

Sails the Seas

by Ryan Chaddock

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Sails the Seas

You are a skilled sailor, learned through years of experience aboard a military, trading, or pirate vessel. Though your adventuring may take you back on land, the skills you've developed on the seas never go away.

You likely dress as sailors do, in simple clothes that allow free range of movement. If you're of a piratical bent you may wear bright clothing and audacious jewelry to show off the fruits of your labors.

Connection: Choose one other PC who you've worked with before. When fighting back to back with that character, you gain an asset on defense rolls.

Minor Effect Suggestions: You've gained the higher ground by climbing up on something nearby-granting you an asset.

Major Effect Suggestions: You've intimidated your foe into surrender.

Gm Intrusion: Something one of the other PC's says or does is "bad luck", and you suffer +1 difficulty on all rolls next round due to a lack of confidence.

Tier 1: Scallywag. You are trained in seafaring and acrobatics tasks. Seafaring includes: fishing, sailing, swimming, rope use, and navigation at sea. Enabler.

Tier 2: Sea Legs (3 Speed points). Years at sea have made you adept at moving and acting fast. Instead of merely moving Immediate distance during your turn while taking an action, you may move up to Short distance. Enabler.

Tier 3: Fame/Infamy. You may choose one of the following options:

- Your quick wit and reputation as a trader or smuggler grants you an asset on all interaction rolls relating to haggling and commerce. Enabler.
- Your glare as well as your reputation as a pirate or raider grants you an asset on all interaction rolls relating to intimidation and threats. Enabler.

Tier 4: Master of the Seas. You are specialized in seafaring and acrobatics tasks. Enabler.

Tier 5: Cannoneer. You are trained in the use of ranged weapon Numenera. Enabler.

Tier 6: All Hands On Deck (4 Intellect points). You rally your crew (the other PC's), granting all of them who can see or hear you an asset on their next attack roll. This may only be used once per hour. Action.