources with his five teammates (who each have 5 Current Resources) to maintain a Ship that costs 30 Resources.

Maximum

Your Max Resources are your Level +3.

Gaining

Can only be gained by selling Trade Goods (pg: 55).

- » 4 Trade Boxes: Can be sold (no Roll needed) to gain +1 Current Resource.

Losing

Players should only lose Current Resources if they become shipwrecked or destitute (see GM's Guide, pg: 105).

Perks

When you gain 5, 10, 15, 20, 25, and 30 Current Resources you gain a permanent Perk. This Perk may only be gained once, and is not lost if your Current Resources are reduced below the required amount.

Complications

When you gain 3, 9, 19, and 27 Current Resources you gain a permanent Complication. This Complication may only be gained once, and is not lost if your Current Resources are reduced below the required amount.

Knowledge

When you gain 6, 16, and 26 Current Resources you gain a Knowledge. This Knowledge may only be gained once, and is not lost if your Current Resources are reduced below the required amount.

STORING YOUR TREASURE

See pg: 64 for Full Retirement rules.

See pg: 105 for full Shipwrecked or Destitute GM guide.

Storing your life's earnings on your person or your ship is incredibly risky. You will lose everything if your ship sinks or if you're robbed.

You have several options available to you:

Shipwrecked or Destitute

Becoming destitute will reduce your Current Resources.
Storing Treasure will protect you from this.

Bury It, 14t per 4 Cargo Space

While there are no real-world records of a pirate ever burying treasure (what sane crew would ever allow their Captain to secretly go off alone to a secluded location with a big box of their gold?) it's a staple pirate trope because it's a fun idea.

- » **Hard to find again:** if you do not make a map you're required to make an 18t Spare Time Roll to locate it again.
- » **Very safe:** may only be stolen if you or an ally gives away its location.
- » **Inaccessible:** Treasure Trade Goods stored in this way may not increase your Current Wealth.

Warehouse, 14w per 4 Cargo Space

While not an ideal arrangement for storing valuables, a well locked and guarded warehouse is a great location for storing various tradable goods or other useful items.

- » **Not very safe:** Trade Goods (and especially Treasure Trade Goods) are VERY likely to be partially or completely stolen.
- » **Inaccessible:** Treasure Trade Goods stored in this way may not increase your Current Wealth.

Bank, 16w per Cargo Space

While not a popular choice amongst lawless pirates, a bank can prove an ideal storage location for privateers or to those who maintain a strong loyalty to a particular city or people group. A bank can also offer written guarantees that most merchants (who are on good terms with the bank) will accept.

- » **Very safe:** Trade Goods stored in this way may ONLY be lost due to politics (eg: the bank itself decides to rob you, or the government confiscates your goods due to you working against them).
- » **Accessible:** Treasure Trade Goods stored in this way may increase your Current Wealth as long as you remain on good terms with its governing authority.
Trade Goods stored (and sometimes used for Repairs) in this way may be sold to merchants who are on good terms with your bank who will accept written guarantees for your goods.

"Only a fool would ignore the gods, but only a madman would embrace them."

- Thomas Wood, witch hunter.

STORING YOUR TREASURE

The more wealth you have, the harder it is to keep it safe.



Bury It

Requires one Spare Time Roll of 14 per 4 Cargo space of stored Trade Goods.

If you don't make a map you will be required to make a Spare Time Roll of 18 to find your Trade Goods again.

Very safe: may only be stolen if an ally gives away its location.

Inaccessible: Treasure Trade Goods stored in this way may not increase your Current Wealth.



Warehouse

Requires one Wealth Spare Time Roll of 14 per 4 Cargo space of stored Trade Goods.

Not very safe: Trade Goods (and especially Treasure Trade Goods) are VERY likely to be partially or completely stolen.

Inaccessible: Treasure Trade Goods stored in this way may not increase your Current Wealth.



Bank

Requires one Wealth Spare Time Roll of 16 per Cargo space of stored Trade Goods.

Very safe: Trade Goods stored in this way may ONLY be lost due to politics (eg: bank itself decides to rob you, or the government confiscates your goods).

Accessible: Treasure Trade Goods stored in this way may increase your Current Wealth as long as you remain on good terms with its governing authority.

Trade Goods stored in this way may be sold, as merchants who are on good terms with your bank will accept written guarantees.



EXAMPLE PERKS

The same Perk may be chosen multiple times, but their bonuses do not Stack (eg: you may have multiple Contacts in various locations, but you only ever gain +1 to your Spare Time Rolls).

Perks may be lost: if they are, you may choose a new one.

Access

You have been trusted with access to a non-public space such as an apartment, warehouse, workspace or a small facility.

- » Gain access to 3 Cargo space or a Facility.

Anonymity

While many may have heard of you, and you may have many friends, few know your past or your day-to-day actions. Maintaining this anonymity requires a lot of work and effort on your part.

- » NPCs find it hard to find information about you.
- » Only a select few people have heard of you if you have the Prestige Perk or Reputation Complication.

Contact

You're friends with someone who is willing to help you out. This friend is often restricted to a limited geographical area or a ship (not your ship), and you must travel to them if you wish to make use of their skills. Friendships go both ways.

- » Pick a single Skill. You gain +1 to all Spare Time Rolls with this Skill when you're with your contact.
- » This contact may provide you with helpful information.

Prestige

Through your past, a single prominent event or through people talking about you, you've gained a helpful reputation for yourself.

- » NPCs are more likely to have heard of you.
- » You gain +1 to Leadership, and Persuasion Rolls when interacting with someone who is aware of, and likes, your reputation.
- » You gain -2 to all Leadership, and Persuasion Rolls when interacting with someone who is aware of, and does not like, your reputation.

Rank

You have earned your place in an organisation by proving yourself through your actions. While you have very little authority to order others around, your superiors acknowledge you as someone to be respected and trusted.

- » You must be on friendly terms with an organisation or group.
- » +1 Maximum Resource.
- » This Perk may only be taken once. Climbing further in rank requires in-game actions and not further Rank Perks.

EXAMPLE COMPLICATIONS

Addiction

Why's the rum always gone?

- » You must make a Resolve Skill Roll to resist your Addiction when it tempts you.
- » You may never have more than 3 unspent Spare Time Points at any one time.
- » You only gain a Luck point from this Complication if your Addiction hampers you in a significant way (eg: you fail a Resolve Skill Roll to resist it at an important moment).

Bounty

You have a large bounty on your head, attracting the attention of more enemies. Be careful of not only underworld havens, but also of any friend whose purse is getting a little light.

- » Your GM may choose to increase the difficulty of a combat by adding a Skilled opponent or giving an enemy Ship 5 additional Resources (granting you a Luck Point).

Condition

With your GM's permission, you may gain a Condition (see Core Rule Book pg: 76 or opposite page) rather than a Complication.

Disrespected

While you may have the respect of your equals and your superiors, you don't hold the respect of those under you.

- » Your Crew may choose to not follow you into combat, and your Ship Support may choose to not attack when you want them to (granting you a Luck Point).

Enemy

You have made a dangerous enemy who holds lethal intent towards you. This enemy is often from within your own social circle, or might be a (possibly indirect) victim of your actions.

Your enemy is skilled and cunning, with well-defined motivations, but is not suicidal or reckless. They will often know what equipment you like to carry and your weaknesses.

- » Your enemy should be aware of all (or most) of your Attributes, Traits and Equipment and will most likely have Equipment and Traits that counter yours.
- » They may cause you trouble outside of combat.
- » You only gain a Luck Point from this Complication if your Enemy directly or indirectly reduces one of your Attributes to 0 or below, reduces your Current Resources, or reduces your Current Wealth.

Enemy No Longer a Threat

If your Enemy dies, or if their ability to harm you is completely nullified: select a new Complication.

EXAMPLE CONDITIONS

Moral Code

Many live by a code. It gives them strength and clarity in times of darkness and confusion. But it may also keep them from opportunity and riches.

- » You must make a Resolve Skill Roll to act against your Moral Code.
- » If you act against your Moral Code, you lose 1 Current Resource and gain a Luck Point.

Obsession

Your thoughts are continuously on one thing. While this may give your life focus and direction, it is at the expense of all else.

- » You must make a Resolve Skill Roll to resist your Obsession.
- » -2 to all Spare Time Rolls not connected to your Obsession.
- » You only gain a Luck point from this Complication if your Obsession hampers you in a significant way (eg: you fail a Spare Time Roll by 1 or 2 due to the -2 penalty).

Prejudice

A group of people are prejudiced against you, whether a faction, race, organisation or other grouping. Individuals within this group may not hold this prejudice at the GM's discretion.

- » -2 to all Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is prejudiced against you.
- » You only gain a Luck point from this Complication if your Prejudice hampers you in a significant way.

Reputation

Through a single prominent event or through many rumours, you have gained a reputation. Unfortunately, this reputation is not a helpful one. People will make assumptions about you, often inhibiting your progress or giving you unwanted attention.

More importantly, your enemies will be able to easily gain information on you if you move in populated areas.

- » NPCs are far more likely to remember you.
- » Antagonistic NPCs are far more likely to discover your location when you move in populated areas.
- » You may suffer -2 to Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is aware of your negative Reputation.
- » You only gain a Luck point from this Complication if your Reputation hampers you in a significant way.

Secret

We all have secrets: yours is just a little darker than most people's.

- » You must make a Resolve Skill Roll to share your Secret.
- » If another character (player or NPC) discovers your secret, you lose a Spare Time Point, and gain a Luck Point.

The following Condition rules replace those in the Core Rule Book (pg: 76).

Cannot Climb

- » Must always make Physical Skill Rolls to climb.
- » You cannot be trained in Physical.

Cannot Swim

- » -4 Swimming.

Cursed

- » -1 Luck.

Disfigured

- » -2 Persuasion.
- » Your Crew have -2 Hit.
- » +4 Defence vs Intimidation.
- » +4 End Dmg, Personality.

Lost Ear

If you have two lost ears, you're deaf and should Retire (pg: 64).

- » -4 Stealth.
- » -1 Reflexes Attribute.

Lost Eye

If you have two lost eyes, you're blind and should Retire (pg: 64).

- » Range increment penalties are -3 (normally -2).
- » -1 Reflexes Attribute.

Lost Limb

If you have two lost hands or feet, you should Retire (pg: 64).

Hand

- » -1 Hand and Gauntlet Slot.
- » -1 Reflexes Attribute.
- » You can use a Hook Hand (pg: 142) if you have a lost hand.

Foot:

- » May only Move while Prone or while assisted.
- » -1 Movement Attribute.
- » You can use a Wooden Leg (pg: 162) if you have a lost leg.

Sicknesses, Psychological Disorders, Curses, and More

The world of Toil is full of a myriad of sicknesses and curses, and its inhabitants can suffer from a wide range of psychological conditions: many more than can be listed here.

Psychological conditions and curses from the dark gods should reflect the nature of the god, eg: a god of pride may induce narcissism.

GMs are encouraged to create their own rules for new ailments to inflict upon their players.

OPTIONAL RULE: RETIREMENT

A pirate's life is a dangerous one, and not a life that any person is able, or wants, to live forever. A pirate who has had a long career and retires in reasonable health is considered to be incredibly successful, and the envy of many.

But before a successful pirate can fully enjoy retirement, there are a number of things they must first do. Here are some suggestions:

Settle All Debts

- » Dispatch or make peace with all foes.
- » Settle all debts.
- » Failure to do so may cause you, your family and your friends much trouble.

Disband your Crew and Divide Treasure

- » Disband your remaining crew, and send them off with a share of the plunder.
- » Failure to do this will result in your pirate crew turning on you.

Find a Suitable Home

- » Not only should it be comfortable, it should also be far away from anyone who might think ill of you because of your past.

Find a Suitable Vocation

- » Retirement need not be dull and fruitless, as it will be how you spend most of your life.
- » Many city governors, navy commanders, and wealthy merchants gave their careers a kick-start through piracy.

Inheritance

GMs may wish to make their campaigns multi-generational, with successful PCs passing down their legacies and some of their wealth to a progeny or friend.

Write a Will, 16w

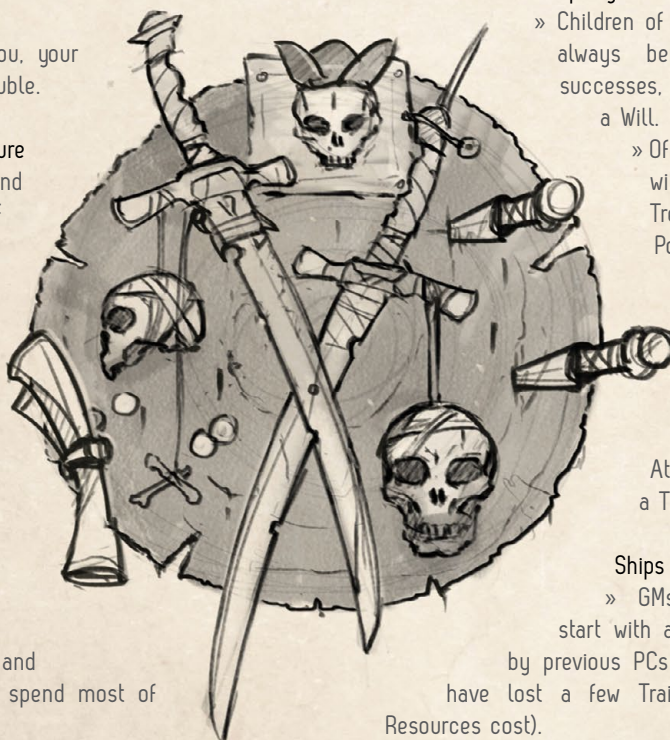
- » Wills can be written out for both friends and family.
- » Particularly wealthy individuals will need to have long legal documents to pass on more of their wealth (multiple Write a Will Spare Time Rolls).
- » Recipients of an inheritance (a Player's new character) will receive 4 Treasure Boxes and 2 Spare Time Points during their character creation (pg: 50) (Stacks).

Offspring

- » Children of wealthy individuals will nearly always benefit from their ancestor's successes, even if they were never left a Will.
- » Offspring of a prominent PC without a Will will receive 2 Treasure Boxes and a Spare Time Point during character creation (pg: 50) when they start out (does not Stack).
- » Offspring of a PC must choose at least 2 of the following to be exactly like their PC parent: An Attribute total, a Trained Skill or a Trait choice.

Ships

- » GMs should feel free to have PCs start with a Ship. If this Ship was owned by previous PCs with more Resources, it may have lost a few Traits or Weapons (reducing its Resources cost).



"While your children may hate you, your grandchildren will brag aplenty that their grandfather was a scoundrel, scallywag and a pirate!"

- Todor Peak, Dragon Point pirate.



SKILLS

OVERVIEW

Study or Skill Roll

As with Research, Study may be used in place of a Skill Roll, see Core Rule Book pg: 40.

Tools

Only some Skills may make use of Tools.

Skills that can use Toolboxes, Workstations, and/or Facilities

- » Leadership (Workstation, Facility).
- » Insight (Workstation, Facility).
- » Seamanship (Toolbox, Workstation, Facility).
- » Streetwise (Toolbox, Workstation, Facility).
- » Resolve (Toolbox, Workstation, Facility).
- » Physical (Workstation, Facility).
- » Awareness (Toolbox).
- » Carpentry (Toolbox, Workstation, Facility).
- » Metallurgy (Toolbox, Workstation, Facility).
- » Tailoring (Toolbox, Workstation, Facility).
- » Wilderness (Toolbox, Workstation, Facility).
- » Medicine (Toolbox, Workstation, Facility).
- » Culture (Toolbox, Workstation, Facility).
- » Mercantilism (Toolbox, Workstation, Facility).
- » Command (Workstation, Facility).
- » Close Combat (Workstation, Facility).
- » Logistics (Workstation, Facility).
- » Gunnery (Workstation, Facility).

Attributes

Attributes don't contribute to Skill Roll Description bonuses. Some Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while you have a -1 penalty if you have 1 or less in that Attribute. If a Skill could make use of multiple Attributes (eg: Physical), the GM decides what Attribute grants a bonus or penalty for each roll.

- » Persuasion (Intelligence).
- » Leadership (Strength).
- » Insight (Intelligence).
- » Seamanship (Intelligence).
- » Streetwise (Luck).
- » Resolve (Focus).
- » Physical (Strength, Reflexes or Movement).
- » Awareness (Intelligence).
- » Stealth (Reflexes or Movement).

Ship Skills, pg: 69

You don't become Trained in Ship Skills; rather, you gain +1 for each associated Skill that you're Trained in. Ship Skills start at +0.

- » Command: Leadership, Seamanship, Tactics.
- » Close Combat: Resolve, Swashbuckling, Brawling.
- » Logistics: Physical, Carpentry, Medicine.
- » Gunnery: Awareness, Metallurgy, Firearms.

STRONG HITS (PRIMARY SKILLS)

Effort: Requirements Changed to:

- » Does not Req Hit or Success.

Strong Hit: Effort can be used with any roll, even Attack and Spare Time Rolls.

MAGIC

Not a Magician

If you're not a Magician, you should have -2 to all Skill Rolls to know about magic, and are unable to make use of magical items.

There is no single 'Magic Skill': as magic is a force that weaves itself throughout all facets of existence in so many different ways that it cannot be contained to a single field of study.

If a character wishes to know about magic in a specific context, they should make a Skill Roll for that specific field (eg: to know about sea magic you should make a Seamanship Skill Roll). If you're a Magician (gained from certain Traits) you will find it far easier to know about magic.





EVERYDAY SKILLS

- » Persuasion
- » Leadership
- » Insight
- » Seamanship
- » Streetwise
- » Resolve
- » Physical
- » Awareness

Persuasion and Insight

Persuasion is the same as Conversation, and Insight is the same as Psychology, see Core Rule Book pg: 50.

Seamanship

Your navigational skills and ability to work on a ship.

Areas of Knowledge

- » Weather.
- » Navigation and cartography.
- » Crew roles & running of a Ship.

Example Uses without Tools

- » Helmsman (steer the ship).
- » Hoist the sails.

Example Uses with a Toolbox

- » Navigate with a sextant.
- » Cut ropes to make quick changes to rigging.

Example Uses with a Workstation or Facility

- » Create a detailed map.
- » Figure out the location on a map with landmarks and geography alone.

Streetwise

Your ability to navigate and locate things in an urban environment.

Areas of Knowledge

- » City layout.
- » Black market.
- » Available work.
- » Street survival.

Example Uses without Tools

- » Locate a building.
- » Sell something on a black market.

Example Uses with a Toolbox

- » Use forged papers to access a restricted area.
- » Bribe a city official to turn a blind eye.

Example Uses with a Workstation or Facility

- » Run your own black market.
- » Setup a hideout for criminal contacts.

Awareness

Can be used for Plunder Spare Time Rolls (pg: 57).

EDUCATION SKILLS

- » Carpentry
- » Metallurgy
- » Tailoring
- » Wilderness
- » Medicine
- » Culture
- » Mercantilism
- » Stealth

Carpentry

Your knowledge and ability to work with wood.

Areas of Knowledge

- » Wood.
- » Ships.
- » Furniture.
- » Woodwork.

Example Uses without Tools

- » Boson (ship management).
- » Assess wooden structure.

Example Uses with a Toolbox

- » Corkage (plugging leaks).
- » Carve a haft or stock for a weapon.
- » Construct simple crates.

Example Uses with a Workstation or Facility

- » Shipwright (making ships).
- » Cooper (making barrels).
- » Cabinetmaking (furniture).

Metallurgy

Your knowledge and ability to work with metal.

Areas of Knowledge

- » Metals.
- » Firearms (guns & cannon).
- » Forging techniques.
- » Raw geological materials.

Example Uses without Tools

- » Assess the quality of metal.
- » Estimate where a particular mineral might be found.

Example Uses with a Toolbox

- » Prospecting (looking for minerals).
- » Modify a firearm.
- » Make shot (ammo) for firearms.

Example Uses with a Workstation or Facility

- » Constructing a firearm or cannon.
- » Refining or forging metal.

"Let the heretics burn!

May the flames scorch the sins from their souls so that the dark ones may make no claim on them as they leave this world."

– Ptrov Sni, Kestrelt Warrior Monk.

Tailoring

Your knowledge and ability to work with textiles.

Areas of Knowledge

- » Cloth.
- » Fashion.
- » Rigging.
- » Textiles (woven reeds, netting, rope).

Example Uses without Tools

- » Make attire from existing clothing.
- » Assess sail damage.
- » Weave reeds.

Example Uses with a Toolbox

- » Repair rigging & sails.
- » Modify an outfit.

Example Uses with a Workstation or Facility

- » Rope making.
- » Construct an elaborate disguise.

Wilderness

Your knowledge of the wilderness and ability to survive in it.

Areas of Knowledge

- » Tracking.
- » Plants and animals.
- » Hunting.
- » Survival.

Example Uses without Tools

- » Start a fire.
- » Navigate the wilderness.
- » Identify edible plants.

Example Uses with a Toolbox

- » Hunt animals for food.
- » Harvest poison from a toad.

Example Uses with a Workstation or Facility

- » Cure skins and hides.
- » Concentrate a poison.

Culture

Areas of Knowledge

- » Music.
- » Cooking.

Mercantilism

Your ability to conduct honest business and understand markets and values.

Areas of Knowledge

- » Value of commodities.
- » Honest business.
- » Trade lanes.
- » How to avoid piracy.
- » Banking.

Example Uses without Tools

- » Appraise value of an item.
- » Barter or trade.
- » Understand a contract.

Example Uses with a Toolbox

- » Create a ship manifest.
- » Bookkeeping.
- » Secure a loan.

Example Uses with a Workstation or Facility

- » Invest in a trading company.
- » Run a merchant guild.
- » Ship's Quartermaster.



Stealth

See pg: 68 for full Stealth Effect rules.

Stealth in Fragged Seas works differently than how it does in the Core Rule Book (pg: 109), as it functions much more like a standard skill and is not an Attack Roll vs a target's Defence vs Stealth.

The GM simply sets the difficulty of the Skill Roll (eg: higher if there are lots of observant NPCs around, or lower if the PC is wearing black and attempting to hide at night).

During Combat

If a character wishes to become Stealthed (see below) during Personal Combat, they need to make a Stealth Skill Roll (usually through the Prep Action) each Turn.

Outside of Combat

If a character wishes to hide outside of combat, they must make a Stealth Skill Roll when the GM asks them to.

Stealthed Effect (during Combat)

- » Lost if you end an Action outside of Cover, or become clearly seen (eg: moving into plain sight of another character as you move between cover).
- » Lost if you make a visible Attack.
- » Lost if a Stealth Skill Roll is not successfully made each Turn.
- » While Stealthed, you may not be seen or Attacked.

Areas of Knowledge

If you're making a Skill Roll to determine if your character knows something about stealth and is not attempting to physically hide, don't add your Outfit's bonus or penalty to your Roll.

- » Good places to hide.
- » Smuggling.
- » Stealth techniques.
- » Outfits and makeup for assisting stealth.

Example Uses

- » Picking pockets.
- » Concealing weapons.
- » Creating secret compartments.
- » Concealing contraband in ships and wagons.

"Magic was once a whisper: now it is a wailing shriek."

- Tidi Blood Moon, Crypt Cape witch doctor.

PERSONAL COMBAT SKILLS

Stealth Outside of Combat Example

Emily wishes to sneak into a well-guarded compound. The GM sets the scene by describing the guards on duty, how the sun is setting and the large, but overgrown, wooden wall that surrounds the compound.

Emily then describes her approach, waiting for the sun to set so that her dark outfit hides her presence, she plays to her high Movement strength by describing how she quickly darts from cover to cover as the guard patrols.

The GM rewards her with a +2 Description bonus and gives her a further +1 for having a high Movement Attribute. A high Reflexes might have also granted that +1 bonus, but as Emily's description is playing to her speed and not her reflexes, the GM uses Movement.

In total, this grants Emily a Stealth Roll of +5 (+1 for being Trained, +1 from her Outfit, +2 Description Bonus and +1 Attribute Bonus). The GM says she needs to roll a 14. She then rolls 3d6 for a total of 16, an easy success. The GM then describes how she has successfully sneaked into the compound.

Stealth During Combat Example

During a combat, Emily spends her first Action during her Turn to kill a rival pirate with her pistol. She then performs the Prep Action to move behind some Heavy Cover to Reload her Pistol and make a Stealth Skill Roll.

The GM says that her firing her loud, smoky pistol makes things a little difficult (as it draws attention to her). But as no specific enemy character is paying attention to her (no enemy made an Attack Roll against her during their last Turn) she does have a chance to hide.

The GM says she needs to roll a 14 and gives her a -1 Description penalty. Emily rolls a total of 15. She succeeds at hiding and becomes Stealthed. No enemy may make an Attack Roll against her while she is Stealthed.

During her second Turn, she remains Stealthed as long as she does not make a visible Attack or end an Action outside of Cover. She must also pass a Stealth Skill Roll before the end of her Turn, or she will lose her Stealthed Effect.

For her first Action, she remains in Cover and performs a Size Up Action to gain +1 Momentum, but chooses to not make an Attack Roll (as this would break her Stealthed Effect). For her second Action she chooses to perform a Prep Action: she dashes out of her Cover and into different Cover (being careful not to run in front of an unengaged enemy), finishes Reloading her Pistol and attempts another Stealth Roll. She passes her Stealth Skill Roll with a roll of 16.

But during her enemies' Turn, one of the rival pirates moves behind her Cover on his way to engaging one of her friends. As Emily is now in plain sight, she loses her Stealthed Effect and may be Attacked by any enemy.

- » Swashbuckling
- » Tactics
- » Brawling
- » Firearms

Your ability to attack with different kinds of weapons, and to direct your crew during combat.

Innate Weapons

Your Personality and Limbs don't gain bonuses (or penalties) to their Attack Rolls from Combat Skills.

SHIP SKILLS

See pg: 97 for full Ship Skill Roll rules.

- » Command
- » Logistics
- » Close Combat
- » Gunnery

Your ability to control ships and their Weaponry in combat situations.

Trained in Other Skills

You don't become Trained in Ship Skills, rather you gain +1 for each associated Skill that you are Trained in. You never have below +0.

Command: Leadership, Seamanship, Tactics.

Close Combat: Resolve, Swashbuckling, Brawling.

Logistics: Physical, Carpentry, Medicine.

Gunnery: Awareness, Metallurgy, Firearms.

Ship Skill Bonuses Example

Ajax is Trained in the following Skills: Leadership, Resolve, Physical, Carpentry, Seamanship, Stealth, Swashbuckling, and Tactics.

This gives him +3 Command, +2 Close Combat, +2 Logistics, and +0 Gunnery.

Traits

All characters are assumed to be Trained in all Ship Skills for the purposes of selecting Traits.

- » Characters may select up to two Traits per Ship Skill.

Workstations and Facilities

Ship Skills may benefit from having a Workstation or Facility.

"A pirate's life it is nearly always short and hard, but it has the potential for grand excitement... I see the attraction."

- Bobidi Li, missing Tyvorosi slave.

NON-COMBAT TRAVEL

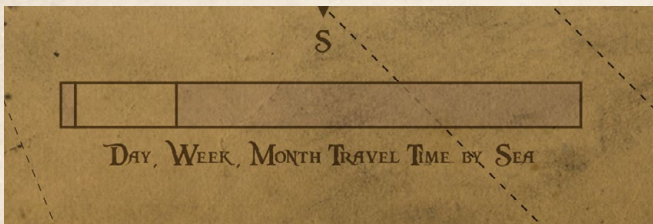


DAILY TRAVEL DISTANCE

See example maps, pg: 16-23.

This is the amount of distance that can be travelled by a group or Ship in one day. GMs are encouraged to alter this amount based on environmental effects and player actions.

- » Your Daily Travel Distance should rarely be reduced below 25%.
- » You're assumed to be hunting and gathering while you travel.



The above shows the average distance you can travel by sea.



The above shows the average distance you can travel by land in a single day.

Plot out your Journey Beforehand

Before a character, group, or ship departs on a journey they should plot their path. This can be done without a map (but a map will help). This will not only help a GM to plan future game sessions, but it also reflects the value of good planning.

» If you don't plot your journey: -50% Daily Travel Distance.

If a journey is prematurely stopped or altered, then the GM should feel free to reduce all players' Supplies or a ship's Food & Water by 1 (or more) unit(s) as a penalty.

LAND

Supplies, and Maximum Travel Distance

Characters are able to travel for 2 days between locations of plentiful food and water (eg: a town) for each empty Equipment Slot that they have, as it is assumed these Slots are filled with Supplies (food and water). Crew are assumed to be carrying their own Supplies.

Characters are able to share food and water with each other.

Starvation on Land

Per 2 full days you're without Supplies.

- » Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute.
- » Each Crew loses 1 Body (due to death or desertion).

Example Alterations

Environments and in-game actions may alter your Daily Travel Distance and Maximum Travel Distance at your GM's discretion.

Regular Hunting and Gathering

- » -50% Daily Travel Distance.
- » Supplies consumed 4 days slower.

Scarce Hunting, Gathering and/or Water

Everyone brings their Crew Along

Sickness and/or Many Wounded

- » -25% Daily Travel Distance (Stacks).

No Hunting, Gathering or Water / Push Forward

- » +100% Daily Travel Distance for the first day.
- » -50% Daily Travel Distance for future days.
- » Supplies consumed 1 day faster.

No one brings their Crew Along

- » +50% Daily Travel Distance.

Depart in a Hurry / Under-Supplied

- » Supplies consumed 1 day faster.

Roads

- » +100% Daily Travel Distance.

Dense Foliage, Mountains, Deserts, etc...

- » -25% Daily Travel Distance (Stacks).

Consumption, and Maximum Travel Distance

A Ship's Maximum Travel Distance is only restricted by the number of Food & Water Trade Boxes (pg: 55) that a Ship has on board.

A Ship consumes 1 Trade Box of Food & Water per its Size for every FULL 7 days (1 week, 1/4 month) it is away from a port.

Starvation at Sea

For each 7 full days you're out of port without Food & Water.

- » Ship takes 1 Damage (no Armour) to a random (1d3+3) Attribute (due to death, sickness or desertion).
- » All PCs take 1 Damage (no Armour) to a random (1d3) Attribute OR the Ship takes 1 additional Damage (no Armour) to two random (2d3+3) Attributes.

Example Alterations

Shallows, storms, dense islands, and other environments should alter your Travel Time.

Regular Stops for Fishing and Water

- » -50% Daily Travel Distance.
- » Food & Water consumed 28 days slower.

Sickness

- » Food & Water consumed 2 days faster.

Storm

Difficult Environment

- » -50% Daily Travel Distance (Stacks).

Multiple Ships Travelling Together

- » Daily Travel Distance is equal to the slowest Ship.

Push the Crew

- » +100% Daily Travel Distance for the first day.
- » -50% Daily Travel Distance for future days.
- » Food & Water consumed 3 days faster.

Your Ship has 4 or more Sailor Damage

- » Food & Water consumed 1 day faster per 4 Sailor Damage.



Sea Travel Example

The White Bones is a Size 2 Ship travelling Northeast with 6 Trade Boxes of Food & Water.

Before the end of the week, it stops at a port. As this trip took less than 7 days, it did not need to consume any Trade Boxes of Food & Water.

The second part of its journey (to the Free Islands) takes the White Bones through a wild storm, slowing its Travel Distance by 50%. This trip will take a little under 5 weeks, resulting in the White Bones consuming 8 Trade Boxes of Food & Water (2 per Week, for the 4 full weeks it was at sea). This is 2 more than it has, resulting in the crew starving; the White Bones takes 1 point of Sailor Attribute Damage (some of the crew were lost during the storm) and each PC takes 1 point of Attribute Damage.

For the third part of their journey (to Lumber Island) the White Bones stocks up on 4 Trade Boxes of Food & Water and decides to regularly stop for supplies along several uninhabited islands. This decreases their Daily Travel Distance by 50% and their Food & Water consumption to 2 Boxes per 35 full days at sea. This final journey takes 77 days (11 weeks) and requires 4 Boxes of Food & Water.

At ANY time along this long journey the GM could insert any event (eg: opportunities to pirate, monsters, etc...) that they want.





EQUIPMENT

OVERVIEW

You may only have 1 Crew or Summon & 1 Ship Support Weapon.

Clips = Ammo

Load = Draw and Reload

There is no Load stat. Drawing and reloading your weapon is broken up into two stats: Draw, and Reload.

Cost = Acquire and Resources

There is no Cost stat. Cost is broken up into two stats: Acquire, and Resources.

Utility Items

There are no Utility Items in Fraggd Seas. Utility-styled abilities are gained through Traits and Weapons.

Multiple Stat Lines

Weapons with Multiple Stat Lines (eg: Crew) may make use of either Stat Line when they are used. Variations and Modifications are applied to each Stat Line individually.

PERSONAL WEAPON STATS

Fraggd Seas Personal Weapon stats are the same as they are in the Core Rule Book (pg: 122) except as stated below.

Fraggd Seas Weapons do not use the following stats: Clips, Load, Rate of Fire (RoF), or Cost.

Maximum Range (Max Rng)

The maximum Range of this Weapon (not Range x10).

Splash, pg: 127

Cannot scatter outside a Weapon's Maximum Range.

Draw

The number of Draw Actions required to make this Weapon Active.

Reload

The number of Reload Actions required to Reload this Weapon.

Preload

Weapons can only Preload a single shot, allowing them to make 1 Attack before they need to reload. Some Weapons can Preload multiple times and Attack an equal number of times before they need to reload.

Eg: Thomas has a Preloaded pistol. During a fight he can fire this pistol once without first loading it. But before he can attack with it again, he must reload it.

Sarah has a Preloaded double-barrelled rifle. This Weapon allows her to Preload two ammunition, and has a Reload stat of 2. She may fire it twice before she has to reload. Each reload requires 1 Ammo, and she is only allowed to make one attack per ammunition she loads. After spending 2 Actions reloading she may make one Attack, but if she spends 4 Actions reloading she can make two Attacks.

Weight

Slots

All items require 2 Equipment Slots (regardless of Weight) unless they have a Small (1 Slot), Large (3 Slots), or Natural (0 Slots) Keyword.

One Handed

All items require 1 hand to make Active (regardless of Weight) unless they have a Two Handed or Natural Keyword.

Overburden

If the Weight of any single Active item is greater than your Strength, reduce your Defence and Swim by the difference.

Acquire

The one-time cost (usually a Spare Time Roll) to acquire an item. Paying this cost may be done over multiple sessions, but the item is not gained until all required rolls are made.

Knowledge (Kn)

Some items require Knowledge to acquire: this represents your character learning how to use them. These cannot be looted.

Resources

Works like Cost (Core Rule Book, pg: 123).



WEAPON KEYWORDS

Crit Location: 1dX+Y

What Attribute is Damaged by a Critical Hit from this Weapon is determined by rolling 1dX+Y, not 1d6.

Dangerous X (Y)

See pg: 81 for full list of Dangerous Terrain Examples.

When you Attack with this Weapon it creates X areas of Dangerous Terrain Y in GM defined spaces. Eg: Dangerous 2 (Small Fire) will create 2 spaces of Small Fire.

Magic or Non-Magic

If your Weapon has the Magic Weapon type, the Dangerous Terrain is placed around you. If your Weapon does not have the Magic Weapon Type, the Dangerous Terrain is placed around your target.

This reflects the dangerous, self-destructive nature of magic.

Front Cover

While Equipped, this Weapon gives you Front Cover.

Indirect (Front, Side, Rear, Above)

Your Attack counts as being made from your Target's side, rear or from above when calculating Cover (not Range).

Large

Requires 3 Equipment Slots (normally 2).

Swim

While this Weapon is Active, you have -2 Swim.

May not Preload

You may not Preload this Weapon (you must reload it before every Attack).

Max Momentum (X)

While this Weapon is Activated and you're at your Maximum Momentum (pg: 84) this Weapon gains X.

Momentum X: Y

See pg: 84 for full Momentum Ability rules.

You may spend X Momentum to gain Y.

Natural

This Weapon is a part of you; it is not a separate item.

This Weapon is always Active, requires 0 Equipment Slots (normally 2) and 0 Hands, even if stated otherwise and works when Wet, even if stated otherwise.

Preload X

You may Preload (pg: 73) X ammunition into this Weapon.

Small

Only requires 1 Equipment Slot (normally 2).

Splash

As with the Core Rule Book pg: 127, except as follows.

Failing an Attack Roll

Scatters 1d6, NOT the amount your Attack missed by.

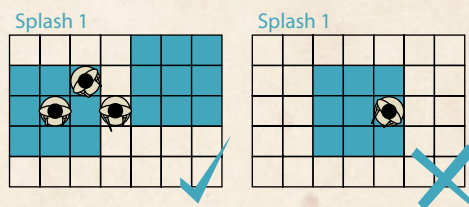
May NEVER scatter outside a Weapon's Maximum Range.

Axe, Blade, Intimidate, and Tackle Weapons

Weapons with the Axe, Blade, Intimidate or Tackle Weapon Type, and the Splash Keyword: cannot Damage their user or allies.

Attack the Ground

You may NOT Attack the Ground within 1 of an enemy; you must Attack them directly or Attack the Ground further away from them.



Swim +/-X

While this item is Activated (not just Equipped) your Swim (pg: 80) is increased or decreased by X.

Two Handed

Requires two hands to Activate.

Used in One Hand

If this Weapon is held or used with only one hand during your Turn: ALL of your Weapons (not just this Weapon) have -4 Hit, and the Weight of this Weapon is increased by 4 until your next Turn.



"Mobocracy is what rules a pirate ship.

The captain, quartermaster, and all others in positions of power must answer to the mob. Any leader that is to fall out of favour with, or lose control over, the crew will be quickly cast down. Sure, fear has its place for maintaining control. But it occupies a lower seat to competence and plunder."

- Emily Hitherto, Quartermaster of the Death's Dove.

SHIP WEAPON STATS

Ship Weapon Stats are the same as Personal Weapon Stats except as stated below and they don't use Draw, Reload or Weight.

Morale Damage (Mor Dmg)

Works like Endurance Damage, except against a Ship's Morale.

Ammo

Ship Weapons don't automatically regain Ammo during Downtime. Spent Ammo is regained through the Rearm Repair Roll, see pg: 58.

Min Size

The Minimum Ship Size required to use this Weapon.

OUTFIT STATS

Fragged Seas Outfit Stats are the same as they are in the Core Rule Book (pg: 126) except as stated below.

Fragged Seas Outfits do not use the following stats: Cover, Front Cover and Cost.

Defence vs Tackle (Def vs Tac)

Alters your Defence vs Tackle Stat (pg: 82).

Defence vs Intimidation (Def vs Int)

Alters your Defence vs Intimidation Stat (pg: 82).

Armour vs Luck Damage (vs Luck)

Increases or decreases your Armour vs Attribute Damage to your Luck Attribute.

Swim

Alters your Swim Roll (pg: 80).

"It is said that before the Great Rise all ships of repute would have a holy man aboard to administer final rites, care for the sick, and tend to the weary hearts of the crew.

But those were different holy men. Now that the gods have torn back the veil and revealed themselves to be monsters beyond comprehension, I fear the holy man and all ships of repute shun them.

For they corrupt the dead, spread sickness, and feed on the fears of man."

- Jason Wright, Captain of the White Stallion.

Stealth, pg: 68

Alters your ability to physically hide, but not your knowledge.

Knowledge of Stealth

If you're making a Stealth Skill Roll to determine if your character knows something about stealth and is not attempting to physically hide, don't add your Outfit's bonus or penalty to your Roll.

Acquire

The one-time cost (usually a Spare Time Roll, see pg: 54) to acquire an item. Paying this cost may be done over multiple sessions, but the item is not gained until all required rolls are made.

Knowledge (Kn)

Some items require Knowledge to acquire; this represents your character learning how to use them. These cannot be looted.

Resources

Works like Cost (Core Rule Book, pg: 130).

OUTFIT KEYWORDS

Cover

While Activated this Outfit gives you physical Cover or alters your existing Cover.

+X Skill

You gain +X to a Skill while this Outfit is Activated.

Max Momentum (X)

While this Outfit is Activated and you're at your Maximum Momentum (pg: 84) you gain X.

Momentum X: Y

You may spend X Momentum to gain Y, see pg: 84.

Spend Momentum to Increase Armour

An Outfit may come with a Momentum X: Y ability that allows their wearer to gain Armour against an Attack. This may even be applied after a Critical Hit has been declared.

Avoiding Attribute Damage, Outfit Momentum Example

Peter is wearing Heavy Clothing (Armour 2) and is Hit by a Critical Hit that will do 5 Crit Dmg to him. His opponent rolls a die to see what Attribute of Peter's will be Damaged. They roll a '4' for Focus.

Peter would take 3 Focus Damage from this Attack, but he chooses to use his Outfit's 'Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks)' ability. Reducing his Momentum by 4 he raises his Armour vs this Attack to 4, resulting in 1 Attribute Damage.

EXAMPLE WEAPONS

See pg: 142-153 for a full list of available Weapons.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Steel Cutlass	+2	1	1	6	3	-	1	-	2	Blade.	2x 10w	2

+1 Defence vs Tackle while this Weapon is Active. **Modification:** Hand Guard.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Steel Boarding Axe	-1	1 (Str)	1 (5)	5	3	- (1)	1	-	3	Axe, (Thrown).	10w	2

Max Momentum (+1 Crit Dmg).



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Black Powder Grenade	-2	Str+1	12	9	2	2	0	0	0	Explosive, Throw.	12t	1

Small, Slash 1d3-1.
Momentum 1: Destroy two spaces of destructible terrain that you have just damaged.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Well-Armed Scoundrels	+1	1	1	2	3	-	-	-	-	Crew, Blade.	Free	0
	+3	3	9	2	3	Bodies	-	1	-	Crew, Firearm.		

Defence: 12 Armour: 1 Movement: 7 Bodies: 5. May carry 4 Equipment Slots of gear for you.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Undead Pirates		1	3	3	3	Inf	-	0	-	Summon, Magic.	2 Kn	2

Defence: 12 Armour: 1 Movement: 4 Bodies: 5. You may only regain lost or gain new Bodies if you have available corpses or if you choose to lose 5 End.
Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Well-Supplied Cannon Support	-4	10	60	11	1d2+4	3	-	-	-	Ship Support.	2 Kn, 16w	5

Splash 1d3, Momentum 1: Destroy two squares of damaged Terrain.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Fire Ball	+2*	4	32	4	3	12**	-	1	-	Magic.	3 Kn	4

Natural, Small, Max Momentum (Splash 1). **Ammo is regained after a good night's sleep.
Energy, Burn, Dangerous 1d3 (Small Fire). *-2d6 Hit vs Wet targets, Energy, Burn.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Oratory	*	2+X	30	2+X	-	inf	-	-	-	Intimidate.	1 Kn	X+2

Natural, *May not Hit targets that cannot perceive you.

Strong Hit: **Provoke** (Hit) You and your target have -1 Armour against each other for the remainder of the Combat (does not Stack).

Strong Hit: **Inspire** (Does not Req Hit) An ally gains a Recovery.

Strong Hit: **Give Orders** (Does not Req Hit) An ally without Oratory gains +1d6 Hit on their next Attack Roll during this Combat (Stacks).

Strong Hit: **Impassioned** (Hit) ALL characters (PC, Henchmen Groups, Skilled, Powerful and Monster) gain +1 Momentum (Monsters gain +2 Momentum).



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Brace of 3 Flintlock Pistols	+3	2	8	4	1d2+2	4	0*	2**	1	Firearm.	3x 12w	3

*+1 Draw to un-equip (may drop as a Free Action), Small, **May Preload 3 times.

Modification: 2 Backup Weapons.



Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Flintlock Musket	-1	6*	30	8	1d2+2	12	2	2	2	Firearm.	14w	4

*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed.

EXAMPLE OUTFITS

See pg: 154-155 for a full list of available Outfits.



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Deckhand (Light Clothing)			-2	2	+2	-1	7			2	2x 8w	1

You're immune to Pen. **Modifications:** Extra Pouches.



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Monster Hunter (Heavy Clothing)		+1	+1	2	+2		11	+0		3	12w, 14p	2

You're immune to Pen, +1 Physical. **Modifications:** Monster Hide.



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Fancy Captain (Heavy Clothing)	+1		+5	2			10	-1	-1	3	14w, 12w	2

You're immune to Pen, +1 Leadership. **Modifications:** High Quality.



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Mystical (Light Clothing)			+1	2	+1	-2	5			1	10w	1

You're immune to Pen. All of your Magic Weapons gain +2 End Dmg.

EXAMPLE MISCELLANEOUS ITEMS

See pg: 162-163 for a full list of available Example Misc Items.



Lucky Charm, 8t

- » Slots: 0.
- » 1 Use, Momentum 0: Heal 3 Endurance OR gain +1 Defence and Hit until your next Turn OR gain +1d3-2 Momentum (min 0).

The Faerie Sea inhabitants have always been a superstitious people, prone to beliefs in the supernatural and otherworldliness. Charms made by witchdoctors, family heirlooms, lucky keepsakes, and religious paraphernalia can be found on almost every sailor. In these times where gods walk the earth and magic is commonplace, who can invalidate these beliefs?



Letter of Marque, 4x 14t

- » Slots : 0.
- » Government license authorising a person (known as a privateer) to attack and capture enemy vessels.

A letter of marque is a written licence for a person and their ship to attack enemy ships and to commit acts which would otherwise be considered piracy. Captured ships are to be brought back to the licensing authorities to be sold or stripped down.

The Kelstrell Empire and especially the Tyvorosi Trade Guild are particularly fond of recruiting privateers to fight their conflicts.



Trained Monkey, 12w

- » Pet.
- » You gain a pet monkey, 12t to teach it a trick (it's great at fetching things).

Monkeys make popular pets on ships due to their trainable and curious natures and low maintenance. While the value of most pets is commonly limited to their ability to entertain, competent and dedicated owners are able to train them to execute specialised tasks.

Monkeys can be found on most tropical islands and in most towns and cities. They're natural climbers and well-suited to collecting small objects, possibly even pickpocketing.



Bandages, 10w

- » Slots: 1.
- » Toolbox.
- » Load 0, +1 Medicine (does not Stack with other Tools).

Bandages are incredibly useful and easily-obtained medical supplies that can be used for multiple medical purposes, such as: stemming the flow of blood, dressing a wound, or binding a splint. They are most commonly made from cloth or hide.

PERSONAL COMBAT



OVERVIEW

Personal Combat in *Fragged Seas* is almost exactly like Personal Combat in the Core Rule Book, pg: 71. The main difference is that there are no Rate of Fire (RoF) rules, new Actions (pg: 89), new Momentum rules (pg: 84) and Difficult Terrain plays a larger role.

One Third Difficult Terrain

At least one-third of a battle map should be covered in Difficult Terrain and some Dangerous Terrain.

Example Difficult Terrain (pg: 80), Dangerous Terrain (pg: 81), and Effects (pg: 82)

The listed Difficult Terrains, Dangerous Terrains and Effects are just examples intended to inspire GMs. GMs should feel free to create new Difficult Terrains, Dangerous Terrains and Effects.

EXAMPLE DIFFICULT TERRAINS

Climbing

As skilled sailors, it's assumed that all player characters are competent climbers.

Climbing

Counts as vertical Difficult Terrain
(1 space = 2 meters & half Movement).

A Physical Skill Roll should only be required if the surface is difficult, or if you're impeded in some way.

Falling

If you land on a soft surface (eg: water), reduce all Damage by 10.

If you pass a Physical Skill Roll, reduce all Damage by 4, and if you pass this Roll by 4 or more you don't go Prone.

» 0-3m =	2 End Dmg,	Prone.
» 4-6m =	5 End Dmg,	1 Crit Dmg, Prone.
» 7-9m =	10 End Dmg,	1d3 Crit Dmg, Prone.
» 10-12m =	15 End Dmg,	1d6 Crit Dmg, Prone.
» 13-15m =	20 End Dmg,	2d6 Crit Dmg, Prone.
» 16m+ =	30 End Dmg,	3d6 Crit Dmg, Prone.

Swinging

If you have access to a rope to swing (ships have lots of them) on your Full Move and Charge Actions you gain +2 Movement. Your GM may require you to make a Physical Skill Roll for a difficult swing.

Swimming

As skilled sailors, it's assumed that all player characters are competent swimmers.

While Swimming:

All water counts as Difficult Terrain (half Movement).
You may not regain Endurance while swimming.

Each Turn: Take either 4 End or 1 Attribute Damage (no Armour).
First Action each Turn: Make a Swim Roll (Prep Action).
Out of Combat: you only Roll or take Damage if you're in a difficult situation (eg: a storm, or in a rush).

Your base Swimming Roll = +0

-1 to this Roll per used Equipped Slot over 6.
-1 to this Roll for each point you're Overburdened.

Example Description Bonuses/Penalties

-2 if you have no free hands.
-2 in rough water (eg: Storm).
-2 helping another to swim.
+2 helped by another.
+2 tread water (you don't move).

- » Exiting Water onto a difficult surface (eg: a ship ladder):
Swimming Roll of 10.
Failure = do not exit water this Action.
- » Swim along the surface: Swimming Roll 10.
Failure = You may not move this Action.
- » Swim underwater: Swimming Roll 14.
Failure = Take swimming damage again, and you must attempt to Swim to the surface (Swim Roll 12).

Wet Effect, see pg: 82

EXAMPLE DANGEROUS TERRAINS

See pg: 81 for full Dangerous X (Y) Keyword rules.

Damaged Ship Deck

If a character moves over a Damaged Ship Deck space, the GM rolls 1d6: on a roll of a 1 the Damaged Deck collapses and the character must make a Physical Skill Roll not to fall (see falling on the previous page).

Acid Pool (Attack Roll Required)

- » Hit: +3, End Dmg 3, Crit Dmg 3.
- » Burn.

Cursed Ground

- » If any character starts their Turn in, or moves through Cursed Ground: an opposing character (GM discretion who) gains +1 Momentum.

Fire

The GM rolls 1d6 at the start of each Turn (before any character has acted) for each fire that has adjacent fuel (eg: a ship's wooden deck). On a roll of a 1 (or 2 if the adjacent fuel is highly flammable, eg: sails), 1 fire of the same kind starts in an adjacent space to the existing fire.

If there are lots of fires on a ship it might take Attribute Damage (no Armour, location 1d3), GM's discretion.

Small Fire (Attack Roll Required)

If 3 uncontained (eg: not in a fireplace) adjacent spaces have Fires and a fuel source (eg: a ship's wooden deck), 1 of those Small Fires becomes a Raging Fire.

- » Hit: +3, End Dmg 3, Crit Dmg 3.
- » Energy, Burn.

Raging Fire (Attack Roll Required)

- » Hit: +6, End Dmg 10, Crit Dmg 4.
- » Energy, Burn.

Gunpowder

If hit by a Weapon with the Energy Keyword: the gunpowder explodes.

Gunpowder Storage is set on Fire

The GM rolls a die at the start of each Turn (before any character acts): on a roll of a 1 or 2, the gunpowder explodes (see below).

Gunpowder Explodes (no Attack Roll Required)

Deals 10 Endurance and 2d3 Attribute Damage to all characters within 3 spaces of the gunpowder, and creates 1d6 Small Fires.

May cause a Ship to take 1d6 points of Damage (no Armour) to a random (1d2) Attribute at the GM's discretion.

Ledge

If you would be pushed over a Ledge you may make a Physical Skill Roll of 14 to reduce the pushed amount by 1. If this prevents you from going over the Ledge then you stop just before you would fall. If this would not prevent you from falling over the Ledge, you fall (see Falling pg: 80).

Guarded Ledge (eg: Ship Railing)

Gain +2 to your Physical Skill Roll to not fall over the Ledge.

Windy

Windy Dangerous Terrain creates a line from one edge of the battle map to another (unless stopped by a physical object).

- » Counts as Difficult Terrain.
- » Grants Light Cover to anyone who would be Attacked from within or through a Windy area. Does not allow Stealthed.



"A feared pirate can force a ship to surrender without a drop of blood or cannon shot. But to be able to do so, one must have previously shed rivers of blood and fired countless cannon."

- Bloody Sarah, Captain of the Red Witch.

EXAMPLE EFFECTS

The following Effect rules replace those in the Core Rule Book (pg: 76).

Grabbing

- » Same rules as Grabbed, except as listed below:
- » Once you grab a target, you cannot use the Weapon used to grab them (usually your Limbs) to Attack a different character.
- » You may remove this Effect from yourself as a Free Action.
- » If you lose this Effect any target that you were Grabbing loses their Grabbed Effect.
- » -2 Swimming (not -4).

Prone

- » Becoming Prone or standing up from Prone costs 3 Movement.
- » All terrain counts as Difficult Terrain while Prone.

Stealthed

See pg: 68 for full Stealth rules.

Suppressed

- » You may only perform 1 Action during your next Turn.
- » Crew (and those like them, eg: Summons and Henchmen) may only Move OR make an Attack Roll during their next Turn.
- » Monster NPCs are immune to Suppression.
- » Ships are immune to Suppression.

Tackle Effects

See pg: 91 for full Tackle Action rules.

Escape

Remove 1 Grabbing Effect from your target.

Grabbed

- » When you apply Grabbed to a target, you gain Grabbing.
- » You may perform 1 fewer Actions per Turn.
- » Gain 1 additional Action (without movement) if 'you' remove this Effect from yourself.
- » You may move yourself and the character Grabbing you if you have more Strength than them. All terrain counts as Difficult Terrain while Grabbed.
- » -4 Swimming.

Push

- » Target character is forced to move 2 spaces directly away from you.

Trip

- » Target goes Prone.
- » Target is forced to move 1 space in any direction.

Wet

See Swimming, pg: 80.

- » You may not use Bows, Firearms or some other Weapons (GM discretion) until you can dry off.

DEFENCE

Characters have no Defences vs Impair, Psionic or Stealth stats (see pg: 68 for full Stealth rules) and no Armour vs Energy or Slow.

Defence vs Tackle

Your Defence vs the Tackle Action.

- » Equals your Defence + your Strength.

Defence vs Intimidation

Your Defences vs Intimidate Weapons (pg: 86).

- » Equals 16 + your bonus to your Resolve Skill.

Rick has +2 to his Resolve Skill (+1 for being Trained and +1 from a Toolbox). This gives him 18 Defence vs Intimidation.

Armour vs Luck Damage

Increases or decreases your Armour vs Attribute Damage to your Luck Attribute.

COVER

Cover in Fraggd Seas works a little differently to Cover in the Core Rule Book (pg: 86).

Adjacent to an Ally

Having a trusted friend at your side is incredibly helpful and encouraging.

- » Reduce ALL Endurance Damage that you would receive by 2. This carries onto higher Cover Steps.
- » If you're behind a character they also grant you Light Cover.

Step 1) Light Cover, +Int Defence

- » +Your Intelligence to your Defence.
- » +2 Defence if you're a Crew or Henchmen.

Step 2) Heavy Cover, +(Int x2) Defence

- » +Your Intelligence times two to your Defence.
- » +4 Defence if you're a Crew or Henchmen.

Step 3) Entrenched, +(Int x3) Defence

- » +Your Intelligence times three to your Defence.
- » You're Immune to Critical Hits while you have Endurance.
- » If you're behind and adjacent to another character and an Attack misses you, it hits that character (as long as the Attack Roll is equal to or greater than their Defence).
- » +6 Defence if you're a Crew or Henchmen.

STRONG HIT: CRITICAL HIT & BOOST

Critical Hit Requirements Changed to:

- » May Crit (or Ship Weapon).
- » Hit.
- » 1 Use per Attack (unless Ship, Crew or Henchmen).

Strong Hit: Critical Hit may only be used once per Attack Roll (unless made by a Ship, Crew or Henchmen) via any Action with the 'May Crit' Major Effect.

You cause a free Critical Hit vs ANY target that you Damage that has 0 Endurance, even if you miss (ie: via a Splash Weapon) and as long as your Action has the Major Effect 'May Crit'.

Critical Boost Requirements Changed to:

- » Does not Req Hit

DEATH

Luck works like Fate (Core Rule Book pg: 90) for avoiding Death.

Death by Luck Damage

Taking Luck Damage represents a character luckily avoiding harm. If a character dies from Luck Damage something incredibly unlucky happens to them that causes them to die or become unconscious. Eg: They fall off a ledge, their gun explodes in their face, etc... GMs and PCs should have fun coming up with ideas for this.

DOWNTIME

Replenishing Ship Ammunition

If you have access to a suitable vendor you can regain Ship Ammunition during Downtime with a Rearm Repair Roll (pg: 58).

Replacing Lost Equipment

Lost equipment IS NOT automatically regained if you have access to your ship or a suitable vendor: it must be re-acquired.

ATTACK ROLLS

Rate of Fire (RoF)

These rules are not used in Fragged Seas.

Attacking Through a Character

When you Attack through a character to another target, the target gains Light Cover against your Attack. Triples DO NOT result in the unintended character being hit.

If your target has Entrenched Cover and is behind an adjacent character and your Attack misses: it hits the unintended character (as long as the Attack Roll is equal to or greater than their Defence).



MOMENTUM POINTS

Momentum Points are temporary points that you gain during combat. They can be spent to make your Actions more effective or to activate certain abilities gained from Traits or Equipment.

Starting Combat & Surprise Round

You normally start each Combat with 0 Momentum Points. If you gain a Surprise Round you start with 1 Momentum Point.

Maximum

The maximum amount of Momentum Points that a character can have at any one time is equal to their Focus.

Max Momentum = Attacking Bodies

Crew, Summons and Henchmen may only spend 1 Momentum Point for each of their Attacking Bodies.

Gaining

Momentum Points are primarily gained through Combat Actions.

Surprise Round

If you gain a Surprise Round you gain +1 Momentum Point.

Losing

You lose all of your Momentum Points at the end of Combat, or they may be spent (see below).

Negative Momentum Points

You may never have negative Momentum Points.

Spending

Momentum may be spent on special abilities gained through Actions, Traits, Strong Hit Options or equipment Keywords.

Unless stated otherwise (eg: "During your Turn...") Momentum abilities may be activated at any time (even during an enemy Turn, or after an Attack Roll is made).

Momentum X: Y

You may spend X Momentum Points to gain Y.

Abilities from a Weapon may only affect that Weapon.

Unless stated otherwise, all Momentum ability benefits are removed at the start of your next Turn. Momentum abilities that boost an Attack are only applied to a single Attack.

NPCs

Use slightly different Momentum Point rules, see pg: 106.

Gaining and Spending Momentum for +Hit Example

Peter starts a combat with 0 Momentum (if he had gained a Surprise Round he would have started with 1 Momentum). He has 3 Focus so he may never gain more than 3 Momentum Points (any Momentum Points over 3 that he would gain are instantly discarded).

For his first Turn, he performs the Quick Strike Action to Attack a flanked opponent, granting him +1 Momentum Point (for a total of 1 Momentum Point). For his second Action, he performs the Dodge Action which will grant him +1 Momentum Point if an Attack fails to hit him before his next Turn (this Action will never grant more than +2 Momentum Points).

During his opponent's Turn, 3 attacks fail to hit him, granting him +2 Momentum (for a total of 3 Momentum Points). He then performs the Quick Strike Action again and spends 2 Momentum Points to use Quick Strike's Momentum Ability that adds +2d6 to his next Attack. Spending these Momentum Points (reducing his total Momentum Points to 1) he adds +2d6 (for a total of 5d6) to his Attack Roll. This Attack is against a Flanked opponent, granting him +1 Momentum point (for a total of 2 Momentum Points).

For his second Action, he performs the Quick Strike Action again. This time Peter uses Quick Strike's second Momentum Ability (which also costs 2 Momentum) to attack with a different Weapon. This allows him to make two Attack Rolls as part of the same Action. First he uses his Cutlass, and then his Pistol. Both of these Attacks Hit and are against a Flanked opponent, granting him +2 Momentum Points (bringing his Momentum Points back up to 2).

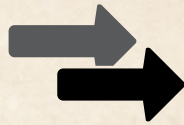
"For me, I am thankful for the darkness of the sea. For if it were to be as clear as the sky I would never have the heart to sail upon its silvery surface.

Its black depths hide such vile horrors that man cannot imagine, and such unobtainable and grand treasures that a man would go mad with greed if he were to but glimpse them."

- Peter Wight, lost at sea.

MOMENTUM

Managing your Momentum is key to victory.
Spend Momentum to make your Actions more effective.

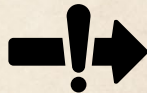


Use Actions to Gain Momentum Points
Charge has the potential to give you the most Momentum.
Size Up is the most reliable way to gain 1 Momentum per Turn.

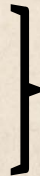
FOCUS



Maximum Momentum = Your Focus
Any additional Momentum Points gained are immediately discarded.



Momentum Abilities can be Activated at Any Time
Even after a roll has been made.
Or during an enemy's Action.



Momentum 2: Your next Attack Gains +2d6 Hit
Many Attack Actions allow you to spend 2 Points of Momentum to
add +2d6 to your Attack Roll.



COMBAT TURNS & ACTIONS

STARTING COMBAT

Crew, and Ship Support

At the start of each combat, GMs must declare if the PCs have access to their Crew and/or Ship Support Weapons. Access to these is largely dependent on the PCs' in-game actions and their proximity to their ship.

If the PCs have no Crew they gain 2 additional Trade Boxes after a combat (see pg: 57). If the PCs' Crew are nearby they will nearly always decide to fight alongside them, even if the PCs don't want them to.

Define Reinforcement and Ship Edge

GMs should also define what edge of the battle map Crew reinforcements will come from (as some Crew Weapons allow additional Bodies to be gained) and what direction Ship Support Weapons will Attack from (see pg: 88).

SURPRISE ROUND

If a character gains a Surprise Round they also gain +1 Momentum (pg: 84).

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.

WEAPON TYPES & ACTIONS

Axe and Blade

- » Ready Attack.
- » Quick Strike.
- » Charge.
- » Block.

Bow, Chemical and Explosive

These Weapons always have at least one other Weapon Type that determines what Actions they can use.

Wet

Bows may not be used while you are Wet (pg: 82).

Firearm, Magic and Throw

Special Rule: Magic Weapons can only be used by Magicians.

- » Ready Attack.
- » Quick Strike.

Wet

Firearms may not be used while you are Wet (pg: 82).

Intimidate

Special Rule: If your opponent is unable to perceive you, you cannot attack them with an Intimidate Weapon.

- » Size Up.
- » Quick Strike (Hit +Int not +Ref).

Attack Rolls

Attack Rolls are made against a target's Defence vs Intimidate. On a successful Attack Roll your Weapon deals its Endurance Damage to your target's Endurance.

PERSONAL COMBAT ACTIONS, 2 PER TURN

THOUGHTFUL ACTIONS

SIZE UP

Attack

Hit +Int.

Once per Turn, +1 Momentum.

PREP

Move, Recover

Draw or Reload a Weapon.

Skill Roll (eg: Medicine, Stealth).

Momentum 2: Two Allies gain +1 Momentum.

READY ATTACK

Attack*, May Crit

*In a 180° Arc in response to any Action.

Momentum 2: Attack with a Ship Support Weapon.

Momentum 2: Your next Attack gains +2d6 Hit.

SWIFT ACTIONS

FULL MOVE

Move

Move +2.

Momentum 1: +2 Movement.

QUICK STRIKE

Move, Attack, May Crit

Hit +Ref (Hit +Int with Intimidate).

On Flanked Hit: +1 Momentum.

Momentum 2: Attack with a different Weapon.

Momentum 2: Your next Attack gains +2d6 Hit.

DODGE

Move

Cover Step +1.

An Attack Misses You: +1 Momentum (up to +2).

Momentum 2: +1 Cover Step.

POWERFUL ACTIONS

CHARGE

Move, Attack, May Crit

Move +2 (Straight Line).

+1 Momentum per Adjacent Enemy.

TACKLE

Move, Attack

Hit +Ref.

On Hit: Momentum 1: Apply +1 Tackle Effect.

Momentum 2: Your next Attack gains +2d6 Hit.

BLOCK

Move, Attack

Hit +Ref.

On Hit: Gain +1 Momentum if any Opponent is adjacent to you at the start of your next Turn.

Projectile

- » Ready Attack.
- » Quick Strike.

Ship Support

May only be used through Momentum Abilities like the one that Ready Attack (pg: 89) gives you access to.

Tackle

- » Ready Attack.
- » Tackle.
- » Quick Strike.
- » Block.
- » Charge.

Tackle-X (Y)

You may only apply Tackle Effect(s) X (from the Tackle Action) with this Weapon (eg: Tackle-Grab: may only apply any Tackle Effect 'Grab').

If your target wishes to escape a Grabbing Effect from this Weapon they must attack Defence vs Tackle Y, aimed at themselves (not the attacker).

CREW

As an influential person on your ship, many of your fellow crew members are willing to follow you into battle. Crew function like Companions (Core Rule Book pg: 105) except as stated below.

You may only ever have 1 Crew OR 1 Summon Weapon.

Death

If a Crew takes Attribute Damage and would die, GMs should feel free to say they are just badly wounded (and cannot contribute to the current Combat). This may be useful for saving the lives of important NPCs.

Weapons and Slots

Crew don't have Slots, and you don't equip them with different Weapons as they all have default Weapons.

If a Weapon uses an Attribute's value (ie: Limb End Dmg), use 3.

Defence vs Tackle & Intimidate = 16

Draw

Crew don't need to Draw their Weapons; they're always Active.

Resources

Crew may cost 0 Resources.

Plunder

Not bringing your Crew to a fight grants you additional Trade Boxes after a fight, see pg: 57.

Crew Actions

Pick one of the following each Turn (no matter their Weapon Type)

- » Crew Attack
- » Crew Prep

+1d6 Hit and +1 End Dmg per Attacking Body
Gained from the Action 'Crew Attack'.

Suppression

Crew may only Move OR Attack during their next Turn when Suppressed.

NPCs

Cannot normally purchase Crew. But some Traits allow them to.

"The title 'god' denotes transcendental divinity not omnipotence. That's an important distinction that should give us hope against our current adversary.

If there were transcendental omnipotent beings out there, which I suspect there are, I speculate that humanity rebelled against them a long time ago in our pursuit to be god of our own lives. But transcendental we are not, for we are naught but worms."

- Sarah Ki-Do, Kestrelt Outcast.

SUMMON

Function like Crew (see previous page) except as stated below.

Regaining Bodies

Regained Summon Bodies can be placed in any space within 3 spaces of your character during your Turn.

Plunder Spare Time Rolls

Summons do not prevent you from plundering additional Trade Boxes like Crew.

SHIP SUPPORT

As an influential person on your ship, you're able to direct the fire of your ship's heavy weapons or stationed crew.

You may only ever have 1 Ship Support Weapon.

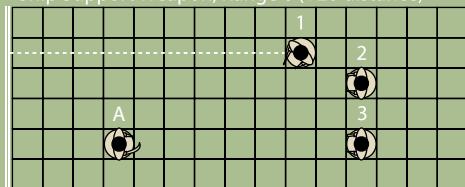
Range

Ship Support Weapons are not fired from the position of the attacking character but from a battle map edge. All Range penalties and Cover bonuses are calculated from this point.

If your Ship is particularly far away from the fight the GM may declare that all ranges are increased by a certain amount (1 space equals about 2 meters).

Cannon Fire, Ship Support Weapon Example

Ship Support Weapon, Range 6 (+20 distance)



Sarah (A) wishes to fire her Ship's Cannon at an opponent (1). Her Ship's Cannon has Range 6, and as this fight is far away from her ship the GM says she must increase the distance by 20 (for a total of 30). This gives her a -8 to her To Hit from range penalties.

Resources

Ship Support Weapons may cost 0 Resources.

NPCs

Cannot normally purchase Ship Support Weapons. But some Traits allow them to.

ACTION MAJOR EFFECTS

Fragged Seas Action Major Effects work just like they do in the Core Rule Book (pg: 107) with a few minor changes.

Attack

You may make an Attack Roll against a target's Defence. On a successful Attack Roll, your Weapon deals its Endurance Damage to your target's Endurance.

Critical Hit

Unlike in the Core Rule Book, Actions with this Major Effect do not allow you to cause Critical Hit Strong Hits. Instead, they require the May Crit Major Effect.

Intimidation

Weapons with this Weapon Type must make their Attack Rolls against a Target's Defence vs Intimidation, not their plain Defence.

May Crit

This Action allows you to use the Critical Hit Strong Hit option against a character Damaged by this Attack.



ACTION MINOR EFFECTS

Fragged Seas Action Minor Effects work just like they do in the Core Rule Book (pg: 107) with a few minor changes.

+/-X Momentum

Gain or lose X Current Momentum as soon as this Action is chosen (before you make any rolls).

Draw Weapon

Makes an Equipped Weapon Active. Weapons require 1 Action to Draw per its Draw stat.

End Dmg +X

Add "X" to your Weapon's Endurance Damage.

Reload

See pg: 73 for full Reload & Preload rules.

Load a new round of ammunition into your Weapon. Weapons require 1 Action to reload per its Reload stat.

Momentum X: Y

Gives you access to a Momentum ability during this Action, see pg: 84 for full Momentum ability rules.

These abilities may ONLY be used as you perform this Action.

These abilities may be activated multiple times, and Stack.

Momentum X: Your next Attack gains +Yd6 Hit.

This only boosts a single Attack roll from this Action.

Move +/-X

Add or reduce "X" to the number of spaces you may move with this Action's 'Move' Major Effect.

Skill Roll

Sometimes you need to use a Non-Personal Combat Skill during combat, most commonly Medicine for First Aid Healing Roll (pg: 58) to stop Bleeding, or Stealth (pg: 68).

GMs may require multiple Actions (and Skill Rolls) to complete a task, depending on its complexity.

In an 180 Arc in response to any Action

Works like the Overwatch Action in the Core Rule Book, see pg: 110.

Other Minor Effects

Fully explained under each Action (pg: 89 - 91).

THOUGHTFUL ACTIONS

SIZE UP

You give your opponent a steely glare as you assess the situation.

Major Effect

Attack

Minor Effect

Hit +Int.

Once per Turn, +1 Momentum.

If you perform this Action multiple times during your Turn you only gain +1 Momentum once.

PREP

You briefly catch your breath while taking time to complete a task and possibly call out for support (or an insult) from your friends.

Major Effects

Move

Recover

Minor Effects

Draw or Reload a Weapon.

You may only pick one.

Skill Roll.

Make a Skill Roll, such as First Aid (Medicine) or to hide (Stealth, pg: 68).

Momentum 2: Two Allies gain +1 Momentum.

Must be two different Allies who can see or hear you.

READY ATTACK

You hold your Weapon at the ready, waiting for an opportune moment.

Major Effects

Attack*

May Crit

Minor Effects

*In an 180° Arc in response to any Action.

Momentum 2: Attack with your Ship Support Weapon.

This attack gains any other benefits from this Action (eg: that your Traits may give you).

Momentum 2: Your next Attack gains +2d6 Hit.

SWIFT ACTIONS

FULL MOVE

You dart forward at full speed, agilely making your way across intervening obstacles to get closer to, or further from, your opponent.

Major Effect

Move

Minor Effects

Move +2

Momentum 1: +2 Movement.

Increases your Movement for this Action only.

QUICK STRIKE

With speed you strike out at your opponent: all the better if you can get them from behind.

Major Effects

Move

Attack

May Crit

Minor Effects

Hit +Ref (Hit +Int with Intimidate).

If you are Attacking with a Intimidate Weapon it always gains Hit +Int NOT Hit +Ref from this Action.

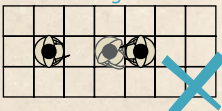
On Flanked Hit: +1 Momentum.

To gain this Momentum you must not only successfully Hit your opponent with your Attack Roll, but you must be adjacent to, and flanking them with an ally.

Flanking



Not Flanking



"Magic is not for the sane man. To glimpse past the veil of reality into the realm of the dark gods is to invite madness and calamity on both you and your enemies.

To harness arcane power one must open a door - a door that goes more than two ways - that can only be opened by those who have already felt the touch of insanity."

- Bordo the Mad, Sharjh wind-warlock.

Momentum 2: Attack with a different Weapon

This attack must use a Weapon that you HAVE NOT used this Turn. These Attacks gain any other benefits from this Action (eg: that your Traits may give you).

Multiple Attack Example

Peter has a Cutlass, Pistol and 2 Current Momentum.

During his Turn, Peter performs the Quick Strike Action to Attack an opponent from behind with his Cutlass. This Attack hits, increasing his Current Momentum to 3. He then spends 2 Momentum (reducing his Current Momentum to 1) to Attack the same opponent with his Pistol. This Attack also hits, increasing his Current Momentum back to 2. He then spends 2 more Momentum to Attack with his Limbs. This Attack also hits, increasing his Current Momentum to 1.

If he were to use the Quick Strike Action again this Turn, he could not spend Momentum to attack with any of these three Weapons.

Momentum 2: Your next Attack gains +2d6 Hit.

DODGE

Ducking for cover, you seek to avoid your opponent's strikes against you. If you remain unscathed, you will gain a surge of confidence.

Major Effect

Move

Minor Effects

Cover Step +1.

An Attack Misses You: +1 Momentum (up to +2).

Gain +1 Momentum if an Attack against you fails to hit you before your next Turn. Momentum gained in this way can only be gained twice before your next Turn (even if multiple Dodge Actions are performed).

Momentum 2: +1 Cover Step.

This lasts until the start of your next Turn.

"Speed, timing and surprise. My three keys to survival."

- Old-man Gibb, retired Rift Islands buccaneer.

POWERFUL ACTIONS

CHARGE

You rush forward with your weapon raised, gaining a rush of adrenaline and force as you face down your foes.

Major Effects

Move
Attack
May Crit

Minor Effects

Move +2 (Straight Line).

+1 Momentum per Adjacent Enemy.

You must have moved at least 3 spaces from your starting location. At the end of your movement each adjacent enemy character grants you +1 Momentum.

TACKLE

See pg: 82 for full list of Tackle Effects.

Using all of your strength and reflexes you seek to limit your target's mobility by grappling their limbs or forcing them to move by giving them a solid shove.

Major Effects

Move
Attack

Minor Effects

Hit +Ref
This Attack is against your target's Defence vs Tackle (pg: 82).

On Hit: Momentum 1: Apply +1 Tackle Effect.

A Tackle Effect of your choice is applied to your target.
You may apply multiple Tackle Effects to your target.

Momentum 2: Your next Attack gains +2d6 Hit.

"There have been tales of mermaids, faeries, dragons and other such fantastical creatures long before the arrival of the dark gods. But they're no longer considered myth. Have they always been? Or have the gods made imagination manifest?"

- Jessica Whong, Knowing the Unknown.

BLOCK

You raise your weapon, taking a defensive stance as you seek to parry your opponent's attacks.

Major Effects

Move
Attack

Minor Effect

Hit +Ref.

On Hit: Gain +1 Momentum if any opponent is adjacent to you at the start of your next Turn.

As long as you Hit your target you will gain +1 Momentum if an opponent is adjacent to you at the start of your next Turn.

CREW ACTIONS

CREW ATTACK

Major Effects

Move
Attack
May Crit

Minor Effects

Hit +Int.
+1 End Dmg per Attacking Body.
Momentum 2: +1d6 Hit per Attacking Body.

CREW PREP

Major Effect

Move

Minor Effects

Reload a Weapon or make a Skill Roll
Roll +1, no bonuses from other sources.
Make a Skill Roll with a +1 bonus, such as Medicine or Stealth.

"A good monster hunter knows how to make use of every part of their prey.

But a great monster hunter knows that any part of their prey could kill them."

- Kenith Topplestop, monster hunter.

SHIPS



OVERVIEW

Ships in Fraggd Seas work like Spacecraft in Fraggd Empire (Core Rule Book, pg: 141).

Resource Cost

Ships cost Resources, not Influence, and work much like Core they do in the Core Rule Book (pg: 123). All Resources may be spent twice: once on your personal equipment and once on a Ship.

Thomas and his 4 fellow PCs have 4 Resources each. They each spend their 4 Resources on personal equipment (Weapons, Outfit) and they can then pool their Resources together to maintain a Ship with a 20 Resources cost.

Scale and Relative Size

All ships function on the same scale and Size 3 is not the average Ship Size (a Ship's base Size is 2).

Trade Goods

See pg: 55 for full Trade Good rules.

See pg: 58 for full Repair rules.

See pg: 70 for full Non-Combat Travel rules.

Trade goods are spent to repair, upgrade and feed the crew on your Ship.

No Resupply

Ships have no Resupply stat: the amount of time they can spend outside of a port is determined by the amount of Food & Water Trade Goods they have onboard, and the Ship's Size.

No Ship Perks

There are no Ship Perks. GMs should feel free to give ships any minor benefits (eg: not all ships will have a brig or a large number of row boats) or difficulties that they think are appropriate.

Ships with the same Resources cost should not all be exactly equal.

Combat, pg: 94

Ships must move in relation to the current direction of the wind. PCs must decide what cannon ammunition to attack their enemies with, and there are new Ship Skill Roll options.

BUYING & SELLING A SHIP

Buying a ship can be very expensive, and selling a ship can be very profitable: both are time-consuming. For this reason, pirates tend to steal ships for themselves and look for quick sales of their captured ships.

Stealing a Ship

This is the preferred method of acquiring a ship as it requires no Spare Time Rolls, only in-game actions. Stolen ships may come with some Attribute Damage and Modifications.

Purchasing a Ship

» Costs Treasure Trade Boxes = $2 \times \text{Ship's Size} \times \text{Ship's Size}$.

The Red Interceptor, a Size 3 Ship, would cost 18 Treasure Boxes to purchase ($2 \times 3 \times 3$).

Selling a Ship

» Gain Treasure Trade Boxes = $\text{Ship's Size} \times \text{Ship's Size}$.

» -1 Treasure Box per point of Hull Damage.

» The GM may also require the selling character to make a Spare Time Roll of 16t to find a buyer for Size 3+ Ships, or for a Ship that is particularly difficult to sell.

The Black Bird, a Size 3 Ship, would sell for 9 Treasure Trade Boxes (3×3) once a buyer is found.

"Let them come at us with their gold, their Ralkara battle-bitches, and their pirate swine.

In this watery world of godly wrath they shall fall, for their hearts weaken and their numbers dwindle as their coffers grow dry. Only faith and piety shall carry us through this dark time. For we are not tasked with the duty of securing victory - that is the task of our god. Ours is only to stay true."

- Kiat Dome, denounced Kestrelt Warrior-Monk.

SHIP CREATION

1) Acquire a Ship

See pg: 92 for full buying and acquiring Ship rules.

2) Allot the Required Resources

See pg: 60 for full Resources rules.

Resource cost = 10 +5 per Trait +Weapons.

3) Allot Attribute Points

Distribute 18 points across 6 Attributes: Bulk, Deck, Sails, Swabbies, Gunners, Cutthroats.

Starting Size is 2.

4) Choose Traits

5) Calculated Stats

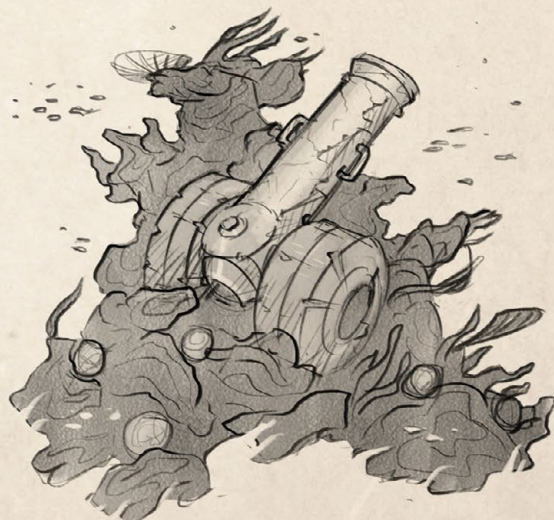
Cargo = (Size x Size) +2.
Cannon = Size + Bulk
Max Speed = Sails +2

Defence = 16 - (Size x2)
Morale = 10 x Size

6) Acquire Weapons

See pg: 75 for full Ship Weapon Stat rules.

Your Ship may have 3 different Cannon Ammunitions, and 1 Auxiliary.



ATTRIBUTES

Hull and Sailor Attributes

Ship Attributes are split up into 2 categories: Hull (Bulk, Deck and Sails) and Sailors (Swabbies, Gunners and Cutthroats). Some Repair Rolls, Traits, Weapons or other Effects only affect Attributes from a specific category.

Bulk

How wide your ship is, primarily affecting the number of Cannon that you have on board and its ability to shrug off minor damage.

Deck

The amount of deck room you have on your ship, facilitating crew movement, logistics and your ability to direct your crew.

Sails

How well you can make use of the wind.

Swabbies

Untested crew that can be promoted to Gunners or Cutthroats (see: Strong Hit: Promote, pg: 58).

Gunners

Skilled at aiming, reloading and firing Cannon.

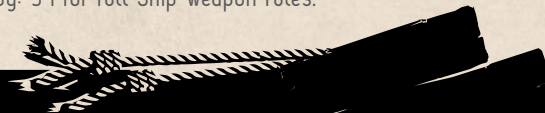
Cutthroats

An eclectic mix of experienced sailors, adept at shooting their handheld weapons, and boarding actions.

WEAPONS

See pg: 75 for full Ship Weapon Stat rules.

See pg: 94 for full Ship Weapon rules.



"This age shall be known as the Age of Destruction: the age where the Ralkara take their rightful place at the head of the world!"

- Tish Lak-Ki, Ralkara battle-queen.

SHIP COMBAT



OVERVIEW

Combat Scale

All Ship Combats should function on the same scale.

Turns and Ship Skill Rolls, pg: 97

Leaving Combat Area

Works in a similar way to Spacecraft (see Core Rule Book, pg: 145); leaving the Combat Area increases the number of Plot Escape (pg: 98) rolls required by 1.

Starting Combat

At the start of a Ship Combat the GM defines the Wind's starting direction and the starting Speed of each Ship.

SHIP DAMAGE

Damage

See pg: 58 for full Repair Roll rules.

A PC's Ship is not automatically Destroyed once an Attribute is reduced to -5, and NPC ships are not destroyed when an Attribute is reduced to 0.

Destruction (-4 Hull)

If your Ship's negative Hull Attributes add up to -4 or less, your Ship is Destroyed. All PCs on that ship may turn to the dark gods and permanently reduce their Luck by 1 to prevent this.

The Pandora has 4 Bulk, -2 Deck and -1 Sails. If it takes 1 more Deck or Sail Attribute Damage it will be Destroyed. But it would need to take 5 Bulk Damage to be Destroyed.

Surrender (-4 Sailors)

If your Ship's negative Sailors Attributes add up to -4 or less and you have 0 Morale, your non-PC crew (what's left of them) surrender. You may not reduce your Luck to prevent this.

Leaking (-Hull)

If any of your Hull Attributes are in the negative, your Ship starts Leaking (see pg: 96), dealing 1 Attribute Damage per Turn to a random (1d2) Hull Attribute.

WEAPONS

See pg: 75 for full Ship Weapon Stat rules.

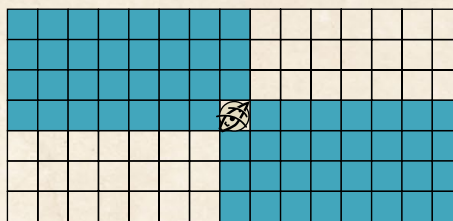
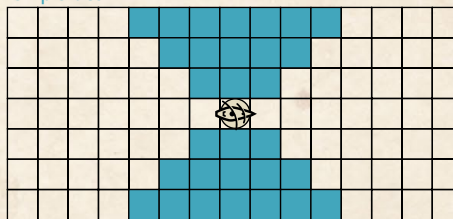
Ships may have up to 3 different Cannon Ammunitions and 1 Auxiliary.

Innate Weapons

Ships have 2 Innate Weapons: Ram and Assault (pg: 159).

Front and Sides

Ship Sides



Front and Rear Attacks

Attacks to your Front or Rear should reduce their Hit by 1d6.

Front Armour

Attacks to your Front should use your Ship's Front Armour. This includes damage against yourself when you Ram.

Variations and Modifications

Many Ship Weapons have no Variations or Modifications available to them. Ship Traits (pg: 157-158) play a larger role in shaping the nature of their Weapons.

WIND & SPEED

See pg: 96 for full Collision rules.

See pg: 98 for 'Tack' Ship Skill Roll rules.

Speed works a little like Velocity (Core Rule Book, pg: 158) except that your Max Speed and the amount that you can change your Current Speed is determined by your facing to the Wind.

Max & Min Speeds

You may NEVER exceed your Max Speed.

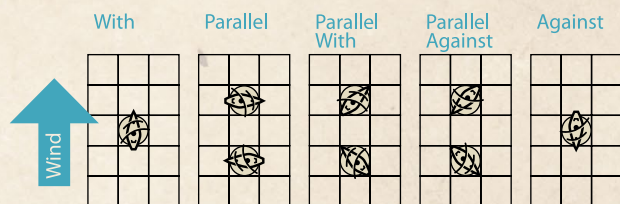
Your minimum Speed is 0.

Wind Direction

At the start of each Ship Combat, the GM defines the Wind's starting direction. The GM may change the Wind's direction at the start of any Turn before any Ship moves.

Your Facing to the Wind

Use Ship Skill Rolls to alter your Ship's facing and Speed.



With or Parallel to the Wind

- » You may alter your Speed by +2 to -2.
- » Your Max Speed = 2 + Your Sails.

Parallel With the Wind

- » You may alter your Speed by +3 to -2.
- » Your Max Speed = 3 + Your Sails.

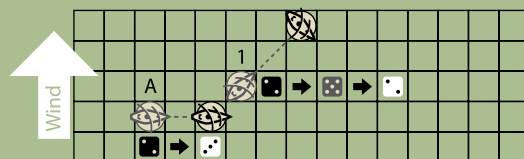
Parallel Against the Wind

- » You may alter your Speed by +1 to -2.
- » Your Max Speed = 1 + Your Sails.

Against the Wind

- » You may alter your Speed by +0 to -3.
- » Your Max Speed = 1.

Wind, Speed and Tack Example

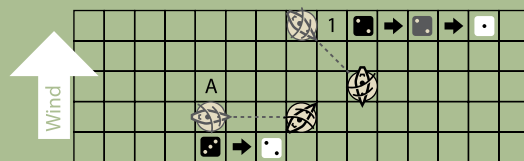


The Red Sea (A) and the Lord Franks (1) are engaged in combat against each other. Despite having the same starting Speed of 2 the Lord Franks performs its Command Phase first during the Turn as it has fewer Cutthroats (see pg: 98 for full Command Phase rules).

Before any Ship Skill Rolls are made, the Lord Franks must move forward 2 spaces. After performing the Tack Ship Skill Roll, the Lord Franks may increase its Speed to 5 or reduce it to 0 (as it is Parallel with the Wind). It decides to increase its Speed to 5 and rotate its facing by 90 degrees, which reduces its Speed back down to 2.

After also moving forward 2 spaces the Red Sea also performs the Tack Ship Skill Roll. As it is Parallel to the Wind it may increase its Speed to 4 or reduce it to 0. It decides to increase it to 3, but does not rotate.

After the Command Phase both ships perform their Second Skill Roll Phase where they may shoot at each other and perform other Ship Skill Rolls.



During their second Turn, the Lord Franks takes its Command Phase first (as it has a lower Speed of 2). After performing the Tack Ship Skill Roll it has the option to alter its Speed to 3 or 0 (as it is Parallel Against the Wind), but it decides not to and rotates its facing Directly into the Wind. This immediately reduces its Max Speed to 1.

The Red Sea is Parallel to the Wind and chooses to reduce its Speed to 1 when it Tacks.

EXAMPLE ENVIRONMENTS

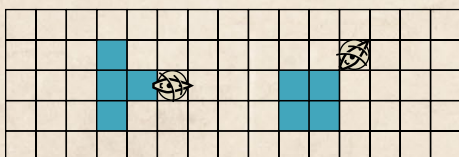
Collision

If your Ship collides with an object (eg: Ship, Auxiliary, cliff, land) the colliding Ship must make a free Attack Roll against the object it collided with, using its Ram Weapon (pg: 159).

If the subject of this collision is moving at 0 Speed (eg: land) then the Ram Attack automatically hits.

You may use your Command Ship Skill to reduce your Ram's Hit (normally it increases it) to avoid a collision. If you do avoid a collision the GM may allow you to move through the object's space (but not into it).

Behind a Ship



You can steal the wind out of another Ship's sails by moving in close behind them. If you move directly behind another Ship and are within 2 spaces of them, the other Ship's Speed will be reduced.

You're larger: -4 Speed.
 You're the same size: -2 Speed.
 You're smaller: -1 Speed.

Large Wave

Large Waves move forward 3 spaces at the start of each Turn (before any Ship acts).

If you cross a Large Wave you suffer -2 to all Ship Skill Rolls for the remainder of your Turn. If you don't cross this wave head on your Ship takes 10 Morale Damage.

Storm

If a Ship is within a stormy area of the battle map, they take 1d6 Morale Damage at the start of their Turn.

GMs are encouraged to regularly change the Wind Direction if there is a Storm present. GMs may also force Ships to gain or lose Speed.

Shallows X

If your Ship is over Size X you collide with the Shallows.

Some irregular Shallows may have Defence 14 and don't count as being at Speed 0 (so you may avoid hitting them with your Ram).

EXAMPLE CONDITIONS

Optional Rule: If your Ship receives lots of Attribute Damage (eg: 4 from a single Attack) your Ship gains a Condition. Conditions are removed at the GM's discretion (eg: by a Repair Roll).

Destroyed Sails

» -50% Daily Travel Distance.

Unhappy Crew

» All PC's crew have -2 Bodies.
 » All PC's Ship Support Weapons have -1d6 Hit.
 » Your Crew will mutiny if they don't win a big fight soon.

Large Leak

» Gain the Leaking Effect at the start of each of your Turns (does not deal Damage until the start of your next Turn).
 » 2 (4 with a Skill Roll) days Max Travel Distance.

EXAMPLE EFFECTS

Boarded (does not Stack)

» -2 to all Ship Skill Rolls.
 » Enemies may make Assault Attacks against you, regardless of range.
 » If you take Crew Damage you may lose Boarded (GM discretion).

Leaking (does not Stack)

» You gain the Leaking Effect if any of your Hull Attributes are reduced to -1 or below.
 » You receive 1 point of Damage (no Armour) at the start of your Turn to a random (1d2) Attribute.

On Fire (does not Stack)

» You receive 1 point of Damage (no Armour) at the end of your Turn to a random (1d6) Attribute.



SHIP SKILL ROLLS

OVERVIEW

As with Spacecraft (Core Rule Book pg: 168), Ship Turns are split up into 2 phases: Command Phase and the Second Ship Skill Roll Phase. Each PC may only attempt 1 Ship Skill Roll per Turn.

Command Phase, 98

The Ship with the lowest Speed (or lowest Cutthroats if more than one Ship has the same Speed) performs this Phase first. This Phase allows you to perform Command Ship Skill Rolls.

Second Ship Skill Roll Phase, 98-100

The Ship with the highest Deck (or highest Cutthroats if more than one Ship has the same Deck) performs this Phase first. This Phase allows you to perform Close Combat, Logistics and Gunnery Ship Skill Rolls.

Attacking with Weapon

Each Ship Skill Roll may only be successfully rolled once, not once per Weapon.

WEAPON TYPES

Assault

» Volley » To Arms

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.

Auxiliary

Works like Fighters (Core Rule Book, pg: 180). May not act during the Turn they're Deployed and they have their own action (pg: 100).

Boat: Do not need to be Deployed.

Magical: May only be used by Magicians. Bodies are removed after they make an Attack Roll.

Mine: When an object collides with you, you must make a free Attack against them with that Body. If this Attack hits then that Body is removed.

Aquatic Movement: You swim under the water, ignoring some obstacles and you are able to move Against the Wind.

Flying Movement: You fly through the air, ignoring some obstacles and you are able to move Against the Wind.

Cannon Ammunition

- » Pot Shot
- » Port Broadside
- » Starboard Broadside

Mortar: With the GM's permission you may fire over intervening physical objects without penalty when you use Pot Shot.

Ram

When you collide with another Ship or object you MUST make a free Attack against that object with your Ram.

SHIP SKILL ROLLS, 1 PER PERSON PER TURN

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

COMMAND

TACK

Skill Roll: 15 -Your Current Speed

Effects

Alter your Ship's Speed.

Based on your Ship's relation to the Wind (see pg: 95).

Rotate 45° OR Rotate 90° and -3 Speed.

You may choose to not Rotate.

You may only Rotate after you have chosen to alter your Ship's Current Speed.

PUSH CREW

Skill Roll: 14 -Deck*

Effects

A single Ship Roll gains Str Hit +1.

This is single Ship Skill Roll (eg: Duel), not an entire group (eg: not Gunnery). This boost lasts until the end of your Ship's Turn.

*And take 5 Morale Damage.

You may NOT perform this Roll if you do not have 5 Morale.

GIVE SPEECH

Skill Roll: 14 -Swabbies

Effects

+1 to all Ship Skill Rolls this Turn.

All of your Ship's Ship Skill Rolls and Attack Rolls gain a +1 Bonus for the remainder of the Turn.

Regain Morale.

Heal your Morale an amount equal to your Resilience.

PLOT ESCAPE

Works like Combat Jump System Roll (Core Rule Book pg: 175).

Skill Roll: 12 -Sails*

Effects

5 Successes: Leave Combat Area.

+2 Success required if your Ship leaves the Combat Area.

*No enemy ships within 4 of you.

You may not make any Plot Escape Ship Skill Rolls if an enemy Ship is within 4.

Note to GMs

GMs should describe how the players managed to temporarily escape their attackers. This process may take several hours or days.

CLOSE COMBAT

GRAPPLE

As you move in close to your rival's ship, you instruct your crew to throw grappling hooks and fight to take control of their ship or to retake control of your own ship.

Skill Roll: 12 -Cutthroats

Effects

Reduce your, and an adjacent, Ship's Speed by 2. And one of you gains or removes a Boarded Effect.

You and a single Ship within 1 space of your Ship reduce your speeds by 2 and one of you gains or removes the Boarded Effect (pg: 96).

VOLLEY

Armed with muskets and other hand-held firearms, your crew opens fire on your opponent's crew.

Skill Roll: vs Defence

Effects

Hit: +Gunners.

Attack with Assault.

Crit Attributes location: 1d3+3.

TO ARMS

Your crew aboard all enemy ships make a sudden and concentrated effort to take down the enemy crew.

Skill Roll: vs 12 +Size

Increase the Difficulty of this Attack Roll by the Size of your Target.

Effects

Hit: +Cutthroats.

Attack all Boarded ships with Assault.

Make an Attack against ALL enemy ships with the Boarded Effect on them.

No Rng penalties.

These Attacks suffer no penalties due to Range and can Attack at any distance (even outside Max Rng).

"The value of gold is but an illusion. An illusion that, were it not for us, would have faded with the god's arrival."

- Katrina Gorphinkle, Tyvorosi banker.

DUEL

You grab your weapon and personally jump into the fray!

Skill Roll: vs 4d6*

The difficulty of this Roll is randomised. Once this Ship Skill Roll is chosen the GM should Roll 4d6. The acting character must then make a Close Combat Ship Skill Roll that equals or beats the GM's Roll.

Effects

An adjacent Boarded Ship takes 1 Dmg (no Armour) to any Sailors Attribute.

An enemy Ship that is both adjacent to your Ship and has a Boarded Effect suffers 1 point of Attribute Damage (not reduced by Armour) to any Sailors Attribute of your choice.

If the enemy Ship moves away from your Ship it is assumed that your character is able to quickly jump back on board your Ship. If you decide to stay, you may only make Duel Ship Skill Rolls (they don't need to have the Boarded Effect on them, or be adjacent to your Ship) until you're able to get back to your Ship.

*Failed Roll = YOU take 1 Dmg.

If you fail this Roll you (the character, not your Ship) suffer 1 point of Attribute Damage (not reduced by Armour) to an Attribute of the GM's choice.

Note to GMs

GMs are encouraged to take a narrative approach with this Ship Skill Roll, describing in detail what the PC is up against.

PCs may gain a Description Bonus or Penalty (see Core Rule Book pg: 38) to their roll.

Duel Example

The Monsoon has moved up along the side of the Diversity, and its crew have boarded it. Eric, the Monsoon's cook, is eager to join the fray. Grabbing his trusty meat cleaver he swings across to the deck of the Diversity. To do this, Eric must make a Duel Ship Skill Roll.

Firstly the GM rolls 4d6 for a total of 13. Eric must now pass a Close Combat Ship Skill Roll of this difficulty. He rolls 12 for a total of 14 (he has +2 Close Combat). Successful, he chooses to do 1 Attribute Damage to the enemy Cutthroats (this damage is not reduced by Armour).

During his second Turn Eric wishes to continue his assault on the enemy Ship. This time the GM rolls 4d6 for a total of 16! Eric fails to roll equal to or higher than this and takes 1 Strength Damage (again, not reduced by Armour). The GM says that the enemy first mate took a shot at Eric, hitting him in the chest.

LOGISTICS

PATCH JOB

Patching up the myriad of holes to prevent flooding, putting out fires, and taking care of wounded crew are all jobs that are never finished on a pirate ship.

Skill Roll: 12 -Bulk

Effects

Repair 1 Attribute Damage that was dealt since your last Turn. You may Repair 1 Attribute Damage dealt after your last Turn, including Damage dealt during this Turn (eg: from the Leaking Effect).

SUPPORT CREW

You jump in to personally help your crew!

Skill Roll: 12 -Deck

Effects

+1 to all Ship Skill Rolls this Turn.

All of your Ship's Ship Skill Rolls and Attack Rolls gain a +1 Bonus for the remainder of the Turn.

Remove Leaking or On Fire Effect.
From your Ship.

Deploy an Auxiliary.

CATCH WIND

Skill Roll: 14 -Sails

Effects

Move forward 1d3 spaces,
not directly Against Wind.

If you're not facing directly Against the Wind you may move your Ship up to 1d3 spaces forward right now.

NAVIGATE

Reading not only the wind and the waves but also your crew, you give helpful directions to your helm.

Skill Roll: 15 -Deck

Effects

Alter your Ship's Speed by +1 to -1.

Not based on your Ship's relation to the Wind.
You may choose to not alter your Ship's Speed.

Rotate 45°.
You may choose to not Rotate.

GUNNERY

TAKE AIM

Taking your time to calculate distances, relative movement speeds, and weather effects, you ensure your Ship's weapons will be more effective over longer distances.

Skill Roll: 12 -Gunners

Effects

Boost next Cannon Attack: Rng +2.

This boosted Attack must be made during this Turn.

POT SHOT

You take the time to carefully fire a single cannon from your Ship, using so little ammunition that it is barely noticeable.

Skill Roll: vs Defence

Effects

Attack with front or side Cannon.

Requires no Ammunition.

This Attack requires and uses no Ammunition.

PORT BROADSIDE

How do you remember port from starboard? Well, there is always a little port left in the bottle.

Skill Roll: vs Defence

Effects

Hit: +1d6 per Cannon.

Rng: -1d6 per Increment, not -2.

Attack with left side Cannon.

STARBOARD BROADSIDE

You unload hell on your enemies with all of your Ship's starboard mounted cannon. The closer they are, the more effective this will be.

Skill Roll: vs Defence

Effects

Hit: +1d6 per Cannon.

Rng: -1d6 per Increment, not -2.

Attack with right side Cannon.

AUXILIARY ACTION

AUXILIARY MANOEUVRE

Auxiliaries can be fast and nimble support ships or other such support weapons like fire barrels, all useful for maintaining area control.

Skill Roll: vs Defence

Effects

Move, not Against Wind.

Auxiliaries are not allowed to move Against the Wind.

They may move even if your Attack Roll fails.

Attack with your Weapon.

Hit +1d6 per Attacking Body.

+1 Mor Dmg per Attacking Body.

"Few things are as satisfying as a dual Broadside attack."

- Eric Toms, killed by the Saint White & Flame Tide.

"Watching a man land a precise and powerful blow to the perfect anatomical location of their target can only be likened to watching a fine ballet or circus. But that's all it is. A show. Such men are worthy of respect, but they are not warriors, they're artists. I don't want artists on my ship, I want killers. Ruthless, no fuss, murderers."

- Boris Von Hardright, Captain of the Scarlet Moon.



THEATRE OF THE MIND

OVERVIEW

Theatre of the Mind Combat works like it does in the Core Rule Book (pg: 96) except for a few changes. NPCs have a number of additional options available to them that they can choose to use in response to a PC's Combat Skill Rolls.

Note to GMs: Easy Fights

Theatre of the Mind Combats are ideal for minor conflicts where the PCs' lives are not at risk (eg: fighting city guards, animals, tavern brawls, etc...).

Number of Successes Needed

GMs should feel free to change the number of Successes needed per PC (normally 2). Possibly increasing the amount needed by 1 for more, or decreasing it by 1 for less, complicated conflicts.

Plunder Spare Time Roll, pg: 57

PCs should rarely gain a Plunder Spare Time Roll from Theatre of the Mind Combats.

Crew

Not having your Crew present does not automatically grant you free Trade Boxes, but they may affect the combat's difficulty (see below).

Crew and Ship Support Weapons

If these are available they may reduce the Combat Skill Roll Difficulty by 1.

Mixing Theatre of the Mind and Standard Combats

If there would be a Personal Combat and a Ship Combat in the same game session (eg: a Ship combat that then turns into a boarding combat), GMs might want to make one of the Combats a Theatre of the Mind Combat to save on game session time. This should also be done for Massive Monster (pg: 112) combats.

"I'm loved by many husbands, at least one in every port."

- Jane Blackheart, Captain of the Bloody Raven.

NPC RESPONSE OPTIONS

PCs Fail a Combat Skill Roll

When a PC fails a roll the GM may choose to do one of the following:

Line up a Massive Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » A NPC lines up a massive attack against a PC. The next PC to roll must stop this attack by passing a roll at -2.
- » If the NPC's attack is not stopped, then the targeted PC takes 4 points of Attribute Damage (normally 2).

Massive Area Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » A NPC lines up a massive attack against all PCs. The next PC to roll must stop this attack by passing a roll at -1.
- » If the NPC's attack is not stopped, then ALL PCs take 1 point of Attribute Damage (normally 1 PC takes 2 Damage).

Sacrificial Strike

- » Treat this failed roll as a success.
- » A PC takes 3 points of Attribute Damage.

Grow in Power

- » This failed Combat Skill Roll deals no Attribute Damage (normally 2).
- » All PCs have -1 to all future rolls for this Combat (Stacks up to -4).

PCs Succeed at a Combat Skill Roll

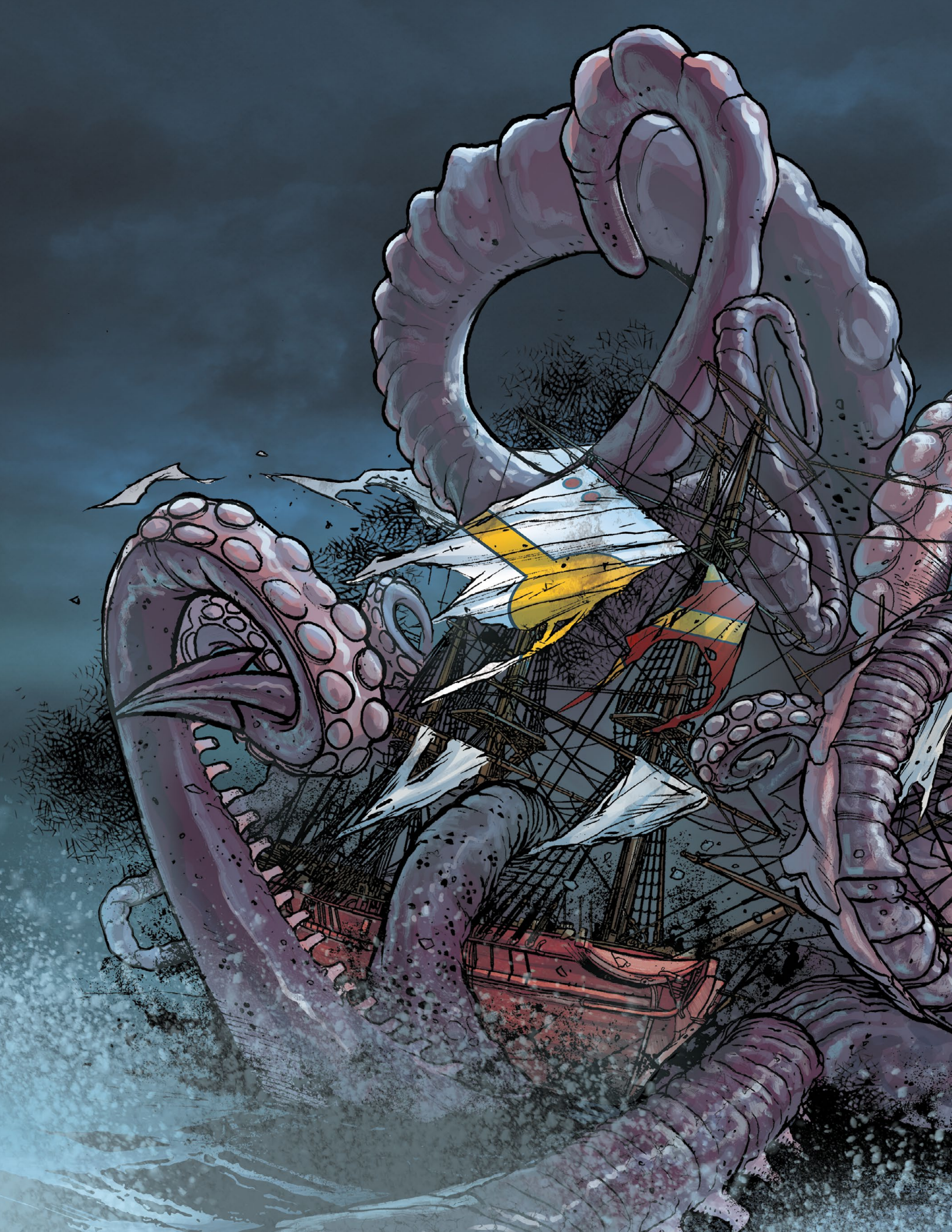
When a PC makes a successful roll (that is not the final roll that would have won them the Combat) the GM may choose to do one of the following:

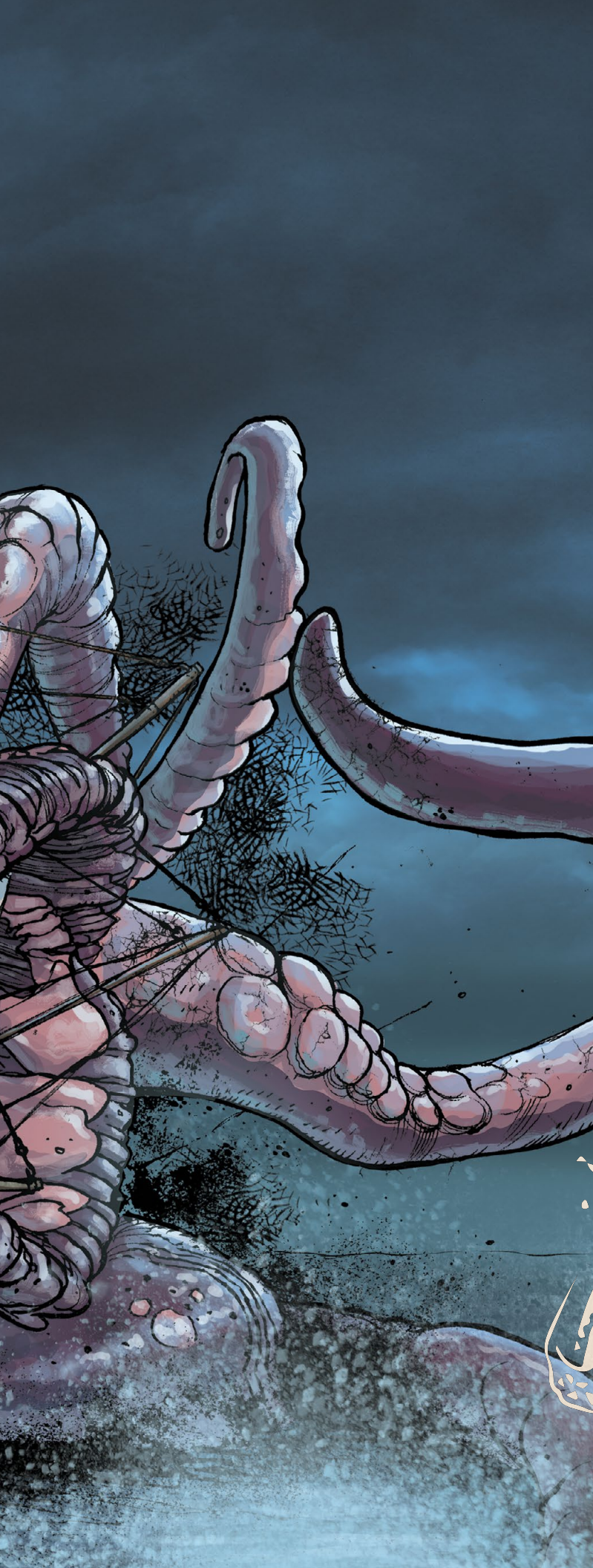
Lash Out

- » Treat this roll as 2 successes (normally 1).
- » Deal 1 point of Attribute Damage to two different PCs (normally 0).

Overextend

- » Deal 2 points of Attribute Damage to a PC (normally 0).
- » All PCs gain +1 to all future rolls for this Combat (Stacks up to +4).





GAME MASTERING

Father Edwards, favoured Kestrell priest, knew the fear his words wrought in his audience, and he revelled in it. These people before him were sinners – the militia crew of their ship did not worship Saint Kestrell in truth – and so were doomed to an eternity of suffering.

He enjoyed reminding them of that suffering, as he preached nightly sermons in the bow of the ship. The first few nights, only a handful of crew had joined him, most to sate an in-grained guilt, but eventually, his words found a larger audience. It was the fear that drew them. Father Edwards looked down on these filthy men; held them in contempt, even anger, because of their lifestyles. If he had his way, they would be removed from the very face of Toil.

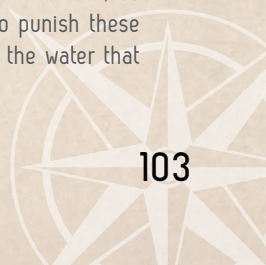
But that was not the way of Saint Kestrell. He would give them a second chance, in hopes that fear of eternal suffering would turn them from their paths. He lifted his words up to the Saint, in hopes that they reached the ears of Kestrell herself, and that she would bring repentance upon these people. But Kestrell wasn't the only one listening.

Deep below, a malignant force gathered. Fin-Derark, the ravenous Esoterica, feeds on anger and hate, and Father Edwards' drew a too-tempting target on the ship. As Edwards preached of their impending death, a Spawn of Fin-Derark would ensure it.

Those in the back of Edwards' audience noticed them first. Slithering tentacles that wiggled their way over the railings of the ship, wet with seawater. The few who dared investigate did not return, and their screams pierced the night over Father Edward's sermon.

A new fear set over the crew, and they began to back away from the unknown, hoping to remain in the protective vicinity of Father Edwards' faith, but the ship itself began to buckle. Edwards could feel the doom coming to the ship, and so he opened his heart to Kestrell. The spawn's tentacles increased in number, with larger, thicker appendages wrapping around the ship, pulling it down into the dark water.

Those around him were screaming as they were pulled overboard, sucked into the spawn's many maws. But Edwards felt no fear, as he believed this to be the work of the Saint, come to punish these unbelievers. It wasn't until he himself was pulled into the water that he began to doubt, but by then it was too late.



GM's GUIDE



OVERVIEW

Fragged Seas is a gritty and fun setting that should be full of action, mystery, and laughs.

Romanticised tales of piracy during the age of sail are a popular means of exploring themes of mankind's base instincts: both good and (especially) evil.

A good pirate game should continuously circle around the central theme of 'emotion' and 'comradery'.

Passion, greed, friendship, excitement, anger, etc...

- » All characters (both PCs and NPCs) should have clear personal goals.
 - » Give PCs opportunities to pursue their personal goals.
- » GMs should encourage a sense of comradery between the PCs.
 - » Discourage inter-PC betrayal.
 - » Grant Description Bonuses to PCs who are working alongside other characters who they consider a friend.
- » Your PC's actions should have consequences.
 - » Evil actions are sure to make NPCs dislike a character.
 - » Greedy actions may result in more physical wealth, but they discourage loyalty.
- » Give the PCs' crew a personality.
 - » Give some of them names.
 - » This will help them to form a connection to their ship and your story... and make it all the sadder if they die.
- » Before your first game: give your players a clear idea about the style of game that you're going to run (ie: intrigue, monster hunters, sandbox, etc...).
 - » This will help them to make suitable characters.
 - » Encourage them to have pre-existing connections to each other (as this encourages comradery).

Short Games

We recommend you use the Simplified Game Type rules (see pg: 50) for short, 1 to 3 session long, games.

NPC Crew Morale

We recommend you give your PCs regular updates on how their crew are feeling (eg: they're bored and want to hunt merchants), as this is a great way to guide and motivate your PCs.

NON-COMBAT

See Core Rule Book pg: 38 for full Skill Roll rules.

The Fragged rule system has a very rules-light approach to non-combat scenarios, character personalities, inter-character relationships and Skill Rolls.

This was done to give players and GMs a greater amount of freedom, keeping the rules mechanically simple and the play time focused on the descriptive abilities of the GM and players.

Description Bonuses & Penalties

Are key to keeping players engaged and alert.
GMs should grant bonuses or penalties to nearly all Skill Rolls.

Vocations

See Core Rule Book pg: 64 for full Spare Time rules.

The Fragged rule system has a strong focus on character vocations, as it closely tracks how each PC spends their spare time.

GMs are encouraged to weave their PC's vocations into the story.

Non-Combat Travel

See pg: 70 for full Non-Combat Travel rules.

Sailors will often spend weeks or months at sea: this is a prime opportunity for GMs to insert interesting and unforeseen story events, and for PCs to spend time on their vocation or crew relationships.

Supplies

Tracking ship supplies is not always the most fun task, but these rules were included for two primary reasons.

First and foremostly, your players may find themselves in unintended situations where they must choose not to do what they want to do, but must do what they need to do (eg: call into an unfriendly port to gather food and water, or take on supplies rather than treasure).

Secondly, to encourage a long sandbox styled game where the players must balance short and long term goals.



LOOT & REWARDS

See pg: 52 for the full Advancement rules.

As greed is a central theme in most pirate games, GMs should expect their players to be heavily focused on personal gain.

Loot and Rewards

Material gains are treated a little differently in *Fragged Seas* than they are in the *Fragged Empire Core Rule Book* as the role of the PCs in this setting is more specific.

Nearly all rewards should be Trade Goods, pg: 55.

Shipwrecked or Destitute

Coming back from destitution is a staple pirate trope.

- » Becoming shipwrecked or destitute should reduce players' Current Resources by -2 to -4 and all Trade Boxes.
- » Gaining access to 4 or more stored Treasure Trade Boxes (see pg: 55) will remove this penalty.

Giving out Items

Not everything has to cost Spare Time Points. Feel free to give out items and Trade Boxes if you feel it is appropriate.

Plunder Spare Time Rolls

Are a great way to reward your players for taking risks.

A failed Plunder Spare Time Roll grants a Loot Trade Box.

Market Forces

GMs are encouraged to apply Description bonuses and penalties to Spare Time Rolls when acquiring or selling Trade Goods or equipment.

Import: 3 Trade Boxes (normally 4) may be sold for +1 Resource.

May be used in place of other Trade Goods for Repair Rolls.

Export: 6 Trade Boxes (normally 4) must be sold for +1 Resource.

Illegal: Position may have consequences.

COMBAT

Theatre of the Mind Combat

See Core Rule Book pg: 96 and Fraggged Seas pg: 101 for full Theatre of the Mind Combat rules.

Pirate-themed games can often involve lots of small combats. While the Fraggged combat rules are ideal for tactically focused combats, they should not be used for every combat.

GMs are encouraged to make liberal use of The Theatre of the Mind Combat rules for basic (ie: a quick fight with the city watch), non-lethal (ie: a tavern brawl), or very complex (ie: war) combats.

Mixing Personal and Ship Combat

If there would be a Personal Combat and a Ship Combat in the same game session (eg: a ship combat that then turns into a boarding combat): you might want to make one of the combats a Theatre of the Mind Combat (pg: 101 and Core Rule Book pg: 96) to save on game session time. This should also be done for Massive Monster (pg: 112) combats.

NPC Motives

All NPCs, and especially human NPCs, should have well-defined motives (even if the PCs don't know what they are). Don't make NPCs suicidal and always willing to fight until their last breath.

- » NPCs should flee or surrender if appropriate.
- » NPCs should fight intelligently.

Optional NPC Actions

There are no Optional NPC Actions. NPCs use the same Actions as the PCs.

Praying to the Dark Gods to Avoid Death

If players choose to reduce their Luck to avoid Death or ship Destruction by praying to the dark gods there should be some kind of additional cost or consequence. Eg: the god requires a favour, they're sent a little mad, a friend dies, etc...

BALANCING COMBAT

A balanced Personal Combat in Fraggged Seas assumes the PCs have their Crew with them. If the PCs don't have their Crew with them, the fight will be more difficult, and they will gain an additional Plunder Spare Time Rolls, see pg: 57.

PCs also gain an additional Plunder Spare Time Roll if they defeat a superior foe (built for PCs with a higher average Resources, or for a group with more characters), so GMs should feel more comfortable having their PCs fight harder enemies.

One Third Difficult Terrain

At least one-third of each Personal Combat battle map should be covered in Difficult Terrain, and possibly some Dangerous Terrain.

NPCs & MOMENTUM

Shared Momentum Pool

All allied NPCs share their Momentum with each other. This is known as the Momentum Pool and may collect an unlimited amount of Momentum Points.

NPCs Share Gained Momentum Example

A group of 3 NPCs start combat with 0 Momentum (if they gain a Surprise Round they would start with 3). During their first Turn, the first NPC gains 2 Momentum, increasing the NPCs' Momentum Pool to 2.

When the second NPC takes its Turn it starts with 2 Momentum. During its Turn it spends 1 Momentum, reducing the NPCs' Momentum Pool to 1.

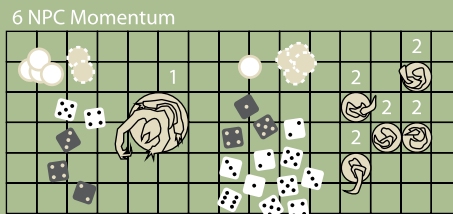
Maximum Momentum Use

During their Turn, an NPC may not make use of more Momentum than their Max Momentum (normally equal to their Focus).

Henchmen Maximum Momentum

Is equal to the number of Attacking Henchmen Bodies.

NPCs Using and Spending Momentum Example



At the start of the Turn the NPCs' Momentum Pool has 6 Momentum.

For its first Action the massive Sludge Wrangler (1) performs the Quick Strike Action, spending 2 Momentum to gain +2d6 Hit. This reduces the Momentum Pool to 4. For its second Action it performs the Size Up Action, increasing the Momentum Pool to 5.

The nasty Sludge Spawn Henchmen Group (2) has 5 Bodies so they can make use of 5 Momentum during their Action if all of their Bodies Attack. They perform the Crew Attack Action, spending 4 Momentum (they can't spend 6, as their Max Momentum is 5, and they only have 5 Momentum in their pool) to grant them +2d6 Hit per Attacking Body.

This reduces the Momentum Pool to 1 and allows them to roll a staggering 13d6 To Hit if all of their Bodies are able to Attack.

RULES FOR ALL NPCs

Attribute Maximums

NPCs have no Attribute maximums (normally 5). Human NPCs should normally not have any Attribute above 5.

Bigger than 1 Space

Any NPC can take up more than 1 space on a battle map: no Trait is needed.

Crew, Summons, and Ship Support Weapons

NPCs cannot normally purchase Crew, Summons or Ship Support Weapons, but some Traits (see Supported Trait, pg: 111) do allow them to.

Any of the Following

Any NPC may have the following:

- » Energy keyword applied to their Weapon(s).
- » Natural keyword applied to their Weapon(s).
- » Any number of limbs and/or hands.
- » Can be a Magician.

Equipment Slots

There is no need to keep track of NPCs' Equipment Slots. GMs should do what they think makes sense.

Native Environment

NPCs may be native to a particular environment and gain no negative effects from that environment. Opposing environments may harm them.

Eg: Mermaids never need to make a Swim roll, never take damage from drowning in water, and may move at full speed in water. But they can still become Wet. They start to drown if they're not kept wet and treat all non-water terrain as Difficult Terrain.

Immunities

NPCs may be immune to some abilities and Strong Hits if the GM thinks it makes sense (eg: undead may be immune to poisons).

Skill Rolls

NPCs have +2 to all Skill Rolls, unless it is something that the GM thinks they would be particularly good at, in which case they have +4. If it is something that they would be particularly bad at, they have -2.

Stealth

NPCs' base Stealth Roll during combat should be +0. If an NPC is particularly good at Stealth they should select a Trait that gives them a boost to their Stealth Skill.

Spare Time Points

GMs may spend any number of Spare Time Points on NPCs. But be warned: PCs may gain access to an NPC's Weapon once they're defeated.

TYPES OF NPCs

See pg: 108-109 for a full list of NPC ability tables.

NPC Types in *Fragged Seas* work like they do in the Core Rule Book (pg: 294), with a few exceptions, namely that their ability tables and starting stats are slightly different.

Henchmen Group: equal in power to 1 Player Character.

Skilled NPC: equal in power to 1 Player Character.

Powerful NPC: equal in power to 2 Player Characters.

Monster NPC: equal in power to 4 Player Characters.

HENCHMEN GROUP

Henchmen Groups work like Crew (pg: 87) except as stated below.

Max Momentum = Attacking Bodies

A Henchmen Group's Max Momentum is equal to the number of Bodies that will be making an Attack during their Turn. This will result in their Max Momentum fluctuating from one Turn to the next.

Max Weapon Weight not Slots

Unlike Companions, Henchmen must be equipped with a Weapon. Henchmen do not have Slots; instead, they may have any number of Weapons, but with no Weapon's Weight above their Max Weight stat.

MONSTER

Monster NPCs are a little like a Nemesis NPC in that they are ideal for boss fights.

3 Actions per Turn

Monsters may perform 3 Actions per Turn (normally 2).

Grabbing or being Grabbed

Grabbing or being Grabbed only reduces your Actions per Turn to 2 (normally 1).

Suppression, pg: 82

Monster NPCs are immune to Suppression.

"Piracy is the misplaced romanticisation of freedom.

But mankind can never be free.

Those cursed souls have simply given up the liberating yoke of morality, law, faith and civilisation for the tyranny of indulgence, addiction, sickness and nature."

- Caleb Drywood, Greenhaven Judge.

HENCHMEN NPC GROUP

Equal in Power to 1 Player Character.



16 Defence



2 Armour



6 Movement



Max Weapon
Weight: 3



6 Bodies



1 Trait



No Outfit



1 Resource

Henchmen NPC Group Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	6 Bodies, 1 Resource, 1 Trait, 1 Armour.	10-12	10 Bodies, 4 Resources, 2 Traits.
4-6	8 Bodies, 2 Resources, 1 Trait.	13-16	11 Bodies, 5 Resources, 3 Traits.
7-9	9 Bodies, 3 Resources, 2 Traits.	17-19	12 Bodies, 6 Resources, 3 Traits, 3 Armour.

SKILLED NPC

Equal in Power to 1 Player Character.



16 Attribute
Points



2 Armour



Background
and 1 Trait



No Outfit



1 Resource

Skilled NPC Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	16 Attribute Points, 1 Resource, Background, 1 Trait, 1 Armour.	10-12	20 Attribute Points, 4 Resources, Background, 2 Traits, 2 Variations.
4-6	18 Attribute Points, 2 Resources, Background, 1 Trait, 1 Variation.	13-16	21 Attribute Points, 5 Resources, Background, 3 Traits, 2 Variations.
7-9	19 Attribute Points, 3 Resources, Background, 2 Traits, 1 Variation.	17-19	22 Attribute Points, 6 Resources, Background, 3 Traits, 2 Variations, 3 Armour.

POWERFUL NPC

Equal in Power to 2 Player Characters.



20 Attribute Points



2 Armour



Background and 1 Variation



No Outfit



2 Resources

Powerful NPC Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	20 Attribute Points, 2 Resources, Background, 1 Variation, 1 Armour.	10-12	24 Attribute Points, 5 Resources, Background, 2 Traits, 2 Variations.
4-6	22 Attribute Points, 3 Resources, Background, 1 Trait, 1 Variation.	13-16	25 Attribute Points, 6 Resources, Background, 3 Traits, 2 Variations.
7-9	23 Attribute Points, 4 Resources, Background, 2 Traits, 1 Variation.	17-19	26 Attribute Points, 7 Resources, Background, 3 Traits, 2 Variations, 3 Armour.

MONSTER NPC

Equal in Power to 4 Player Characters.



24 Attribute Points



2 Armour



Background, 1 Variation and 1 Trait



No Outfit



3 Resources

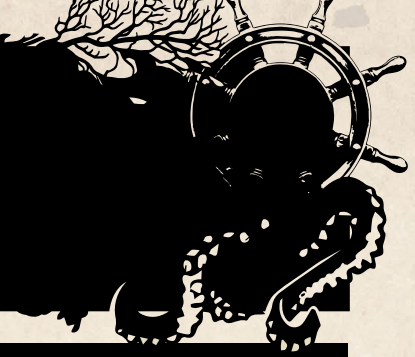


3 Actions per Turn

Monster NPC Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	24 Attribute Points, 3 Resources, 1 Trait, 1 Variation, 1 Armour.	10-12	32 Attribute Points, 6 Resources, 3 Traits, 2 Variations.
4-6	28 Attribute Points, 4 Resources, 2 Traits, 1 Variation.	13-16	34 Attribute Points, 7 Resources, 3 Traits, 3 Variations.
7-9	30 Attribute Points, 5 Resources, 2 Traits, 2 Variations.	17-19	36 Attribute Points, 8 Resources, 3 Traits, 3 Variations, 3 Armour.

NPC LISTS



NPC VARIATIONS

Skilled Variation	Requirements	Benefits	Disadvantages
Blood Lust	Skilled NPC	Once per Turn: when an enemy is killed or reduced to 0 Endurance you gain +2 Momentum.	
Brute	Skilled NPC Max Mov 3	+1 Armour. Momentum 2: Gain +2 Armour against an Attack you can perceive (Stacks).	-2 Defence.
Explosive	Skilled NPC	On your Death: deal 4 End and Crit Dmg to all enemy characters within 1d3 spaces of you (as if it were an Attack the Ground Splash Attack).	
Talented	Skilled NPC	+3 Hit and End Dmg, all Weapons.	

Powerful Variation	Requirements	Benefits	Disadvantages
Assassin	Powerful NPC	+2 Stealth. You may make 1 free Stealth Skill Roll each Turn.	
Booster	Powerful NPC	All of your allies gain: +1 Armour, +2 Hit, and +4 End Dmg while you're conscious (Stacks).	You may perform 1 fewer Actions per Turn.
Brutish	Powerful NPC	+1 Armour. Momentum 2: Gain +2 Armour against an Attack you can perceive (Stacks).	
Monstrous	Powerful NPC	Gain a Monster Variation.	-1 Armour.
Overlord	Powerful NPC	Strong Hit: Master Plan (Once per Turn, Hit) All allies gain +2 Hit and End Dmg for the remainder of the Combat (Stacks).	
Talented Killer	Powerful NPC	+1d6 Hit, all Weapons. +1 End Dmg, all Weapons.	

Monster Variation	Requirements	Benefits	Disadvantages
Fat	Monster NPC	+10 Defence vs Tackle. +4 Defence vs Intimidation. +8 Attribute Points.	You may only choose to change your facing by 45 degrees at the end of each of your Actions. You have -2d6 Hit when attacking behind yourself.
Horrifying	Monster NPC	+12 Defence vs Intimidation. Strong Hit: Horridify (Hit) All damaged characters must pass a Resolve 16 Skill Roll or take 8 End Dmg and become Suppressed.	
Impairer	Monster NPC	Characters Grabbed by you take 6 End Dmg at the start of their Turn. Momentum 1: One of your Weapons gains the Weapon Type: Tackle (18) until your next Turn.	
Impervious	Monster NPC	+50 Endurance.	-4 Defence.
Reveal Power	Monster NPC	+4 Defence vs Intimidation. Gain a Resource X-2 Weapon, you may only use this Weapon after you take X Attribute Damage.	-1 Resources. -1 Max Momentum.
Reveal Weakness	Monster NPC	Momentum 4: Reduce all Attribute Damage against you by 2 until one of your Attributes, of your choice, takes Damage. Damage to your chosen Attribute is not reduced.	Enemies may shift what Attribute of yours they Damage by 1 by spending 2 Momentum.
Smash	Monster NPC	Splash +1, all Weapons. Strong Hit: Smash (Hit) All damaged characters are Pushed back 1, knocked Prone and Suppressed.	
Special Strike	Monster NPC	Gain a Resource X+3 Weapon, this Weapon may not be used without the following: Momentum X: Once during your Turn you may Attack with your Special Strike Weapon.	-1 Defence.
Swift	Monster NPC	You may perform 1 additional Action per Turn.	-2 Recovery.
Telegraph Target	Monster NPC	At the start of each Turn (before any character acts) you must choose a character. You gain Strong Hit +1 vs that character for your Turn.	-4 Combat Order.
Terrible Talent	Monster NPC	+1 Hit, End Dmg and Crit Dmg, all Weapons.	-4 Attribute Points.
Vanish	Monster NPC	Momentum 4: You're removed from the battle map (and any Attack that was just made misses you). Place yourself back, in any location, at the start of any of your future Turns.	

NPC TRAITS

Henchmen Trait	Requirements	Benefits	Disadvantages
Brutes	Henchmen NPC	+1 Armour. Max Weapon Weight =5. Momentum 1: Gain +1 Armour against an Attack you can perceive (Stacks).	-2 Movement. -2 Defence. -2 Bodies.
Endless	Henchmen NPC	Gain 1 additional Body at the start of each of your Turns, unless all friendly Skilled, Powerful, and Monster NPCs are dead or incapacitated.	-2 Bodies.
Horrors	Henchmen NPC	+2 Defence. At the start of Combat all enemies not trained in Resolve take 6 Endurance Damage (Stacks).	
Meat Shield	Henchmen NPC	Anytime an ally takes damage from a non-Intimidate Weapon and who is adjacent to, or behind, one of your Bodies: you may lose 1 Body and your Ally takes no Damage from that Attack.	
Reinforcements	Henchmen NPC	You start off the battle map and may enter at the start of any Turn. You gain +2 Bodies for each full Turn that you're off the battle map.	-2 Bodies.
Swarm	Henchmen NPC	+4 Bodies.	-1 Armour.
Swift	Henchmen NPC	+4 Movement. Momentum 1: Your next Attack gains +2d6 Hit (Stacks).	
Tackler	Henchmen NPC	Strong Hit: Tackler (Hit) Apply a Tackle Effect to each of your targets.	
Weapon Team	Henchmen NPC	+4 Hit, all Weapons. -1 Reload, all Weapons. You may use any Weapon up to Weight 4.	
Well Armed	Henchmen NPC	+2 Resources. Max Weapon Weight =4.	-1 Bodies.

Trait	Requirements	Benefits	Disadvantages
Agile	Non-Ship NPC	+4 Defence. Momentum 2: Gain +1 Armour against an Attack you can perceive (Stacks).	
Bonded	Non-Ship NPC	You're connected to another character without the Bonded Trait (ie: you're one of their limbs). If your connected character dies you gain -1 Armour. The character you're connected to gains +1 Armour while you're conscious (Stacks).	-2 Defence.
Complex	Non-Ship NPC	You gain 2 Traits (these Traits may not alter your Armour in any way).	-1 Armour.
Coordinated	Non-Ship NPC	All allied Henchmen may add your Int to their To Hit Rolls (does not Stack).	
Gain Power	Non-Ship NPC	Strong Hit: Gain Power (Hit) You gain +2 Momentum.	
Guarded	Non-Ship NPC	If you make no Attack Rolls during your Turn you gain +2 Armour until your next Turn.	
Hidden	Non-Ship NPC	+4 Stealth. Strong Hit: Hidden Strike (Once per Turn, Stealthed, May Crit, Hit) Target takes 1 point of Attribute Damage (no Armour) to two random (2d6) Attributes.	
Power Well	Non-Ship NPC	At the start of your Turn you gain +1 Momentum.	
Special Move	Non-Ship NPC	Pick One: You may Fly OR are Incorporeal OR you may Teleport (equal distance to your movement).	
Specialist	Non-Ship NPC	One of your Attributes is immune to Damage. If you're a Henchmen: you may not move and gain +1 Armour.	You may not take the Reveal Weakness Variation.
Supported	Non-Henchmen Non-Ship, NPC	You may acquire 1 Crew, Summons or Ship Support Weapon.	You may not take the Special Strike Variation. -1 Resource.
Task	Non-Ship NPC	At the start of Combat you must define a task for your opponents to complete. You gain +2 Momentum at the start of your Turns if this task is not completed.	If your task is difficult and completed, each of your opponents gain 1 free Plunder Roll.
Terror	Non-Ship NPC	+5 End Dmg, Intimidate.	
Warlock	Non-Ship NPC	-1 Resource, Magic.	
Well-Armed	Non-Ship NPC	+2 Resources.	-2 Defence.



NPC SHIPS

NPC ships are built just like NPC Spacecraft (Core Rule Book pg: 141) except that they have 16 Attribute Points and they die (or surrender) in the same way as PC ships (pg: 94).

- » NPC ships have +2 to all Ship Skill Rolls.
- » NPC ships gain 1 free Luck Re-Roll per Turn.

MASSIVE & STRANGE MONSTERS

GMs are encouraged to get creative with their construction of large and/or complex monsters.

Here are some ideas:

Use Multiple NPCs as Parts of the same Monster

- » Eg: Use a Skilled NPC as the Head, and Henchmen as its tentacles (eg: using the Bonded Trait, pg: 111).

Multiple Combats are Needed to kill it

- » Eg: A particularly tough monster is not killed when one of its Attributes is reduced to 0. It is only wounded and must retreat. When the PCs encounter it again it will have different stats, Traits and Weapons to reflect its wounded and desperate state.
- » Eg: A very large monster must be defeated in Ship Combat and then Personal Combat.
- » Eg: To save on time, a GM can use Theatre of the Mind Combat before or after a standard combat to account for the monster's complex nature.

The Bogdorith, Massive Monster Example

For many months, The Hangman's Reef has been pursuing a mighty sea monster, known as the Bogdorith. The Bogdorith is a massive beast that will take the entire crew to kill.

Once found, the GM decides to use the Theatre of the Mind Combat Rules for the Ship Combat against the monster. Once the Hangman's Reef has located the beast and crippled it with its cannons, the Ship moves in close to lure it to the surface so that they can finish it off.

But to the PCs' surprise, the Bogdorith was not crippled: it was baiting them in! Suddenly the Hangman's Reef is entangled in a swarm of tentacles. The GM then begins a Personal Combat, using Henchmen and Skilled NPC to represent the tentacles.

Once this combat is finished the GM describes the massive head of the Bogdorith bursting out of the water to directly confront the PCs and their crew. For this fight the GM decides to do a second Personal Combat, this time using a Monster NPC to represent the Bogdorith's head, and more Henchmen to represent its tentacles (once the Head is killed, all of the Tentacles will also die).

CREATING NPC SHIPS

Created like a PC Ship, pg: 92.
Can also be used to make large monsters.



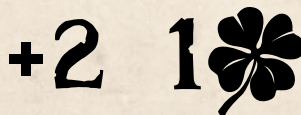
Equal Resources Cost



1 Ship Skill Roll per
Player Character



16 Attribute
Points

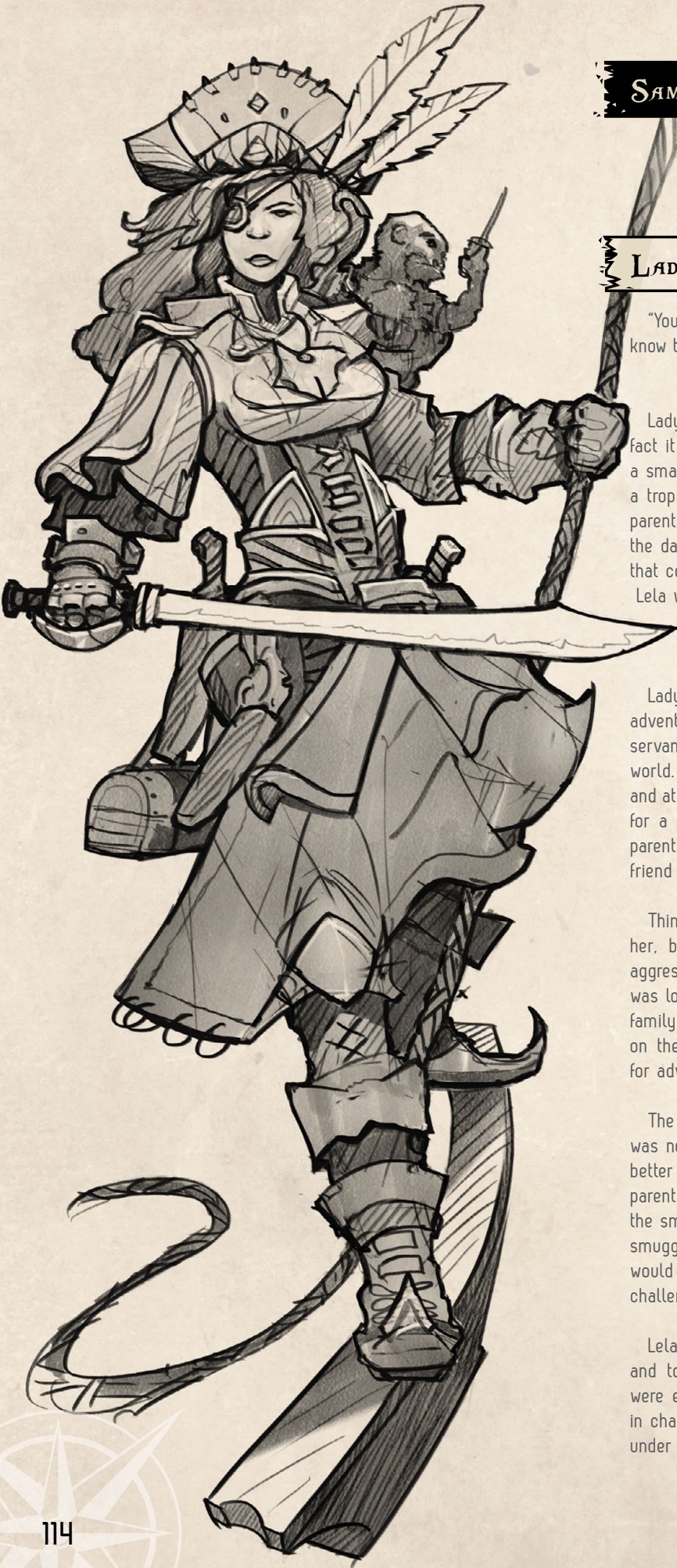


+2 to all Ship Skill Rolls
1 Free Luck Re-Roll per Turn



Select 1 Build





SAMPLE NPCs

All of the following NPC opponents are created using the standard NPC Creation rules and may serve as inspiration for creating your own NPCs.

LADY 'THE BASILISK' MCGREE

"You'll hear the monkey first, howling into the seas. That's how you know the Basilisk is closing on you."

— Pintop Pete, local Gillespie drunk.

Lady Lela McGree did not have an upbringing befitting a pirate: in fact it was quite the opposite. She was born to wealthy parents in a small city named Haling Cove, centred on the beaches of one of a tropical Rift Island peninsulas belonging to the Free People. Her parents were governors there, elected by the people to manage the day-to-day life of the city. Lela had access to the best tutors that could be had, as well as training in the fine arts and logistics. Lela was being groomed to succeed her parents, and take over the governorship of Haling Cove, which she would have, if all had gone according to plan.

Lady McGree had a wildness inside of her: life was one big adventure. She did her best to avoid her handmaidens and duck servants to explore the beaches and coves that made up her entire world. There she had her own secondary training in survival, hunting, and athletics. When she was twelve years old she begged her parents for a pet, promising to take care of it all on her own. Her loving parents acquiesced, and there she met Mr. Tod, her new simian best friend and constant companion on her adventures.

Things seemed grand for Lela with her life spread out before her, but the Kestrel Empire had other plans. The Empire was aggressively expanding, and the peninsula upon which Haling Cove was located was an easy target for the Kestrel army. The McGree family organised a resistance and, as Haling Cove was the only city on the peninsula, the other villages looked towards their actions for advice.

The Free People took up arms against the Kestrel Empire, but it was not an even match. The Empire's soldiers were better trained, better equipped, and more numerous. It was a slaughter. Lela's parents understood that they were fighting a losing battle. They used the small remainder of their wealth to convince a ship's captain to smuggle Lela and a few servants somewhere far away, where she would be safe from the Kestrel Empire and one day be able to challenge their authority.

Lela's family fell as the Kestrel Empire overran their defences and took control of the peninsula for themselves. The McGree's were executed and a Kestrel high-priest named Qwar was placed in charge of the region. Meanwhile, Lela was at sea, having slipped under the Kestrel's watchful eye.

Life on the ship was not easy for Lela. The captain had little respect for her, and seemed to actively resent her for her affluent upbringing. She was often abused, beaten, and given the least wanted tasks to complete aboard the ship. Her only solaces were her servants, whom she began to look upon as friends, and Mr. Tod who had snuck aboard the ship with their luggage.

Tired of the treatment from the captain and his crew, Lady McGree led a mutiny, assisted by her former aids turned crewmates. They murdered the captain and first mate in the middle of the night, then forced the rest of the crew to get in line. By morning, Lady McGree had command of the ship. Her first thought was to sail back to Haling Cove to avenge her family, but wiser heads prevailed and she made her way to the northern islands of the Free People, seeking a new life for herself.

She learned what she needed on the job, training with the crew on the finer points of sailing, sharing that information with Mr. Tod who quickly became an expert, though at times comical, crewman, capable of tying seaworthy knots and brandishing a knife in combat.

Lady McGree's reputation and that of her ship, the Dragon's Eye, spread like wildfire through the islands of the Free People, spurred on by her penchant for bringing down Kestrelts ships. She was unflinching when it came to the Kestrelts, and rarely showed mercy to enemy captives. The Kestrelts began to spread a rumour that she was heartless, or that her heart was turned to stone. They began to call her 'The Basilisk.'

When Lady McGree learned of her new nickname it did not set her back. In fact, she reveled in it, re-naming her newest ship 'The Stone Serpent' and adopting the name 'The Basilisk' for herself. This only stoked the flames of her popularity, and tales of her ship began to arrive long before she did. Somewhere along the way, she became one of the most feared pirates of the eastern Faerie Sea: a fact that brings her much joy. If only her parents could see her now... the entire Faerie Sea had become her playground.

Her goal is to one day retake her childhood home, but she has yet to accrue the power or resources necessary to challenge the full might of the Kestrelt Empire that has now established a military base where her family once lived.

Tactics:

The Stone Serpent will do its best to trigger its 'Quick Reload' Strong Hit Option by first performing a Broadside Ship Skill Roll which will then be followed up by other Ship Skill Rolls (usually Volley, Take Aim, or Pot Shot) in the hope of rolling a six so that they may perform a second Broadside Attack.

In Personal Combat Lady McGree will make liberal use of her pistols as she stays behind her Thugs. If an opponent is able to make their way to her she will use Mr Tod, her trained monkey, to distract her opponent before counterattacking. The Stone Serpent

crew are ideally suited for close quarters combat.

Adventure Ideas

Rivals at Sea

You and your crew have been tasked with retrieving an ancient artefact buried somewhere on Stormcast island, north-east of the Tyvorosi-controlled Powder Keg islands. Unfortunately, your contact, a (supposedly) powerful Sharjh wind-warlock, has only provided half of the treasure map, hoping you can use it to discover the resting location of the artefact. Unbeknownst to you all, the other half of the map lies in Lady McGree's possession, and she's already racing to discover the secret location, and won't let anyone stand in her way of retrieving the other piece of the map and her prize.

Driving Lady McGree

Due to a surprise Kestrelt raid on a smuggling den that she was using, Lady McGree was forced to leave her ship and crew behind and now she's stranded in hostile territory. She may be one of the most feared pirates on the seas, but she is still in need of a ride, and willing to pay for it. Lady McGree might prove to be quite the daring crew member and, in the process, show that maybe there is more to her than what the dark rumours have to say.

In truth, Lady McGree doesn't go out of her way to inflict violence or pain, despite her reputation. The world is already suffering enough, and she feels no need to add more if not needed. However, she will not flinch when it comes to protecting her crew or her livelihood, or avenging the deaths of her parents.

Liberate Haling Cove

The town of Haling Cove has been under Kestrelt control for far too long. Lady McGree seeks to liberate her home town, but is in need of allies for the coming attack. The Kestrelt Empire is a dominant force in the area, and it will take a large armada to drive them off. Of course, Lady McGree won't bring just anyone into battle at her side: she must grow to trust those she relies on. This will take some time, including many missions fought side-by-side, and many opportunities to prove loyalty. Once a crew has proven themselves to be reliable allies to Lady McGree, then the assault on Haling Cove can begin.

The city itself is well defended both from the land and the sea, but a small force may be able to sneak through the chaos and take back the city from the inside.

Plunder:

- » +1 bonus to all Rearm, Recruit and Enlist Repair Plunder Rolls.
- » +2 to all Loot Trade Goods Plunder Rolls.
- » -2 to all Plunder Rolls to Acquire the monkey 'Mr Tod'.
 - » Mr Tod is great at climbing, fetching items, picking pockets and can stab people. 18t to train him to obey a new master.

Mob of Scallywags	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Cutlass	+3	1	1	7	3	-	-	Blade, Composite.	2	6	16	2	6

Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Traits/Notes: Endless (Gain 1 additional Body at the start of each of your Turns, unless all friendly Skilled, Powerful, and Monster NPCs are dead or incapacitated).

Cunning Freebooters	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Cutlass	+3	1	1	5	3	-	-	Blade, Steel.	1	6	16	2	8

Modifications: Low Quality.

Grenade	+1	4	12	8	2	2	0	Explosive, Throw, Shrapnel.	1				
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Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Notes: Gain Power (Strong Hit: Gain Power (Hit) You gain +2 Momentum).

The Big Cook

Skilled

STR 4 1	Foc 3 4	DEF 10 + Ref + Cover + -2 = 11	ARMOUR 3	Combat Order Int + -2 = 0
REF 3 2	INT 2 5	vs TAC Defence + Str + 2 = 17	vs LUCK DMG +0	Max Momentum Foc + -1 = 2
MOV 3 3	LUCK 3 6	vs INT 16 + Resolve + = 16	AT 0 END -0	Stealth 2 + -1 = +3
		END 10 + (Str x5) + = 30	RECOVERY Foc + = 3	Swimming = +2

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
String of Filthy Curses	+2*	4	20	3	-	Inf	-	-	-	Intimidate.	0

Natural, *May not Hit targets that cannot perceive you.

Cleaver	+1	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Steel.	2
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Max Momentum (+1 Crit Dmg), Modifications: Familiar.

Cheap Pistol	+3	2	8	2	1d2+2	4	0*	2	1	Firearm, Flintlock.	0
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*+1 Draw to un-equip (may drop as a Free Action), Small, Modifications: Low Quality.

Notes	Description
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Tribal Start each Combat with +2 Momentum.

Brute Momentum 2: Gain +2 Armour against an Attack you can perceive (Stacks).

Massive You're large! Ignore the first Strong Hit: Critical Hit against your character each Combat. Adjacent allies who are not large do not grant you Cover.

Flamboyant First Mate

Powerful

STR 4 1	Foc 4 4	DEF 10 + Ref + Cover + = 14	ARMOUR 2	Combat Order Int + = 3
REF 4 2	INT 3 5	vs TAC Defence + Str + 1 = 19	vs LUCK DMG +3	Max Momentum Foc + = 4
MOV 4 3	LUCK 3 6	vs INT 16 + Resolve + 1 = 19	AT 0 END -0	Stealth 2 + 1 = +3
		END 10 + (Str x5) + = 30	RECOVERY Foc + = 4	Swimming = +3

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Shout Orders	+2*	4	20	8	-	Inf	-	-	-	Intimidate.	0

Natural, *May not Hit targets that cannot perceive you.

Blood Iron Rapier	+8	2	2	4	3	-	1	-	3	Blade, Blood Iron.	3
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Modifications: Familiar, Hand Guard, Expensive Looking.

Rusty Pistol	+3	2	8	2	1d2+2	4	0*	2	1	Firearm, Flintlock.	0
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*+1 Draw to un-equip (may drop as a Free Action), Small, Modifications: Low Quality.

Notes	Description
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Overlord Strong Hit: Master Plan (Once per Turn, Hit) All allies gain +2 Hit and End Dmg for the remainder of the Combat (Stacks).

Corsair Hunters	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Cutlass	+5	1	1	6	3	-	-	Blade, Steel.	2	6	16	2	8
Modifications: Familiar.													
Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.													
Traits/Notes:	Tackler (Strong Hit: Tackler (Hit) Apply a Tackle Effect to each of your targets).												
Tough Buccaneers	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Boarding Axe	-1	1 (3)	1 (5)	8	3	- (1)	-	Axe, (Throw), Steel.	2	4	14	3	6
Max Momentum (+1 Crit Dmg). Modifications: Familiar, Heavy.													
Momentum 1: Push all non-large characters that you have just damaged with this weapon 1 space away from you (does not Stack).													
Pistol	+2	4	8	2	1d2+2	4	2	Firearm, Flintlock.	0				
Small, Modifications: Familiar, Steady Arm, Steady Eye, Poorly Maintained.													
Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 5, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.													
Notes:	Momentum 1: Gain +1 Armour against an Attack you can perceive (Stacks).												

Lady 'The Basilisk' McGree

Powerful

STR 3 1	FOC 4 4	DEF 10 + Ref + Cover + = 14	ARMOUR 2	Combat Order Int + = 3
REF 4 2	INT 3 5	vs TAC Defence + Str + = 18	vs LUCK DMG -1	Max Momentum Foc + = 4
MOV 4 3	LUCK 4 6	vs INT 16 + Resolve + = 18	AT 0 END	Stealth 2 + = +2
		END 10 + (Str x5) + = 25	RECOVERY Foc + = 4	Swimming = +0

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Cutlass	+1d6+4	1	1	8	3	-	1	-	2	Blade, Composite.	2
Modifications: Familiar, Hand Guard.											
Brace of 3 Pistols	+1d6+4	4	8	3	1d2+2	4	0*	2	1	Firearm, Flintlock.	2
Small, Preload 3 (must Draw (not Reload) for each additional Preloaded Ammo). Modifications: Familiar, S Arm, S Eye, 2 Backup Weapons, Low Quality.											

Notes	Description
Talented Killer	
Gain Power	Strong Hit: Gain Power (Hit) You gain +2 Momentum.
Mr Tod "Pet Monkey"	Great at climbing, fetching items and picking pockets. Momentum 2 : Mr Tod stabs a character: if this is their first time being stabbed they become Suppressed.

The Stone Serpent

Ship, 23 Resources

BUL 3 1	SWA 2 4	DEF 14 - (Size x2) + -2 = 8	ARMOUR 3 + = 3	Cannon Size + Bulk + 1 = 6
DEC 3 2	GUN 2 5	Reduce all Cannon Hits by -1d6 when they Attack your Front or Rear.	FRONT ARM 3 + = 3	Max Speed = +1
SAI 3 3	CUT 3 6			Ship Skill Rolls 2 + = +2
SIZE 2		MOR (Size x10) + = 20	RESILIENCE 4 + = 4	Re-Rolls per Turn 1 + = 1

Weapons	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type & Variation.	Resources
Shrapnel Canister	+2	Gun-1	8	8	4	6	1	Cannon Ammunition.	4
Crit Location: 1d3+3, Modification: Well Drilled.									
Round Shot	+3	Gun+1	14	5	4	15	2	Cannon Ammunition.	4
Modification: Practiced.									

Notes	Description
Ship of the Line	Your Ship counts as 1 Size larger for the purposes of Shallows.
Quick Reload	Strong Hit: Quick Reload (Once per Turn, Ship Skill Roll, Does not Req Success) You may make a free Port or Starboard Broadside Ship Skill Roll at -2d6 Hit even if one has already been successfully made this Turn.

UNDEAD

"You believe yourself safe among the dead, girl? Aye, safe from my crew maybe, for they dare not follow. They know the dead cannot be trusted to remain that way. But if I were you, I would have taken my chances with my pirates."

— Lady McGree, Captain of the Stone Serpent.

The rise of the Esoterica has disrupted the natural order of death. Things that should die do not, and things that were dead don't always remain that way. The Undead can take many forms: animated skeletons, rotting zombies, tormenting ghosts, ravenous wights, and more. To have any hope of defeating or overcoming such evil monsters you must understand how they came to be. Once the model of their creation is known, the key to defeating them will become clear.

Curses

Evil curses can come in many forms and have a variety of effects, though they do tend to be poetic in nature. A curse can originate from an item, such as a cursed weapon or chest of coins, or be tied to a specific location, like a cursed ship or an island. Usually these curses bring the undead back in the form of skeletons or zombies, but the appearance of cursed ghost ships is not unheard of either. The undead will continue to torment the world of the living until their curse is broken.

Arcane

Magic has returned to the world stronger than it ever has been. Some have learned how to manipulate that magic in dark ways, such as bringing the dead back, though not to true life, and prolonging their own life through unnatural and disturbing means. The key to returning these dead to slumber lies in overcoming the source of the necromancers power, such as destroying an ancient amulet or by disrupting the spells which they're using to control the undead.

Science

Alchemists have long sought to push the boundaries of human knowledge and unlock dark secrets. Somewhere along the way, some have discovered ways to manipulate death. This can take the form of a malicious plague that turns the infected into zombies, an injected chemical compound to restore an un-beating heart. The key to defeating these so-called scientific undead lies in understanding the method itself.

Unfinished Business

Some dead return to life for personal reasons, such as the need to complete unfinished business. This could be revenge, as is the case with a revenant, or the need to protect a loved one, as with some ghosts and phantasms. These undead are dangerous to anyone who stands between them and their mission, even if such a mission is impossible for them to complete. These undead will be allowed to pass onto the next life once their task is complete, and assisting with their last wishes may help expedite the process.



Skeletal Pirate	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Boarding Axe	+0	1 (3)	1 (5)	6	3	- (1)	-	Axe, (Thrown), Steel.	2	4	16	3	7
Max Momentum (+1 Crit Dmg), Modifications: Familiar.													
Throwing Knives	+3	1 (3)	1 (6)	4	2*	- (12)	- (0)	Blade, (Thrown), Composite.	1				
*+1 Crit Dmg vs Luck, Modifications: Familiar.													
Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 5, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.													
Notes:	Brutes (Momentum 1: Gain +1 Armour against an Attack you can perceive (Stacks)), Horrors (At the start of Combat all enemies not trained in Resolve take 6 Endurance Damage (Stacks)).												

Wraith

STR 4 1
REF 5 2
MOV 4 3

Foc 3 4
INT 3 5
LUCK 4 6

DEF 10 + Ref + Cover + = 15

vs TAC Defence + Str + = 20

vs INT 16 + Resolve + = 26

END 10 + (Str x5) + = 30

ARMOUR 2

vs LUCK DMG +0

AT 0 END -0

RECOVERY Foc + = 3

Powerful

Combat Order Int + = 3

Max Momentum Foc + = 3

Stealth 2 + 1 = +3

Swimming = +2

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Haunting Wail	+1d6+2	4	20	9	-	Inf	-	-	-	Intimidate.	0
Natural.											
Ghostly Broadsword	+1d6+2	1	1	5	3	-	1	-	2	Blade, Composite.	1
Max Momentum (+1d6 Hit), Modifications: Familiar, Hand Guard, Low Quality.											
Necroplasmic Pistol	+1d6+2	4	8	9	1d2+2	4	0*	2	1	Firearm, Flintlock, Magic, Curse.	3
*+1 Draw to un-equip (may drop as a Free Action), Small, Dangerous 4 (Cursed Ground).											
Modifications: Familiar, Familiar, Steady Arm, Awakened in Combat, Steady Eye, Arcane, Low Quality.											
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).											

Notes	Description
Ghost	You may Teleport, Fly and are Incorporeal. If the reason for you haunting the world is removed, you vanish. Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 Endurance Damage.
Dark Step	Twice per session (during your Turn) you may Teleport up to 100 spaces (200 meters) as long as you're not seen at the start or end of your Teleportation.

Ghost Ship

Ship, 36 Resources

BUL 3 1
DEC 3 2
SAI 3 3

SWA 2 4
GUN 2 5
CUT 3 6

SIZE 2

DEF 14 - (Size x2) + = 10

Reduce all Cannon Hits by -1d6 when they Attack your Front or Rear.

MOR (Size x10) + = 30

ARMOUR 3 + 1 = 4

FRONT ARM 3 + 1 = 4

RESILIENCE 4 + = 4

Cannon Size + Bulk + = 5

Max Speed = +0

Ship Skill Rolls 2 + = +2

Re-Rolls per Turn 1 + = 1

Weapons	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type & Variation.	Resources
Ram	+Speed*+2	1, Front	1	Bulk+Speed	Size	Infinite	-	Ram.	-
Strong Hit (5-6), Crit Location: 1d3, *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, Crit Location: 1d3.									
Assault	+4	1	4	Cut +4	4	Infinite	-	Assault.	-
Round Shot	+2	Gun +2	14	7	4	15	1	Cannon Ammunition.	6
Crit Location: 2d6 choose the lowest, Modification: Practiced, Well Drilled, Steady Shot, Large Shots.									
Solid Mortar Shell	-1d6+3	Gun x2	20*	8	4	2	2	Cannon Ammunition, Mortar.	10
Strong Hit (5-6), *Min Rng 6, Modification: Practiced, Well Drilled, Large Shots, Master Crafted.									

Notes	Description
Undead Ship	You will never Surrender due to Sailors damage. -2 Armour while you have 0 Morale.
Fight Back	Strong Hit: Fight Back (Removing a Boarded Effect) The enemy Ship that applied this Boarded Effect takes 1 Damage (no Armour) to a random (1d3+3) Attribute.



CULTISTS

"We come at dawn, the star unfolds. Purple, purple, blinding light! A head on swivels, stars above. The void it calls and we must answer"

– Ravings of the Waystar Prophet.

Cultists are drawn to their Esoterica sects for many reasons: the search for power, knowledge, or riches, or even a simple desire for family and community. They come from all walks of life: everyone from poor sailors to rich nobles might be drawn to the call of one of these organisations. Commoners commonly wish to throw their lot in with larger groups in an attempt to change their life, while aristocrats might be tempted by even greater wealth or political power. Ship Captains might also find themselves under the sway of a particular cult's dogma, forcing their new beliefs on their crew.

Sometimes a cult can form more innocently, out of a church or gathering that slowly goes darker over time, corrupted by the dark influence of an Esoterica god who hears their prayers. These cults will often tear each other apart before emerging as something new, and far more evil. Every cult will have different objectives. Some will wish for the return of an ancient god or security in this dark world, while some are more mundane and seek worldly pleasures such as riches, vengeance, or popularity.

Not all cults use outright violence to achieve their goals. Some will subvert local politics or sway pirate crews to carry out their bidding. These cults keep to the shadows, their names only spoken in hushed whispers, as they wield their anonymity as a weapon.

Example Cult: The Waystars

The Waystar Prophet, as he calls himself, first appeared on the Powder Keg Islands, ranting and raving about the power of the Fallen Star and its ability to control life and death. Many assumed him to be the survivor of a shipwreck, as his clothes were ripped and torn and his hair dirty and disheveled, but no shipwreck was ever discovered, and no other survivors washed up on shore. The Prophet claimed to have no memory of his time before waking up on the island, but found his head filled with knowledge of the beyond.

A cult of personality began to grow around the Waystar Prophet and, as he regained his strength, he began to travel from island to island, where Tyvorosi spectators would flock to laugh and poke fun at the madman. But for a few, the message of the Star's power took a deep root in their mind. They began to take the prophet seriously, and looked for secret messages from the Star hidden within his ravings.

Soon, the Waystar Prophet disappeared from the public eye, no longer hosting public sermons. His followers began to meet in secret, sending out the location of their meetings only to those who had proven to be dedicated followers. In the towns where this cult has been found, locals have started to report strange happenings. Odd reflections in mirrors, glass, puddles of water and metallic objects. Brief glimpses of an immensely beautiful god-like being with four floating hands.

Baldric Key had always known something was wrong with the world. He was nine years old when he was first able to put a name to that wrongness: The Esoterica. When searching through his father's belongings, he stumbled upon an ancient history book containing detailed maps of a world that looked nothing like the islands Baldric had grown to know. His father sat him down and explained, and Baldric's reality was never the same.

Baldric had just turned twelve when he first met 'Uncle Jack.' Uncle Jack wasn't his uncle, he wasn't anyone's as far as Baldric could tell, but that is what the kids of the village called him. Uncle Jack was deeply respected for his knowledge, and Baldric spent a lot of time with him that summer, despite his father's wishes. Uncle Jack talked endlessly about the Esoterica, and the role humans had to play in appeasing the gods. When he listened to Uncle Jack talk, Baldric felt like he could change the world. Maybe Uncle Jack was right, and humanity's sole reason for existing was to serve at the will of the gods. For some reason, that made Baldric feel a little better.

He was fifteen when Uncle Jack inducted him into the Order of the Pyre. Baldric had already run away from home, leaving a hastily written note saying his goodbyes before he disappeared with Uncle Jack into the rainy night, all in service of this very moment. They met inside an ancient ruin lit with flickering torches, and offered their prayers to the Esoterica. They were all hooded, as was Baldric, to protect their identities. It was the first time in Baldric's life that he felt like part of something greater than himself. Baldric was given instructions, told to wait for his command, and sent out into the world.

Now, Baldric is twenty-eight years old, and Captain of his own ship, The Black Hood. He stands upon the deck, both hands on the ship's wheel, guiding it into a moonlit port.

"I haven't seen you in over ten years," his eyes remain focused on the dipping horizon, concentrating as he speaks.

"I've been busy. Recruitment takes me across the seas." Uncle Jack, drinking rum from a dented flask, looks older, wilder, and far less mystical than Baldric remembers.

"You didn't even say goodbye after the ceremony," Baldric scolds.

"I'm not the sentimental type," Uncle Jack caps the bottle of rum and slips it back into the folds of his black robe. "Besides, you turned out just fine without me."

"Yes I did," Baldric spits through gritted teeth. "I worked hard to get where I am now, to be a Captain in my own right. And you're asking me to jeopardise all of that."

"I'm not asking you to do anything. It is the demand of the

Pyre, or have you forgotten your brothers and sisters?"

"I serve the Order," Baldric says reluctantly, as if he were trying to convince himself. "But what we are doing here is against my personal code."

"And you believe our gods serve at the will of a personal code? There is so much more at stake here, Baldric. The gods must be appeased." Uncle Jack ends with the Order's mantra, and Baldric finishes the line by habit, if nothing else.

"By our choice or their force."

Baldric completes his manoeuvres in silence, guiding the Black Hood silently into the port. The guards that would usually monitor this dock are missing, and Baldric notices a dinghy pulled up onto shore. Uncle Jack's men had done their job.

The crew works quickly, tying down the ship and setting out the gangplank. Baldric opens the door to the hold and looks down at his cargo: dozens of members of the Order, all clothed in black robes, all brandishing gleaming weapons. With a silent nod, Baldric steps out of the way and the figures flow out of his ship and into the quiet, sleeping city.

Uncle Jack surprises him with a hand on his shoulder. "Do not weep for the fallen, Baldric. The Esoterica must be appeased or we will all suffer a far worse fate."

The fires start in the distance. Baldric watches as a chapel to the old gods goes up in flames, followed by the courthouse and mayor's residence. He knows the order in which the city will fall, as this is not the first port to which he has delivered his cargo. He feels the familiar pang of guilt and doubt, as alarm bells and screams fill the air.

"They believed themselves safe from the Esoterica here," Uncle Jack pontificates. "They cannot be allowed to think that."

By dawn's first light, the city will be a smouldering ruin. The smoke will drift into the air, calling attention to what they have done, and the first ships to investigate will be treated to the sight of this destruction, and they will know fear. By then, the Black Hood will be far out to sea once again: just another ship on the vast waters.

There will be another target, Baldric knows. The Pyre will not stop until the Esoterica are appeased, which Baldric doubts will ever happen. But he sees no future for himself but this, no escape from the cycle in which he has trapped himself. He wishes he had never met Uncle Jack, but it is too late for that now. All that remains is his service.

The Black Hood will strike again.

Crazed Cultists	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Paralysing Knife	+2*	1	1	4	1**	-	-	B, C, Arc, Bind, Tackle (14)***	2	6	16	2	8

Small, Dangerous 1 (Acid Pool). *Hit +3 with Tackle Action, **+1 Crit Dmg vs Luck, ***You don't gain Grabbing from this Weapon.

Modifications: Familiar, Familiar, Awakened in Combat, Arcane, Low Quality.

Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Traits/Notes: Meat Shield (Anytime an ally takes damage from a non-Intimidate Weapon and who is adjacent to, or behind, one of your Bodies: you may lose 1 Body and your Ally takes no Damage from that Attack).

Cultist Mages	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Twisted Magic	+6*	4	32	6	3	12	1	Magic, Fire.	3 (4)	6	16	1	8

Natural, Small, Max Momentum (Splash 1), Energy, Burn, Dangerous 1d3 (Small Fire). *-2d6 Hit vs Wet targets, Modifications: Familiar, Well Practiced, A i C.

Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Notes: Well-Supplied.

Chosen

STR	4	1
REF	3	2
MOV	2	3

Foc	3	4
INT	2	5
LUCK	4	6

DEF	10 + Ref + Cover +		=	13
vs TAC	Defence + Str +	1	=	18
vs INT	16 + Resolve +		=	14
END	10 + (Str x5) +		=	30

ARMOUR	2
VS LUCK DMG	+2
AT 0 END	-0
RECOVERY FOC +	= 3

Combat Order	Int +		=	2
Max Momentum	Foc +		=	4
Stealth	2 +	1	=	+3
Swimming			=	+1

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Fiendish Blade	+6	2	2	6	3	-	1	-	2	Blade, Steel.	1

Modification: Familiar, Hand Guard, Low Quality.

Hooked Chain	+4*	1*	3	8	2	-	2	-	3	Axe, Tackle-Trip, Steel.	1
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*+2 Hit and per Range Increment beyond the first (up to +4), Modifications: Familiar.

Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).

Notes	Description
Cursed	You may spend 2 Luck Points to force another character to re-roll a roll. People and animals feel uneasy around you.

Master

STR	3	1
REF	4	2
MOV	4	3

Foc	3	4
INT	5	5
LUCK	3	6

DEF	10 + Ref + Cover +		=	14
vs TAC	Defence + Str +		=	17
vs INT	16 + Resolve +	2	=	20
END	10 + (Str x5) +		=	25

ARMOUR	2
VS LUCK DMG	+0
AT 0 END	-0
RECOVERY FOC +	= 3

Combat Order	Int +		=	5
Max Momentum	Foc +		=	3
Stealth	2 +	1	=	+3
Swimming			=	+0

Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Dark Speech	+2*	3	30	3	-	Inf	-	-	-	Intimidate.	3

Natural, *May not Hit targets that cannot perceive you.

Strong Hit: **Provoke** (Hit) You and your target have -1 Armour against each other for the remainder of the Combat (does not Stack).

Strong Hit: **Inspire** (Does not Req Hit) An ally gains a Recovery.

Strong Hit: **Give Orders** (Does not Req Hit) An ally without Oratory gains +1d6 Hit on their next Attack Roll during this Combat (Stacks).

Strong Hit: **Impassioned** (Hit) ALL characters (PC, Henchmen Groups, Skilled, Powerful and Monster) gain +1 Momentum (Monsters gain +2 Momentum).

Notes	Description
Fiend	If you're killed, deal 1 Damage (no Armour) to a random (1d3+3) Attribute to the character that killed you.
Booster	All of your allies gain: +1 Armour, +2 Hit, and +4 End Dmg while you're conscious (Stacks). You may perform 1 fewer Actions per Turn.
Power Well	At the start of your Turn you gain +1 Momentum.

Limb	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Reload	Type & Variation	Res	Move	Defence	Armour	Bodies
Claw/Tentacle/Orifice	+2	1	2	6	3	-	-	Blade, Steel.	3	6	14	2	9
Natural, Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack), Modifications: Familiar, (Natural).													
Defence vs Tackle: 16, Defence vs Intimidate: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +1, Combat Order: 0.													
Traits/Notes:	Defensive Strike (Strong Hit: Defensive Strike (Attack, Hit) Ignore the next Personal Combat Critical Hit against you before your next Turn (does not Stack)). Bonded (You're connected to another character without the Bonded Trait (ie: you're one of their limbs). The character you're connected to gains +1 Armour while you're conscious (Stacks). If your connected character dies you gain -1 Armour).												

Raging Spawn of Fin-Derark

Skilled

STR 4 1	Foc 2 4	DEF 10 + Ref + Cover + -2 = 11	ARMOUR 3
REF 3 2	INT 3 5	vs TAC Defence + Str + 1 = 15	vs LUCK DMG 0
MOV 4 3	LUCK 3 6	vs INT 16 + Resolve + 10 = 16	AT 0 END 1
		END 10 + (Str x5) + 30 = 30	RECOVERY Foc + 2 = 2

Combat Order	Int +	3
Max Momentum	Foc +	2
Stealth	2 +	-2
Swimming		+2

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Primal Roar	+2*	4	20	5	-	Inf	-	-	-	Intimidate.	-
Natural, *May not Hit targets that cannot perceive you.											
Massive Bite	-1	1	2	12	3	-	1	-	3	Axe, Pick.	3
Natural, Max Momentum (+1 Crit Dmg), Pen 2 min 3, Modifications: Familiar, Master Crafted, (Natural).											
Claws & Spikes	+6	2	2	8	3	-	1	-	2	Blade, Composite.	2
Natural, Modifications: Familiar, Master Crafted, (Natural).											

Notes	Description
Blood Lust	Once per Turn: when an enemy is killed or reduced to 0 Endurance you gain +2 Momentum.
Fury	Gain +1 Momentum when you Hit a character who has caused you Attribute Damage this Combat. You may never gain Entrenched Cover.

Reflection of Jakrakarla

Monster

STR 5 1	Foc 5 4	DEF 10 + Ref + Cover + 1 = 15	ARMOUR 2
REF 5 2	INT 6 5	vs TAC Defence + Str + 1 = 21	vs LUCK DMG 0
MOV 5 3	LUCK 4 6	vs INT 16 + Resolve + 12 = 30	AT 0 END 0
		END 10 + (Str x5) + 35 = 35	RECOVERY Foc + 5 = 5

Combat Order	Int +	-4
Max Momentum	Foc +	5
Stealth	2 +	-2
Swimming		+4

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Transmute Flesh	+6	2	2	8	3*	-	-	-	-	Blade, Composite, Magic, Blood.	3
Natural, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modifications: Familiar, Master Crafted, Hand Guard, Arcane, (Natural), Familiar, Awakened in Combat, Rare Components.											
Momentum 1: Your next attack with this Weapon gains +2 Hit and End Dmg.											
Rend Reality	+4	8*	18	8	1d2+2	8	-	2	-	Firearm, Flintlock, Magic, Storm.	2
Natural, *Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Dangerous 1 (Cursed Ground), Modifications: Familiar, Steady Arm, Steady Eye, Master Crafted, Long Barrel, Arcane, (Natural), Familiar, Awakened in Combat.											
Momentum 1: Wind: your next Attack with this Weapon Pushes all targets 2 in any direction (Stacks).											
Momentum 2: Your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (above) (Stacks).											

Notes	Description
Fiend	If you're killed, deal 1d3 Damage (no Armour) to a random (1d3+3) Attribute to the character that killed you.
Monster	You may perform 3 Actions per Turn.
Horrrifying	Strong Hit: Horrrify (Hit) All damaged characters must pass a Resolve 16 Skill Roll or take take 8 End Dmg and become Suppressed.
Telegraph Target	At the start of each Turn (before any character acts) you must choose a character. You gain Strong Hit +1 vs that character for your Turn.
Power Well	At the start of your Turn you gain +1 Momentum.

MYTHICAL CREATURES

"We fled the lands to avoid the gods, but what awaits in the seas? We have simply traded one monster for another, as the deep waters are infested with creatures beyond belief, and the presence of the Esoterica seems to be drawing out what once was slumbering."

- Laura Whitehouse, Anglerport Refugee.

With the coming of the Esoterica, strange, terrible monsters now prowl the seas, waiting to feed on hapless travellers and daring adventurers alike. Legends and myths suggest that these monsters have been around for some time, but they were just that: legend and myths. Few ever claimed to see them with their own eyes, and certainly not with the consistency they are now sighted. With the arrival of the Esoterica the deep waters have become a far more wondrous and dangerous place.

Kraken

The Kraken is a giant, squid-like being that feeds on living creatures. Its tentacles are large and strong enough to wrap around ships, breaking them in half and pulling the debris down to its gargantuan mouth, where it feasts on its drowning victims. Tales vary as to the exact size of the Kraken, with some saying it's as large as a ship and others saying it's as big as an island. The bulk of its mass lies deep below the surface, making it difficult to tell.

One of the Kraken's more surprising weapons is its ability to hurl wreckage long distances, allowing it to use shattered ships to destroy coastal defences and swift targets.

Sirens

Sirens are demonic creatures disguised as beautiful women who perch on rocky shores and lure sailors to their deaths. Their otherworldly harmonic voices mesmerise all who hear them, drawing their prey in until their ships crash upon the rocks and the Sirens can feed on the survivors. The song of a Siren is almost impossible to resist, which is why some experienced Captains will demand their crew plug their ears during all travels near siren waters.

Merfolk

Few mythical creatures have as many contradictory stories told about them as the Merfolk. To some they're monsters that sink ships, while to others they're watery angels who save drowning sailors.

Merfolk have their own society and code of ethics that humans can't possibly understand, which makes them dangerous. It's impossible to predict when and where they will attack or offer a helping hand. They don't appear to feed on sailors, nor do they appear to desire human treasures. A few sailors have reported run-ins with the Merfolk in which they were saved from drowning or just ignored entirely. There is much happening within Merfolk culture that we don't understand.

Merfolk cannot be trusted and their waters should be avoided at all costs. With enough spears, spears and darts, they can sink the largest of ships.

Merfolk

Skilled

STR 1 **FOC** 4
REF 2 **INT** 5
MOV 3 **LUCK** 6

DEF 10 + Ref + Cover + =
vs TAC Defence + Str + =
vs INT 16 + Resolve + =
END 10 + (Str x5) + =

ARMOUR
vs LUCK DMG
AT 0 END
RECOVERY Foc + =

Combat Order Int + =
 Max Momentum Foc + =
 Stealth 2 + =
 Swimming =

Innate Weapon	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Siren Song	+5*	4	20	6	-	Inf	-	-	-	Intimidate.	-

Natural, *May not Hit targets that cannot perceive you.

Weapon (Select One)	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type & Variation.	Resources
Spears	+5* (+10)	1* (Str)	3 (12)	7	3	- (4)	2	- (2)	3	Blade**, (Thrown), Monster Bone.	3
Blow Dart	+6	3	9	4	0	6	0	1	1	Projectile, Chemical, Flash.	3
Arcane Blast	+3	10	50	9	3*	5	-	2	-	Magic, Blood.	3

Large, **+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown, May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Pen 1 min 3, **Modifications:** Familiar, (+3 Ammo, +1 Resource).

Strong Hit: **Poison Shot** (Attack, Hit, May Crit) Target takes 2 End Dmg at the start of each of their Turns until they receive Patch-Up or Extended Care (Stacks).

Strong Hit: **Flash** (Attack, Hit) All Damaged characters are Suppressed.

Natural, Large, Blunt, Dangerous 1d3 (Acid Pool, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1), *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, **Modifications:** Familiar, Forbidden Power.

Notes	Description
Tribal	Start each Combat with +2 Momentum.
(Native)	Water is your native environment.
Agile	Momentum 2: Gain +1 Armour against an Attack you can perceive (Stacks).
Guarded	If you make no Attack Rolls during your Turn you gain +2 Armour until your next Turn.

Kraken

Ship, 50 Resources

BUL 1 **SWA** 4
DEC 2 **GUN** 5
SAI 3 **CUT** 6

DEF 14 - (Size x2) + =
 Reduce all Cannon Hits by -1d6 when they Attack your Front or Rear.
MOR (Size x10) + =

ARMOUR 3 + =
FRONT ARM 3 + =
RESILIENCE 4 + =

Cannon Size + Bulk + =
 Max Speed =
 Ship Skill Rolls 2 + =
 Re-Rolls per Turn 1 + =

Weapons	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type & Variation.	Resources
Massive Tentacles	-1d6+3	Gunners	6	7	5	6	2	Cannon Ammunition.	7
Throw Muck/Wreckage	-1d6+4	Gun x2	16*	8	4	1	2	Cannon Ammunition, Mortar.	11
Far-Reaching Tentacles	+6	1	1	3	3	Inf	NPC	Auxiliary, Creature.	12

Crit Location: 2d6 choose the lowest, This Weapon's Port Broadside is in your Front Arc, This Weapon has no Starboard Broadside.

Modification: Practiced, Well Drilled, Extra Ammo, Forward Mounted, (+1d6 Hit, -6 Max Rng).

Strong Hit (5-6), Crit Location: 1d3+3, *Min Rng 5, **Modification:** Practiced, Well Drilled, Extra Ammo, Master Crafted.

Defence: 16, Armour: 4, Aquatic Movement: 1d6, Bodies: 4, Crit Location: 1d3+1, You must stay within 5 of the Kraken, **Modification:** P, M C, E B, (+4 Hit, Stay Close).

Strong Hit: **Rip Hole** (Hit) Target Ship gains Leaking.

Notes	Description
Sea Monster	You ignore the Wind, you may always alter your Speed by +3 to -3. You die if any Attribute is reduced to -2. Crit Locations against you ALWAYS roll 1d6. Your Max Speed = 1 + Sails (normally Wind + Sails). You count as 2 Sizes larger for the purposes of Shallows. Strong Hit: Submerge (Ship Skill Roll, Hit or Success) Gain +1 Armour and -2 Hit until the start of your next Turn (Stacks).
Steel Spars	+2 Armour vs all Sail Damage against your Ship.
Corvette	90 degree tack reduces your Speed by 2 (normally 3).





LISTS

As the drinks began to flow, and the evening turned into twilight, Quartermaster Rutherford felt his confidence began to grow. It wasn't every day that he felt the need to disagree with his Captain and the liquor was a perfect lubricant for conversation.

"I know you've set your mind to this attack, but I have to stand my ground, Captain. I don't think it's a good idea."

"Now what is this, Rutherford? This ale finally give you a pair of balls?" Captain Mayte, of the Canary's Crow, slammed his drink down on the table in faux anger, splashing ale in the process. "When I give the order to attack, we attack. Those Sharjh exploration vessels will be easy pickings. Don't tell me you're going soft, old man."

"Aye, Captain. An easy target for sure. For a functional ship, well-supplied, with a fresh crew."

"Relax, Rutherford. I'll order us another round and you'll feel much better for it. I always keep a flagon of ale with me, to get me through the most troubling times."

Rutherford smirked. If he was being honest with himself, he liked Mayte, though he could be a bit hot-headed at times. He was a good Captain, and cared for the ship, but he was young and driven by the same dangerous greed that Rutherford recalled from his own youth.

"Alright then. You take your ale and sail against the Sharjh. And when the Gambit's thinning sails rip and the gunpowder runs dry, we can ask the crew to row and shoot insults at our prey. And when we run out of food and rum, you can tell the crew to fight on promises."

Mayte's drink paused at his lips as he eyed Rutherford.

"I just hope they don't mutiny," Rutherford ended with a sly smile, knowing he had drawn him in.

Captain Mayte finished his drink, chugging it before slamming down the empty mug. He favoured Rutherford with a hearty laugh, no love lost between friends.

"Alright, make the preparations in the morning. But tonight we drink!"

CHARACTER LISTS

BACKGROUND (MUST SELECT 1)

Background	Requirements	Benefits	Disadvantages
Cultured		+1 Culture and Persuasion. You may make 1 Free Study Spare Time Roll per session. Gain 1 Knowledge. Gain +1 Resource if you're an NPC.	-1 Wilderness and Seamanship. -1 Armour vs Luck Damage.
Nomad		+1 Seamanship and Mercantilism. +2 to all Trade Good Spare Time Rolls. +2 Swimming. Gain a Language. All of your Weapons gain +2 End Dmg if you're an NPC.	-1 Streetwise and Stealth. -2 Recovery.
Street / Slave		+1 Streetwise and Stealth. +2 to all Plunder Spare Time Rolls. +1 Armour vs Luck Damage (+3 Armour vs Luck Damage if you're an NPC).	-1 Resolve and Wilderness. -2 Max Wealth.
Tribal		+1 Physical, Resolve, Awareness and Wilderness. Start each Combat with +2 Momentum.	-1 Culture, Metallurgy, and Mercantilism. -1 Max Momentum.

NPC Background	Requirements	Benefits	Disadvantages
Beast	NPC	Momentum 1: Move 2 spaces in any direction (if this would put you outside the Max Range of an Attack, it misses). This may not be done in response to a Firearm attack.	
Fiend	NPC	If you're killed, deal 1 (1d3 if you're a Monster) Damage (no Armour) to a random (1d3+3) Attribute to the character that killed you.	
Ghost	NPC	You may Teleport, Fly and are Incorporeal. +10 Defence vs Intimidation. Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 (10 if you're a Monster) Endurance Damage.	If the reason for you haunting the world is removed, you vanish.
Undead	NPC	+10 Defence vs Intimidation. +1 Armour.	-1 Armour when you're at 0 Endurance.

EXAMPLE PERKS

Perks	Description
Access	Gain access to 3 Cargo space or a Facility.
Anonymity	NPCs find it hard to find information about you.
Contact	Pick a single Skill. You gain +1 to all Spare Time Rolls with this Skill when you're with your contact. This contact may provide you with helpful information.
Prestige	You gain +1 to Leadership, and Persuasion Rolls when interacting with someone who is aware of, and likes, your reputation. You gain -2 to all Leadership, and Persuasion Rolls when interacting with someone who is aware of, and does not like, your reputation. +1 Maximum Resource.
Rank	This Perk may only be taken once. Climbing in rank further requires in-game actions and not further Rank Perks.

EXAMPLE COMPLICATIONS

Complications	Description
Addiction	You must make a Resolve Skill Roll to resist your Addiction. You may never have more than 3 unspent Spare Time Points.
Bounty	Your GM may increase the difficulty of a combat by adding a Skilled opponent or giving an enemy Ship 5 additional Resources.
Disrespected	Your Crew may choose to not follow you into combat, and your Ship Support may choose to not attack when you want them to.
Enemy	A person hates you.
Moral Code	You must make a Resolve Skill Roll to act against your Moral Code.
Obsession	You must make a Resolve Skill Roll to resist your Obsession. -2 to all Spare Time Rolls not connected to your Obsession.
Prejudice/Reputation	You may suffer -2 to Leadership, Persuasion, and Spare Time Rolls when interacting with someone.
Secret	You must make a Resolve Skill Roll to share your Secret.

ADVANCEMENT TRAITS

Level	Requirements	Benefits	Disadvantages
Gifted		+1 Attribute point (may not go above Maximum).	
Legend	Min Level 20 4 Kn	When you gain a Level you may gain +1 Attribute point and gain +1 to an Attribute Maximum (up to +2) OR +1 to a Skill (up to +2) rather than gaining a Trait.	Your Level may only ever increase your maximum Resources by +23.
Thinker	Min Int 3	Select one additional Skill to be Trained in.	

Wealth	Requirements	Benefits	Disadvantages
Live in Excess	Max Foc 3	You like to live it up and your crew like to be around you! +1 Bodies, Crew.	-1 Max Wealth.
Shrewd	1 Kn	You're careful with your money. +2 to all Wealth Spare Time Rolls to acquire items or services under 14w. +1 Max Wealth.	-2 to all Wealth Spare Time Rolls to acquire items or services over 13w.
The Finer Things	Min Wealth +2	You enjoy the finer things of life. +2 to all Wealth Spare Time Rolls to acquire items or services over 13w.	-2 to all Wealth Spare Time Rolls to acquire items or services under 14w.

Resources	Requirements	Benefits	Disadvantages
Debt	Min Res 6 Not NPC	Gain 6 Treasure Trade Boxes. Gain 3 Resources.	You do not gain 1 free Spare Time Point per session. Make two 16w Wealth Spare Time Rolls to Retro this Trait or gain Complication: Enemy.
Famous	Perk: Prestige	You may make 1 free Enlist Repair Roll per session (may reduce your Wealth).	NPCs easily remember you.
Infamous	Comp: Rep	Complication Reputation grants +2 (not -2) when interacting with someone who is aware of your Reputation. Strong Hit: Heard of Me (Once per Character per Session, Success OR Hit) A character becomes wary of you, and takes 4 Endurance Damage.	Complication Reputation does not grant you Luck points.
Jack of all Trades	1 Kn	Reduce all Untrained Skill Roll penalties to -1 (normally -2).	
Master of all Trades	6 Kn*	Reduce all Untrained Skill Roll penalties to -0 (normally -2). *4 Kn if you're Retroing 'Jack of all Trades' to this Trait.	
Notorious	Comp: Rep	All of your non-Summon allies may gain +2 End Dmg (does not Stack). Your Ship, and all allied ships, may gain +2 Morale Dmg (does not Stack).	Your Ship and all non-Summon allies have -2 Defence if they gain this Trait's bonus (does not Stack).
Scavenger		You're able to use looted Weapons past 1 session (GM discretion).	Weapons looted in this way gain -1 Hit at the end of each session (Stacks), and it costs 12w to refill their Ammunition.
Self-Reliant	3 Kn	+1 Max Resource. Gain 1 Resource.	-1 to all Spare Time Rolls.



ATTRIBUTE TRAITS

Strength	Requirements	Benefits	Disadvantages
Young	Max Str 3	NPCs tend to underestimate you.	Lose 1 Knowledge.
	Max Foc 3	+1 Cover Step.	-1 Max Wealth.
	Char Creation	+1 Recovery.	-2 Attribute points.
Old	Max Str 3	+1 Max Resource.	-1 Physical.
	Max Mov 3	Gain 2 Perks.	-1 Recovery.
	Char Creation	Gain 1 Knowledge.	You may not Retro this Trait.
Eye Candy	1 Kn	NPCs think you're sexy!	NPC easily remember you.
		Perk: Prestige.	
		+2 to all Persuasion and Leadership Skill re-rolls (including Effort) (does not Stack).	
Heavy Lifter		+2 End Dmg. Large.	-1 Combat Order.
		Large items require 2 Equipment Slots (normally 3).	
Sustained	1 Kn	If you take no Endurance Damage between your Turns, gain a free Recovery -2 (min 3).	
Massive	Min Str 4	You're large!	-2 Combat Order.
	Max Ref 3	+2 Defence vs Tackle.	Adjacent allies who are not large do not grant you Cover.
		Ignore the first Strong Hit: Critical Hit against your character each Combat.	

Reflexes	Requirements	Benefits	Disadvantages
Solid Build	Max Ref 1	+4 Defence vs Tackle.	-1 Swimming.
		+5 Endurance.	
Eagle Eye	Min Ref 2	+2 Range, all Firearm, Thrown and Magic Weapons (does not Stack).	
Agility	2 Kn	+1 Armour vs Splash.	
		Momentum 3: During your Turn, you may perform 1 free Swift Action.	
Quick Defence	1 Kn	+2 Combat Order.	
		Momentum 2: During your Turn, you may perform 1 free Dodge or Block Action.	
Dual Strike	Min Str 3	+1 Defence vs Tackle.	
	Min Ref 3	All of your Weapons gain +2 Hit and End Dmg If you have 2 non-Natural Weapons Active.	
	2 Kn		
Perfect Aim	Min Ref 4	+1 Hit, all Weapons.	
	2 Kn	Non-Entrenched Cover grants no Defence bonus to your Targets.	

Movement	Requirements	Benefits	Disadvantages
Slow and Steady	Max Mov 3	All actions gain the major effect: Move (does not double up with other Moves from the same Action).	You may not use the Full Move or Charge Actions.
Charger	2 Kn	You may make your Attack at any point along your movement with any Action that allows you to Move and Attack (normally at the start or end of your movement).	
Speedy	1 Kn	+1 Swimming.	-5 Endurance.
		Momentum 2: During your Turn, you may make a free Move.	
Sprinter		+2 Combat Order.	
		+2 Movement with Full Move and Charge Actions.	
Swiftly	1 Kn	+1 Armour vs Splash.	
		Up to twice per Turn: When an Attack misses you: you may make a free Move.	
Animal Form	Min Mov 3	Outside of combat you can turn into any small or medium-sized animal (you may not use any equipment). If you take any Attribute Damage you turn back. An appropriate Skill Roll of	
	Magician 4 Kn	14 will tell a person that you're not a normal animal.	
Sure Footed	Min Mov 4	+2 Defence vs Tackle.	
		Ignore the first two spaces of Difficult (but not impassable) Terrain that you cross each Turn.	
Fast Strike	Min Ref 4	You gain +1d6 Hit vs any character that has not Attacked during the current Turn.	
	1 Kn	Momentum 1: Gain +1 Combat Order for the remainder of this Combat (Stacks).	

Focus	Requirements	Benefits	Disadvantages
Fury	Max Foc 2	Gain +1 Momentum when you Hit a character who has caused you Attribute Damage this Combat. +2 End Dmg vs targets you're prejudiced against.	You may never gain Entrenched Cover. Complication: You're prone to becoming enraged.
Cautious		+3 Maximum Momentum.	-2 Hit, all Personal Combat Weapons.
Mystic	1 Kn	You're a Magician! Strong Hit: Foretell (Primary Skill, Success) Your GM may give you an additional piece of information about your current situation OR you gain +1 Combat Order in your next Combat (Stacks).	
Invoke	Min Foc 2	Strong Hit: Invoke (Does not Require Success or Hit) A deity of the GM's choice hears your prayer; something very good happens and something bad may happen later (both at the GM's discretion).	
Expert	Min Foc 4 4 Kn	Immediately select and take a second Trait for one of your Trained Education Skills. Skill Roll bonuses from this second Trait do not Stack with Skill Roll bonuses from other Traits.	

Intelligence	Requirements	Benefits
Act First	Max Int 1	+1d6 Combat Order (roll once at the start of Combat). Strong Hit: Act Now, Think Later (Hit) Gain +1 Momentum if you have a higher Combat Order than your target OR re-roll your Combat Order (Stacks).
Sorcerer	2 Kn	You're a Magician! At any time you may choose to take 10 Endurance Damage and gain +2 Momentum.
Studious		You may spend 5 Knowledge to become Trained in an Education Skill (lost if you Retro this Trait).
Eye for Value	Min Int 3 1 Kn	+1 to all Trade Good Spare Time Rolls. Anytime you would gain 4 or more Loot Trade Boxes from one roll, you gain 1 Treasure Trade Box.
Great Mind	Min Int 4 2 Kn	+1 to all Education Skills. The Size Up Action tells you information about an NPC's Attributes, Skills, Defences, Weapons, and current Health.

Luck	Requirements	Benefits	Disadvantages
All or Nothing		+2 to all non-Attack re-rolls (including Effort) (does not Stack). If you re-roll an Attack Roll, add +2 End Dmg to that Attack (does not Stack).	If you fail a re-roll you may not spend any more Luck Points this session.
Cursed		You may spend 2 Luck Points to force another character to re-roll a roll.	People and animals feel uneasy around you. -1 Armour vs Luck Damage.
Magic Weapon	Not a Magician 1 Kn	+1 Hit and End Dmg, Arcane. You may use a single Weapon with the Magic Weapon Type even though you're not a Magician.	
Ritual Weapon	Magician	As long as you have an Active Dagger or Dirk Weapon with the Familiar Modification: one of your Magic Weapons may have 2 Magic or Summon Variations (normally 1). +1 End Dmg, Magic.	This Magic Weapon may only be used while your Dagger or Dirk is Active. -1 Max Resource.
Superstitious		Once per Session you may gain a free Lucky Charm (pg: 162). If you ever fail a re-roll (including Effort) you may choose to allow the GM to expand your Superstitious Moral Code and you gain a free Luck point for this session.	Complication: Moral Code (Superstitious).
Unexpected Good	Min Luck 3	+2 Endurance. Strong Hit: Unexpected Good (Primary Skill, Success) Something unexpectedly good happens OR you gain +1 Combat Order in your next Combat (Stacks).	
That was Close!	Min Int 3 Min Luck 4	+1 Armour vs Luck Damage. Momentum 2: You may add up to +1 to determine what Attribute is Damaged by any Critical Hit against your character (normally just 1d6). You may not shift Damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4).	



EVERYDAY SKILL TRAITS

Persuasion	Requirements	Benefits
Charming		+2 to all non-Spare Time Persuasion and Leadership Rolls to gain an NPC's trust through friendship, favours or seduction. You may make 1 free Recruit Repair Roll per session.
Distracting		+1 Leadership and Swashbuckling. +2 to all non-Spare Time Persuasion and Culture Rolls to distract NPCs through your appearance. All of your allies who are not within 4 of you gain +2 Defence vs any character that can clearly see you (eg: when you're not in Heavy or Entrenched Cover) (does not Stack).
Silver Tongue		+1 Leadership and Insight. Gain +2 to any non-Spare Time Persuasion and Leadership Roll when you lie. You may never re-roll this Roll (including Effort).
Taunt		+1 Insight and Swashbuckling. +2 to all non-Spare Time Persuasion, Leadership and Culture Rolls to gain an NPC's attention through verbal abuse or baited communication. Strong Hit: Taunt (Hit) Target character gains Strong Hit -1 on their next Attack if they do not Attack you or include you within a Splash area.

Leadership	Requirements	Benefits	Disadvantages
Actor		+1 Persuasion and Insight. +2 to all non-Spare Time Persuasion, Leadership and Culture Rolls connecting to acting and performance arts.	
Helpful		+1 Persuasion and Insight. You grant a +2 bonus (normally +1) when Assisting (does not Stack). You gain a +2 bonus (normally +1) when you're Assisted (does not Stack).	
Inspiration	2 Kn	+1 Persuasion, Resolve and Insight. All allies who are adjacent to you gain +2 Defence (does not Stack). Strong Hit: Inspire (Once per Turn, Hit) An ally who is adjacent to another ally gains +1 Momentum.	NPCs easily remember you.
Ruthless	1 Kn	+1 Resolve and Insight. +2 Hit and End Dmg vs Bleeding, Prone or Suppressed characters (does not Stack). Strong Hit: Ruthless (Once per Turn, Intimidation, Hit) An enemy who is not adjacent to an ally loses 1 Momentum.	
Sacrifice		+1 Persuasion, Resolve and Insight. Up to twice per Turn when you or a non-Crew, non-Summon, non-Henchmen ally takes Attribute Damage you gain +1 Momentum.	

Insight	Requirements	Benefits	Disadvantages
Fear Weaver	2 Kn	+1 Culture, Persuasion, Resolve and Mercantilism. +2 Defence vs Intimidation. +2 Hit and End Dmg, Intimidate.	
Hex	Magician 1 Kn	+1 Culture, Persuasion and Mercantilism. Strong Hit: Hex (Hit) Your Target gains -1 to all Skill and Attack Rolls and -1 Defence for the remainder of the session, and you gain -1 to your next Plunder Spare Time Roll (Stacks up to six times).	
Ignore the Weak		+1 Persuasion and Resolve. You gain +1 Armour vs characters who have 0 Endurance.	If a character with 0 Endurance deals Attribute Damage to you, you become Suppressed.
Linguistics	1 Kn	+1 Culture, Persuasion, Resolve and Mercantilism. +2 to all non-Spare Time Rolls connected to languages. Gain 2 Languages.	
Read People		+1 Culture, Persuasion and Mercantilism. +2 to all non-Spare Time Rolls connected to reading NPCs' motives and intentions. +1 to all Trade Good Spare Time Rolls.	

Seamanship	Requirements	Benefits	Disadvantages
Astronomy		+1 Wilderness. +2 to all non-combat rolls connected to astronomical phenomena. Your Ship gains +50% Daily Travel Distance (does not Stack).	
Eye of the Storm	Magician 2 Kn	+1 Wilderness. If you don't move during your Turn you gain +1 Momentum.	If you move (including forced movement): you lose 1 Momentum.
Monster Hunter		+1 Wilderness. +2 to all Plunder Spare Time Rolls after fighting a Monster. +2 Hit, and End Dmg vs Powerful, and Monster NPCs.	
Read the Wind	1 Kn	+1 Wilderness. Your Ship gains +25% Daily Travel Distance (does not Stack). Strong Hit: Read the Wind (Command or Logistics, Success) A Ship gains +1 or -1 Speed.	
Treasure Hunter	1 Kn	+1 Wilderness. +2 to all non-Combat, non-Spare Time Rolls connected to treasure. Strong Hit: Gold Lust (Treasure Trade Good Spare Time Roll, Failure) Until the end of the session you gain +2 Hit, End Dmg, and Recovery until you Succeed at a Treasure Trade Good Roll (Stacks up to +4).	

Streetwise	Requirements	Benefits	Disadvantages
Best Deals	1 Kn	+1 Culture and Mercantilism. +2 to all Trade Good Spare Time Rolls.	
Blend In	1 Kn	+1 Culture. +2 to all non-Spare Time Rolls to blend into crowds and/or different cultures. Momentum 3: If you're adjacent to an Ally you become Stealthed until your next Turn, even if you can be clearly seen (any attack that was just made against you misses).	
Dark Step	Magician 2 Kn	Twice per session (during your Turn) you may Teleport up to 100 spaces (200 meters) as long as you're not seen at the start or end of your Teleportation.	
Well Connected	2 Kn	+1 Culture and Mercantilism. Gain two Contact Perks. Contacts grant you +2 to Spare Time Rolls (normally +1).	NPCs find it easy to locate you through social methods (eg: asking people).

Resolve	Requirements	Benefits	Disadvantages
Hatred		+1 Leadership and Physical. +1 Crit Dmg (+4 End Dmg if you're an NPC) vs targets you're prejudiced against. Strong Hit: Fury (Attack, Hit) You and your target take 10 Endurance Damage.	Complication: Prejudice against a group. -1 Armour vs targets you're prejudiced against.
Loyalty		+1 Leadership. Choose a character (PC or NPC) to be loyal to. You gain +2 Defence and Hit when you're adjacent to the character you're loyal to.	Receive 3 Endurance Damage when the character you're loyal to is attacked while within your sight.
Obsessed	1 Kn	+1 Physical. If your Obsession Complication would grant you a Luck Point, gain +1 to all Skill, Attack and Ship Skill Rolls (Stacks up to +2) for the remainder of the session instead.	Complication: Obsession (does not grant Luck Points).
Rage	Max Foc 1	+1 Leadership. All of your Weapons gain Max Momentum (+2 Hit and End Dmg).	
Relentless	Min Foc 3 1 Kn	+1 Leadership and Physical. +2 Recovery. +2 End Dmg, all Weapons.	-10 Endurance (minimum 0).



Physical	Requirements	Benefits	Disadvantages
Acrobatics	Min Ref 2 Min Mov 3 1 Kn	+1 Stealth. +2 to all non-Spare Time Rolls connected to gymnastics, balance, and physical stunts. Momentum 1: Ignore 2 spaces of Difficult Terrain that you can climb, jump over or jump through.	
Aquatic		+1 Stealth and Brawling. +2 Swimming. Gain +2 Hit and Defence while you're Wet.	
Martial Dodge	Not NPC	+1 Stealth. You may spend 2 Knowledge to gain +1 Defence (Stacks up to +3) (lost if you Retro this Trait).	
Martial Strike	Not NPC	+1 Stealth. You may spend 2 Knowledge to gain +1 Hit, all Weapons (Stacks up to +3) (lost if you Retro this Trait).	
Regular Workout		+1 Carpentry, Stealth and Brawling. +5 Endurance. +1 Recovery.	-1 to all Spare Time Rolls.
Tough	Min Str 3 2 Kn	+1 Carpentry and Brawling. Reduce all Endurance Damage you receive from other characters by 2 to a minimum of 1.	
Wings of Wind	Magician 4 Kn	Outside of combat you may spend 1 Luck point to Fly for 1 minute. Momentum 1: You may fly until the start of your next Turn. You may spend 2 Luck points to increase your Ship's Daily Travel Distance by 25% for 1 Session (Stacks).	

Awareness	Requirements	Benefits
Alert	Min Ref 3 1 Kn	+1 Tailoring, Stealth and Tactics. +1 Combat Order. The Ready Attack Action's Attack may be taken 'during' another character's Action (normally at the end of an Action). GM discretion is given.
Deduction	Min Int 3	+1 Tailoring, Stealth and Tactics. Strong Hit: Deduction (Once per Turn, Intimidate, Hit) If your target does not Attack you before your next Turn you gain +1 Momentum.
Natural Sense	1 Kn	+1 Physical, Stealth and Tactics. +2 Hit, Natural. +2 Defence vs Tackle.
Practical Learner	Not a City Dweller	+1 Stealth and Tactics. If you pass a Plunder Study Roll by 4 or more you gain a free Study Unit.
Spot Trouble		+1 Physical, Tailoring, Stealth and Tactics. Strong Hit: Spot Trouble (Does not Req Hit) All allies gain one of the following until the end of Combat: +1 Healing Rolls (including Patch-Up, Stacks) OR Repair Rolls (including Quick Fix, Stacks) OR Defence (Stacks up to +2).



EDUCATION SKILL TRAITS

Carpentry	Requirements	Benefits
Cut Down	2 Kn	+1 Medicine. Momentum 4: All of your Weapons gain +1 Crit Dmg until the end of the Combat (Stacks).
Craftsman	1 Kn	+1 Medicine. +2 Endurance. You may make 1 free Spare Time Roll each session to modify a Weapon.
Lumberjack		Anytime you would gain 2 or more Trade Boxes of Wood from a single roll, you gain 1 additional Trade Box of Wood. +2 to all rolls connected to wood.
Shipwright		+1 Medicine. A Ship that you have spent Resources on gains +1 Hull Attribute Point (may not go above Maximum) (Stacks).
Woodwork		+1 Medicine. +2 to all Ship Repair Rolls. Your Quick Fix Repairs an additional 1 (normally 2) Point of Attribute Damage.

Metallurgy	Requirements	Benefits
Blacksmith		+1 Physical. All Weapons that you make gain +1 Hit and End Dmg.
Firestorm	Magician 3 Kn	+1 Physical and Leadership. During your Turn you may choose to take 1d6 End Dmg and make a Small Fire within 2 of you into a Raging Fire. If you do: you gain +1 Momentum. Strong Hit: Firestorm (Hit) All of your Weapons gain +2 End Dmg and Dangerous +1 (Small Fire) until the end of the Combat (Stacks).
Gunsmith		+1 Physical. +2 to all Spare Time Rolls to modify Firearm and Cannon Ammunition. +1 Rng. Firearm. Your Ship's Cannon Ammunition gains +1 Hit and Mor Dmg (does not Stack).
Fine Craftsman		+2 to all rolls connected to locks and precious minerals. +1 Max Wealth. Anytime you would gain 4 or more Trade Boxes of Treasure from a single roll, you gain 1 additional Trade Box of Treasure.
Magesmith	Magician 2 Kn	+1 Physical. All Arcane Weapons (eg: wands, magic swords, etc...) that you have made cost you -1 Resource. +4 to all Spare Time Rolls to craft magical items.

Tailoring	Requirements	Benefits	Disadvantages
Constant Fix		+1 Medicine. Strong Hit: Constant Fix (Repair Roll, Success) Repair 1 additional point of Attribute Damage to any Hull Attribute.	
Death Weaver	Magician 2 Kn	+1 Medicine. Momentum 4: As long as there are enough corpses, your Undead Summons gains +2d6 Bodies (may go above your maximum, additional Bodies are lost at the end of Combat).	-1 to all Plunder Spare Time Rolls.
Right Materials		+1 Awareness and Medicine. +2 to all Spare Time Rolls to modify Outfits. You may make 1 free Spare Time Roll each session to modify an Outfit.	
Sailmaker		+1 Awareness. Your Ship gains +25% Daily Travel Distance (does not Stack). Double all of your Healing to Sails.	
Sew Anything	2 Kn	+1 Awareness and Medicine. You may make 1 free Maintenance Repair (may still require Trade Goods) OR Extended Care Healing Roll per session.	



Wilderness	Requirements	Benefits
Deep Priest	Magician 2 Kn	+1 Seamanship. Your group's Ship gains +25% Daily Travel Distance (does not Stack). Strong Hit: Kiss of the Deep (Once per Turn, Hit) Target becomes Wet. If they are already Wet they lose 1 Momentum.
Apothecary	1 Kn	+1 Tailoring and Seamanship. +2 to all non-combat rolls connected to Flora and Fauna. Strong Hit: Invigorating Remedy (First Aid, Success) Target character gains a Recovery and +1 Momentum.
Inner Beast	Magician 3 Kn	+1 Awareness. Momentum 3: You and all allies within 3 gain +1d6 Hit on your next Attack Rolls during this combat (Stacks).
Know the Beast	1 Kn	+1 Awareness and Seamanship. +2 to all non-combat rolls connected to Monsters. Once per session when you or your group kills a Monster you gain 1d3 Study Units.
Tracker		+1 Awareness and Seamanship. You and your group gain +50% Daily Travel Distance on Land (does not Stack). Strong Hit: Mark Prey (Intimidate, Hit) Target character takes +1 End Dmg from all Weapons for the remainder of the Combat (Stacks).
Trainer		+1 Awareness, Carpentry, Tailoring and Seamanship. +2 to all non-combat rolls connected to training.

Medicine	Requirements	Benefits
Alchemist	Min Int 3 X Kn	+1 Tailoring. +2 to all non-combat rolls connected to chemicals. X times per session when you perform a Prep Action you can throw a alchemical potion into any space within 3 of you: Smoke: creates a Splash 1 area of Low Light Cover for 3 Turns. Noxious: creates a Splash 1 area that deals 4 End Dmg to any character that starts their Turn within, or passes through it. Flash: a Henchmen, Crew, or Summon group is Suppressed.
Barber-Surgeon		+1 Tailoring. +1 End Dmg, Blade. Your Patch-Up Healing Roll Heals 4 points of Attribute Damage (normally 3).
Chemical Mix	1 Kn	+1 Hit, Chemical. One of your Chemical Weapons may have 2 Chemical Variations (normally 1).
Old Ways	Magician 2 Kn*	First Aid may grant the recipient +1 Momentum OR remove Wet. Reduce all Dangerous Environment Damage against your character by 1. *Knowledge must be connected to the Old Gods.
Physician		+1 Tailoring. +2 to all Medicine Extended Care and Surgery Healing Rolls. Strong Hit: Expert Care (Non-First Aid Healing Roll, Success) Heal 1 additional point of Attribute Damage to any Attribute.
Poisons		+2 to all non-combat rolls connected to poisons and toxins. Strong Hit: Poison Blade (Blade or Projectile, May Crit, Hit) Your target takes 2 Endurance Damage at the Start of their Turn until they receive a Patch-Up or Extended Care Healing Roll (Stacks up to 4 times).



Culture	Requirements	Benefits	Disadvantages
Historian	X Kn	+1 Mercantilism. +X to all non-Spare Time Rolls connected to history and archaeology. +1 to all Spare Time Rolls.	You're afraid of gods.
Law	X Kn	+1 Streetwise and Mercantilism. +X to all non-Spare Time Rolls connected to laws. +1 to all Spare Time Rolls.	
Magic Scholar		+1 Mercantilism. +2 (+4 if you're not a Magician) to all non-combat rolls connected to knowing about magic. You gain +2 Defence vs Magic Weapons.	
Watched by a God	1 Kn	+1 Streetwise. +2 (+4 when connected to your religion) to all non-combat rolls connected to religion. If a character with less than 3 Momentum Attacks you, they take 1d6 End Dmg.	Complication: Moral Code. Superstitious NPCs might be cautious of you.
Upper-class		+1 Mercantilism. +2 to all non-combat rolls connected to high society and art (eg: music, dance). +2 Max Wealth.	

Mercantilism	Requirements	Benefits
Banker	Min Wealth +2 3 Kn	+1 Insight. +2 Max Wealth. Banks give you +2 Cargo Space.
Find Opportunity		+1 Insight. +2 to all non-combat rolls connected to finding work or purchasing Trade Goods. Once per two sessions, if you complete a contract for an NPC you gain two free Treasure Trade Boxes.
Market Forces	2 Kn	+1 Insight. Once per two sessions, if you sell Trade Boxes to an NPC in demand of that particular Trade Good, you gain a free Treasure Trade Box. Strong Hit: Market Forces (Trade Good Spare Time Roll, Success) Gain a Loot Trade Box.
Wealthy	Min Wealth +2 2 Kn	+1 Max Wealth. Successful Wealth Rolls of 16w or more reduce your Treasure Trade Boxes by 1 (normally 14w or more).

Stealth	Requirements	Benefits	Disadvantages
Cursed Blood	Magician 2 Kn	+1 Persuasion and Streetwise. Strong Hit: Cursed Blood (Hit) Your target takes 1 End Dmg at the start of their Turn for each point of Momentum that they have (up to 6) until they receive Patch-Up or Extended Care (does not Stack).	
Deception		+1 Persuasion and Streetwise. +1 Defence. +4 Hit, and Defence during all Surprise Rounds. Ready Attack gains the Minor Effect Hit +Ref.	
Deep Shadow	1 Kn	+1 Streetwise. If you make no Attack Rolls during your Turn, Cover grants you +4 additional Defence. Strong Hit: Deep Shadow (Stealth, Success) Gain +1 Momentum.	
Rogue	2 Kn	+1 Persuasion and Streetwise. +2 to all Physical Rolls connected to sleight of hand. +1d6 Hit vs characters from behind.	-1 to all Spare Time Rolls.
Sudden Strike		+1 Streetwise. If you start your Turn in Environmental Cover, all of your Weapons gain +2 End Dmg for the Turn. If you gain a Surprise Round, you gain +2 Momentum (normally +1).	



PERSONAL COMBAT SKILL TRAITS (MAY SELECT UP TO 2 PER SKILL)

Swashbuckling	Requirements	Benefits
Bleed Em	2 Kn	Momentum 2: Apply the Bleeding Effect to a target that you have just caused Attribute Damage to.
Called Shot	1 Kn	You may add up to +/-1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift Damage onto an Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4).
Cheap Shot		You gain +2 End Dmg when you make an Attack that is not during your Turn (eg: Ready Attack), during a Surprise Round, or against a character's rear. All of your Attacks against a Ship's rear gains +2 Mor Dmg.
Defensive Strike	3 Kn	Strong Hit: Defensive Strike (Attack, Hit) Ignore the next Personal Combat Critical Hit against you before your next Turn (does not Stack).
Fight Dirty	1 Kn	You gain Strong Hit +1 vs Bleeding, Prone, or Suppressed targets or vs any target during a Surprise Round (does not Stack).
Parry		Block grants you +2 Momentum (normally +1) on a Hit if any opponent character is adjacent to you at the start of your next Turn.
Pounce		As long as you have 1 Movement: when performing the Charge Action you must move forward 'exactly' 3 spaces (normally up to your Movement), ignoring Difficult Terrain that you can jump or swing over or through. Strong Hit: Pounce (Charge, Hit) This Attack gains +1 Crit Dmg and Trips your target if they are not large (does not Stack).
Puncture	2 Kn	Strong Hit: Puncture (Once per Turn, May Crit, Hit) Target character takes 1 Attribute Damage (no Armour) to a random (1d6) Attribute.
Riposte		Block Gains the Major Effect: May Crit.
Sap		Strong Hit: Sap (Blunt, Hit) If your target has more than 3 Momentum (5 if they're an NPC), they lose 2 Momentum.
Show Off		Strong Hit: Show Off (Hit) If you take no Endurance Damage before your next Turn you gain +1 Momentum (Stacks).
Surprise Strike	Min Ref 3	Momentum 1: During your Turn, you may perform a free Quick Strike Action with a Small Weapon that you have not attacked with this Combat.

Brawling	Requirements	Benefits
Back Off!	Min Str 3	Targets you Push are Pushed +1 distance. Momentum 1: If an adjacent character has just Attacked you, Push them 1 (2) away from you after their Attack (and any Damage) is resolved.
Big Hit!	2 Kn	+1 Hit, Large. Weapons with Crit Dmg 1d2+2 become Crit Dmg 4.
Brawler	Min Ref 3 1 Kn	+2 End Dmg, Tackle. Tackle Applies 2 'different' Tackle Effects per 1 Momentum (normally 1 per 1 Momentum).
Heavy Charge		Your Charge Action gains: Momentum 1: Your next Attack gains +2 Hit and End Dmg.
Hold Ground		+2 End Dmg, Ready Attack. +2 End Dmg, Crew. All adjacent spaces to you may count as Difficult Terrain to other characters.
Massive Blow		Momentum 2: An Attack you have just made gains +6 End Dmg.
Overwhelm	1 Kn	+2 End Dmg, Intimidate. Strong Hit: Overwhelm (Hit, End Dmg 6+) Target character loses 1 Momentum if they receive 10 or more End Dmg from other characters before your next Turn.
Ravager	1 Kn	Once per Turn after you kill a character, you gain a free Recovery and Move.
Smash Armour	1 Kn	Strong Hit: Smash Armour (Explosive OR Large, May Crit, Hit) Reduce all Damaged characters' Armour by 1, until they have Downtime and a Toolbox (does not Stacks).
Unmovable	Not Young	+1 Recovery. Reduce all Push distances against you by 2.
Unnerve		Strong Hit: Unnerve (Splash, Hit) Target character loses 1 Momentum, and may make a free Move away from you.

Tactical	Requirements	Benefits
Careful		Size Up may grant +1 Momentum twice per Turn (normally once).
Coordinated Strike	2 Kn	Strong Hit: Coordinated Strike (Hit) A character or another Ship gains Strong Hit +1 vs your target with their next Attack (must be taken before your next Turn) (does not Stack).
Fire Now!		+2 Ammo, Ship Support. Momentum 2: Make a free Ship Support Attack at the end of this Turn against any target (all characters know this Attack is coming).
From Safety	1 Kn	While in Heavy Cover all of your Weapons gain +2 Hit. While in Entrenched Cover all of your Weapons gain +1d6 Hit.
Got your Back	1 Kn	+1 Defence, Crew. A Ship that you have spent Resources on gains +1 Sailors Attribute Point (may not go above Maximum) (Stacks).
Liquid Courage	Max Foc 3	As long as you have alcohol and a free hand, you gain +2 Recovery and have +6 Defence vs Intimidation.
Now I'm Ready	3 Kn	Momentum 4: One of your Weapons gains Strong Hit +1 until the end of this Combat (Stacks).
Push Forward		When you perform a Full Move or Charge Action, all of your Crew may make a free Move.
Reposition		Strong Hit: Reposition (Once per Action, Attack, Hit or Success) If you have no Equipped Large Weapons, make a free Move and gain +1 Cover Step (Stacks).
Running Dodge	Min Mov 3	Full Move and Charge Actions grant you +1 Cover if you move at least 4 spaces from your starting location (does not Stack).
Unconventional	1 Kn	+1 End Dmg, Small. While using an improvised Weapon from your environment you may spend a Luck point to grant your Limbs: +2 Hit, End Dmg and Crit Dmg (along with the normal +7 Max Rng or +2 End Dmg) for one Attack (does not Stack).
Vicious		Strong Hit: Vicious (Does not Req Hit) All of your future Attacks this Combat gain +2 Hit against this target character or Ship (Stacks).

Firearm	Requirements	Benefits
Adjust		Strong Hit: Adjust (Firearm, Does not Req Hit) This Weapon gains +2 Hit and End Dmg for the remainder of the Combat (Stacks).
Bayonet Defence		Once per Turn if a character enters an adjacent space to you while you have an Active Musket, Muskatoon or Crossbow, they lose 1 Momentum.
Covering Fire		Strong Hit: Covering Fire (Firearm, Does not Req Hit) An ally gains Heavy Cover or +1 Cover Step until your next Turn.
Crack Shot	Min Luck 3	Momentum 2: Your next Attack gains +3d6 Hit (Stacks).
Pinning		+1 Range, Firearm. Strong Hit: Pinning (Firearm, Does not Req Hit) Target character in Heavy or Entrenched Cover is Suppressed.
Ready Up	Min Int 3	Prep gains the Minor Effect: Once per Turn, +1 Momentum if you don't Move this Turn.
Rushed Shot		Momentum 2: Your Weapons gain -1 Draw OR Reload until your next Turn (Stacks).
Spotter	Min Int 3	+1 Defence vs Tackle. All adjacent allies gain +2 Hit and End Dmg (does not Stack).
Take Cover	1 Kn	Heavy Cover grants you +1 Armour.
Take Down	2 Kn	Strong Hit: Take Down (Firearm, May Crit, Hit) Gain +1 Momentum.
Timed Shot		The Ready Attack Action grants you +1 Momentum if you Hit a character that started their Turn in Cover and just moved out of it.



SHIP SKILL TRAITS

Command	Requirements	Benefits	Disadvantages
Blood Sacrifice	Magician* 1 Kn	During your Turn you may choose to take 2 Swabbies Damage (no Armour). If you do, you may choose to change the Wind's direction at the start of your next Turn.	Your Ship has -5 Morale (does not Stack). *On this Ship.
Catch the Wind		+1 Seamanship. Your Ship gains +2 Max Speed (Stacks).	
Got Respect		+1 Leadership. Your Ship gains +6 Morale (does not Stack).	
Hit and Run		Your Ship gains +4 to all of its Ship Skill Rolls during the first Turn of Combat (Stacks). You may make a free Plot Escape Ship Skill Roll each Turn at -4.	
Iron Command		+2 Mor Dmg. Command. Your Ship will Surrender at -8 Sailors (normally -4).	
Lots of Yelling	1 Kn	Your Ship gains +3 Morale (Stacks). Strong Hit: Lots of Yelling (Once per Turn, Command, Success) Make a free Command Skill Roll.	
Make Example		Once during your Turn you may choose to take 1 Swabbies Damage (no Armour). If you do, you may make a free Ship Skill Roll at +2.	
The Perfect Plan	1 Kn	Once per Combat you may gain +10 to a single Ship Skill Roll.	
With the Wind	2 Kn	As long as your Ship is at minimum Speed 4 you may make one free Tack Skill Roll each Turn.	

Close Combat	Requirements	Benefits	Disadvantages
All In		Your Ship may make 2 successful To Arms Ship Skill Rolls per Turn (normally 1).	All enemy Ships may make 2 successful To Arms Ship Skill Rolls against your Ship per Turn (normally 1).
Fight Back	2 Kn	Strong Hit: Fight Back (Removing a Boarded Effect) The enemy Ship that applied this Boarded Effect takes 1 Damage (no Armour) to a random (1d3+3) Attribute.	
Fire Blasts	Magician* 1 Kn	Once during your Turn you may choose to take 10 Morale Damage. If you do, an enemy Ship within 5 takes 1 Sail Damage (no Armour).	*On this Ship.
In Their Faces		Your Ship gains +1 Resilience (does not Stack). +2 Mor Dmg. Close Combat.	
Lock Down		Your Grapple reduces a Ship's Speed by 3 (normally 2). Strong Hit: Lock Down (Grapple, Success) If the target Ship's Speed is reduced to 0 your Ship's Speed is also reduced to 0 and neither of you may move while they're Boarded.	
Long Swing		+1 Mor Dmg. Assault. Your Grapple affects Ships within 2 (normally 1).	
Lots of Shouting	1 Kn	Your Ship gains +1 Resilience (does not Stack). Strong Hit: Lots of Shouting (Once per Turn, Close Combat, Success) Make a free Close Combat Skill Roll.	
Provoke Crew		All enemy Ships that pass within, or start their Turn within, 1 of your Ship take 3 Morale Damage (Stacks up to 6).	Your Ship has -1 Resilience (Stacks).
Smash & Strike		Strong Hit: Smash & Strike (Ram, Hit) All attacks against your target gain Strong Hit +1 until the start of your Ship's next Turn.	
Spectacle	1 Kn	If you win a Duel, all allied Ships regain Morale.	
Target Leader		Strong Hit: Wound Commander (Assault, Hit) The enemy Ship has -1 to all further Ship Skill Rolls this Combat (Stacks up to -3).	

Logistics	Requirements	Benefits	Disadvantages
Bombardment		+2 Rng and Mor Dmg, Mortar.	Your ship has -1 Resilience (Stacks).
Charm Wind	Magician* 1 Kn	Once during your Turn you may choose to reduce your Treasure Trade Boxes by 1. If you do, alter any single Ship's Speed by 1. Your Ship gains +2 Max Speed (does not Stack).	*On this Ship.
Dedicated Cook		+1 End Dmg, Axe. Your Ship consumes Food & Water 2 days slower (does not Stack).	
Exotic Chef	1 Kn	+1 Hit, Axe. Once per Session you may gain 2 Food & Water Trade Boxes for free.	
Healer	2 Kn	+1 Carpentry. At the end of each Combat your Ship Heals 1 Swabbies Damage (does not Stack).	
Lay Trap	1 Kn	+1 Seamanship. +2 Bodies, Fire Barrels. Your Ship gains +2 to all of its Ship Skill Rolls during the first Turn of Combat (Stacks).	
Lots of Swearing	1 Kn	Strong Hit: Lots of Swearing (Once per Turn, Logistics, Success) Make a free Logistics Skill Roll.	
Make Room	1 Kn	Your Ship gains +Size Cargo space (Stacks).	
Perfect Fix	1 Kn	+1 Carpentry. Strong Hit: Perfect Fix (Patch Job, Success) Heal 1 additional point of Hull Attribute Damage.	
Rare Munitions		All of your Ship's Weapons gain +1 Ammo (does not Stack).	
Regular Rearm		+1 Metallurgy. Once per Session while you're in port, your Ship regains 1d6 Cannon Ammunition Ammo for free.	
Sea Scavenger		+1 Seamanship. If you capture a Ship with the same Weapons as you, those Weapons regain +1d3 Ammo.	

Gunnery	Requirements	Benefits	Disadvantages
Arcane Storm	Magician* 1 Kn	Once during your Turn you may choose to reduce your Ship's Speed by 4. If you do, you create 1d6 spaces of Storm in any location until the end of Combat.	Your Ship has -2 Morale (Stacks). *On this Ship.
Big Broadside		Your Ship's first Broadside Attack Roll each Combat gains +1d6 Hit (Stacks).	
Devastation	2 Kn	When you roll for Attribute Damage location during Ship Combat, roll twice and pick the one you want.	
Heated Shot		Strong Hit: Heated Shot (Cannon Ammunition, Hit) Target Ship gains On Fire.	Your Ship has -1 Resilience (Stacks).
Hit Powder	1 Kn	+1 Mor Dmg, all Ship Weapons. Strong Hit: Hit Powder (Cannon Ammunition, Hit) Your Target loses 1d6 Ammo of their choice.	
Long Shot		+1 End Dmg, Firearms. +1 Rng, Cannon Ammunition.	
Lots of Cursing	1 Kn	Strong Hit: Lots of Cursing (Once per Turn, Gunnery, Success) Make a free Gunnery Skill Roll.	
Quick Reload		Strong Hit: Quick Reload (Once per Turn, Ship Skill Roll, Does not Req Success) You may make a free Port or Starboard Broadside Ship Skill Roll at -2d6 Hit even if one has already been successfully made this Turn.	
Spread Shot		Splash +1, Broadside.	-1d6 Hit, Broadside.
Support Fire		+2 Rng, Ship Support. Momentum 2: Make a free Ship Support Attack at the end of this Turn against any target (all characters know this Attack is coming).	



WEAPONS

Innate Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Personality	*	4	20	3	-	Inf	-	-	-	Intimidate.	Auto	-
Natural, *May not Hit targets that cannot perceive you.												

Limbs	*	1**	1**	Str-2**	1	Inf	-	-	-	Tackle.	Auto	-
Natural, Small, Blunt, *Hit +Str with Tackle Action, **+2 End Dmg OR +2 Rng and +7 Max Rng if you have a improvised Weapon (torch, pistol butt, chair).												

Swashbuckling	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Dagger / Dirk		1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, (Throw).	8w	0
Small, **+2 Crit Dmg vs Luck.												

Throwing Knives		1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, (Throw).	10w	1
**+1 Crit Dmg vs Luck.												

Short Sword		1	1	4	3	-	1	-	1	Blade.	12w	1
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Spadroon / Broadsword		1	1	4	3	-	1	-	2	Blade.	12w	2
Max Momentum (+1d6 Hit).												

Cutlass	+1	1	1	6	3	-	1	-	2	Blade.	10w	2
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Rapier	+2	2	2	4	3	-	1	-	2	Blade.	12w	2
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Spear / Harpoon	-2* (+3)	1* (Str)	3 (12)	3	3	- (1)	2	- (2)	3	Blade**, (Throw).	12w	1
Large, **+2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown.												
May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).												

Bow	-1	4	35	5	3	10	1	1	3	Projectile, Bow.	12w / 14t	2
May only preload while Active, Two Handed, Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												

Blow Dart		3	9	1	0	8	0	1	1	Projectile, Chemical.	12t	1
Strong Hit (5-6), May only preload while Active, Small.												

Whip	-4*	1*	4	0*	1	-	2	-	2	Tackle (14).	8w	1
No Variations or Modifications, You can Swing at almost any time, **+2 Hit and End Dmg per Range Increment beyond the first (normally -2).												

Hook Hand		1	1	2	2	-	0	1	0	Blade.	Free	0
May be used in place of a lost hand (allows for the use of GM defined Two Handed Items).												

Brawling	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Boarding Axe / Tomahawk	-1	1 (Str)	1 (5)	4	3	- (1)	1	-	3	Axe, (Throw).	10w	2
Max Momentum (+1 Crit Dmg).												

Woodcutter's Axe	-2	1	2	8	3	-	1	-	4	Axe.	12w	3
Large, Two Handed, Max Momentum (+1 Crit Dmg).												

Greatsword	-2	1	2	6	3	-	2	-	5	Blade.	14w	3
Large, Two Handed, Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												

Pike	-2*	1*	3	4**	3	-	2	-	4	Axe.	14w	2
Large, Two Handed, **+2 Hit per Range Increment beyond the first (normally -2), **+6 End Dmg with Ready Attack vs Charging targets.												
May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).												

Grenade	-2	Str+1	12	8	2	2	0	0	0	Explosive, Throw.	12t	1
Small, Splash 1d3-1.												

Combat Net / Bolas	+1	2	Strength	4	-	1	2	2	2	Tackle-Grabbed (14)*.	10w	1
Large, Two Handed, *You don't gain Grabbing from this Weapon, *Can only be used to Grab, Momentum 2: Splash 1 (does not Stack).												

Hooked Chain	-2*	1*	3	4	2	-	2	-	3	Axe, Tackle-Trip.	10w	1
**+2 Hit and per Range Increment beyond the first, Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).												

Large Shield	+3	1	1	4	1	Inf	3	-	5	Tackle-Push.	12w	2
While you're not Suppressed you have Heavy Front Cover, Large.												

Martial Training	+X	1	1	5	3	Inf	-	-	-	Tackle.	X Kn	3
Natural, Small, Blunt.												

Strong Hit: **Dramatic Victory** (Hit) If your target has 2 or more Attributes reduced to 1 or below OR is a Crew, Henchmen or Summon: you may choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands and holding their weapon against their neck, or by knocking them unconscious).

Tactics	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Scoundrels		1	1	2	3	-	-	-	-	Crew, Blade.	Free	0
	+2	3	9	2	3	Bodies	-	1	-	Crew, Firearm.		
	Defence: 12 Armour: 1 Movement: 7 Bodies: 5.											
Thugs	-2	1	1	4	3	-	-	-	-	Crew, Blade.	12w	2
		3	8	3	3	Bodies	-	1	-	Crew, Firearm.		
	Defence: 10 Armour: 3 Movement: 5 Bodies: 3.											
Rogues	+4	1	2	2	3	-	-	-	-	Crew, Blade.	12w	2
	+4	4	9	3	3	Bodies	-	1	-	Crew, Firearm.		
	Defence: 16 Armour: 2 Movement: 10 Bodies: 3.											
Riflemen		1	1	4	3	-	-	-	-	Crew, Blade.	12w 12t	4
		6	30	7	1d2+2	Bodies+2	-	1	-	Crew, Firearm.		
	Defence: 10 Armour: 2 Movement: 5 Bodies: 2, Strong Hit (5-6).											
Pistol Support		3	12	4	3	Inf	-	-	-	Ship Support, Firearm.	Free	0
	Splash 1d3-1.											
Musket Support		6	30	6	1d2+2	4	-	-	-	Ship Support, Firearm.	14t	1
Swivel Cannonade Support		4	40	8	1d2+3	1	-	-	-	Ship Support.	14t	1
Cannon Support	-4	10	120	10	1d2+4	2	-	-	-	Ship Support.	1 Kn	3
	Splash 1d2, Destroy two spaces of damaged Terrain, Momentum 1: Destroy all damaged Terrain.											
Mortar Support	-6	20	200	8	1d2+3	2	-	-	-	Ship Support.	2 Kn	3
	Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, Momentum 1: Destroy all damaged Terrain.											
Summon		1	3	3	3	Inf	-	0	-	Summon, Magic.	1 Kn	2
	Defence: 12 Armour: 1 Movement: 4 Bodies: 3, You start each Combat with 0 Bodies, Natural, Momentum 1: Gain 1 Body (up to your maximum).											
Magic Blast	-2	2	8	2	2	Inf	-	0	-	Magic.	1 Kn	1
	Natural.											
Magic Bolt	-2	4	32	2	3	12*	-	1	-	Magic.	2 Kn	2
	Natural, Small, Max Momentum (Splash 1), *Ammo is regained after a good night's sleep.											
Magic Strike	-4	10	50	4	3	5*	-	2	-	Magic.	4 Kn	3
	Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1), *Ammo is regained after a good night's sleep.											
Small Shield	+2	1	1	3	1	Inf	2	-	3	Tackle-Push.	10w	1
	While you're not Suppressed you have Light Front Cover, -1 Swimming.											
Oratory	*	2+X	30	2+X	-	Inf	-	-	-	Intimidate.	1 Kn	X+2
	Natural, *May not Hit targets that cannot perceive you.											
	Strong Hit: Provoke (Hit) You and your target have -1 Armour against each other for the remainder of the Combat (does not Stack).											
	Strong Hit: Inspire (Does not Req Hit) An ally gains a Recovery.											
	Strong Hit: Give Orders (Does not Req Hit) An ally without Oratory gains +1d6 Hit on their next Attack Roll during this Combat (Stacks).											
	Strong Hit: Impassioned (Hit) ALL characters (PC, Henchmen Groups, Skilled, Powerful and Monster) gain +1 Momentum (Monsters gain +2 Momentum).											

Firearms	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Pistol	+2	2	8	4	1d2+2	4	0*	2	1	Firearm.	12w	1
	**1 Draw to un-equip (may drop as a Free Action), Small.											
Musketoon		4*	16	6	1d2+2	8	1	2	2	Firearm.	14w	3
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed.											
Musket	-2	6*	30	8	1d2+2	12	2	2	2	Firearm.	14w	4
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed.											
Musket with Bayonet	-4 (+0)	6* (1)	30 (2)	8 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**).	15w	5
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords.											
Small Cannon	-4	4	20	12	2d3	4	3	5*	7	Firearm, Explosive.	16w 16t	6
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon.											
Crossbow		6	30	4	3	10	1	2	2	Projectile.	14w	3
	Large, Two Handed, Pen 2 min 2, Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).											

BLADE VARIATIONS (MAY SELECT 1, BLADE ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Steel	+1											+0
Composite				+1							+1w	+0
Blood Iron	+2			+1					+1		+2w	+1
Monster Bone	+1			+1							14p	+1
Pen 1 min 3.												
Ancient / Star Metal	-1										16p	+2

Gain +1 Momentum at the end of each of your Turns. You have -2 Armour vs Luck Damage while you own this Weapon.

BLADE MODIFICATIONS (MAY SELECT ANY AMOUNT, BLADE ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Familiar	+1										1 Kn	+0
Well Practiced	+1											+1
Well Crafted	+1			+1								+2
Master Crafted	+1			+1					-1		2x 24w	+0
Hand Guard											10w	+0
+1 Defence vs Tackle while this Weapon is Active.												
Expensive Looking											16w	+0*
+1 Defence vs Intimidation while this Weapon is Active. This Modification is lost if the Weapon's Resource cost is lower than 2.												
Arcane	-2									Magic.	18t	+2
Low Quality	-1			-1								-1
14w to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Poorly Maintained	-2			-1								-1
12t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Horribly Maintained	-2			-1	-1							-1
14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Damaged	-1			-1	-1				+1			-1
14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Dramatic Win!	+1*										2 Kn	+1*
*+0 if you're an NPC.												
Strong Hit: Dramatic Win! (Tackle or Block, Hit) If your target has 2 or more Attributes reduced to 1 or below OR is a Crew, Henchmen or Summon: you may choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands and holding their weapon against their neck, or by knocking them unconscious).												



AXE VARIATIONS (MAY SELECT 1, AXE ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Steel				+1								+0
Pick	-2											+0
	Pen 2 min 3.											
Hammer	-1			*					+1		-2w	+0
	Blunt, **4 End Dmg vs characters with 3+ Armour.											
Thunder Stone	-2			+2					+2		14p	+1
	Strong Hit: Thunder Smash (Attack, Hit, Once per Turn) Gain +1 Momentum and knock a non-large target Prone.											
Monster Bone	+1			+1							14p	+1
	Pen 1 min 3.											
Ancient / Star Metal	+3			+2							16p	+2
	You have -1 Armour vs Luck Damage while you own this Weapon.											

AXE MODIFICATIONS (MAY SELECT ANY AMOUNT, AXE ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Familiar				+1							1 Kn	+0
Well Practiced				+1								+1
Well Crafted	+1			+1								+2
Master Crafted	+1			+1					-1		2x 24w	+0
Heavy	-2			+2					+2			+0
	Momentum 1: Push all non-large characters that you have just Damaged with this Weapon 1 space away from you (does not Stack).											
Expensive Looking											16w	+0*
	+1 Defence vs Intimidation while this Weapon is Active. This Modification is lost if the Weapon's Resource cost is lower than 2.											
Arcane	-2									Magic.	18t	+2
Low Quality	-1			-1								-1
	14w to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Poorly Maintained	-2			-1								-1
	12t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Horribly Maintained	-2			-1	-1							-1
	14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Damaged	-1			-1	-1				+1			-1
	14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Dramatic Win!				+1*							2 Kn	+1*
	**0 if you're an NPC.											
	Strong Hit: Dramatic Win! (Tackle or Block, Hit) If your target has 2 or more Attributes reduced to 1 or below OR is a Crew, Henchmen or Summon: you may choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands and holding their weapon against their neck, or by knocking them unconscious).											



FIREARM VARIATIONS (MAY SELECT 1, FIREARM ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Flintlock	+1											+0
Dragon Stone				+1							+2w	+1
Works if Wet (but not if submerged).												
Blunderbuss	+2	-1	-4	+3	-1				+1			+1
Ancient / Star Metal	-1										16p	+2
Once per Turn gain +2 Momentum after you Attack with this Weapon. You have -2 Armour vs Luck Damage while you own this Weapon.												

FIREARM MODIFICATIONS (MAY SELECT ANY AMOUNT, FIREARM ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Familiar	+1										1 Kn	+0
Well Practiced	+1											+1
Steady Arm		+1									1 Kn	+0
Steady Eye		+1									1 Kn	+0
Well Crafted	+1			+1								+2
Master Crafted	+1			+1					-1		2x 24w	+0
Expensive Looking											16w	+0*
+1 Defence vs Intimidation while this Weapon is Active. This Modification is lost if the Weapon's Resource cost is lower than 2.												
Long Barrel	-2	+1	+2								12w	+0
Scope	-2	*	+4								14w	+1
*Halve all Range penalties.												
Extra Ammo Pouch						+4					14w	+1
Armour Piercing Rounds						-2					14w	+0
Momentum 1: Your next Attack with this Weapon gains Pen 3 min 3.												
Monster Bone Rounds						-2					14p	+0
Momentum 1: Your next Attack with this Weapon gains +2 Hit and End Dmg (Stacks).												
Arcane	-1									Magic.	18t	+2
X Backup Weapons											12w	+X
Max Preload +X (must Draw (not Reload) for each additional Preloaded Ammo), +X Slots.												
X Multi Barrel	-X	-X	-X						+1		16w	+X
May Preload X Ammo.												
Low Quality	-2			-2								-1
14w to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Poorly Maintained	-4			-2								-1
12t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Horribly Maintained	-4			-2	-1							-1
14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												
Damaged	-2			-2	-1				+1			-1
14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".												

BOW VARIATIONS (MAY SELECT 1, BOW ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Wood	+1											+0
Composite		+1	+5								+2w	+0
Monster Bone	+1			+1							14p	+1
	Pen 1 min 3.											
Ancient	+3			+2							16p	+2
	You have -2 Armour vs Luck Damage while you own this Weapon.											

PROJECTILE MODIFICATIONS (MAY SELECT ANY AMOUNT, PROJECTILE ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Familiar	+1										1 Kn	+0
Well Practiced	+1											+1
Steady Arm		+1	+1								1 Kn	+0
Quick Eye	+2										1 Kn	+0
Monster Feathers		+2	+6			-1					14p	+0
Monster Tooth Arrowheads						-1					14p	+0
	Momentum 1: Your next attack with this Weapon gains +1d6 End Dmg.											
Monster Sinew Bowstring	-1			+1							14p	+0
	Works if Wet (but not if submerged).											
Expanded Quiver						+4					14w	+0
Poison Shots						-2					1 Kn	+1
	Strong Hit: Poison Shot (Attack, Hit, May Crit) Target takes 2 End Dmg at the start of each of their Turns until they receive Patch-Up or Extended Care (Stacks).											
Arcane	-2									Magic.	18t	+2
Low Quality	-2			-2								-1
	14w to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Poorly Maintained	-4			-2								-1
	12t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Horribly Maintained	-4			-2	-1							-1
	14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Damaged	-2			-2	-1				+1			-1
	14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											



EXPLOSIVE VARIATIONS (MAY SELECT 1, EXPLOSIVE ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Shrapnel	+1											+0
Black Powder				+1								+0
Momentum 1: Destroy two spaces of destructible terrain that you have just damaged.												
Dragon Powder											+1 Kn	+1
Splash +1, Dangerous 2 (Small Fire), Momentum 1: Destroy three spaces of destructible terrain that you have just damaged.												
Potion	-1									Magic.	+1 Kn	+1
Elixir	-2				-1					Chemical.		+0
Dangerous 2 (GM defined).												

EXPLOSIVE MODIFICATIONS (MAY SELECT ANY AMOUNT, EXPLOSIVE ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Extra Ammo						+X					10w	+X



CHEMICAL VARIATIONS (MAY SELECT 1, CHEMICAL ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Acid				+1								+0
	Burn.											
Poison				-2	-1							+0
	Blunt.											
	Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).											
Toxic				-2								+0
	-1d6											
	Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).											
Dragon's Piss											+2w/t	+0
	Energy, Burn.											
	Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).											
Noxious Cloud				-2	-1						+2w/t	+1
	Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) equal in size to this Weapon's Splash area or a single space (if it does not have Splash).											
Flash				-2								+1
	Blunt.											
	Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.											



MAGIC VARIATIONS (MAY SELECT 1, MAGIC ONLY)



Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Blood				+1	*							+0
	*Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.											
Muck	-2				-1					Chemical.		+0
	Blunt, Dangerous 1d3 (Acid Pool).											
Fire	+4*			+2								+2
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.											
Storm	*	+1	+1								+1 Kn	+0
	Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.											
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).											
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).											
Curse	-3					*				Intimidate.	+1 Kn	+1
	Dangerous 4 (Cursed Ground), *Ammo is regained at the end of Combat.											
	Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).											
Bind	*				-1					Tackle (14)**.	+2 Kn	+1
	Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon.											

MAGIC MODIFICATIONS (MAY SELECT ANY AMOUNT, MAGIC ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Familiar	+1										1 Kn	+0
Well Practiced				+1								+1
Awakened in Combat	+1			+1							16p	+0
Arcane Knowledge	+1			+1								+2
Forbidden Power	+1			+1							8 Kn	+0
Flamboyant Power	-1										2 Kn	+1
	Strong Hit: Show of Power (Does not Req Hit, once per Combat) All enemies with a Defence vs Intimidate lower than 15 take 10 End Dmg.											
Focus				+1							2 Kn	+0
	Max Momentum (+2 End Dmg), +One Handed (this Modification is a physical object).											
Large Focus	+4										1 Kn	+1
	+Two Handed (this Modification is a physical object).											
Quality Components	+1	+1										+1
Rare Components											16w / 16p	+0
	Momentum 1: Your next Attack with this Weapon gains +2 Hit and End Dmg.											
Combo	-1			-1							2 Kn	+2
	Strong Hit: Combo (Once per Turn, Hit) Make a free Attack against your target with a different Natural, Magic Weapon.											
Mighty	-1d6			+1d6							2 Kn	+1
Linger	-1d6										3 Kn	+3
	Strong Hit: Linger (Once per Turn, Hit) At the start of your next Turn make a free Attack against your target with this Weapon (costing no Ammo).											
Perfect Shot	-2										1 Kn	+1
	Your target gains no bonuses to their Defence from Cover.											
Tracking Shot	-2										2 Kn	+1
	Your target gains no bonuses to their Reflexes from Cover.											
Low Quality Components	-1d6			-2								-1
	14w to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Poorly Practiced	-1d6			-2								-1
	12t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											
Horribly Practiced	-1d6			-2	-1							-1
	14t to remove this Modification, This Modification may not be applied to "Ship Support, Crew, Summons or Henchmen".											

SUMMON VARIATIONS (MAY SELECT 1, SUMMON ONLY)

Requires
a Trait

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Undead			-1	-1								+0
	Bodies: +2. You may only regain lost or gain new Bodies if you have available corpses or if you choose to lose 5 Endurance. Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).											
Aquatic Monsters	*			*								+0
	Movement +1. Amphibious: Native Environments: water and land (see pg: 107). **+2 Hit and End Dmg vs Wet characters.											
Beasts	+2			+1							+1 Kn	+0
	Defence: +2 Movement: +4.											
Fiends	-2	+2	+6								+1 Kn	+0
	Strong Hit: Dark Pact (Attack, Hit, Once per Turn) Gain +2 Momentum and reduce your Max Momentum by 1 until the end of Combat (Stacks).											
Ghosts				+4	-1						+2 Kn	+1
	Defence: +2 Armour: +2 Movement: * Bodies: -1. *May Teleport, Fly, and are Incorporeal.											
Insect Swarm	-1		+1	+1d6	-2						+2 Kn	+1
	Defence: +8 Movement: **, **May Fly.											

SUMMON MODIFICATIONS (MAY SELECT ANY AMOUNT, SUMMON ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Extra Summons												+X
	Bodies: +X.											
God Totem (Unleash the Kraken!)		+1	+X	+2 +X	-1 +X						2x 22p	+1*
	Optional, 1 Use, GM defines X (usually 2 or 3). Splash X. All players suffer -X to all Plunder Rolls if you use this Modification. *Not an NPC. Defence: -X Armour: +X Movement +X** Bodies: ***, **GM may give this Summon: Teleport, Fly, Incorporeal and/or a Native Environment. ***At the end of your Turn destroy 1 of your Bodies unless you spend 1 Momentum. ***All Bodies must stay close together (GM discretion) as they are assumed to be multiple parts of the one creature.											
Gifted Summoner	+1										X Kn	+1
	Regained Bodies may be placed anywhere within 8xX of you (normally within 3).											
Defensive Summoner											1 Kn	+1
	Defence: +1 Bodies: -1. You may regain Bodies during your or any ally's Turn (normally only on your Turn).											
Large	-1			+2							1 Kn	+0
	Defence: -2 Movement -2 Bodies: -1**. **Each of your Bodies takes up 2-3 spaces.											
Reach	-1		+2								Free	+0
	Defence: -1.											



CREW VARIATIONS (MAY SELECT 1, CREW ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Well Armed	+1											+0
May carry 4 Equipment Slots of gear for you.												
Cannon Fodder				-1								+0
Defence: -2 Armour: -1 Bodies: +2, May carry 4 Equipment Slots of gear for you.												
Pack	-2			-2								+0
Defence: -2 Movement: -2, May carry 10 Equipment Slots of gear for you.												
Armoured												+1
Defence: -4 Armour: +1 Movement: -2, May carry 4 Equipment Slots of gear for you.												
Vicious	+2		+1	+2								+2
Movement: +2.												
Acolytes	-4	+2	+2							Magic.	4 Kn	+2
Defence: -2 You may have Summons if you also have this Crew present (Summons lost if all Crew die).												

CREW MODIFICATIONS (MAY SELECT ANY AMOUNT, CREW ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Practiced	+1										1 Kn	+0
Regular Practice	+1											+1
Bloodied	+1										14p	+0
Well Paid	+2			+1		+1					16w	+1
May carry 2 fewer Equipment Slots of gear for you.												
Reinforcements	-2											+1
Bodies -2, Momentum 2: If you're close to your Ship your Crew regain 2 Bodies at the end of your Turn (Stacks).												
X Extra Crew												+X
Bodies: +X												
Experts											2 Kn	+0
+2 to all Crew Skill Rolls (normally +1).												



SHIP SUPPORT VARIATIONS (MAY SELECT 1, SHIP SUPPORT ONLY)

Variation	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Ragtag				+1								+0
Well Supplied				+1		+2					16w	+2
Spotters	+2	+1	+2								+2 Kn	+2

All of your other Weapons gain +2 Hit while you're within sight of your Ship.

SHIP SUPPORT MODIFICATIONS (MAY SELECT ANY AMOUNT, SHIP SUPPORT ONLY)

Modification	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Practiced		+1									1 Kn	+0
Regular Practice		+1										+1
Well Trained		+1									1 Kn	+0
Well Paid	+1	+1		+1							16w	+1
Quality Weapons		+1	+2	+1								+2



OUTFITS (MAX 1)

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Naked / Very Little Clothing		+2	-2	0	+6		0	+2		0	Auto	-
You're immune to Pen, No Variations, May only take Body Modifications.												
Light Clothing				2	+1	-1	6			1	8w	1
You're immune to Pen.												
Heavy Clothing			+1	2			10	-1		3	10w	1
You're immune to Pen.												
Light Armour	-1		+1	3	-1	-1	8	-4	-2	4	14w	3
Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).												
Heavy Armour	-2	-2	+2	4	-3	-1	6	-6	-4	5	18w 16t	6
Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).												

OUTFIT VARIATIONS (MAY SELECT 1, OUTFIT ONLY)

Variations	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Cheap			-2		+1					+1		+0
Uniform / Insignia			+2		-1		+1				+2w/t	+0
All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2).												
Black / Muted Tones									+1			+0
Mystical			+1			-1	-1				+2w/t	+0
All of your Magic Weapons gain +2 End Dmg.												
Functional		+1			+1		+1	+1			+2w/t	+1
+1 Physical.												
Impressive / Big Hat			+4						-1		+4w/t	+1
+1 Leadership.												



OUTFIT MODIFICATIONS (MAY SELECT ANY AMOUNT, OUTFIT ONLY)

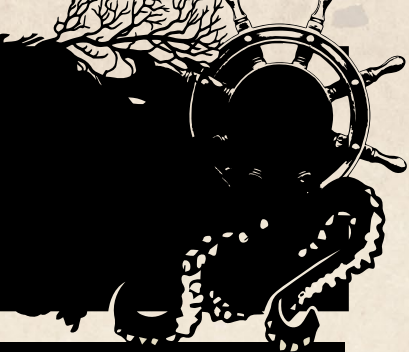
Modifications	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Extra Pouches							+1				8w	+0
Backpack							+4	-2		+1	8w	+0
Optional.												
High Quality	+1										12w	+0
Perfect Fit		+1						+1		-1	14w	+0
Masterwork	+1										2x 16w	+3
You may have 2 Outfit Variations.												
Monster Sinew					+1						14p	+0
Monster Hide					+1						14p	+0
Monster Bone					+1						14p	+0
Poorly Maintained	-2				-1		-2	-1				-1
12t to remove this Modification.												
Damaged				-1			-2	-1				-1
14t to remove this Modification.												

BODY MODIFICATIONS (MAY SELECT ANY AMOUNT, NAKED / VERY LITTLE CLOTHING OUTFIT ONLY)

Modifications	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Extra Pouches		-1			-1		+1				8w	+0
Optional.												
Backpack		-1			-2		+4	-4		+1	8w	+0
Optional.												
Mud	-2	+2				-2		*	+1	+1	Free	+0
Optional. *Swimming or becoming Wet removes this Modification.												
Martial Training / Arcane Protection				+1		-2					14p	+2
Momentum 3: If you have Endurance you may shift any Attribute Damage you have just received onto your Luck.												
Tattoos	+1		+X								Xx 14t	+1
Monster Jewellery		-1	+2								14p	+0
Optional.												
Mystical Markings	+1				+1	-1					1 Kn	+1
All of your Magic Weapons gain +2 End Dmg.												



SHIP LISTS



BUILD (MUST SELECT 1)

Build	Requirements	Benefits	Disadvantages
Corsair	Max Size 4	All Wind directions may alter your speed by an additional +/-1. +2 Defence. This Ship counts as 1 Size smaller for the purposes of Shallows.	-1 Cannon. -1 Cargo space.
Crap Ship		This Ship costs -5 Resources.	-2 Attribute Points.
Exploration		Food & Water consumed 2 days slower. +25% Daily Travel Distance. +1 Rng. all Weapons.	
Merchant		This Ship may gain +1 additional Speed when Directly with Wind. +1 Resilience (+2 if you're an NPC). +6 Cargo space. +25% Daily Travel Distance.	-1 Cannon.
Ship of the Line		+1 Cannon. +2 Morale.	-1 Max Speed. -1 Defence. Your Ship counts as 1 Size larger for the purposes of Shallows.

NPC Build	Requirements	Benefits	Disadvantages
Flying Monster	NPC	You may only be Boarded by ships that you're Boarding. You Fly (you ignore most Ship Environments). Double all Wind effects on your Current Speed. +2 Max Speed. Strong Hit: Fly High (Ship Skill Roll, Hit or Success) Alter your Speed by 1 and until the start of your next Turn all future attacks against you, and by you, have -2 Rng.	You Die if any Attribute is reduced to -2. Crit Locations against you ALWAYS roll 1d6.
Ghost Ship	NPC	You may only be Boarded by ships that you're Boarding. Strong Hit: Vanish (Ship Skill Roll, Hit or Success) Teleport 1 to 3 spaces in any non-rear -4 Resilience. direction, do not change your facing.	You vanish/Die if any Attribute is reduced to -4.
Sea Monster	NPC	You ignore the Wind, you may always alter your Speed by +3 to -3. Strong Hit: Submerge (Ship Skill Roll, Hit or Success) Gain +1 Armour and -2 Hit until the start of your next Turn (Stacks).	You Die if any Attribute is reduced to -2. Crit Locations against you ALWAYS roll 1d6. Your Max Speed = 1 + Sails (normally Wind + Sails). You count as 2 Sizes larger for the purposes of Shallows.
Undead Ship	NPC	+10 Morale. +1 Armour.	You will never Surrender due to Sailors Damage. -2 Armour while you have 0 Morale.



SHIP TRAITS

Bulk	Requirements	Benefits	Disadvantages
Expanded Hold	Min Bulk 3 Min Size 2	+4 Cargo space.	
Heavy Prow	Min Size 2	+1 Front Armour. +1 Crit Dmg. Ram.	-2 Defence. -25% Daily Travel Distance.
Metal Supports		As long as you have Morale: ignore the first 2 (1 if you're an NPC) Critical Hits against your Bulk each combat.	ALL Bulk Repairs cost 1 additional Metal Trade Box. -25% Daily Travel Distance.
Hunk of Junk	Max Bulk 3 Not NPC	NPCs may underestimate this Ship. This Ship costs -10 Resources (-5 after this Trait is accounted for).	NPCs like to mock this Ship. -2 to all Repair Rolls.
More Guns!		+2 Cannon.	-2 Cargo space.

Deck	Requirements	Benefits	Disadvantages
Accessible	Max Size 3	It's easy to move cargo on and off your Ship. All characters gain +2 to all Trade Good Plunder Rolls. +2 Cargo space.	
Cluttered Deck		+2 Cargo space. This Ship costs -10 Resources (-5 after this Trait is accounted for).	-2 to all Ship Skill Rolls.
Creature Pens	3 Kn	This Ship may take Creature Auxiliaries.	-2 Cargo space.
Impressive	Min Deck 3	This Ship looks really impressive! +Size Resilience. +1 to all Recruit and Enlist Repair Rolls.	
Swivel Cannon		If you only make 1 Cannon Ammunition Attack during your Turn it gains +2 Cannon OR +1d6 Hit.	

Sails	Requirements	Benefits	Disadvantages
Cotton Sails	2 Kn	+1 Max Speed. +50% Daily Travel Distance.	ALL Sail Repairs cost 1 additional Cloth Trade Box.
Enchanted	4 Kn	If you have a Magician on board your Ship you MAY always treat your Ship as Directly Parallel Wind. +25% Daily Travel Distance.	
Extra Staysails	Min Sails 3 Max Size 3	+1 Defence. This Ship may gain +2 additional Speed when Directly Parallel with Wind.	
Steel Spars		+2 Armour vs all Sail Damage against your Ship.	ALL Sail Repairs cost 1 additional Metal or Wood Trade Box.
Tattered Sails	Max Sails 2	Strong Hit: Dread (Ship Skill Roll, Success) All enemies take 2 Morale Damage. This Ship costs -10 Resources if you're not an NPC (-5 after this Trait is accounted for).	-50% Daily Travel Distance.

Swabbies	Requirements	Benefits	Disadvantages
Powder Monkeys	Min Swa 3	+1 Cannon.	
Press-Ganged		This Ship costs -10 Resources if you're not an NPC (-5 after this Trait is accounted for).	Your first two Promote Strong Hits each Combat do nothing.
Skilled	1 Kn	This Ship counts as having 2 Facilities that take up 0 Cargo space.	If this Ship takes 2 Swabbies Dmg (or lots of your crew die) from a single attack, this Trait is lost.
Well Treated	1 Kn	+10 Morale. At any time during a Combat: gain 1 free Promote Strong Hit.	Food & Water consumed 1 day faster.

Gunners	Requirements	Benefits	Disadvantages
Cannoneers	2 Kn	+1 Cannon.	
Conserve Shots		Double a single Cannon Ammunition's Ammo.	-1 Cannon.
Heavy Cannon		+4 Mor Dmg. Cannon Ammunition.	-2 Rng. Cannon Ammunition.
Long Barrels		+2 Rng. Cannon Ammunition.	-2 Hit. Cannon Ammunition.

Cutthroats	Requirements	Benefits	Disadvantages
Hard as Nails	Min Cut 3	+2 Resilience. Strong Hit: Hard as Nails (Ship Skill Roll, Hit or Success) Reduce all Sailors Attribute Damage against your Ship by 1 until the start of your next Turn.	
Hunters	2 Kn	Food & Water consumed 2 days slower. All characters' Supplies are consumed 1 day slower while their crew are with them.	
Riflemen		+2 Rng. Assault. +1 Max Rng. Assault.	
Ruthless Killers		+2 Hit. Assault. +1 Crit Dmg. Assault (+4 Mor Dmg if you're an NPC).	All characters have -2 to all Plunder Rolls if their crew are around.

Size	Requirements	Benefits	Disadvantages
Schooner		This Trait cost no Resources (normally 5). 90 degree tack reduces your Speed by 1 (normally 3).	-1 Size. -25% Daily Travel Distance.
Corvette		+1 Attribute Point. 90 degree tack reduces your Speed by 2 (normally 3).	
Frigate		+1 Size.	
Two Decker	Not Corsair	+1 Front Armour. +2 Size. +25% Daily Travel Distance. Reduce all Attribute Damage by 1 (after Armour) to a minimum of 1.	+10 Resources cost (in addition to this Trait's cost). Cannot make 90 degree tack. This Ship takes up 2 spaces (normally 1), rotate this Ship from the front space (keeping it still).
Three Decker	Not Corsair or Exploration	+3 Size. +25% Daily Travel Distance. +1 Armour.	+20 Resources cost (in addition to this Trait's cost). Cannot make 90 degree tack. This Ship takes up 3 spaces (normally 1), rotate this Ship from the centre space (keeping it still).



SHIP WEAPONS (MAY SELECT UP TO 3 CANNON AMMUNITION & 1 AUXILIARY)

Command	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Ram	+Speed*	1, Front	1	Bulk+Speed	Size	Inf	-	Ram.	Auto	-
Strong Hit (5-6), Crit Location: 1d3, *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, Crit Location: 1d3.										
Auxiliary Sloop		2	8	2	4	12	2 or NPC	Auxiliary, Boat.	3x 14w	8
Defence: 16, Armour: 5, Movement: 4, Bodies: 1.										
Auxiliary Cutter	+1d6	3	9	3	4	12	3 or NPC	Auxiliary, Boat.	3x 16w	10
Defence: 14, Armour: 5, Movement: 3, Bodies: 1.										
Allied Ship	+1d6	3	9	3	4	12	-	Auxiliary, Boat.	GM Permission	-
Defence: 14, Armour: 5, Movement: 3, Bodies: 1. Available for a GM determined amount of time, GM should increase the difficulty of the Combat.										
Flying Creatures	-4	1	2	1	3	Inf	2 or NPC	Auxiliary, Creature.	Trait or NPC	2
Defence: 18, Armour: 2, Flight Movement: 3, Bodies: 1, Crit Location: 1d3+2.										
Sea Creatures	-2	1	1	1	3	Inf	3 or NPC	Auxiliary, Creature.	Trait or NPC	6
Defence: 16, Armour: 4, Aquatic Movement: 1d6, Bodies: 1, Crit Location: 1d3+1. Strong Hit: Rip Hole (Hit) Target Ship gains Leaking.										

Close Combat	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Assault		1	4	Cutthroats	4	Inf	-	Assault.	Auto	-

Logistics	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Arcane Shot	+2	1	1	3	3	1	1	Auxiliary, Magical.	2 Kn	2
Defence: 24, Armour: 2, Movement: 2d3, Bodies: 12*, *Bodies launch and act individually, Crit Location: 1d3+3.										
Arcane Vortex	-4	1	2	10	5	1	2	Auxiliary, Magical.	6 Kn	5
Defence: 20, Armour: 3, Movement: 1d3, Bodies: 3*, *Bodies launch and act individually.										
Fire Barrels	+10	1	1	6	4	1	2	Auxiliary, Mine.	14w	3
Defence: 16, Armour: 4, Movement: 0, Bodies: 6*, Splash 1, Energy, Burn, Crit Location: 1d2, *Bodies launch and act individually. Strong Hit: On Fire (Hit) Target Ship gains On Fire.										

Gunnery	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Round Shot		Gun +1	14	5	4	15	1	Cannon Ammunition.	12w	4
Crit Location: 2d6 choose the lowest, If you capture a Ship with Round Shot Cannon Ammunition: this Weapon regains 1d6 Ammo.										
Bomb	-2d6	Gunnery	12	6	5	5	2	Cannon Ammunition.	12w	4
Crit Location: 2d6 choose the lowest.										
Shrapnel Canister		Gun -1	8	7	4	6	1	Cannon Ammunition.	12w	4
Crit Location: 1d3+3.										
Grapeshot	+1d6	Gun -2	6	8	4	8	1	Cannon Ammunition.	12w	4
Crit Location: 1d3+3.										
Chain Shot		Gun -1	9	4	4	8	1	Cannon Ammunition.	12w	4
Crit Location: 1d2+2.										
Spider Shot	-2	Gun -1	8	6	4	6	1	Cannon Ammunition.	12w	4
Crit Location: 1d2+2.										
Light Mortar Shell	-1d6	Gun x3	25*	3	4	3	2	Cannon Ammunition, Mortar.	14w	6
*Min Rng 6.										
Solid Mortar Shell	-1d6	Gun x2	20*	4	4	2	2	Cannon Ammunition, Mortar.	14w	6
Strong Hit (5-6), *Min Rng 6.										
Shrapnel Shell	-1d6	Gun x2	16*	5	4	1	2	Cannon Ammunition, Mortar.	14w	6
Strong Hit (5-6), Crit Location: 1d3+3, *Min Rng 5.										
Dragon's Piss Shell	-1d6	Gun x2	18*	6	3	1	2	Cannon Ammunition, Mortar.	14w	4
Strong Hit (5-6), Crit Location: 1d3+2, Energy, Burn, *Min Rng 6. Strong Hit: On Fire (Hit) Target Ship gains On Fire.										

CANNON AMMUNITION MODIFICATIONS (MAY SELECT ANY AMOUNT, CANNON AMMUNITION ONLY)

Modifications	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Practiced	+1								14t	+0
Well Drilled				+1					1 Kn	+0
Steady Shot		+1							1 Kn	+1
Extra Ammo						+1				+2
Large Shots	-1			+1			4			+1
Well Crafted				+2					14t	+2
Master Crafted	+1			+2					16t	+3
Forward Mounted	-1	-1		-1					16t	+1
This Weapon's Port Broadside is in your Front Arc. This Weapon has no Starboard Broadside.										
Rear Mounted	-1	-1		-1					NPC	+2
This Weapon's Port Broadside is in your Rear Arc. This Weapon has no Starboard Broadside.										

AUXILIARY MODIFICATIONS (MAY SELECT ANY AMOUNT, AUXILIARY ONLY)

Modifications	Hit	Rng	Max Rng	Mor Dmg	Crit Dmg	Ammo	Min Size	Weapon Type	Acquire	Resources
Practiced	+1								1 Kn	+0
Well Drilled				+1					1 Kn	+0
Extra Ammo						+1				+2
Large Shots	-1			+1			+1			+1
Well Crafted				+2					14t	+2
Master Crafted	+1			+2					16t	+3
Extra Bodies									Xx 14w	+X
Bodies: +X.										
Spread Shot					-1					+0
Splash +1.										
Long Shot	-2	+1	+2							+2



TOOLS

Tools:	Weight	Description	Acquire
Toolbox	1	Load 0, +1 to a Skill (does not Stack with other Tools).	10w
Workstation	2 Cargo	+2 to a Skill (does not Stack with other Tools).	14w
Facility	6 Cargo	+3 to a Skill (does not Stack with other Tools).	16w

Example Toolboxes:	Weight	Description	Acquire
Sextant	1	Load 0, +1 Seamanship (does not Stack with other Tools).	10w
Forger's Kit	1	Load 0, +1 Streetwise (does not Stack with other Tools).	10w
Charm	1	Load 0, +1 Resolve (does not Stack with other Tools).	10w
Spyglass	1	Load 0, +1 Awareness (does not Stack with other Tools).	10w
Mallet & Saw	1	Load 0, +1 Carpentry (does not Stack with other Tools).	10w
Hammer & Whetstone	1	Load 0, +1 Metallurgy (does not Stack with other Tools).	10w
Sewing Kit	1	Load 0, +1 Tailoring (does not Stack with other Tools).	10w
Snare	1	Load 0, +1 Wilderness (does not Stack with other Tools).	10w
Bandages	1	Load 0, +1 Medicine (does not Stack with other Tools).	10w
History Book	1	Load 0, +1 Culture (does not Stack with other Tools).	10w
Ledger	1	Load 0, +1 Mercantilism (does not Stack with other Tools).	10w

Example Workstations:	Cargo Space	Description	Acquire
Officer's Desk	2	+2 Leadership (does not Stack with other Tools).	14w
Rack	2	+2 Insight (does not Stack with other Tools).	14w
Chronometer	2	+2 Seamanship (does not Stack with other Tools).	14w
Secret Compartment	2	+2 Streetwise (does not Stack with other Tools).	14w
Chapel	2	+2 Resolve (does not Stack with other Tools).	14w
Sparring Mat	2	+2 Physical (does not Stack with other Tools).	14w
Saw Horse	2	+2 Carpentry (does not Stack with other Tools).	14w
Anvil	2	+2 Metallurgy (does not Stack with other Tools).	14w
Sailmaker's Bench	2	+2 Tailoring (does not Stack with other Tools).	14w
Tanning Rack	2	+2 Wilderness (does not Stack with other Tools).	14w
Surgeon's Table	2	+2 Medicine (does not Stack with other Tools).	14w
Bookcase	2	+2 Culture (does not Stack with other Tools).	14w
Writing Desk	2	+2 Mercantilism (does not Stack with other Tools).	14w
Grand Poop Deck	2	+2 Command (does not Stack with other Tools).	14w
Armoury	2	+2 Close Combat (does not Stack with other Tools).	14w
Chart Table	2	+2 Logistics (does not Stack with other Tools).	14w
Large Magazine	2	+2 Gunnery (does not Stack with other Tools).	14w

Example Facilities:	Cargo Space	Description	Acquire
Captain's Cabin	6	+3 Leadership (does not Stack with other Tools).	16w
Brig	6	+3 Insight (does not Stack with other Tools).	16w
Cartographer's Room	6	+3 Seamanship (does not Stack with other Tools).	16w
Hideout	6	+3 Streetwise (does not Stack with other Tools).	16w
Church	6	+3 Resolve (does not Stack with other Tools).	16w
Combat Training Dummy	6	+3 Physical (does not Stack with other Tools).	16w
Dry Dock	Land	+3 Carpentry (does not Stack with other Tools).	16w
Forge	6	+3 Metallurgy (does not Stack with other Tools).	16w
Sail Locker	6	+3 Tailoring (does not Stack with other Tools).	16w
Conservatory	6	+3 Wilderness (does not Stack with other Tools).	16w
Hospital	6	+3 Medicine (does not Stack with other Tools).	16w
Library	6	+3 Culture (does not Stack with other Tools).	16w
Store	6	+3 Mercantilism (does not Stack with other Tools).	16w
Fortress Walls	Land	+3 Close Combat (does not Stack with other Tools).	16w
Bombard Cannon	6	+3 Gunnery (does not Stack with other Tools).	16w

MISC ITEMS

Light	Weight	Description	Acquire
Torch	1	Load 1, Small, Create Light: Reduce Low Light Cover penalties by 1 Step in Splash 3 around you for 2 hours.	Free
Lantern	2	Load 1, Create Light: Reduce Low Light Cover penalties by 1 Step in Splash 4 in front of you for 8 hours.	12w
Dragon's Breath Torch	1	Load 1, Small, Create Light: Reduce Low Light Cover penalties by 2 Steps in Splash 12 around you for 1 hour.	14w

Items	Weight	Description	Acquire
One Common Item	0, 1, 2 or 3	You gain one Common Item. *Once per session, *12w if you have negative Wealth. Example Common Items: Book, Crowbar, Ladder, Lock Box, Musical Instrument, Roll of Cloth, Rope, etc...	Free*
Two Common Items		You gain up to Two Common Items.	10w
One Expensive Item	0, 1, 2 or 3	You gain one Expensive Item. Example Expensive Items: Fancy Clothes, Jewellery, Mechanical Toy, Quality Lock Box, etc...	16w
A Building		1 Cargo space of storage, 16w to expand or improve your building (eg: +2 Cargo space, guards, etc...).	2x 14w
Treasure Map		May lead you to Treasure!	2x 14t
Pack Horse	1 Cargo	Group gains: +25% Daily Travel Distance (does not Stack). may store 4 Equipment Slots of equipment.	14w
Cart	2 Cargo	If your group has access to roads: +25% Daily Travel Distance (~50% if there are no roads) (minimum 2 days) May store 2 Cargo Spaces of Trade Goods, or 20 Equipment Slots of equipment.	12w
Wooden Leg		If you have a lost foot: you may move while not Prone.	Free
Lucky Charm	0	1 Use, Momentum 0: Heal 3 End OR gain +1 Defence and Hit until your next Turn OR gain +1d3-2 Momentum (min 0).	8t
Letter of Marque	0	Government license authorising a person (known as a privateer) to attack and capture enemy vessels.	4x 14t

Pets	Description	Acquire
Rat	You gain a pet rat (yuck!), 16t to teach it a trick (it's great at sneaking around).	Free
Bird	You gain a pet bird, 14t to teach it a trick (it's great at speaking).	8w
Monkey	You gain a pet monkey, 12t to teach it a trick (it's great at fetching things).	12w
Magical Familiar	You make/summon/find a magical pet, 14t to give it an minor ability/power (eg: flying, teleporting, speaking, etc...).	1 Kn



MISC SERVICES & TASKS

Storing your Treasure	Description	Acquire
Bury It	4 Cargo Space Hard to find again: if you do not make a map you're required to make a 18t Spare Time Roll to locate it again. Very safe: may only be stolen if an ally gives away its location. Inaccessible: Treasure Trade Goods stored in this way may not increase your Current Wealth.	14t
Warehouse	4 Cargo Space Not very safe: Trade Goods (and especially Treasure Trade Goods) are VERY likely to be partially or completely stolen. Inaccessible: Treasure Trade Goods stored in this way may not increase your Current Wealth.	14w
Bank	1 Cargo Space Very safe: Trade Goods stored in this way may ONLY be lost due to politics (eg: bank itself decides to rob you, or government confiscates your goods). Accessible: Treasure Trade Goods stored in this way may increase your Current Wealth as long as you remain on good terms with its governing authority. Trade Goods stored in this way may be sold to merchants on good terms with your bank.	16w
Crew	Description	Acquire
Inspire!	Your Crew gain +2 Hit, Range and Movement for 1 Combat.	12t
Promise Extra Loot	Your Crew gain +1d3 Bodies for your next combat, *Lose 1 Current Resource if you lose your next Combat.	16w*
Task	Description	Acquire
Write a Will	See pg. 64 for full Inheritance rules.	16w
Make a Friend	Gain Perk: Contact.	2x 14t
Night of Wild Drinking	*12w if you have negative Wealth, *16w if it is a large party.	Free*
Small Bribe	Gain +1 to a suitable roll (Stacks up to +2), *If suitable roll is successful: lose 1 Treasure Trade Box.	Auto*
Services	Description	Acquire
Access to Workshop	Gain access to a Workstation for 2 sessions OR a Facility for 1 session.	16w
Transportation	24 Days' Sea Transportation for 2 Passengers, and 1 Cargo space. *+1w per additional passenger or Cargo space.	14w*
Four days Accommodation	*Once per session, *12w if you have negative Wealth or for more than four days..	Free*
Two days Luxury Accommodation	*Once per session, *14w if you have negative Wealth or for more than four days.	Free*



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IN THE SEA-DROWNED WORLD OF TOIL, WHERE DARK GODS ROAM,
ADVENTUROUS CAPTAINS OF SAIL AND BLACK-POWDER-FED CANNONADE
COUNT THEMSELVES KINGS AND QUEENS OF THE HORIZON.

FOR THEY SERVE NO MASTER BUT THEMSELVES.

Welcome to Fraggd Seas and the world of Toil: a place of magic, myth, and adventure. Join the crew of a mighty ship and try to survive in a world consumed by the madness of ancient gods who have cursed the land and filled the world with magic and monsters.

Navigate the waters of the Faerie Sea, the only safe haven from their direct presence, but beware the greed of fierce pirates, the machinations of once-great empires, and the terrible monsters which hunt these dark waters.

Toil was once home to mighty empires and proud nations. They tamed the land, fought wars, and made history their own. But then came the Rise, when a dark magic awoke the Esoterica ancient eldritch gods, the Esoterica, long trapped inside the Fallen Star that had once broken the world.

Now the remnants of Toil take to the Faerie Sea in an attempt to escape the gods. Here, the Free People are at an advantage, as they have long made their home among its many hidden and remote islands. Those new to the seas, such as the holy Kestrell Empire, wealthy Tyvorosi Trade Guild, and the magical Shrajh, must adapt to this new life to survive. These nations clash as old grudges roar to the surface and fuel endless war, forcing smaller factions, like the deadly Ralkara and the indigenous God Born tribes, to take sides.

Welcome to a world of unrest and magic, of cannon-fire and blood-drenched shores, dark gods and monsters. A place of terror and adventure beyond measure where life is short, but unrelentingly packed with thrills, unfathomable cruelty, and the nobility of a rare shining deed of heroism in a broken world.

Welcome to Toil.

THE RULES



This Book Requires the
Fragged Empire Core Rule Book



Loot, Treasure
and Greed



Manage your
Momentum in Combat



Sailing Ships

THE SETTING



Eldritch Gods



Pirates

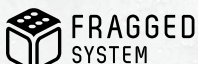


Exploration



Mystery

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