# The Playbooks

TIDES OF GOLD V3.0 — CASSKDESIGNS

# CHARACTER PLAYBOOKS

| <b>Fides</b> of <b>C</b> | Crew   |  |
|--------------------------|--|--|
| Name                     | Pronouns   | SPECIAL ABILITIES      SwashBuckling: Push yourself and choose 1: perform a dueling move that defies physics; swoop in to pull another character from harm and land anywhere you want within sight; or take two shipboard actions in a round.  |
| Lоок                     |  | <ul> <li>CINEMATIC ENTRANCE: When you make a flashy entrance or arrive at the last possible moment to save the day, your presence freezes the scene. Your first Resolve action cannot be worse than a 7-9. Push yourself to make it a 10+.</li> <li>HUNT</li> <li>STUDY</li> <li>SURVEY</li> </ul>   |
|                          | HERITAGE: SICA - TERES - ACERBU<br>IBRIN - ZRI - KYRION - DAHYUKA - M                  | IHRADI limits. They must be paid each downtime or they will leave.   |
|                          | STITUTION-OATH-BELIEF-REGRET   | <ul> <li>EYE TO THE PRIZE: During an Odyssey, add +2 to the Odyssey challenge roll to pick up a random cargo on the way. During score loot, you gain an additional 2 Coin.</li> <li>FOUND FAMILY: When you take a risk to make another PC feel welcome or support their anchor, the entire crew gains the advantage "high spirits." It acts like any advantage from a natural 12. Can only happen</li> </ul>   |
|                          | S PROFESS - PROVIDE - DEDICATE - I<br>GLORIFY - ENTERTAIN - COVER - I<br>OWESS RESOLVE | <ul> <li>Spirits." It acts like any advantage from a natural 12. Can only happen once per phase.</li> <li>GENIAL HOST: Gain a new downtime action "Carouse." For each Coin spent, choose 1 of the following: you befriend a useful NPC; you hear rumors of a lucrative opportunity; decrease Notoriety by 2; clear this harbormaster's tithe clock of any segments from non-payment.</li> </ul>  |
| -3                       | SPI  | CIAL GOLDEN TONGUE: When you Sway, you can spend 1 Coin instead of rolling and the result will be as if you rolled a 10+. Cannot be used if the target is openly hostile.  |
| -2<br>-1                 |  | <ul> <li>LEAD FROM THE FRONT: Mark special armor to protect a crewmember from a consequence or to push yourself when outnumbered.</li> <li>VETERAN: Choose a special ability from another playbook.</li> </ul>   |
|                          | Injured Brok   | FRIENDS & RIVALSITEMSLOADL (3)N (5)H (7)N $\Delta \nabla Z$ Give a weather witch $\Box$ Officer's RAPIER & HAT $\Box$ A BLADE OR TWO   |
|                          | SPECIALTY:   | $\Delta \nabla$ Gisa, a weather witch $\Box$ Staff with wicked hook $\Box$ Ranged Weapon   |
|                          | Action:  | $\Delta \nabla$ Falk, a leviathan hunter $\Box$ CAPTAIN'S LEATHERS $\Box$ A POLEARM  |
|                          | Notes:   | △▽ Magda, creature of the deep       □ UNERRING COMPASS &       □ AN UNUSUAL WEAL         △▽ Reto, a shipping magnate       □ PACK OF COMMANDEERED       □ BURGLARY GEAR         □ PACK OF COMMANDEERED       □ CLIMBING GEAR         □ THEMS       □ OF   |
|                          | Injured Broki  | XP       Image: Documentation of the second se |
|                          | SPECIALTY:   | At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item DOCUMENTS SUBTERFUGE SUPPLIE   |
|                          | Action:  |  |
|                          | Notes:   | ♦ Expressed your heritage, background, or complicated events with chains.  |
|                          |  | LONG-TERM PROJECTS COIN GILD   |
|                          |  |  |

| Fides of G                  | CREW   | Special abilityies   | PLAYBOOK XP   |
|-----------------------------|--|--|---|
| Name                        | Pronouns   | TENDER OF TRINKETS: You keep a collection of strange and rare trinkets<br>which follow a specific theme, e.g. mechanical replicas, foreign money,<br>ancient toys. Dig through the collection for something useful: tell the<br>GM what you want it to do, the GM adds 1-4 Curio Conditions.   |   |
| Lоок                        |  | <ul> <li>AFICIONADO: When you decide something is valuable, push yourself<br/>and expound on its unique qualities. It gains 1 feature similar items do<br/>not have. The GM decides its flaw.</li> </ul>   | • • STUDY   |
|                             | E <u>RITAGE</u> : SICA - TERES - ACERBUS<br>IN - ZRI - KYRION - DAHYUKA - MIHRADI    | • <b>BEST FOR LAST:</b> When you check off your last item of load, take +2 whenever your use it.   |   |
| ANCHOR: Person—Place—Instit | rution-Oath-Belief-Regret  | • FOR THE RESEARCH: You investigate your crew in your free time. Ask another PC a question about their past; if they answer honestly, give them +2 on a roll. Can only be used twice until downtime refreshes the counter.   | • • SKIRMISH  |
|                             | Profess - Provide - Dedicate - Fix<br>Glorify - Entertain - Cover - Blend            | <ul> <li>PART-TIME PEDDLER: You can use trinkets as money: use your Study<br/>instead of Coin for coin rolls. You can also exchange 2 Coin during<br/>looting for a trinket outside your collection's theme.</li> </ul>  | RESOLVE   |
| INSIGHT PROW                | ESS RESOLVE  | • <b>TALKER OF TRINKETS:</b> When you speak to your collection, it listens. You can use Resolve actions with the collection and it will react.   | <ul> <li>ATTUNE</li> <li>COMMAND</li> <li>CONSORT</li> </ul>  |
| -3                          | SPECIAL  | • WEALTH & TASTE: Flash around a valuable possession and choose a present supporting character: they will do anything they can to obtain in. Take +2 in negotiating with them.   | STATAT  |
| -2                          | ARMOR  | <ul> <li>WELL STOCKED: Flashbacks related to obtaining an item never cause you stress.</li> <li>VETERAN: Choose a special ability from another playbook.</li> </ul>  |   |
| -                           |  | FRIENDS & RIVALS     ITEMS     LOAD     L (3)       A T = T     T     APPRAISAL KIT  |   |
|                             | CURIO CONDITIONS<br>It is either consumable or<br>faulty, and will only work<br>once | $ \begin{array}{c} \bigtriangleup \forall \text{ Traudle, an inventor} \\ \bigtriangleup \forall \text{ Priska, a possessed item} \\ \bigtriangleup \forall \text{ Achim, a cartographer} \\ \bigtriangleup \forall \text{ Rike, an academic} \end{array} \qquad \begin{array}{c} \Box & \Box & \Box & \Box \\ \Box & \Box & \Box & \Box \\ \Box & \Box &$ | □ A BLADE OR TWO<br>□ RANGED WEAPON<br>□ A CUTLASS<br>□ A POLEARM<br>□ AN UNUSUAL WEAF<br>□ BURGLARY GEAR |
|                             | It was not intended to be used<br>for this   | ▲▼ Sepp, an automaton artist       □ AN INTELLIGENT ITEM OR PET         □ MONSTER FEED       ●   | CLIMBING GEAR   |
|                             | It will take a lot of time and<br>effort to use properly                             | ◊ Every time you fail a roll, mark xp in that action's attribute.<br>At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item<br>occured multiple times:  | ☐ MYSTIC IMPLEMENTS<br>☐ DOCUMENTS<br>☐ SUBTERFUGE SUPPLIE  |
|                             | It won't work unless you [X]   | <ul> <li>Endanger yourself or your crew for the sake of riches or new knowledge.</li> <li>Attempted to address a challenge with wealth or gear.</li> <li>Expressed your heritage, background, or complicated events with chains.</li> </ul>  | TINKERING TOOLS   |
|                             | The curio's effects are incredibly specific  |  | COIN GILD   |
|                             | You get something close to<br>what you want, but not quite                           |  |   |
|                             | You'll need help from [X] to   |  |   |

| Fides of C              | Crew   | - COMPASS UNWAVERING O<br>& MYSTIC  | PLAYBOOK XP  |
|-------------------------|--|---|--|
| Name                    | Pronouns   | • SHEPHERD'S STRIKE: Use your staff with mythic force; push you send a threat or object flying back, or cut cleanly through any no object. You decide where the target or pieces land, within you   | nrself to<br>on-living<br>r line of  |
| Lоок                    |  | <ul> <li>sight.</li> <li>CLEAR EYES: When you Attune to a new mystical being or powe first time, clear 1 stress.</li> </ul>   | r for the STUDY  |
| Background & Knowledge  | HERITAGE: SICA - TERES - ACERBUS<br>IBRIN - ZRI - KYRION - DAHYUKA - MIHRAD  | <ul> <li>GUIDING LIGHT: When you show a character the best course o with their best interests at heart, take +2 to convince them to a it. If it is a PC, give them +2 on a related roll instead, but they r you something they value about their anchor or share a memory anchor.</li> </ul>  | f action,<br>ict upon<br>must tell<br>of their<br>PROWESS<br>FINESSE   |
| ANCHOR: Person—Place—In | istitution—Oath—Belief—Regret  | • <b>PAST SHADOWS:</b> Gain a second anchor, Regret. You can seek this during downtime at sea; if you get the homesick effect, you alway the raid "memories" as a result.   | s anchor<br>ays have • • • • • • • • • • • • • • • • • • •   |
| STRESS CHAIN            | IS PROFESS - PROVIDE - DEDICATE - FIX<br>GLORIFY - ENTERTAIN - COVER - BLEND | <ul> <li>PIERCE THE DARKNESS: When you protect a teammate, you car<br/>GM one question about a threat you face; the GM must answer h</li> <li>STEADY COURSE: If a PC would mark their last stress box, you<br/>1 stress to prevent that final box of stress. Each PC can only been</li> </ul>   | a ask the<br>ionestly.<br>can gain<br>fit from<br><b>O ATTUNE</b>  |
| -3<br>-2                | ROWESS RESOLVE SPECIAL ARMOR   | <ul> <li>your ability once per session.</li> <li>TAKING CHANCES: When you speak frankly or reveal your ow take +2 against the person listening or clear 1 stress; you will tak resist any related consequence.</li> <li>TIES THAT BIND: You can Attune to the history of a place or revealing significant events or relationships. You can push yourse attuning to hone in on a specific memory or time.</li> </ul> | n flaws,<br>te -1d to<br>person,<br>elf while  |
| -1                      |  | • • <b>VETERAN:</b> Choose a special ability from another playbook  |  |
|                         |  | A       Ferey, an apostate priestess         A       Ferey, an apostate priestess         A       Fine Shepherd's State         A       Episteme, a monster slayer         A       Landolfo, an assassin         A       Kaysar, a zealot         A       Collection of Massassin         A       Kaysar, a zealot  | LS A BLADE OR TWO<br>FAFF RANGED WEAPON<br>ARKER A CUTLASS<br>A POLEARM<br>D ONE AN UNUSUAL WEA<br>ERN BURGLARY GEAR |
|                         |  | <ul> <li>◊ Every time you fail a roll, mark xp in that action's attribute.</li> <li>At the end of session, mark 1 xp or 2 xp (playbook or attribute) if t occured multiple times:</li> <li>◊ Ease the suffering of a person or place.</li> <li>◊ Attempted to address a challenge with honesty or sacrifice.</li> <li>◊ Expressed your heritage, background, or complicated events with</li> </ul>                  | hat item   |
|                         |  | Long-Term Projects  | Coin Gili  |

| -1       •••• VETERAN: Choose a special ability from another playbook.       ** STRESS • OR- TEAM<br>•OR- USE AN ADV.         -1       •••• VETERAN: Choose a special ability from another playbook.       ** STRESS • OR- TEAM<br>•OR- USE AN ADV.         FRIENDS & RIVALS       ITEMS IOAD IL(3)       N(5)-II(7)  | Fides of C                                     | Crew  | <b>EXILE</b> DISPLACED CAST-OFF &<br>OBSERVANT SEEKER<br>SPECIAL ABILITIES   | PLAYBOOK XP   |
|---|--|---|--|---|
| BACKGROUND & KNOWLEDCE       HERITAGE: SICA - TERES - ACERRUS<br>IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI       • BARMANG PLACE: If you use a flashback to fulfill an obligation to a<br>part on the flow o |  | Pronouns  | choose 1; <b>10</b> +, choose 2: what does [X] really want; what is out of place; who really has the upper hand; or who is most vulnerable? The GM must answer honestly.   |   |
| INITIALITY PROFESS   CHAINS   PROFESS   PROVIDE   District   PROFESS   PROVESS   RESOLVE   No ONE TRUSTS   OTHELET BEINDS:   Caling   SPECIAL   ARMOR   INSIGHT   PROWESS   RESOLVE   No ONE TRUSTS   COMMAND   Commonicals   SPECIAL   ARMOR   INSIGHT   PROWESS   RESOLVE   No ONE TRUSTS   OUTSTORES:   Experiment et al out in the id own think an obstacle. Prush yourself to make the GM rerol a risolated or outnumbered crewmember - 2 outnumbered crewmember  |  |   | • EARNING A PLACE: If you use a flashback to fulfill an obligation to a questionable associate, it never takes stress.   | • • Survey<br>• • Tinker  |
| 1       FRIENDS & RIVALS       ITEMS       LOAD       L (3)       N (5)       H (7)         △▽ Gos, harbormaster's assistant       □       READY BRIBE       □       A BLADE OR TW         △▽ Phaidyme, an exiled royal       □       FRIGHTENING WEAPON       □       A BLADE OR TW         △▽ Phaidyme, an exiled royal       □       MEMENTO OF HOMELAND       □       A CUTLASS         △▽ Primo, a smuggler       □       TAILOR'S TOOLS       □       BURGLARY GEAR         △▽ Tiyya, a spy       □       VIALS OF ILLUSION       □       DOCUMENTS         ○       Every time you fail a roll, mark xp in that action's attribute.       □       MYSTIC IMPLEME         At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item       □       DOCUMENTS         ○       Improve a crewmember or associate's sense of trust towards you.       □       □       DEMOLITIONS         ◇ Attempted to address a challenge with calculation or teamwork.       □       TINKERING TOOL  | STRESS CHA<br>VVVVVVVVV<br>INSIGHT<br>-3<br>-2 | AINS PROFESS - PROVIDE - DEDICATE - FIX<br>GLORIFY - ENTERTAIN - COVER - BLEND<br>PROWESS RESOLVE<br>SPECIAL<br>ARMOR | <ul> <li>New HOME: Gain a new downtime action "Accompany." Give a crewmember +2 on their downtime action roll. You answer 1 question: how did you help me feel welcome; who do you remind me of; how does your anchor connect to my past; or what lie have I told you?</li> <li>No ONE TRUSTS OUTSIDERS: Experience prepared you for the worst from locals. Push yourself to make the GM reroll a raid die and keep the lowest.</li> <li>NONE LEFT BEHIND: Gain 1 stress to appear at the side of an isolated or outnumbered crewmember.</li> <li>USED TO BE FRIENDS: Mark special armor to know a supporting character who can help with an obstacle. Push yourself to have them appear near your current scene, but your relationship is tense.</li> </ul> | <ul> <li>WRECK</li> <li>RESOLVE</li> <li>ATTUNE</li> <li>COMMAND</li> <li>CONSORT</li> <li>CONSORT</li> <li>SWAY</li> <li>BONUS DIE</li> <li>PUSH YOURSELF (TAKE<br/>STRESS) -OR- TEAMWO</li> </ul> |
| V Expressed your neritage, background, or complicated events with chains.   |  |   | △▽ Gos, harbormaster's assistant       □ READY BRIBE         △▽ Phaidyme, an exiled royal       □ □ FRIGHTENING WEAPON         △▽ Sear, a cult recruiter       □ MEMENTO OF HOMELAND         △▽ Primo, a smuggler       □ TAILOR'S TOOLS         △▽ Tiyya, a spy       □ VIALS OF ILLUSION ● ●         ★ Pereception       ★ Constant of the session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times:         ◊ Improve a crewmember or associate's sense of trust towards you.   | □ A BLADE OR TWO<br>□ RANGED WEAPON<br>□ A CUTLASS<br>□ A POLEARM<br>□ AN UNUSUAL WEA<br>□ BURGLARY GEAR<br>□ CLIMBING GEAR<br>□ BOARDING T<br>□ MYSTIC IMPLEMENT                                   |

| Tides of                                     | Crew   | FIREBRAND<br>Special abilities  | Passionate<br>Rebel  | PLAYBOOK XP  |
|--|--|---|--|--|
| Name   | Pronouns   | • <b>RADICAL ACTION:</b> When you escalate a situation, roll higher than your total stress, the situation spin  | clear 1d6 stress. If you<br>ns out of control.   |  |
|  | IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI<br>   | <ul> <li>AWESTRUCK: Tell an outrageous lie and mark specwill believe it and nothing can change their minu-4-segment progress clock "unintented conseque complete a segment for any complication and descriof this belief. When the clock is full, the belief is belief.</li> <li>DIVINE DEVOTEE: You act in service of a deity or you Consort in their name, take +2.</li> <li>DROP THE MASK: Reveal your doubts to a crew stress; they can reduce an Insight or Resolve harm.</li> </ul>                     | deven you. Create a<br>lences"; the GM can<br>ibe a new consequence<br>roken.<br>r mystical force. When<br>wmember and gain 1  | PROWESS<br>PROWESS<br>PROWESS<br>PROWL<br>SKIRMISH<br>WRECK  |
| STRESS C<br>VVVVVVVVV<br>INSIGHT<br>-3<br>-2 | HAINS PROFESS - PROVIDE - DEDICATE - FIX<br>GLORIFY - ENTERTAIN - COVER - BLEND<br>PROWESS RESOLVE<br>SPECIAL<br>ARMOR | <ul> <li>MOBILIZE: Push yourself and make a call to action character joins in and choose 1: acts as a distract blocks a hostile character. Take +1 on your next roll</li> <li>PROVOKE: Push yourself to anger someone and ch on you; they blurt out a secret; or they betray an all</li> <li>QUESTIONABLE PAST: You also have the heritage make additional Connect rolls with it if you gain 1</li> <li>RIDE THE WAVE: When conflict breaks out, you additional consect a special ability from ano</li> </ul> | tion, backs you up, or<br>l.<br>hoose 1: they only focus<br>ly in anger.<br>"underworld" and can<br>l stress.<br>ct first.   | RESOLVE<br>ATTUNE<br>ATTUNE<br>ATTUNE<br>ATTUNE<br>COMMAND<br>CONSORT<br>SWAY<br>BONUS DIE<br>PUSH YOURSELF (TAKE<br>STRESS) -OR- TEAMWOR<br>-OR- USE AN ADVANT  |
|  |  | FRIENDS & RIVALS     ITEMS       △▽ Aura, a disgraced magistrate     □ Cult 1       △▽ Mahvash, a rising performer     □ INTIMID       △▽ Orsino, an infamous betrayer     □ ELABOR/<br>DECORA       △▽ Charis, a reluctant oracle     □ ALTERN   | LOAD L (3)<br>Texts & Secrets<br>DATING PET<br>ATE JEWELRY OR<br>ATE JEWELRY OR<br>ATEVE FASHION<br>ERATED REPUTATION<br>NATE IDENTITY<br>OF CONTRABAND<br>Sattribute.<br>r attribute) if that item<br>crewmember's anchor.<br>onfrontation. | N(5)       IH(7)         A BLADE OR TWO         RANGED WEAPON         A CUTLASS         A POLEARM         AN UNUSUAL WEAT         BURGLARY GEAR         CLIMBING GEAR         BOARDING TC         MYSTIC IMPLEMENTS         SUBTERFUGE SUPPLIE         DOCUMENTS         SUBTERFUGE SUPPLIE         DEMOLITIONS TO         TINKERING TOOLS         LANTERN |
|  |  | LONG-TERM PROJECTS  | <b>)</b>   |  |

| Fides of                       | Gold Crew  | OLD TIN<br>Special ability is  | MER GRIZZLED &<br>HAUNTED<br>SURVIVOR   | PLAYBOOK XP   |
|--------------------------------|--|--|---|---|
| Name                           | Pronouns   | <ul> <li>SCARRED &amp; BURNED: The greater branded you. Choose an unfading scatter of the second sec</li></ul> |   |   |
| Look<br>Background & Knowledge | HERITAGE: SICA - TERES - ACERBUS<br>IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI   | <ul> <li>of past horrors, take +2.</li> <li>ECHOES OF A FORMER LIFE: When or person, you can tell the GM when GM will answer 1 question about how</li> <li>IMPERVIOUS: When you take physis one: their weapon breaks against yo stress; or take +2 for your counteratta</li> </ul>   | n you came across them before; the<br>w they have changed.<br>cal harm without resisting, choose<br>u; an enemy runs in fear: regain 1  | STUDY     SURVEY     TINKER     PROWESS     FINESSE   |
|                                | InstitutionOathBeliefRegret<br>HAINS PROFESS - PROVIDE - DEDICATE - FIX<br>GLORIFY - ENTERTAIN - COVER - BLEND   | <ul> <li>LONE SURVIVOR: You lost everyth dealing with sympathetic or guilty your haunted past instead of using st</li> <li>SPARE THE INNOCENT: Gain a new Yor tragedy. If the crew helps, gain crew</li> <li>STAY A WHILE: You can use a downting</li> </ul>   | XP trigger: Stop a massacre, disaster,<br>w XP.   |   |
| -3<br>-2<br>-1                 | PROWESS RESOLVE SPECIAL<br>ARMOR   | <ul> <li>past. Until the next downtime, they c of one of your unfading scars.</li> <li>UNSTOPPABLE: Gain 1 stress to igneduring a scene.</li> <li>WHITE WHALE: You lost a former c you fight against a beast or monster c crew, take +2. Monster type:</li></ul>   | arry your pain and gain the benefits<br>ore the negative modifiers of harm<br>crew to a terrifying monster. When<br>of a similar type, that threatens your<br>get a Veteran ability | <ul> <li>COMMAND</li> <li>CONSORT</li> <li>Sway</li> <li>BONUS DIE</li> <li>Push Yourself (take 2<br/>stress) -OR- Teamwor<br/>-OR- Use an Advanta</li> </ul>       |
|                                | UNFADING SCARS         Scarred Hands: Your hands are a bludegoning weapon. Take +1 when you Wreck with them.         Scarred Body: You have special armor against physical consequence.         Scarred Mind: You have special armor against mental consequences.         Scarred Heart: Roll with advantage against any who | FRIENDS & RIVALS         △▽ Severino, a military officer         △▽ Lavrentios, a travelling sage         △▽ Veltry, a pirate queen         △▽ Maire, a fortune teller         △▽ Taavi, a nomadic artist         XP         ◊ Every time you fail a roll, mark xp i         At the end of session, mark 1 xp or 2 xp         occured multiple times:         ◊ Obtain something for your home that         ◊ Attempted to address a challenge with  | WEAPON OF YOUR MENTOR<br>FAMILY HEIRLOOM<br>BANDAGES & POULTICES<br>MEMENTO FROM YOUR<br>TRAGEDY<br>TOOL OF YOUR VENDETTA<br>SURVIVAL PACK  | Ranged Weapon         A CUTLASS         A POLEARM         AN UNUSUAL WEAF         Burglary Gear         Climbing Gear         Boarding Tc         Mystic Implements |
|                                | insult your past.  Scarred Soul: Your chest burns when you are in danger; when threatened, you act first.  Scarred Conscience: Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt."  | © Expressed your heritage, background  |   | OIN GILD  |

| Tides of               |                                      | Crew                                   |                      |  | AMP  | )                                | ble & Unrepentant<br>Mischief Maker                          | PLAYBOOK XP                                      |
|------------------------|--------------------------------------|--|----------------------|--|--|----------------------------------|--|--|
| Jame                   |                                      | Pronouns                               |                      | SPECIAL ABIL   |  | solid walls a                    | nd ceilings as quickly as you                                |  |
| AME                    |                                      | I RONOUNS                              |                      | can walk or ru   | ın.  |                                  |  | INSIGHT  |
| JOOK                   |                                      |  |                      | <ul> <li>ARCANE BLE<br/>body of water</li> </ul>   |  | use Wall Wa                      | LKER on the surface of any                                   | • • Hunt<br>• • Study                            |
| ~                      |                                      |  |                      | escapade with  | the crew. They e   | ach gain a dov                   | and share a story of a past<br>vntime action for any phase;  | • • SURVEY<br>• • TINKER                         |
| BACKGROUND & KNOWLEDGE | <u>HERITAGE</u> :<br>IBRIN - ZRI - I | SICA - TERES - ACI<br>(YRION - DAHYUK) | ERBUS<br>A - MIHRADI | they can flash   | back immediately   | y to use it, or s                | save it for later.   | PROWESS  |
|                        |                                      |  |                      | Describe your  | ASH: You can ma<br>misdirection. Y<br>ur trickery in mo  | ou will alway?                   | l even if you have no Coin.<br>s succeed initially, but they |  |
| ANCHOR: PERSON—PLACE-  | -INSTITUTION-C                       | DATH-BELIEF-REG                        | GRET                 | DEAD DROP:   | When you attac   | ck from above                    | , choose one before rolling                                  | • SKIRMISH                                       |
| TRESS CH               |                                      | Provide - Dedicat<br>Entertain - Cove  |                      | the action: tal<br>is silent.  | ke +1 for the atta   | ick; kidnap the                  | m and retreat; or the attack                                 | RESOLVE  |
|                        | U U ULORIFI -                        | LINTERTAIN - COVI                      | CR - DLEIND          | • GRANDSTANI   | : When you y<br>isky athletic stun   | you draw att<br>nt. take +2.     | ention to yourself before                                    |  |
| INSIGHT                | PROWESS                              | RESOLVE                                |                      | PRANKSTER:   | Gain 1 stress to 1   | prepare a trap                   | in any environment. When                                     | <ul> <li>Consort</li> </ul>                      |
| -3                     |                                      |  | SPECIAL              | an enemy mo<br>with Tinker; o  | ves into the area,<br>r <i>you can sudden</i>  | pick 1: the tra<br>ly appear any | ap pins them in place; attack<br>where in the nearby area.   | Bonus Die  |
| -2                     |                                      |  | ARMOR                | • WHO, ME?: V instantly hide   | Vhen someone has successfully or early a second sec | as spotted you<br>scape unnotic  | 1, you can <b>push yourself</b> to<br>ed.                    | + Push Yourself (take 2<br>stress) -OR- Teamwork |
| -1                     |                                      |  |                      | and the second | <b>i</b>   | ,                                | n another playbook.  | -OR- USE AN ADVANTA                              |
|                        |                                      |  |                      | FRIENDS & RI   |  |                                  | ems LOAD L(3)<br>Iscellaneous Charms                         | ) ■ N (5) ■ H (7)<br>□ A BLADE OR TWO            |
|                        |                                      |  |                      | ∆⊽ Celestyr<br>∆⊽ Xabi, an   | -  |                                  | ne Climbing Spear  | $\square$ Ranged Weapon                          |
|                        |                                      |  |                      | $\Delta \nabla$ Dejan, a   |  |                                  | ISTRACTION TOOLS   | □ a Cutlass<br>□ a Polearm                       |
|                        |                                      |  |                      | $	extsf{Aili}$ , a st  |  |                                  | NE DISGUISE  | □ AN UNUSUAL WEAP<br>□ BURGLARY GEAR             |
|                        |                                      |  |                      | ∆∇ Katicar,  | a bodyguard  |                                  | ACK OF "BORROWED"<br>IXURY ITEMS                             | CLIMBING GEAR                                    |
|                        |                                      |  |                      | XP   |  |                                  |  | BOARDING TO                                      |
|                        |                                      |  |                      | At the end of ses  |  |                                  | ook or attribute) if that item                               | DOCUMENTS  |
|                        |                                      |  |                      | occured multiple<br>♦ Enact justice  | e times:<br>against an authoi  | rity figure.                     |  | SUBTERFUGE SUPPLIES                              |
|                        |                                      |  |                      | ◊ Attempted to   | address a challer  | nge with tricke                  | ery or athletic feats.<br>aplicated events with chains.      | $\Box$ Tinkering Tools                           |
|                        |                                      |  |                      | ∨ Expressed you  | ir nernage, backg  | ground, or con                   | ipicated events with chains.                                 | LANTERN  |
|                        |                                      |  |                      | Loi  | NG-TERM P  | ROJECTS                          | C  |  |
|                        |                                      |  |                      |  |  |                                  |  |  |

| PRONOUNS<br>E: SICA - TERES - ACERBUS - KYRION - DAHYUKA - MIHRADI<br>-OATH-BELIEF-REGRET<br>- PROVIDE - DEDICATE - FIX - ENTERTAIN - COVER - BLEND<br>RESOLVE<br>SPECIAL ARMOR | <ul> <li>DIRTY FIGHTING: Push yourself and choose 1: turn a nearby item into a +1 weapon; you attack first even if surprised; or you summon an enemy of your opponent to the scene.</li> <li>DEAD OR ALIVE: When you reduce Notoriety by pointing attention towards another outlaw, roll with advantage.</li> <li>GAME OF CHANCE: Gain a new port downtime action "Gamehouse." Each Coin you wager increases your dice pool by 1. Roll the d6's and look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2: gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby faction.</li> <li>PRICE ON MY HEAD: You are used to evading bounties. When you choose light load, take +2 when you pass yourself off as a mundane person.</li> <li>STEADFAST: Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit.</li> <li>TOUCH OF FATE: Mark special armor to reroll a failed action.</li> <li>WASN'T PART OF THE DEAL: Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.</li> <li>WON IT IN A GAME: You have no Wealth limits when you acquire an asset. If you reach outside your current Wealth, the asset must come from</li> </ul> | INSIGHT<br>HUNT<br>HUNT<br>STUDY<br>SURVEY<br>SURVEY<br>FINESSE<br>PROWESS<br>FINESSE<br>PROWL<br>SKIRMISH<br>SKIRMISH<br>KRESOLVE<br>ATTUNE<br>COMMAND<br>CONSORT<br>SWAY<br>BONUS DIE   |
|---|---|---|
| - KYRION - DAHYUKA - MIHRADI<br>-Oath-Belief-Regret<br>- Provide - Dedicate - Fix<br>- Entertain - Cover - Blend<br>Resolve<br>SPECIAL<br>ARMOR                                 | <ul> <li>towards another outlaw, roll with advantage.</li> <li>GAME OF CHANCE: Gain a new port downtime action "Gamehouse."<br/>Each Coin you wager increases your dice pool by 1. Roll the d6's and<br/>look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2:<br/>gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby<br/>faction.</li> <li>PRICE ON MY HEAD: You are used to evading bounties. When you choose<br/>light load, take +2 when you pass yourself off as a mundane person.</li> <li>STEADFAST: Gain a new xp trigger: Sacrifice profit or an opportunity for<br/>a crewmember's benefit.</li> <li>TOUCH OF FATE: Mark special armor to reroll a failed action.</li> <li>WASN'T PART OF THE DEAL: Push yourself and flashback to describe<br/>a time you told a crewmember about a past betrayal; negate a Resolve<br/>complication for that crewmember in the present.</li> <li>WON IT IN A GAME: You have no Wealth limits when you acquire an</li> </ul>  | <ul> <li>SURVEY</li> <li>TINKER</li> <li>FINESSE</li> <li>PROWESS</li> <li>FINESSE</li> <li>PROWL</li> <li>SKIRMISH</li> <li>WRECK</li> <li>WRECK</li> <li>RESOLVE</li> <li>ATTUNE</li> <li>COMMAND</li> <li>CONSORT</li> <li>SWAY</li> </ul>   |
| - Provide - Dedicate - Fix<br>- Entertain - Cover - Blend<br>RESOLVE<br>SPECIAL<br>ARMOR  | <ul> <li>light load, take +2 when you pass yourself off as a mundane person.</li> <li>STEADFAST: Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit.</li> <li>TOUCH OF FATE: Mark special armor to reroll a failed action.</li> <li>WASN'T PART OF THE DEAL: Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.</li> <li>WON IT IN A GAME: You have no Wealth limits when you acquire an</li> </ul>  | <ul> <li>Skirmish</li> <li>Wreck</li> <li>Attune</li> <li>Command</li> <li>Consort</li> <li>Sway</li> </ul>   |
| - ENTERTAIN - COVER - BLEND RESOLVE SPECIAL ARMOR   | <ul> <li>a crewmember's benefit.</li> <li>TOUCH OF FATE: Mark special armor to reroll a failed action.</li> <li>WASN'T PART OF THE DEAL: Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.</li> <li>WON IT IN A GAME: You have no Wealth limits when you acquire an</li> </ul>  | <ul> <li>ATTUNE</li> <li>COMMAND</li> <li>CONSORT</li> <li>Sway</li> </ul>  |
| SPECIAL<br>ARMOR  | <ul> <li>a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.</li> <li>WON IT IN A GAME: You have no Wealth limits when you acquire an</li> </ul>  | • • Sway  |
|   | a specific faction.<br>• • • VETERAN: Choose a special ability from another playbook.   | + Push Yourself (take 2<br>stress) -OR- Teamwor<br>-OR- Use an Advanta  |
|   | △▽ Ale, a gamehouse owner       □ LUCKY COIN         △▽ Rufino, a retired pirate       □ WORN DOWN VEHICLE         △▽ Elettra, a bounty hunter       □ OVERLY POLISHED PISTOLS         △▽ Sirin, a naive trader       □ SIGNATURE LOOK         △▽ Zdan, a corrupt advisor       □ PACK OF COUNTERFEIT         XP       ◊ Every time you fail a roll, mark xp in that action's attribute.  | N (5) H (7)<br>A BLADE OR TWO<br>RANGED WEAPON<br>A CUTLASS<br>A POLEARM<br>AN UNUSUAL WEAP<br>BURGLARY GEAR<br>CLIMBING GEAR<br>BOARDING TO<br>MYSTIC IMPLEMENTS   |
|   | At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item<br>occured multiple times:<br>◊ Pursue a risky proposal or profit opportunity without hesitation.<br>◊ Attempted to address a challenge with intimidation or negotiation.<br>◊ Expressed your heritage, background, or complicated events with chains.  | DOCUMENTS<br>SUBTERFUGE SUPPLIE<br>DEMOLITIONS TO<br>TINKERING TOOLS<br>LANTERN   |
| -   |   | XP         ◊ Every time you fail a roll, mark xp in that action's attribute.         At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times:         ◊ Pursue a risky proposal or profit opportunity without hesitation.         ◊ Attempted to address a challenge with intimidation or negotiation.         ◊ Expressed your heritage, background, or complicated events with chains. |

# CREW PLAYBOOKS

| T  | les of Gold   |   |  | Col              | HORTS                                      |
|--|---|---|--|------------------|--|
|  | les of Joid   | L   | <b>PIRATES</b> RAIDERS & HIGHWAYMA<br>OF THE SEAS  | EN INJURED       |  |
|  |   |   | Special abilities  | GANG             | EXPERT                                     |
| <u>Name</u><br>Flag / Colors   | REPUTATION<br>HOMEPORT  |   | <ul> <li>BLACK IRON AMMO: Cannons cannot be blocked by armor. The<br/>attack each round, roll 3d6 and keep the 2 highest dice.</li> </ul>  | first            |  |
| INVESTMENTS TU<br>VVVVVVVVVVV<br>GAMING TOW<br>HALL CRIF   | TN TAVERN CORRUPT<br>BR OFFICIAL  | K / STRONG<br>BLACK<br>MARKET<br>(Wealth roll)-   | <ul> <li>GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers for the first round of a surprise attack.</li> <li>HAUNTED: The ship has gained a guardian spirit. Create it like an ex The spirit takes +1 whenever it acts to protect the ship.</li> <li>LOCKER IN THE DEEP: You can flashback to visiting a hidden safe</li> </ul>  | pert<br>box:     | BROKEN                                     |
| -1 Noto<br>+1 for Rovers per 2 Coi<br>SALT<br>SERPENTS<br>consuming; +1 to TUR   | riety +1 for Rooks +1 on deception<br>engagements<br>HOME COVE                                | Notoriety=<br>Coin in downtime  | <ul> <li>during that score, Coin cannot be lost from fallout. This flashback recone PC's next downtime actions by 1.</li> <li>FORMER LIVES: None of you were born pirates; each PC may ad action rating to Study, Tinker, or Finesse (up to a max of 3).</li> <li>SPREAD THE WORD: When you leave behind survivors, increase Notoriety and Investment by +1.</li> </ul>  | d +1             | <b>E</b> XPERT                             |
| reduce notoriety<br>after killing  | +1 to Survey &<br>Tinker on site  |   | • • • VETERAN: Choose a special ability from another crew.   |                  |  |
|  |   | SALVAGE   | SHIP ABILITIES CAPABLE CREW: Ship's company can assist a number of times equal to C  |                  | BROKEN                                     |
| SLIPSTREAM       UNDER         Move +1 hex       SHRI         without needing       +1 to Ar         an Odyssey       ratin  | NE THE DEEP TURF  | SITE<br>+2 coin for<br>destruction<br>scores  | <ul> <li>GENERIC: Ship is assumed to be insignificant until at close distance.</li> <li>RIGGED TO KILL: Increase Firepower by 1, with a max of 4.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>  | Gang             | Expert                                     |
| STORMFRONT   | COIN Gilded COIN  | Gilded  | <ul> <li>RENOVATE: Increase Size by 1, with a max of 4.</li> <li>STURDY: Use special armor to avoid damage in combat.</li> <li>WEALTH EXPANSIONS</li> </ul>  |                  |  |
| FALLOUT         -3         -2         -1         Fallout starts with 2 sections filled;  | REPA  | ARMOR   | SPARE: second ship         FLEET       SQUADRON: if manned get +2 once per round, +1 upkeep phases         FLOTILLA: no raids for sea downtime         SPY: choose 1 faction; you always know what they have stocked         INNER CIRCLE: know a continent's Institution or Underworld factions' stock         POCKET OF POWER: choose 1 port; you cannot be raided there         FAME       SEA STORY: gain Sea Raider artifact when you loot instead of can LEGEND: choose 1 continent; war penalties do not apply to its provided to the second | GANG             | BROKEN BROKEN BROKEN                       |
| fill a new section each round<br>The BRIG is the classic<br>jack-of-all-trades.<br>It does everything moderately<br>well and nothing extremely<br>well. It is equally popular with<br>merchants and pirates. |   |   | <ul> <li>CREW XP</li> <li>Every time you defeat a ship mark SHIP xp. If they have greater We mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple tim</li> <li>Execute a successful raid, kidnapping, holdup, or fraud operation.</li> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> <li>Work towards the crew's current goal:</li></ul>  |                  | Expert                                     |
| merchants and pirates.   |   |   |  | NABLE ASSOCIATES |  |
| SHIP XP<br>CREW<br>CREW<br>SIZE<br>SPEED<br>FIREPOWER<br>DURABILITY  | CARGO PRECIOUS GEMS LUXURY FOOD FASHION ARMAMENTS KNOWLEDGE CRAFTING ELEMENTS ESSENTIAL GOODS | +3<br>+2 If you have 2+<br>+2 of same cargo<br>+1 type, add the<br>+1 modifier for<br>0 raids | □       ELITE THUGS       □       HARPOON LAUNCHER         □       PRIVATE BAR       □       Deceptive Rigging Quality         □       SECRET PORT       □       SAWBONES       □         □       Legit MERCHANT FLAGS       □       SECURE       □       Implements         ↓       Legit MERCHANT FLAGS       □       VAULT       □       Supplies         ↓       File       □       ∨       VAULT       □       Supplies         ↓       VehicLe       □       Tools       weapons       □       Weapons   |                  | raced chef<br>mpoverished noble<br>pwright |



| Tide   | es of Gold  | <b>PIRATES</b> RAIDERS & HIGHWAYMEN<br>OF THE SEAS  | -   | IORTS<br>Broken                          |
|--|---|---|---|--|
|  |   | OF THE SEAS   | GANG  | EXPERT                                   |
| <u>Name</u><br>Flag / Colors   | HOMEPORT  | <ul> <li>BLACK IRON AMMO: Cannons cannot be blocked by armor. The first<br/>attack each round, roll 3d6 and keep the 2 highest dice.</li> </ul>   |   |  |
| INVESTMENTS       TURF         V | WEALTH     WEAK     STRONG       VVVVV     I     I       TAVERN     CORRUPT     BLACK       +1 for Rooks     +1 on deception<br>engagements     Notoriety=<br>Coin in downtime       HOME     COVE     TUPE | <ul> <li>GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.</li> <li>HAUNTED: The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.</li> <li>LOCKER IN THE DEEP: You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.</li> </ul> | INJURED   | BROKEN                                   |
| reduce notoriety<br>after killing  | PORT +1 to Survey &<br>Tinker on site   | • • • VETERAN: Choose a special ability from another crew.  |   |  |
|  |   | <ul> <li>SHIP ABILITIES</li> <li>COMBAT READY: Gun deck gets a free round at the start of combat.</li> </ul>  | INJURED   | BROKEN                                   |
| SLIPSTREAM<br>Move +1 hex<br>without needing<br>an Odyssey<br>NOVYODETAV   | e gain a leviathan<br>expert or gang SITE<br>SITE<br>TURF +2 coin for<br>destruction<br>scores  | <ul> <li>AGILE: Can take 2 Helm actions per round if one was evade.</li> <li>WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>  | Gang  | Expert                                   |
|  | IN Gilded COIN Gilded   | <ul> <li>RIGGED TO KILL: Increase Firepower by 1, with a max of 4.</li> <li>STURDY: Use special armor to avoid damage in combat.</li> </ul>   |   |  |
| STORMFRONT   | 8 8 8   | WEALTH EXPANSIONS   |   |  |
| -3   |   | ■ SPARE: second ship<br>FLEET ■ SQUADRON: if manned get +2 once per round, +1 upkeep phases<br>■ FLOTILLA: no raids for sea downtime<br>■ SPY: choose 1 faction; you always know what they have stocked   | INJURED   | BROKEN                                   |
| -2   |   | BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute  |   |  |
| -1   |   | FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo   |   |  |
| Fallout starts with 2 sections filled; fill a new section each round   | REPAIRS   | CREW XP   | INJURED   | BROKEN                                   |
| The SLOOP is a small, agile<br>vessel with unmatched speed<br>and deadly firepower. Its<br>lightness comes at a cost:<br>no armor.   |   | <ul> <li>EXECUTE THE YOU defeat a ship mark SHIP XP. If they have greater Wealth, mark 2 XP.</li> <li>At the end of session, mark 1 XP or 2 XP if that item occured multiple times:</li> <li>Execute a successful raid, kidnapping, holdup, or fraud operation.</li> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> <li>Work towards the crew's current goal:</li></ul>                             | □GANG<br>   | Expert                                   |
|  |   |   | LE ASSOCIATES   |  |
| SHIP XP<br>CREW<br>SIZE<br>SIZE<br>SPEED<br>SPEED<br>SPEED<br>SPEED<br>CI  | CARGO<br>PRECIOUS GEMS +3<br>LUXURY FOOD +2 If you have 2+<br>FASHION +2 same cargo ty<br>ARMAMENTS +1 add the Weal<br>KNOWLEDGE +1 modifier for<br>RAFTING ELEMENTS 0 raids<br>ESSENTIAL GOODS 0           | $ \begin{array}{c c c c c c c c c c c c c c c c c c c $   | <ul> <li>✓ Miko, a weap</li> <li>✓ Hidi, a disgra</li> <li>✓ Anysia, an im</li> <li>✓ Edem, a shipy</li> <li>✓ Idiger, an arcl</li> </ul> | nced chef<br>npoverished noble<br>wright |

| Tic  | les of Gold   | <b>PIRATES</b> RAIDERS & HIGHWAYMEN<br>OF THE SEAS   | COHORTS INJURED BROKEN GANG EXPERT  |
|--|---|--|---|
| NAME   | Reputation  | Special abilities  |   |
| FLAG / COLORS  | HOMEPORT  | • <b>BLACK IRON AMMO:</b> Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.   |   |
| INVESTMENTS TU<br>VVVVVVVVVVV<br>GAMING TOV<br>HALL CRI<br>+1 for Rovers per 2 Co  | IN     TAVERN     CORRUPT     BL.       ER     +1 for Rooks     OFFICIAL     (Wealt       in paid     +1 for Rooks     +1 on deception     Noto       End     HOME     PROTECTED     Image: Construct of the second secon | <ul> <li>G GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.</li> <li>HAUNTED: The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.</li> <li>LOCKER IN THE DEEP: You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.</li> <li>FORMER LIVES: None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).</li> <li>SPREAD THE WORD: When you leave behind survivors, increase both</li> </ul>   | INJURED BROKEN  |
| consuming; +1 to TUP<br>reduce notoriety<br>after killing  | COVE     TU       +1 to Survey &<br>Tinker on site     To       PORT  | LVAGE level increases by 1   | Injured Broken  |
| Move +1 hex<br>without needing +1 to A<br>an Odyssey ratin   | NE     THE DEEP     TURF     +2 co       ttune     gain a leviathan     destruction   | <ul> <li>MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take a 2nd action that round.</li> <li>SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>  | GANG EXPERT   |
| VVVVVVVV<br>stormfront   |   | REINFORCED: Use +Heavy armor to avoid damage in combat.     STURDY: Use special armor to avoid damage in combat.     WEALTH EXPANSIONS   | Injured Broken  |
| -3<br>-2<br>-1   | ARMO<br>ARMO<br>+HEAN   | DR   | GANG EXPERT   |
| Fallout starts with 2 sections filled; fill a new section each round   |   | <b>IFCEND:</b> choose 1 continent: war penalties do not apply to its ports   | INJURED BROKEN  |
| The WAR GALLEY is a<br>front-line combat ship.<br>As a dedicated military ship,<br>it focuses on destruction, not<br>running away. |   | n take two<br>yel-1 Fallout<br>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>$\diamond$ Execute a successful raid, kidnapping, holdup, or fraud operation.<br>$\diamond$ Contend with challenges above your current station.<br>$\diamond$ Bolster your crew's reputation or develop a new one.<br>$\diamond$ Work towards the crew's current goal:   |   |
| · · · · · · · · · · · · · · · · · · ·  | A 1999 999 999 999 999 999  | Crew Upgrades Questionable   | E ASSOCIATES  |
| SHIP XP<br>• • • CREW<br>• • • Size<br>• • • Size<br>• • • Firepower<br>• • • Durability   | FASHION +2 sam<br>ARMAMENTS +1 add  | Image: Private Bar       Image: Pr | <ul> <li>7 Miko, a weapons dealer</li> <li>7 Hidi, a disgraced chef</li> <li>7 Anysia, an impoverished noble</li> <li>7 Edem, a shipwright</li> <li>7 Idiger, an architect</li> </ul> |

SHIP XP

CREW

Speed

FIREPOWER

DURABILITY

Size



CARGO

PRECIOUS GEMS

CRAFTING ELEMENTS

LUXURY FOOD

ARMAMENTS

KNOWLEDGE

ESSENTIAL GOODS

FASHION

+3

0

0

If you have 2+

of same cargo

type, add the

modifier for

raids

### PIRATE HUNTERS

GAINS SPECIAL ARMOR

Small Army (each PC

(add an expert of a

different type to a gang)

**New Blood** 

POLICE & JUDGES OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

STRICTURES: protect, acquire, destroy,

| will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.   | uscover, mue, pursue, or surrifice. |
|---|-------------------------------------|
| <ul> <li>GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway.</li> </ul>  | Cohorts                             |
| • FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.   |                                     |
| • MASTER & COMMANDER: When you make it through an ocean route with a  | Injured Broken                      |
| Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.   | GANG EXPERT                         |
| • RIGHTEOUS STORM: Your ship runs on electricity and has an aura of   |                                     |
| lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest<br>can attack with lightning.   |                                     |
| <ul> <li>BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info<br/>at a target's previous location</li> </ul>   |                                     |
| • • • <b>VETERAN:</b> Choose a special ability from another crew.   |                                     |
| Ship abilities  |                                     |
| • CAPABLE CREW: Ship's company can assist a number of times equal to Crew.  | INJURED BROKEN                      |
| • GENERIC: Ship is assumed to be insignificant until at close distance.   | □Gang □Expert                       |
| • • <b>RIGGED TO KILL:</b> Increase Firepower by 1, with a max of 4.  | GANG DEXPERT                        |
| • • <b>RECRUIT:</b> Increase Crew by 1, with a max of 4.  |                                     |
| • • <b>RENOVATE:</b> Increase Size by 1, with a max of 4.   |                                     |
| • STURDY: Use special armor to avoid damage in combat.  |                                     |
| Wealth Expansions   |                                     |
| SPARE: second ship  | Injured Broken                      |
| FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases   | GANG EXPERT                         |
| <b>Spy</b> , shoose 1 faction, you always know what they have stocked   |                                     |
| SPY: choose 1 faction; you always know what they have stocked   |                                     |
|   |                                     |
|   |                                     |
| BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute  |                                     |
| BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute<br>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo   |                                     |
| BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute  | INJURED BROKEN                      |
| BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute<br>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>LEGEND: choose 1 continent; war penalties do not apply to its ports<br>CREW XP   | _                                   |
| BRIBE ☐INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>☐ POCKET OF POWER: choose 1 port; you cannot be raided there<br>☐ FEARED: additional Coin when you loot equal to Fame attribute<br>FAME ☐SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>☐ LEGEND: choose 1 continent; war penalties do not apply to its ports<br>CREW XP<br>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,  | INJURED BROKEN<br>GANG EXPERT       |
| BRIBE       INNER CIRCLE: know a continent's Institution or Underworld         Intervention of the process of the proces of the process of the process of the proces | _                                   |
| BRIBE HINNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute<br>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>LEGEND: choose 1 continent; war penalties do not apply to its ports<br>CREW XP<br>& Every time you defeat a ship mark SHIP xp. If they have greater Wealth,<br>mark 2 xp.<br>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>Apprehend a criminal, rescue citizens in distress, severely damage a   | _                                   |
| BRIBE ☐INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>☐POCKET OF POWER: choose 1 port; you cannot be raided there<br>☐FEARED: additional Coin when you loot equal to Fame attribute<br>FAME ☐SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>☐LEGEND: choose 1 continent; war penalties do not apply to its ports<br>CREW XP<br>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,<br>mark 2 xp.<br>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>◊ Apprehend a criminal, rescue citizens in distress, severely damage a<br>criminal operation. or further the interests of an official.  | _                                   |
| <ul> <li>BRIBE HNER CIRCLE: know a continent's Institution or Underworld factions' stock</li> <li>POCKET OF POWER: choose 1 port; you cannot be raided there</li> <li>FEARED: additional Coin when you loot equal to Fame attribute</li> <li>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo LEGEND: choose 1 continent; war penalties do not apply to its ports</li> <li>CREW XP</li> <li>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>◊ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.</li> <li>◊ Contend with challenges above your current station.</li> <li>◊ Bolster your crew's reputation or develop a new one.</li> </ul>   | _                                   |
| <ul> <li>BRIBE ☐INNER CIRCLE: know a continent's Institution or Underworld factions' stock</li> <li>☐ POCKET OF POWER: choose 1 port; you cannot be raided there</li> <li>☐ FEARED: additional Coin when you loot equal to Fame attribute</li> <li>FAME ☐ SEA STORY: gain Sea Raider artifact when you loot instead of cargo ☐ LEGEND: choose 1 continent; war penalties do not apply to its ports</li> <li>CREW XP</li> <li>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>◊ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.</li> <li>◊ Contend with challenges above your current station.</li> <li>◊ Bolster your crew's reputation or develop a new one.</li> <li>◊ Work towards the crew's current goal:</li></ul>   | GANG EXPERT                         |
| BRIBE       INNER CIRCLE: know a continent's Institution or Underworld factions' stock         POCKET OF POWER: choose 1 port; you cannot be raided there         FEARED: additional Coin when you loot equal to Fame attribute         FAME       SEA STORY: gain Sea Raider artifact when you loot instead of cargo         LEGEND: choose 1 continent; war penalties do not apply to its ports         CREW XP         ◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.         At the end of session, mark 1 xp or 2 xp if that item occured multiple times:         ◊ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.         ◊ Contend with challenges above your current station.         ◊ Bolster your crew's reputation or develop a new one.         ◊ Work towards the crew's current goal:         CREW UPGRADES   | _                                   |
| BRIBE       INNER CIRCLE: know a continent's Institution or Underworld         Interview of the institution of the institution.         & Bolster your crew's reputation of develop a new one.       & Work towards the crew's current goal:  | GANG EXPERT                         |
| BRIBE       INNER CIRCLE: know a continent's Institution or Underworld         Iactions' stock       POCKET OF POWER: choose 1 port; you cannot be raided there         Image: Peared in the stock       POCKET OF POWER: choose 1 port; you cannot be raided there         Image: Peared in the stock       Image: Peared in the stock         FAME       Sea Story: gain Sea Raider artifact when you loot instead of cargo         Image: LEGEND:       choose 1 continent; war penalties do not apply to its ports         CREW XP  | □GANG □EXPERT                       |
| BRIBE       INNER CIRCLE: know a continent's Institution or Underworld         Iactions' stock       POCKET OF POWER: choose 1 port; you cannot be raided there         Image: Peared in the stock       POCKET OF POWER: choose 1 port; you cannot be raided there         Image: Peared in the stock       Image: Peared in the stock         FAME       Sea Story: gain Sea Raider artifact when you loot instead of cargo         Image: LEGEND:       choose 1 continent; war penalties do not apply to its ports         CREW XP  | GANG EXPERT                         |

Implements

Supplies

Weapons

Gear

Tools

**SECURE** 

WORKSHOP

SAIL GLIDES

**VEHICLE** 

 $\bigwedge \nabla$  Sona, a scout

 $\Delta \nabla$  Agazio, a money changer

 $\wedge \nabla$  Giovone, a wealthy explorer



Police & Judges of the Depths

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

| STRICTURES: protect, acqu | <i>uire, destroy,</i> |
|---------------------------|-----------------------|
| discover, hide, pursue, o |                       |

| NAME  | Reputation   | States of Solid   | SPECIAL ABILITIES   |                                    | cune.   |
|---|--|---|---|------------------------------------|---|
| Flag / Colors   | Homeport   |   | • ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.  | STRICTURES: pro<br>discover, hide, | otect, acquire, destro<br>pursue, or sacrifice. |
| INVESTMENTS TURE  | WEALTH WEAK / ST   | TRONG   | <ul> <li>GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway.</li> </ul>  | Cor                                | IORTS   |
| DEBTOR'S  |  | GOVERNOR'S  | • FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.   | INTURED                            | BROKEN  |
| PRISON     GLADIATOR       +2 coin for     ARENA       lower class     +1 for Thugs       targets     +1                      | TURF TURF  | MANOR<br>2 notoriety per<br>score                                   | <ul> <li>MASTER &amp; COMMANDER: When you make it through an ocean route with a<br/>Zone 4 hex, the ocean will remember your success; reduce the threat level of<br/>future challenges by 1 along that route.</li> <li>BICUTTOUS STORM. Your ship runs on electricity and has an our of</li> </ul>  | GANG                               | Expert  |
| TURF +1 to manipulate markets   | HOME<br>PORT +1 to gather<br>info for a score  | BITTER<br>JUDGE<br>+2 coin for<br>higher class<br>targets           | <ul> <li>RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.</li> <li>BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location</li> <li>VETERAN: Choose a special ability from another crew.</li> </ul> |                                    |   |
|   |  | DOIDITY   | <ul> <li>SHIP ABILITIES</li> <li>ELITE UPGRADES: During ship conflicts, you Wealth is considered +1.</li> </ul>   | INJURED                            | BROKEN  |
| War does not <b>SOCIETY</b> spen<br>affect dock tithe add a 2nd an e  | PAYOUTS<br>Ind 1 coin for<br>expert in any +1 to Hunt &<br>t for a phase Study in port | BOUNTY<br>HUNTERS<br>+2 coin for<br>kidnap scores                   | <ul> <li>FLASHY: The ship's colorful painting catches the eye of all nearby.</li> <li>FALSE DECK: You have hidden compartments which can store all your gear.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   | GANG                               | Expert  |
| NOTORIETY COIN  | Gilded COIN Gild   | ded   | • • <b>RENOVATE:</b> Increase Size by 1, with a max limit of 4.   |                                    |   |
|   | H  |   | • <b>STURDY:</b> Use special armor to avoid damage in combat.   |                                    |   |
|   |  |   | Wealth Expansions   |                                    |   |
|   |  |   | <b>FLEET SQUADRON:</b> If manned get +2 once per round, +1 upkeep phases  | INJURED                            | BROKEN  |
| FALLOUT   |  |   | <b>FLOTILLA:</b> no raids for sea downtime  | GANG                               | <b>EXPERT</b>                                   |
| -3  |  | ARMOR   | <b>SPY:</b> choose 1 faction; you always know what they have stocked  |                                    |   |
|   |  | ARMOR   | BRIBE INTER CIRCLE: know a continent's Institution or Underworld  |                                    |   |
| -2  |  | ARMOR 🗌   | <b>POCKET OF POWER:</b> choose 1 port; you cannot be raided there   |                                    |   |
| -1  |  | SPECIAL   | <b>FEARED:</b> additional Coin when you loot equal to Fame attribute<br><b>FAME SEA STORY:</b> gain Sea Raider artifact when you loot instead of cargo  |                                    |   |
| Fallout starts with 2 sections filled;  | REPAIRS  | $\frown$  | <b>LEGEND:</b> choose 1 continent; war penalties do not apply to its ports  | INJURED                            | BROKEN  |
| fill a new section each round   | REPAIRS  |   | CREW XP<br>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,<br>mark 2 xp.  | GANG                               | Expert  |
| The MERCHANTMAN<br>is the standard trade ship.<br>It has plenty of space<br>for hauling goods but is<br>vulnerable to attack. |  |   | At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>Apprehend a criminal, rescue citizens in distress, severely damage a<br>criminal operation. or further the interests of an official.<br>Contend with challenges above your current station.<br>Bolster your crew's reputation or develop a new one.<br>Work towards the crew's current goal: |                                    |   |
|   |  |   | CREW UPGRADES QUESTIONABL   | LE ASSOCIATES                      |   |
|   |  |   | UNBREAKABLE JAIL CELL HARPOON LAUNCHER  | <br>                               |   |
|   | Cargo  |   |   | ✓ Touya, a priso ✓ Dot of formula  |   |
|   | OUS GEMS +:  |   | U OFFICIAL IN YOUR POCKET SAWBONES  | ✓ Rot, a former                    |   |
| JIZE  |  | <ul> <li>2 If you have 2+ of</li> <li>2 same cargo type,</li> </ul> | $\Box SMALL ARM T EACH PC \Box \Box SECURE \Box Implements \Delta$  | <b>∀</b> Sona, a scout             |   |
|   | MAMENTS +:   | 1 add the Wealth  | FOR I ATTRIBUTE) $\Box \Box \Box VAULT = Supplies \Delta$<br>VEHICLE $\Box$ Tools $\Delta$  | <b>∀</b> Agazio, a moi             |   |
| $\bullet \bullet \bullet \bullet DURABILITY KN$   | OWLEDGE +:   | j. j.   | $\Box$ New BLOOD $\Box$ WORKSHOP $\Box$ Weapons $\Delta$  | <b>▽</b> Giovone, a we             | anny explorer                                   |
|   | 0  | 0 raids<br>0  | different type to a gang) SAIL GLIDES   |                                    |   |

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Police & Judges of the Depths

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

|           | NAME                                 |                    | REPUTATION         |   |   |                                 |  |
|-----------|--------------------------------------|--------------------|--------------------|---|---|---------------------------------|--|
|           | FLAG / COLORS                        |                    | Homeport           |   | • <b>ANY PRICE:</b> The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture. | STRICTURES: p<br>discover, hide | rotect, acquire, destroy<br>e, pursue, or sacrifice. |
| -         | INVESTMENTS                          | TURF               | WEALTH             | Weak / Strong                                 | will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.   |                                 | -1 - 5   |
|           |                                      | VVVV               | VVVVV              |   | • <b>GRUDGE:</b> Each PC may add +1 action rating to Prowl, Wreck, or Sway.   |                                 | HORTS  |
|           | DEBTOR'S                             |                    |                    |   | • FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.   |                                 |  |
|           | PRISON<br>+2 coin for                | GLADIATOR TU       | JRF TURI           | GOVERNOR'S<br>MANOR                           |   | INJURED                         | <b>DROKEN</b>  |
|           |                                      | +1 for Thugs       |                    | -2 notoriety per                              | • MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.  | GANG                            | <b>EXPERT</b>  |
|           | targets                              | 0                  |                    | score   | • <b>RIGHTEOUS STORM:</b> Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest  |                                 |  |
|           |                                      | INFORMANT          |                    | BITTER  | can attack with lightning.  |                                 |  |
|           |                                      | I to manipulate HO | OME SERVI          | JUDGE   | • <b>BLOOD IN THE WATER:</b> Take +2 when tailing a target, or when gathering info at a target's previous location  |                                 |  |
|           | IURF                                 | markets PO         | +1 to gat          | ther higher class                             | • • • VETERAN: Choose a special ability from another crew.  |                                 |  |
|           |                                      |                    | info for a         | score targets                                 | Ship abilities  |                                 |  |
|           | 🗌 роск 🗌                             |                    |                    | <b>BOUNTY</b>                                 |   | INJURED                         | BROKEN   |
|           | DOCK<br>SECURITY                     | SECRET FAI         | OUTS LIGHTHO       |   | <ul> <li>COMBAT READY: Gun deck gets a free round at the start of combat.</li> <li>AGILE: Can take 2 Helm actions per round if one was evade.</li> </ul>  |                                 |  |
|           | War does not<br>affect dock tithe    |                    | +1 to Hu           | nt & +2 coin for                              | • WINDLESS: The ship does not need wind to move. Helm ignores negative  | GANG                            | <b>EXPERT</b>  |
|           | rates P                              |                    | r a phase Study in | port kidnap scores                            | modifiers.  |                                 |  |
|           | NOTORIETY                            | COIN               | Gilded COIN        | Gilded  | <ul> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> <li>RIGGED TO KILL: Increase Firepower by 1, with a max of 4.</li> </ul>  |                                 |  |
|           | VVVVVVV                              | $\mathbf{V}$       |                    |   | <ul> <li>STURDY: Use special armor to avoid damage in combat.</li> </ul>  |                                 |  |
|           | STORMFRONT                           |                    |                    |   | WEALTH EXPANSIONS   |                                 |  |
|           |                                      |                    |                    | H   | <b>SPARE:</b> second ship   | INJURED                         | BROKEN   |
| - Charles | A 11 MILLION MARKED AND A 11 MILLION |                    |                    |   | <b>FLEET SQUADRON:</b> if manned get +2 once per round, +1 upkeep phases  | INJUKED                         | <b>DROKEN</b>  |
|           | FALLOU                               | T                  |                    |   | <b>FLOTILLA:</b> no raids for sea downtime  | GANG                            | <b>EXPERT</b>  |
|           | -3                                   |                    |                    |   | SPY: choose 1 faction; you always know what they have stocked   |                                 |  |
|           |                                      |                    |                    | ARMOR   | BRIBE INNER CIRCLE: know a continent's Institution or Underworld  |                                 |  |
|           | -2                                   |                    |                    | ${}$  | <b>POCKET OF POWER:</b> choose 1 port; you cannot be raided there   |                                 |  |
|           | -1                                   |                    |                    | SPECIAL                                       | <b>FEARED:</b> additional Coin when you loot equal to Fame attribute  |                                 |  |
|           | -1                                   |                    |                    |   | <b>FAME SEA STORY:</b> gain Sea Raider artifact when you loot instead of cargo <b>LEGEND:</b> choose 1 continent; war penalties do not apply to its ports   |                                 |  |
|           | Fallout starts with 2 sections       |                    |                    | REPAIRS                                       | Convert, D. L. Ny, 17 Support Water   | Injured                         | BROKEN   |
|           | fill a new section each round        | !                  |                    |   |   | GANG                            | Expert   |
|           |                                      |                    |                    |   | ◊ Every time you defeat a ship mark sнip xp. If they have greater Wealth,<br>mark 2 xp.   | GANG                            |  |
| The       | e SLOOP is a small, a                | oile               |                    |   | At the end of session, mark 1 xp or 2 xp if that item occured multiple times:   |                                 |  |
|           | essel with unmatched sp              |                    |                    |   | ◊ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.   |                                 |  |
|           | and deadly firepower                 |                    |                    |   | ◊ Contend with challenges above your current station.   |                                 |  |
|           | lightness comes at a c               |                    |                    |   | ◊ Bolster your crew's reputation or develop a new one. ◊ Work towards the crew's current goal:  |                                 |  |
|           | no arn                               | nor.               |                    |   |   | le Associates                   |  |
|           |                                      |                    |                    |   |   |                                 |  |
|           |                                      |                    |                    |   | $\Box \text{ Unbreakable Jail Cell} Harpoon Launcher}$ $\Box \text{ Forged Warrants} \Box \text{ Deceptive Rigging Quality}$  | 🗸 Touya, a pris                 | son guard  |
|           | VV_V                                 |                    |                    |   | $\Box$ OFFICIAL IN YOUR DOCUMENT $\Box$ ALTAR $\Box$ Documents $\wedge$   |                                 | er gang underboss                                    |
|           | CKEW                                 |                    | S GEMS             |   | $\Box S_{AWBONES} \Box Gear $   | Sona, a scou                    |  |
|           | • • • SIZE                           |                    | ASHION             | +2 If you have $2+$ of<br>+2 same cargo type, | GAINS SPECIAL ARMOR   |                                 |  |
|           | ● ● ● ● Speed<br>● ● ● ● Firepow     | Арма               | MENTS              | +1 add the Wealth                             |   | V Agazio, a mo                  |  |
|           | • • • DURABIL                        | ITY KNOW           | LEDGE              | +1 modifier for                               | $\square$ New BLOOD $\square$ WORKSHOP $\square$ Itols $\square$  | V Giovone, a v                  | vealthy explorer                                     |
|           | 20101010                             | CRAFTING ELE       |                    | o raids                                       | (add an expert of a different type to a gang)   |                                 |  |
|           |                                      | Essential (        | GOODS              | 0   | allerent the to a Barb.   |                                 |  |

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Police & Judges of the Depths

Соммиліту: criminal, government institution, religious, labor, trade, or arcane.

| NAME   | REPUTATION                              |   |  |                          |  |
|--|---|---|--|--------------------------|--|
| FLAG / COLORS  | Homeport                                |   | • ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls: the GM   | STRICTURES: prote        | ect, acquire, destroy,<br>ursue, or sacrifice.   |
|  |   |   | public awareness. Choose a community that pupper master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture. | uiscover, niue, pi       | <i>ursue</i> , <i>or sucrifice</i> .   |
| INVESTMENTS TUR  | RE WEALTH                               | Weak / Strong                               | <ul> <li>GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway.</li> </ul>   |                          |  |
|  |   |   | <ul> <li>FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of</li> </ul>  | Сонс                     | ORTS   |
| DEBTOR'S PRISON GLADIAT  |   | GOVERNOR'S                                  | the GM's choice for the remainder of that downtime.  | Injured                  | Broken   |
| +2 coin for ARENA  |   |   | • MASTER & COMMANDER: When you make it through an ocean route with a   |                          |  |
| lower class +1 for Th  |   | -2 notoriety per                            | • MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.                                   | GANG                     | <b>EXPERT</b>  |
| targets  | . 0.                                    | score                                       | • <b>RIGHTEOUS STORM:</b> Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest   |                          |  |
|  |   | BITTER                                      | lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.   |                          |  |
|  |   | AGE JUDGE                                   | <ul> <li>BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info</li> </ul>  |                          |  |
| TURF +1 to mani  | pulate SERV                             | +2 com 101                                  | at a target's previous location  |                          |  |
| market   | ts PORI +1 to gain info for a           |   | • • • VETERAN: Choose a special ability from another crew.   |                          |  |
|  |   | targets                                     | Ship abilities   |                          |  |
|  |   | BOUNTY                                      | • Down wITH THE SHIP: PC's can take harm in the place of the ship; harm  | INJURED                  | Broken   |
| SECURITY SECKE   | ПСИТИ                                   |   | level increases by 1.  |                          |  |
| War does not <b>SOCIET</b><br>affect dock tithe add a 2m   | Y spend I com for +1 to H               | unt & +2 coin for                           | <ul> <li>MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take<br/>a 2nd action that round.</li> </ul>   | □GANG                    | <b>EXPERT</b>  |
| affect dock tithe add a 2n<br>rates puppet ma  |   | n port kidnap scores                        | <ul> <li>SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final.</li> </ul>   |                          |  |
|  | COIN Gilded COIN                        | Gilded                                      | • • <b>Recruit:</b> Increase Crew by 1, with a max of 4.   |                          |  |
|  | Gilded COIN                             | Gilded                                      | • <b>REINFORCED:</b> Use +Heavy armor to avoid damage in combat.   |                          |  |
|  | H                                       |   | • STURDY: Use special armor to avoid damage in combat.   |                          | ······   |
| STORMFRONT   | H                                       |   | WEALTH EXPANSIONS  |                          |  |
|  | H                                       | H   | <b>SPARE:</b> second ship  | Injured                  | BROKEN   |
| A REAL PROPERTY OF A READ REAL PROPERTY OF A REAL P |   |   | <b>FLEET</b> SQUADRON: if manned get +2 once per round, +1 upkeep phases   | INJUKED                  | DROKEN   |
| FALLOUT  |   |   | <b>FLOTILLA:</b> no raids for sea downtime   | GANG                     | EXPERT   |
| -3   |   | 4   | SPY: choose 1 faction; you always know what they have stocked  |                          | <u> </u>   |
| -  |   | ARMOR                                       | BRIBE INNER CIRCLE: know a continent's Institution or Underworld   |                          |  |
| -2   |   | ARMOR                                       | Dribe Effections' stock  |                          |  |
| -2   |   | +HEAVY                                      | <b>POCKET OF POWER:</b> choose 1 port; you cannot be raided there  |                          |  |
| -1   | 20                                      |   | <b>FEARED:</b> additional Coin when you loot equal to Fame attribute   |                          |  |
| 4  | *                                       | SPECIAL 🗖                                   | FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo  |                          |  |
| Fallout starts with 2 sections filled;   |   | REPAIRS                                     | LEGEND: choose i continent; wai penantes do not apply to its ports   | INJURED                  | Broken   |
| fill a new section each round  |   |   | CREW XP  |                          | — –  |
|  |   | War Galley                                  | ♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,  | GANG                     | <b>EXPERT</b>  |
|  |   | can take two<br>level-1 Fallout             | mark 2 xp.   |                          |  |
| The WAR GALLEY is a  |   | level-1 Fallout                             | At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>◊ Apprehend a criminal, rescue citizens in distress, severely damage a  |                          |  |
| front-line combat ship.  |   |   | criminal operation. or further the interests of an official.   |                          |  |
| As a dedicated military ship,  |   | 2 office                                    | ◊ Contend with challenges above your current station.  |                          |  |
| it focuses on destruction, not   | State of the second                     | a a court                                   | <ul> <li>Ø Bolster your crew's reputation or develop a new one.</li> <li>Ø Work towards the crew's current goal:</li></ul>   |                          |  |
| running away.  | 100 100 100 100 100 100 100 100 100 100 |   |  |                          |  |
|  | A 49.999 9 9 9 8 8 9                    |   | CREW UPGRADES QUESTIONAB   | LE ASSOCIATES            | Sector Se |
|  | 9.9.                                    |   | UNBREAKABLE JAIL CELL HARPOON LAUNCHER   | <b>—</b>                 | _  |
| SHIP XP  | Cargo                                   |   |  | 🗸 Touya, a prisor        | n guard  |
|  | Precious Gems                           |   | $\square$  | <b>▽</b> Rot, a former g | gang underboss   |
| $\bullet \bullet \bullet \bullet CREW$   | Luxury Food                             |   | $\Box$ SAWBONES $\Box$ Gear $\Lambda$  | ✓ Sona, a scout          |  |
| • • • Size   | Fashion                                 | +2 If you have 2+ of<br>+2 same cargo type, | CAINS SPECIAL APMOP — — — — — — OLCUIL   Implements  |                          | _  |
| • • • Speed  | ARMAMENTS                               | +2 same cargo type,<br>+1 add the Wealth    |  | 🗸 Agazio, a mone         |  |
| • • • FIREPOWER  | KNOWLEDGE                               | +1 modifier for                             | $\square New Blood \qquad \square Wonwellon \qquad \square Tools \qquad \square$   | 🗸 Giovone, a wea         | althy explorer   |
| • • • DURABILITY   | CRAFTING ELEMENTS                       | o raids                                     | (add an expert of a SAN CURRSHOP Weapons —   |                          |  |
|  | Essential Goods                         |   | different type to a gang) 🗀 SAIL GLIDES -  |                          |  |

| Tic  | les of Gold  |  | PRIVATEERS MERCENARIES OF THE<br>MARINE WARS  |  | ORTS<br>Broken              |
|--|--|--|---|--|-----------------------------|
|  |  |  | A RIVATEERS MERCENARIES OF THE<br>MARINE WARS   | GANG   | Expert                      |
| <u>Name</u><br>Flag / Colors   | Reputation<br>Homeport   |  | • BOMBARDMENT: Your cannons fire at wide spread. You attacks can hit up   |  |                             |
|  | RF     WEALTH     WEAK       V     V     V     V       FOR     INFIRMARY     Infigure     Infigure       Yer     1 PC gets a free recovery action per downtime     TURF       MING     HOME     PRISON       duce     PORT     +1 Skulks | STRONG<br>MERCHANT<br>ROUTE<br>+2 Coin for<br>theft operations<br>TURF                             | <ul> <li>to 2 targets at one time.</li> <li>BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.</li> <li>LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.</li> <li>PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.</li> <li>SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).</li> <li>DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.</li> <li>VETERAN: Choose a special ability from another crew.</li> </ul> | INJURED  | BROKEN                      |
| body dis   | posa   |  | Ship abilities  |  |                             |
| UPSCALE<br>PARLOR<br>+2 for gossip<br>actions during<br>trade phase +1 to Co<br>or Sway  | ATREARISTOCRATCOMMISSIONonsortgain a royal+2 coin foron siteexpert or gangtargets  | TRADE HOUSE<br>PATRON<br>-2 notoriety per<br>score   | <ul> <li>CAPABLE CREW: Ship's company can assist a number of times equal to Crew.</li> <li>GENERIC: Ship is assumed to be insignificant until at close distance.</li> <li>RIGGED TO KILL: Increase Firepower by 1, with a max of 4.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   | INJURED  | BROKEN                      |
| NOTORIETY<br>VVVVVVVVV<br>STORMFRONT   | COIN Gilded COIN   | Gilded   | <ul> <li>RENOVATE: Increase Size by 1, with a max of 4.</li> <li>STURDY: Use special armor to avoid damage in combat.</li> <li>WEALTH EXPANSIONS</li> </ul>   |  |                             |
| -3   | đ  |  | ■ SPARE: second ship<br>FLEET ■ SQUADRON: if manned get +2 once per round, +1 upkeep phases<br>■ FLOTILLA: no raids for sea downtime<br>■ SPY: choose 1 faction; you always know what they have stocked   | INJURED  | BROKEN                      |
| -2<br>-1<br>Fallout starts with 2 sections filled;   | REPAI  | ARMOR  ARMOR  SPECIAL  RS  | BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute<br>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>LEGEND: choose 1 continent; war penalties do not apply to its ports  | INJURED  | BROKEN                      |
| fill a new section each round<br>The BRIG is the classic<br>jack-of-all-trades.<br>It does everything moderately<br>well and nothing extremely<br>well. It is equally popular with |  |  | <ul> <li>CREW XP</li> <li>Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>Execute a successful battle, recruitment, or subversion operation, or gain a new patron.</li> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> <li>Work towards the crew's current goal:</li></ul>   | □Gang<br>  |                             |
| Merchants and pirates.   | CARGO  |  | CREW UPGRADES QUESTIONAB  | LE ASSOCIATES<br>▽ Wagguten, a n   | nanservant                  |
| <ul> <li>SHIPAP</li> <li>CREW</li> <li>SIZE</li> <li>SPEED</li> <li>FIREPOWER</li> <li>DURABILITY</li> </ul>   | Precious Gems     Image: Crafting Elements       Crafting Lements     Image: Crafting Elements   | +3<br>+2 If you have 2+<br>+2 of same cargo<br>+1 type, add the<br>+1 modifier for<br>0 raids<br>0 | Favor of the People       Alliar       Documents         SawBones       Gear       Alliar         Fine Boarding Rigging       SawBones       Gear         Implements       Alliar       Alliar         Value       Supplies       Alliar  | <ul> <li>✓ Ghasem, an un</li> <li>✓ Eoled, a foreig</li> <li>✓ Ashkin, a past</li> <li>✓ Rine, a blackn</li> </ul> | gn official<br>toral farmer |

| <b>T</b> :  | les of Gold  |   |  | Сон   |  |
|---|--|---|--|---|--|
|   | les of Joid  |   | <b>PRIVATEERS</b> MERCENARIES OF THE<br>MARINE WARS  | INJURED   | BROKEN                                   |
|   | A Contraction of the second  |   | SPECIAL ABILITIES  | GANG  | EXPERT                                   |
| <u>Name</u><br>Flag / Colors  | REPUTATION<br>HOMEPORT   |   | • <b>BOMBARDMENT:</b> Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.   |   |  |
| INVESTMENTS TU<br>VVVVVVVVVVVVVVV<br>GAMING HARB<br>HALL +1 to acc<br>asset   | RF     WEALTH     WEAK //       V     V     V     V       OR     INFIRMARY     Image: Constraint of the second secon | / STRONG  | <ul> <li>BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.</li> <li>LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.</li> <li>PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.</li> <li>SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).</li> <li>DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.</li> </ul> | INJURED   | BROKEN                                   |
| TURF +1 to red<br>notoriety<br>body dis   | thru PORT  | TURF  | • • <b>VETERAN:</b> Choose a special ability from another crew.  |   |  |
|   |  |   | Ship Abilities   | INJURED   | BROKEN                                   |
| UPSCALE NEGLEW<br>PARLOR THEA<br>+2 for gossip actions during +1 to Co<br>trade phase or Sway of                                      | TRE ARISTOCRAT<br>nsort gain a royal higher class  | TRADE HOUSE<br>PATRON<br>-2 notoriety per<br>score  | <ul> <li>ELITE UPGRADES: During ship conflicts, you Wealth is considered +1.</li> <li>FLASHY: The ship's colorful painting catches the eye of all nearby.</li> <li>FALSE DECK: You have hidden compartments which can store all your gear.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   | Gang  | Expert                                   |
|   | COIN Gilded COIN   | Gilded  | • <b>RENOVATE:</b> Increase Size by 1, with a max limit of 4.  |   |  |
|   |  |   | <ul> <li>STURDY: Use special armor to avoid damage in combat.</li> <li>WEALTH EXPANSIONS</li> </ul>  |   |  |
|   |  |   | Spare: second ship         FLEET       SQUADRON: if manned get +2 once per round, +1 upkeep phases         FLOTILLA: no raids for sea downtime   | INJURED   | BROKEN                                   |
| -3<br>-2<br>-1<br>Fallout starts with 2 sections filled;  | REPAIR   | ARMOR   | BRIBE       INNER CIRCLE: know a continent's Institution or Underworld         factions' stock       POCKET OF POWER: choose 1 port; you cannot be raided there         FAME       FEARED: additional Coin when you loot equal to Fame attribute         FAME       SEA STORY: gain Sea Raider artifact when you loot instead of cargo         LEGEND: choose 1 continent; war penalties do not apply to its ports   | <br><br>Injured   | BROKEN                                   |
| fill a new section each round<br>The MERCHANTMAN<br>is the standard trade ship.<br>It has plenty of space<br>for hauling goods but is | KUTAIK   |   | <ul> <li>CREW XP</li> <li>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>◊ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.</li> <li>◊ Contend with challenges above your current station.</li> <li>◊ Bolster your crew's reputation or develop a new one.</li> </ul>  | □Gang<br>   | Expert                                   |
| vulnerable to attack.   |  |   |  | LE ASSOCIATES   |  |
| SHIP XP<br>SHIP XP<br>CREW<br>SIZE<br>SPEED<br>FIREPOWER<br>DURABILITY  | CARGO PRECIOUS GEMS LUXURY FOOD FASHION ARMAMENTS KNOWLEDGE CRAFTING ELEMENTS ESSENTIAL GOODS  | +3<br>+2 If you have 2+ of<br>+2 same cargo type,<br>+1 add the Wealth<br>+1 modifier for<br>0 raids<br>0 | LUXURY TIEMS ALTAR GUALITY<br>FAVOR OF THE PEOPLE ALTAR Documents<br>FINE BOARDING RIGGING DI SECURE Gear<br>UPDATED MAPS OF DI VAULT Supplies   | <ul> <li>✓ Wagguten, a n</li> <li>✓ Ghasem, an ur</li> <li>✓ Eoled, a foreig</li> <li>✓ Ashkin, a past</li> <li>✓ Rine, a blackm</li> </ul> | ndertaker<br>gn official<br>toral farmer |

| Tic  | les of Gold  | PRIVATEERS MERCENARIES OF THE<br>MARINE WARS   |   | ORTS<br>Broken                           |
|--|--|--|---|--|
| NAME   | REPUTATION   | Special abilities  | LIGANG  |  |
| FLAG / COLORS  | Homeport   | • <b>BOMBARDMENT:</b> Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.   |   |  |
| INVESTMENTS TU<br>VVVVVVVVVVVVV<br>GAMING HARB<br>HALL +1 to act<br>+1 for Rovers asset  | OR     INFIRMARY       VER     1 PC gets a free<br>recovery action<br>ts     TURF         MERCHANT       ROUTE       +2 Coin for<br>theft operations   | <ul> <li>BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.</li> <li>LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.</li> <li>PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.</li> <li>SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).</li> </ul> | □Gang   | BROKEN                                   |
| TURF +1 to re<br>notoriety<br>body dis   | duce HOME BRIBES TURF  | <ul> <li>DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.</li> <li>VETERAN: Choose a special ability from another crew.</li> </ul>   |   |  |
| UPSCALE INEGLE   |  | <ul> <li>COMBAT READY: Gun deck gets a free round at the start of combat.</li> </ul>   | Injured   | BROKEN                                   |
| PARLORTHEA+2 for gossip+1 to Coactions during+1 to Cotrade phaseor Sway or   | ARISTOCRAT         COMMISSION         TRADE HOUSE           onsort         gain a royal         +2 coin for         PATRON           bight         higher class         -2 notoriety per         targets   | <ul> <li>AGILE: Can take 2 Helm actions per round if one was evade.</li> <li>WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   | □Gang   | Expert                                   |
|  | COIN Gilded COIN Gilded  | • <b>RIGGED TO KILL:</b> Increase Firepower by 1, with a max of 4.   |   |  |
|  |  | <ul> <li>STURDY: Use special armor to avoid damage in combat.</li> <li>WEALTH EXPANSIONS</li> </ul>  |   |  |
| STORMFRONT   |  | SPARE: second ship<br>FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases<br>FLOTILLA: no raids for sea downtime<br>SPY: choose 1 faction; you always know what they have stocked  | INJURED   | BROKEN                                   |
| -2   |  | BRIBE INNER CIRCLE: know a continent's Institution or Underworld<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there<br>FEARED: additional Coin when you loot equal to Fame attribute   |   |  |
| -1   |  | <b>FAME</b> SEA STORY: gain Sea Raider artifact when you loot instead of cargo LEGEND: choose 1 continent; war penalties do not apply to its ports   |   |  |
| Fallout starts with 2 sections filled;<br>fill a new section each round  | REPAIRS  | CREW XP<br>♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,<br>mark 2 xp.   | INJURED   | BROKEN                                   |
| The SLOOP is a small, agile<br>vessel with unmatched speed<br>and deadly firepower. Its<br>lightness comes at a cost:<br>no armor. |  | <ul> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>◊ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.</li> <li>◊ Contend with challenges above your current station.</li> <li>◊ Bolster your crew's reputation or develop a new one.</li> <li>◊ Work towards the crew's current goal:</li> </ul>  |   |  |
|  |  |  | LE ASSOCIATES   |  |
| SHIP XP<br>CREW<br>CREW<br>SIZE<br>SIZE<br>SPEED<br>FIREPOWER<br>DURABILITY  | CARGO<br>PRECIOUS GEMS +3<br>LUXURY FOOD +2 If you have 2+ of<br>FASHION +2 same cargo type,<br>ARMAMENTS +1 add the Wealth<br>KNOWLEDGE +1 modifier for<br>CRAFTING ELEMENTS 0 raids<br>ESSENTIAL GOODS 0 | LUXURY ITEMS       ALTAR       Quality         Favor of the People       Sawbones       Gear         Fine Boarding Rigging       Secure       Implements         Uppated Maps       Valut       Supplies   | <ul> <li>✓ Wagguten, a r</li> <li>✓ Ghasem, an u</li> <li>✓ Eoled, a foreiş</li> <li>✓ Ashkin, a pas</li> <li>✓ Rine, a blackr</li> </ul> | ndertaker<br>gn official<br>toral farmer |

| T  | les of Gold   |  |   |  | ORTS<br>BROKEN                           |
|--|---|--|---|--|--|
|  | les of OUIU   |  | <b>PRIVATEERS</b> Mercenaries of the<br>Marine Wars   | GANG   |  |
| NAME   | Reputation  | and the second s | Special abilities   |  |  |
| FLAG / COLORS  | Homeport  |  | • <b>BOMBARDMENT:</b> Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.  |  |  |
| INVESTMENTS TU<br>VVVVVVVVVVVVVVV<br>GAMING HARB<br>HALL +1 for Rovers asset   | OR     INFIRMARY     Image: Constraint of the state of the st | ONC<br>MERCHANT<br>ROUTE<br>-2 Coin for<br>ft operations   | <ul> <li>BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.</li> <li>LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.</li> <li>PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.</li> <li>SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).</li> <li>DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While</li> </ul> | Injured  | BROKEN                                   |
| TURF +1 to ree<br>notoriety<br>body dis  | duce HOME BRIBES<br>thru PORT +1 Skulke   | TURF   | <ul> <li>DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.</li> <li>VETERAN: Choose a special ability from another crew.</li> <li>SHIP ABILITIES</li> </ul>  |  |  |
|  |   |  | • <b>Down with the Ship:</b> PC's can take harm in the place of the ship; harm level increases by 1.  | Injured  | BROKEN                                   |
| PARLORTHEA+2 for gossipTHEAactions during+1 to Cotrade phaseor Sway or   | nsort gain a royal higher class -2 no site expert or gang targets   | ADE HOUSE<br>PATRON<br>notoriety per<br>score  | <ul> <li>MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take a 2nd action that round.</li> <li>SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   | Gang   | Expert                                   |
|  | COIN Gilded COIN Gilde  | ed<br>□  | • <b>REINFORCED:</b> Use +Heavy armor to avoid damage in combat.  |  |  |
| V V V V V V V V<br>STORMFRONT  |   |  | STURDY: Use special armor to avoid damage in combat.     WEALTHE EXPANSIONS   |  |  |
|  | H   |  | <b>Spare:</b> second ship   | INJURED  | BROKEN                                   |
| -3   | <b>A</b>  |  | FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases   | GANG   | Expert                                   |
| -2   |   | RMOR<br>RMOR  HEAVY  | BRIBE SPY: choose 1 faction; you always know what they have stocked<br>factions' stock<br>POCKET OF POWER: choose 1 port; you cannot be raided there  |  |  |
| -1   | SF  | PECIAL   | FEARED: additional Coin when you loot equal to Fame attribute<br>FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo<br>LEGEND: choose 1 continent; war penalties do not apply to its ports   | INJURED  | BROKEN                                   |
| Fallout starts with 2 sections filled;<br>fill a new section each round  | REPAIRS   | )  | CREW XP   |  |  |
| The WAR GALLEY is a<br>front-line combat ship.<br>As a dedicated military ship,<br>it focuses on destruction, not<br>running away. |   | War Galley<br>can take two<br>level-1 Fallout  | <ul> <li>Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>Execute a successful battle, recruitment, or subversion operation, or gain a new patron.</li> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> <li>Work towards the crew's current goal:</li> </ul>   | □Gang<br>  |  |
|  | 49,999 9 999 9 999 9 9 9 9 9 9 9 9 9 9 9  |  |   | le Associates  |  |
| SHIP XP<br>• • • CREW<br>• • • SIZE<br>• • • SPEED<br>• • • FIREPOWER<br>• • • DURABILITY  |   | If you have 2+ of<br>same cargo type,<br>add the Wealth<br>modifier for<br>raids   | LUXURY TIEMS ALTAR GUALITY<br>FAVOR OF THE PEOPLE ALTAR Documents<br>FINE BOARDING RIGGING DI SECURE Gear<br>UPDATED MAPS OF DI VAULT Supplies  | <ul> <li>✓ Wagguten, a m</li> <li>✓ Ghasem, an ur</li> <li>✓ Eoled, a foreig</li> <li>✓ Ashkin, a paste</li> <li>✓ Rine, a blackm</li> </ul> | ndertaker<br>gn official<br>toral farmer |

### PREMADE CREWS

### **PREMADE CREW CREATION**

**1. PICK YOUR CREW TYPE:** Pick from the three crew types and use its premade playbook for the rest of crew creation.

- **Pirates** are raiders and highwaymen of the seas
- **Pirate Hunters** act as maritime police, judges, and executioners
- ♦ **Privateers** are mercenaries for legitimate companies who desire plausible deniability

**2. CHOOSE A REPUTATION AND FLAG:** Your crew will be known by its reputation, and recognized by its flag. Pick a starting reputation: *Ambitious; Brutal; Daring; Honorable; Professional; Savvy; Subtle;* or *Strange.* 

Describe your flag's basic design and colors.

**3. PICK A SPECIAL ABILITY:** Look at the special abilities listed for your crew type and ship type. Pick one now.

**4. PICK A LOYAL ASSOCIATE:** Every crew type has a different list of supporting characters. Narratively, these characters live on your ship and can be brought into a scene as an asset or an obligation (indicated by the up and down arrow respectively). One of these associates is a long-term ally, close friend, or partner in crime. They will always be an asset with the up-arrow filled in and can always be brought in a scene regardless of asset/obligation level. Underline this associate and fill in the upwards arrow for them.

Your loyal associate has entanglements of their own. Look at the five factions you already have a status with as part of your premade. Improve one by +1 status; worsen one by -1 status. You can decide how your associate is related to those factions as it comes up in play.

#### PIRATES

HOMEPORT: Taymust, Tazwara

FIRST OPERATION: Mallius, Velia

**UPGRADES:** Starting with the agile and deadly sloop, your ship has been upgraded to support your secretive raiding. Your disguised rigging will make you look like a plain mechant class vessel, while the harpoon launcher will allow you to capture a fleeing ship and your high quality weapons make you lethal raiders. You can store your spoils in a vault to avoid drawing attention.

**FACTIONS:** The Curse and Black Reef helped improve your ship (+2 with each), but their assistance drew the jealousy of the Timeworn Blades (-2). Stealing the equipment from Mallius also drew the wrath of the Mallius Inquisitors (-2).

As Mallius was the site of your first major score, you will always be at higher risk for raids when you dock there. You earned the support of the Drusa Family (+1) for making the Inquisitors look ineffectual.

**STARTING SITUATION:** The Black Reef wants to offer you access to their pirate haven on the coast of a reef island. But first you must prove worthy by stealing a shipment of precious gems from the Royal Society of Architechs. The cargo is expected to travel from Sdaqa to Idukan. You can strike outside (or in) either port.

#### SUMMARY

Ship: sloop

Upgrades: harpoon launcher; deceptive rigging; vault; quality weapons

Factions: +2 to raid rolls in Mallius

- » The Curse (+2)» Timeworn Blades (-2)» Black Reef (+2)» Mallius Inquisitors (-2)
- » Drusa Family (+1)

### **PIRATE HUNTERS**

HOMEPORT: Dexius, Velia

FIRST OPERATION: Phaenna, Argyros

**UPGRADES:** Starting with the imposing and deadly war galley, your crew has secured a Sawbones to treat your wounded and top-tier documents to prove your professionalism. You also added an agile boarding boat for when you want to close in on a criminal without drawing attention.

**FACTIONS:** The Annunziato League and Mallius Inquisitors helped your crew improve your ship (+2 with each), but their favortism drew the suspicion from War Merchant Co and Drusa Family (-2 with each).

Your first operation in Phaenna lacked subtly, and you will always draw more attention for raids when you dock there. However, you made the King Trade Company look like it cared about security, earning their favor (+1).

**STARTING SITUATION:** Your patron has received word of a planned jail break in Taymust, Tazwara which would threaten many of their secret interests. They want it stopped. You can search for the associated pirate haven along the Tazwara coast and strike them directly, or intercept the criminals near the prison itself. The break is being led by members of the Black Reef.

#### SUMMARY

Ship: war galley

Upgrades: sawbones; quality documents; vehicle: agile boarding boat

Factions: +2 to raid rolls in Phaenna

| » Annunziato League (+2)  | » War Merchant Co. (-2) |
|---------------------------|-------------------------|
| » Mallius Inquisitor (+2) | » Drusa Family (-2)     |

» King Trade Company (+1)

### PRIVATEERS

HOMEPORT: Alkyon, Argyros

FIRST OPERATION: Sdaqa, Tazwara

**UPGRADES:** Starting with a typical merchant vessel, your ship has been upgraded to go toe-to-toe with some of the biggest trade companies. Your elite upgrades will make you equal to wealthier factions, while you updated maps and trade routes make you some of the finest navigators in the sea. The experimental sea glides allow you to navigate uneven river waters, allowing you to hide and trade where no one else goes.

**FACTIONS:** The Office of Commerce and Naturalization Consulate helped your crew improve their ship (+2 with each), but their assistance drew ill will of the Jalali Band and Sages Fund (-2 with each).

When you raided a military stronghold outside Sdaqa it earned you a dangerous rep with the locals and raids against you will always be worse there. However, the Itri Charter appreciated the elimination of those naysayers (+1 status).

**STARTING SITUATION:** The Itri Charter's attempts to open Sdaqa to more foreign trade are being blocked by a group within the Tazwaran Navy. They want you to make the Navy look ineffectual by raiding a the estate of an official who sponsors the lumber for their ships. Their estate lies several days east of Idukan.

#### SUMMARY

Ship: merchantman

Upgrades: elite upgrades; updated maps and trade routes; sail glides

Factions: +2 to raid rolls in Sdaqa

- » Office of Commerce (+2) » Jalali Band (-2)

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» Itri Charter (+1)
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| Tide  | es of Gold   | <b>PIRATES</b> RAIDERS & HIGHWAYMEN<br>OF THE SEAS   |  | Broken                              |
|---|--|--|--|-------------------------------------|
|   |  | OF THE SEAS  | GANG   | EXPERT                              |
| <u>Name</u><br>Flag / Colors  | REPUTATION<br>HOMEPORT   | BLACK IRON AMMO: Cannons cannot be blocked by armor. The first attack each round roll 3d6 and keep the 2 highest dise  |  |                                     |
| INVESTMENTS TURF  | WEALTH     WEAK     STRONG       V     V     U     U       TAVERN     CORRUPT     BLACK       +1 for Rooks     OFFICIAL     (Wealth roll)       +1 on deception     engagements     Coin in downt       HOME     PROTECTED     COUNT | LOCKER IN THE DEEP: You can flashback to visiting a hidden safebox;<br>during that score, Coin cannot be lost from fallout. This flashback reduces<br>one PC's next downtime actions by 1.   | INJURED  | Broken                              |
| consuming; +1 to TURF<br>reduce notoriety<br>after killing  | PORT +1 to Survey &<br>Tinker on site  | <ul> <li>• • • VETERAN: Choose a special ability from another crew.</li> <li>Ship Abilities</li> </ul>   |  |                                     |
| SLIPSTREAM<br>Move +1 hex<br>without needing<br>an Odyssey     UNDERSEA<br>SHRINE<br>+1 to Attune<br>rating       NOTORIENY     COL                                 | PATRON IN<br>THE DEEP<br>gain a leviathan<br>expert or gang<br>N Gilded COIN Gilded  | <ul> <li>AGILE: Can take 2 Helm actions per round if one was evade.</li> <li>WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers.</li> <li>RECRUIT: Increase Crew by 1, with a max of 4.</li> </ul>   |  | BROKEN                              |
|   |  | <ul> <li>RIGGED TO KILL: Increase Firepower by 1, with a max of 4.</li> <li>STURDY: Use special armor to avoid damage in combat.</li> <li>WEALTH EXPANSIONS</li> <li>SPARE: second ship</li> </ul>   | INJURED  | Broken                              |
| -3<br>-2  | ARMOR<br>SPECIAL   |  | □Gang<br>  | Expert                              |
| <b>-1</b><br>Fallout starts with 2 sections filled;   | REPAIRS  | FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo  | INJURED  | BROKEN                              |
| fill a new section each round<br>The SLOOP is a small, agile<br>vessel with unmatched speed<br>and deadly firepower. Its<br>lightness comes at a cost:<br>no armor. |  | <ul> <li>CREW XP</li> <li>◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.</li> <li>At the end of session, mark 1 xp or 2 xp if that item occured multiple times:</li> <li>◊ Execute a successful raid, kidnapping, holdup, or fraud operation.</li> <li>◊ Contend with challenges above your current station.</li> <li>◊ Bolster your crew's reputation or develop a new one.</li> <li>◊ Work towards the crew's current goal:</li> </ul> | □Gang<br>  | Expert                              |
| SHIP XP<br>CREW<br>CREW<br>SIZE<br>SPEED<br>FIREPOWER<br>DURABILITY<br>CR.  | CARGO<br>PRECIOUS GEMS +3<br>LUXURY FOOD +2 If you have<br>FASHION +2 same carge<br>ARMAMENTS +1 add the W<br>KNOWLEDGE +1 modifier<br>AFTING ELEMENTS 0 raids<br>ESSENTIAL GOODS 0  | CREW UPGRADES       QUESTIONAB         CREW UPGRADES       QUESTIONAB         ELITE THUGS       HARPOON LAUNCHER         PRIVATE BAR       Deceptive Rigging QUALITY         Secret Port       ALTAR         Secret Port       Sawbones         Legit Merchant FLAGS       Secure         Vealth       PIRATE SASH         (2 free load of       WorkSHOP         WorkSHOP       Workshop  | LE ASSOCIATES<br>↓ Miko, a weapor<br>↓ Hidi, a disgrace<br>↓ Anysia, an import<br>↓ Edem, a shipwr<br>↓ Idiger, an archi | ed chef<br>overished noble<br>right |



Police & Judges of the Depths

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

| Stricturi | ES: protect, | acquire, destroy  |
|-----------|--------------|-------------------|
| discover, | hiđe, pursi  | ue, or sacrifice. |

| Name  | Reputation  |  | Special abilities  | arcane.                                |
|---|---|--|--|--|
| FLAG / COLORS   | Homeport  |  | • ANY PRICE: The Crew sold their loyalty to a puppet master hidden from  | STRICTURES: protect, acquire, destroy, |
| TLAG / COLORS   |   |  | • ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture. | discover, hide, pursue, or sacrifice.  |
|   |   | X / Strong                               | <ul> <li>your master and gain +2 Coin for scores that align with its stricture.</li> <li>GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway.</li> </ul>   | G                                      |
|   | · · · · · · · · · · · · · · · · · · ·   |  | • FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of  | Cohorts                                |
| DEBTOR'S PRISON GLADIA  | ATOR  | GOVERNOR'S                               | the GM's choice for the remainder of that downtime.  | Injured Broken                         |
| +2 coin for ARE   |   | MANOR<br>-2 notoriety per                | <ul> <li>MASTER &amp; COMMANDER: When you make it through an ocean route with a<br/>Zone 4 hex, the ocean will remember your success; reduce the threat level of</li> </ul>  | <b>GANG</b>                            |
| lower class +1 for 7<br>targets   | Ihugs   | score                                    | future challenges by 1 along that route.   | GANG DEAPERT                           |
|   |   | BITTER                                   | <ul> <li>RIGHTEOUS STORM: Your ship runs on electricity and has an aura of<br/>lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest<br/>can attack with lightning.</li> </ul>   |  |
|   | HOME  | JUDGE                                    | • <b>BLOOD IN THE WATER:</b> Take +2 when tailing a target, or when gathering info   |  |
| TURF +1 to mark   | nipulate SERVICE  | +2 coin for<br>higher class              | at a target's previous location<br>• • • VETERAN: Choose a special ability from another crew.  |  |
|   | info for a score  | targets                                  |  |  |
|   |   |  | <b>SHIP ABILITIES DOWN WITH THE SHIP:</b> PC's can take harm in the place of the ship; harm  | Injured Broken                         |
| DOCK DOCK SECURITY  | LICUTUOIICE   | BOUNTY<br>HUNTERS                        | level increases by 1.  |  |
| War does not <b>SOCII</b><br>affect dock tithe add a                    | Ely spend I com for   | +2 coin for                              | <ul> <li>MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take<br/>a 2nd action that round.</li> </ul>   | □GANG □EXPERT                          |
| rates rates rates   |   | kidnap scores                            | • <b>SEASONED INSTINCTS:</b> You can reroll a fallout die, but the 2nd result is final.  |  |
| NOTORIETY   | COIN Gilded COIN  | Gilded                                   | • • <b>RECRUIT:</b> Increase Crew by 1, with a max of 4.   |  |
|   |   |  | <ul> <li>REINFORCED: Use +Heavy armor to avoid damage in combat.</li> <li>STURDY: Use special armor to avoid damage in combat.</li> </ul>  |  |
| STORMFRONT  |   |  | WEALTH EXPANSIONS  |  |
|   | H   |  | <b>Spare:</b> second ship  | INJURED BROKEN                         |
|   |   |  | FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases  | INJURED BROKEN                         |
| FALLOUT   |   |  | <b>FLOTILLA:</b> no raids for sea downtime   | □GANG □EXPERT                          |
| -3  |   | ARMOR                                    | SPY: choose 1 faction; you always know what they have stocked  |  |
|   | $\sim$  |  | BRIBE INNER CIRCLE: know a continent's Institution or Underworld   |  |
| -2  |   | +HEAVY                                   | <b>POCKET OF POWER:</b> choose 1 port; you cannot be raided there  |  |
| -1  | * *   |  | <b>FEARED:</b> additional Coin when you loot equal to Fame attribute<br><b>FAME SEA STORY:</b> gain Sea Raider artifact when you loot instead of cargo   |  |
|   |   |  | <b>LEGEND:</b> choose 1 continent; war penalties do not apply to its ports   |  |
| Fallout starts with 2 sections filled;<br>fill a new section each round | REPAI   |  |  | Injured Broken                         |
|   |   | War Galley                               | ♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,  | □GANG □EXPERT                          |
|   |   | can take two<br>level-1 Fallout          | mark 2 xp.   |  |
| The WAR GALLEY is a   |   | level-1 Fallout                          | At the end of session, mark 1 xp or 2 xp if that item occured multiple times:<br>◊ Apprehend a criminal, rescue citizens in distress, severely damage a  |  |
| front-line combat ship.<br>As a dedicated military ship,                |   |  | criminal operation, or further the interests of an official.   |  |
| it focuses on destruction, not  | The second se |  | <ul> <li>Contend with challenges above your current station.</li> <li>Bolster your crew's reputation or develop a new one.</li> </ul>  |  |
| running away.//   |   |  | Vork towards the crew's current goal:  |  |
|   | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1   |  |  | E ASSOCIATES                           |
|   | 9.40  |  | UNBREAKABLE JAIL CELL HARPOON LAUNCHER   | 7                                      |
| SHIP XP   | Cargo   |  | $\Box$ FORCED WARRANTS $\Box$ DECEPTIVE RIGGING QUALITY $\Delta$   | ✓ Touya, a prison guard                |
| $\bullet \bullet \bullet \circ CREW$                                    | Precious Gems   | +3                                       | SAWBONES EC  | $\nabla$ Rot, a former gang underboss  |
| • • • • Size  | Luxury Food   | +2 If you have 2+ of                     |  | $\nabla$ Sona, a scout                 |
| • • • SPEED   | Fashion Armaments   | +2 same cargo type,<br>+1 add the Wealth | FOR I ATTRIBUTE) $\Box \Box \Box \Box$ Supplies $\Delta$   | earrow Agazio, a money changer         |
| • • • FIREPOWER   | Knowledge   | +1 add the weath<br>+1 modifier for      | New BLOOD VEHICLE Tools  | abla Giovone, a wealthy explorer       |
| • • • DURABILITY  | CRAFTING ELEMENTS   | o raids                                  | (add an expert of a Sur Curper Weapons   |  |
|   | Essential Goods   | 0  | different type to a gang) 🗀 SAIL GLIDES -  |  |

