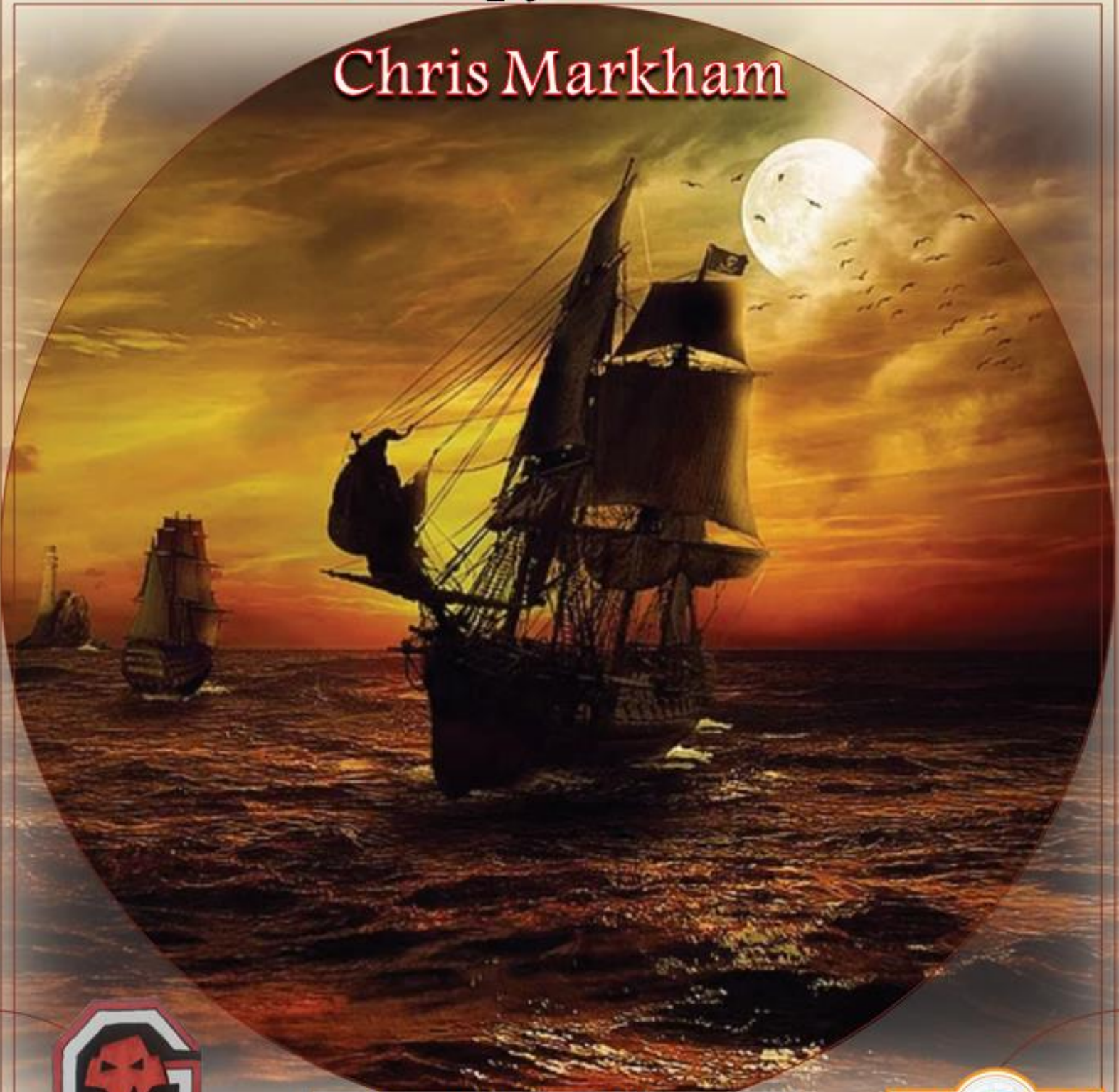


TERRINOTH SETTING
COMPATIBLE

TARIANOR'S TRANSPORTS

The Finest Shipyards in Mennara

Chris Markham



FANTASY RULES SUPPLEMENT



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*With an impossible amount of gratitude to my wife and daughter, for putting up with me and
indulging my continuing love of RPG storytelling, and my obsession (their words)
with learning everything I can about the Terrinoth setting and doing these supplements.*

Thanks also to Scott Zumwalt for his permission to use the vehicle sheet design in the back of this work.

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INTRODUCTION

This product is a supplement for the **REALMS OF TERRINOTH** setting. Though the supplement explores the world of Mennara, it can be converted for use in your own fantasy world. The **GENESYS CORE RULEBOOK** (CRB), **REALMS OF TERRINOTH** setting (RoT), and either Genesys Dice or the Genesys Dice App are required to use this product.

OVERVIEW

The fabled Floating City of Tarianor is known all over Mennara as the greatest shipyard in the world. Though part of Torue-Albes, the city's architecture is mostly Lorimorian in style reflecting the ties the city has to both nations. The city is the official producer of the war galleons of both Lorimor and the Albesian Royal Navy.

This book provides 8 different commonly encountered ships on the waterways of Mennara, along with images, deck plans and Genesys vehicle stats. In addition, an airship example is provided, "The Albatross", the flagship of the city's founder.

Optional rules are also given for outfitting ships with weapons, attachments, and other modifications.

Another section covers the reasons Mennarans take to the sea, including the kinds of cargoes shipped and their value, as well as other uses for ships.

Finally, life at sea is covered, such as hidden dangers, notable locations and legends, and survival tactics and other aspects of life at sea. **Captain Eddy Bloodkelp**, former pirate, now Countess of Tarianor, acts as your guide through the wondrous shipyards of the city and the waterways of Mennara.



Ahoy ye landlubbers! Welcome to me shipyard! The finest vessels that e'er sailed the seas. We build 'em, arm 'em, and improve 'em for ye! From Weik Longships to the finest Galleons of Lorimor an' the Albesian Navy, we do 'em all! And while ye wait, join us fer a game a' Fortuna's Favor or 3 Card Ante, toss back some rum, or spend yer coin on a date for the evenin'! So rest yer bones and enjoy the city!—Captain Eddy Bloodkelp (Gnome, former pirate)

A NOTE ABOUT LORE

Information about Tarianor comes from the **REALMS OF TERRINOTH** sourcebook. However, much of the other information is from various other RPG sources, but mainly Terrinoth-specific lore is derived from the **ISLE OF DREAD** expansion for the **RUNEBOUND** board game, which featured ships and nautical lore as its main focus.

TERMINOLOGY

While describing all nautical and sailing terms would fill its own book, some common ones are helpful to know. In addition, GMs and players using ships should familiarize themselves with the vehicle rules in the **GENESYS CORE RULEBOOK**.

Common nautical terms:

- **Fore:** front of the ship
- **Aft:** back of the ship
- **Port:** left side of the ship
- **Starboard:** right side of the ship
- **Broadside:** firing all weapons on either the port or starboard sides
- **Keel:** length of a ship
- **Beam:** width of a ship
- **Tonnage:** displacement of a ship (and usually cargo tonnage)

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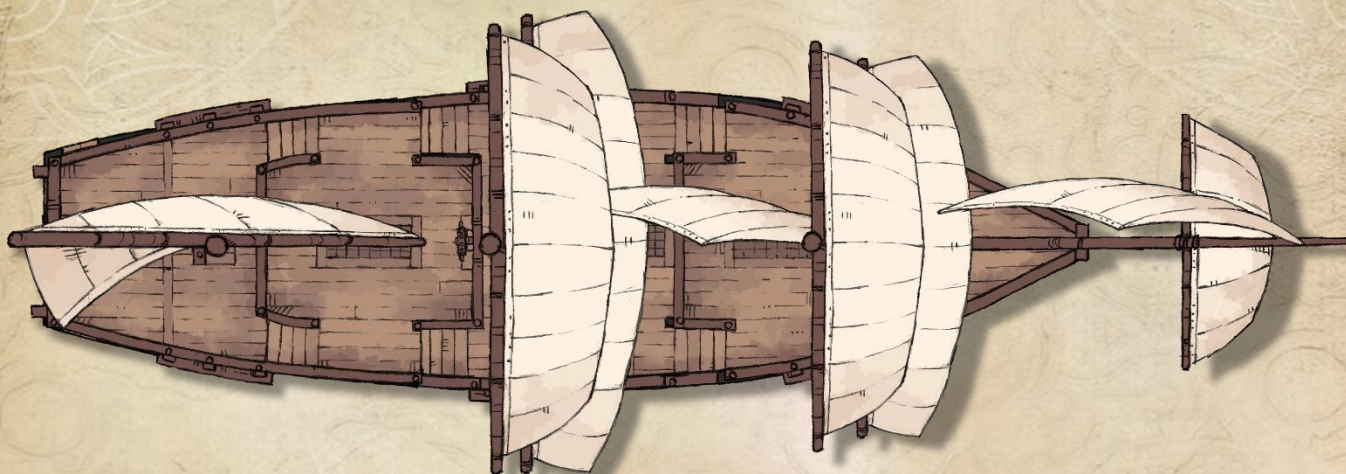
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ALBESIAN & LORIMORIAN GALLEON



MAIN DECK



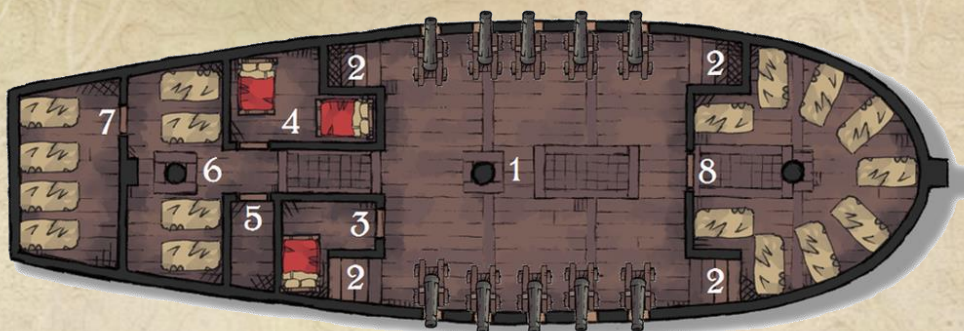
AFT-CASTLE & FORECASTLE (darker)



TARIANOR'S TRANSPORTS

Terrinoth Supplement

LOWER DECK



ALBESIAN & LORIMORIAN GALLEON

Characteristics



Weapons

10 starboard and port 24lb cannons (FA Starboard and FA Port; Dmg 6; Crit 3; Range [L])
6 starboard and port 9lb cannons (FA Starboard and FA Port; Dmg 4; Crit 5; Range [M])
2 forward "long nines" (FA Forward; Dmg 4; Crit 5; Range [L]; Accurate 1)

Attachments

None standard
Commonly Added: reinforced ram, extra rigging, carved figurehead, additional guns.

CARGO

A Galleon's primary cargo is marines. However, in peaceful times, only a small force is aboard, and the rest of the space is given over to larger cargoes or cargoes needing this level of protection and security.

The Galleon is the main warship for both the Albesian Navy and Lorimor's naval forces. With a keel length of 160' (49m) and a beam width of 3' (9m), these ships are powered by numerous sails; square-rigged on the foremast (front mast) and mainmast (middle mast), and lateen-rigged on the mizzenmast (rear mast).

It should be noted there are several custom, large flagships still referred to as "Galleons" though the more proper naval term is "Frigate". These vessels have additional gun decks, larger beam and keel measurements, more tonnage, and of course, higher stats. Such vessels are Silhouette 6 (I) and rarely encountered by adventurers. These beasts often send enemy ships running off at full sail the moment they are spotted on the horizon! For a real-world reference, these are the classic ships folks think of for pirate ships.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 120 crew

Passenger Capacity: 30

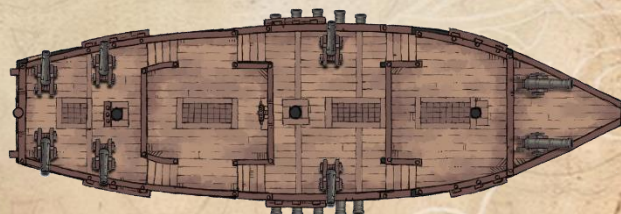
Price/Rarity: 200,000/8 – Expensive, even for nations

Consumables: 3 months

Encumbrance Capacity: 100 (500 tons)

Tonnage: 500 Tons

Vehicle Hard Points (VHP): 100 (24 free if armed)



Standard Armament Configuration



Galleon

DECK PLAN

The ship is laid out with a Main Deck, then has a 2-stepped aft-castle, and a forecastle. Beneath the Main Deck is a Lower Deck primarily for crew, passengers, and cargo (and guns if a naval ship). Below this (not mapped) is a Bilge Deck (rocks for ballast, extra cargo, etc.).

Main Deck

1. **Ship's Wheel:** Steers the rudder, typically has a rope loop to keep the ship on course
2. **Mizzenmast:** Mast towards the rear of the ship
3. **Mainmast:** Mast in the center of the ship
4. **Foremast:** Mast towards the front of the ship
5. **Ship's Rudder:** Controlled by the Ship's Wheel
6. **Companionway Hatches Down:** These hatches open up to the deck below, typically used for cargo or furnishings

Aft-castle & Forecastle

1. **Officers' Mess Hall:** A large table is typically here for planning and for eating in a more civilized manner (the crew typically eats wherever they can)
2. **Stateroom:** Often, staterooms have single beds, though some ships have these as bunk beds for more capacity.
3. **Captain's Quarters:** On some ships, the Captain shares his quarters with select passengers or ship officers but this can vary.
4. **Storage Closet:** The Captain's personal storage
5. **Companionway Hatch Down:** Down to the Below Deck.
6. **Storage Room, Ship's Galley:** Extra Sails, tar, rope, food stores are stored here, and the ship's meals are prepared here.
7. **Stateroom:** Often, staterooms have single beds, though some ships have these as bunk beds for more capacity.
8. **Rope and Sails Storage:** On naval ships, this area often houses a couple of "long nine" guns.

Below Deck

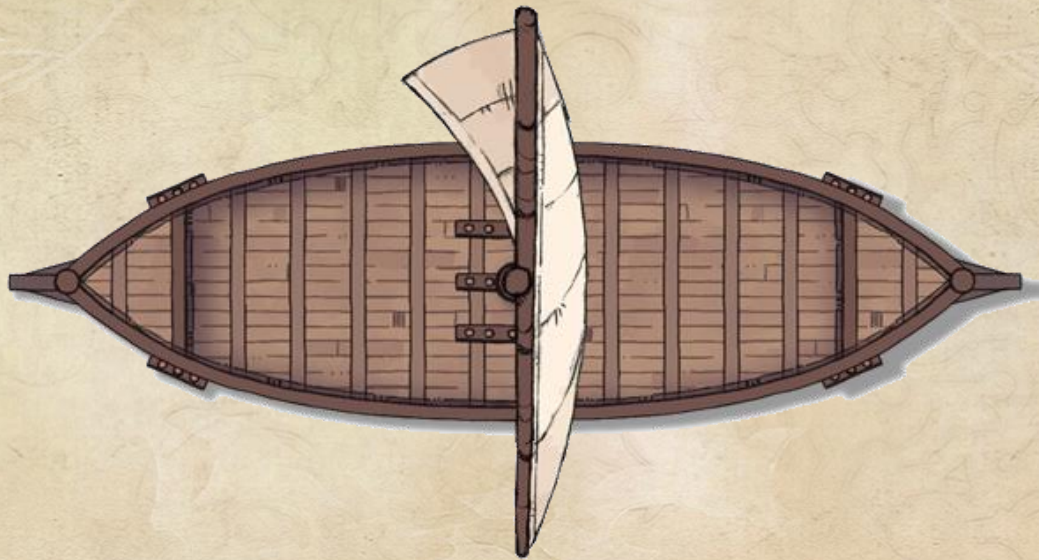
1. **Cargo Hold / Gun Deck:** This area is the primary cargo hold and on naval ships typically houses the bigger guns. The hatch here leads down to the Bilge Deck. If guns are not used here, instead of gun ports, there are portholes here.
2. **Stairs Up:** Stairs up to the Aft-castle and Forecastle areas.
3. **Officers' Quarters:** Bunk beds, often footlockers
4. **Officers' Quarters:** Bunk beds, often footlockers
5. **Storage Closet:** Often used for cargo that must be locked up.
6. **Crew Quarters:** Hammocks
7. **Crew Quarters:** Hammocks
8. **Passengers' / Crew Quarters:** Hammocks

Bilge Deck

(Not Pictured): This area is only about 3' (1m) high. Can often be used to store contraband as long as it will be safe from the rocks used as ballast and mold, etc.



ALBESIAN PENTECONTER



ALBESIAN PENTECONTER

Characteristics



Weapons

1 heavy forward fire projector (FA Forward Dmg 4; Crit 5; Range [M])
2 fore and aft swivel cannons (FA 360; Dmg 3; Crit 5; Range [M])

Attachments

A ram is a common addition, though often means losing a swivel cannon.

CARGO

These vessels are used for war and are not designed to carry cargo.

The Albesian Pentacontner is the most numerous ship type in the Albesian Navy as well as Lorimor's naval forces. With a keel length of 71' (21m) and a beam width of 15' (4.5m), these ships are powered by 10 oars to a side and a single sail. While capable of long sea voyages, Lorimor and the Albesian Navy typically use these ships for coastal defense, preferring Galleons for longer voyages.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 50 crew

Passenger Capacity: None

Price/Rarity: 30,000/6

Consumables: 1 week

Encumbrance Capacity: 10 (100 Tons)

Tonnage: 100 Tons

Vehicle Hard Points (VHP): 10 (2 free if armed)

DECK PLAN



Penteconter

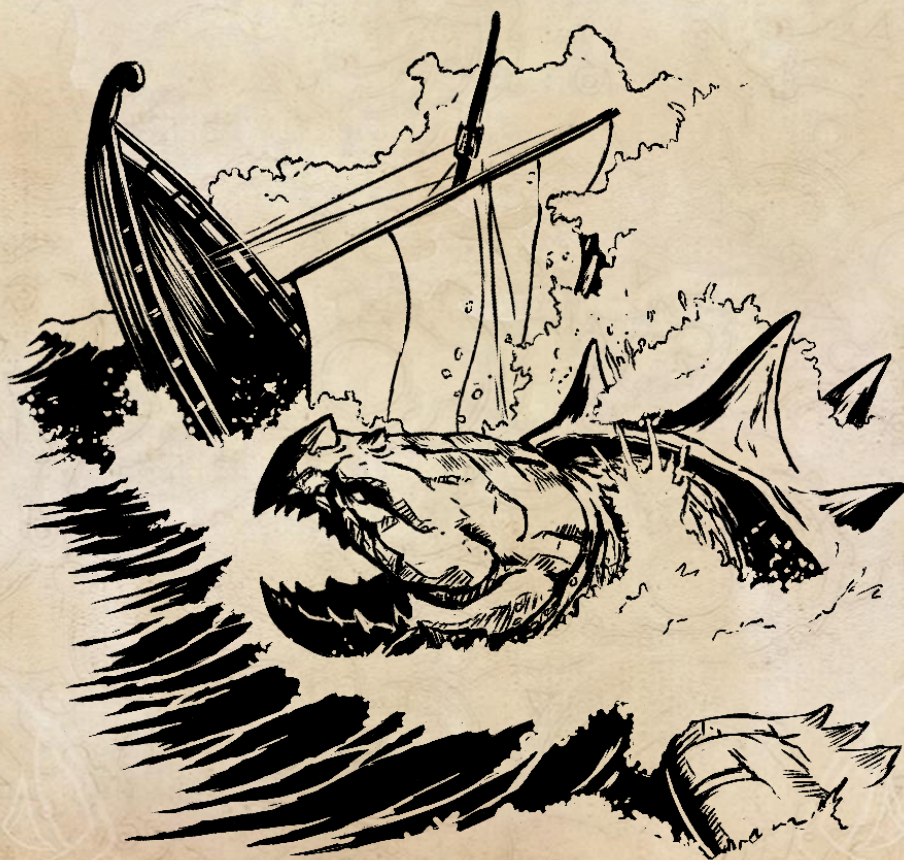
While the most numerous ship, typically greener naval recruits are assigned to coastal patrols. Aspiring marines and sailors quickly try to move up and get stationed on finer vessels (though they'll leave with well-defined arm muscles from all of the rowing!). For real-world historical context, these ships were common during the Trojan War.

Most of the ship is dedicated to seating for the oarsmen who double as marines. These ships have a standard ram, but often reinforce this, and reinforce the bow (front) of the ship.

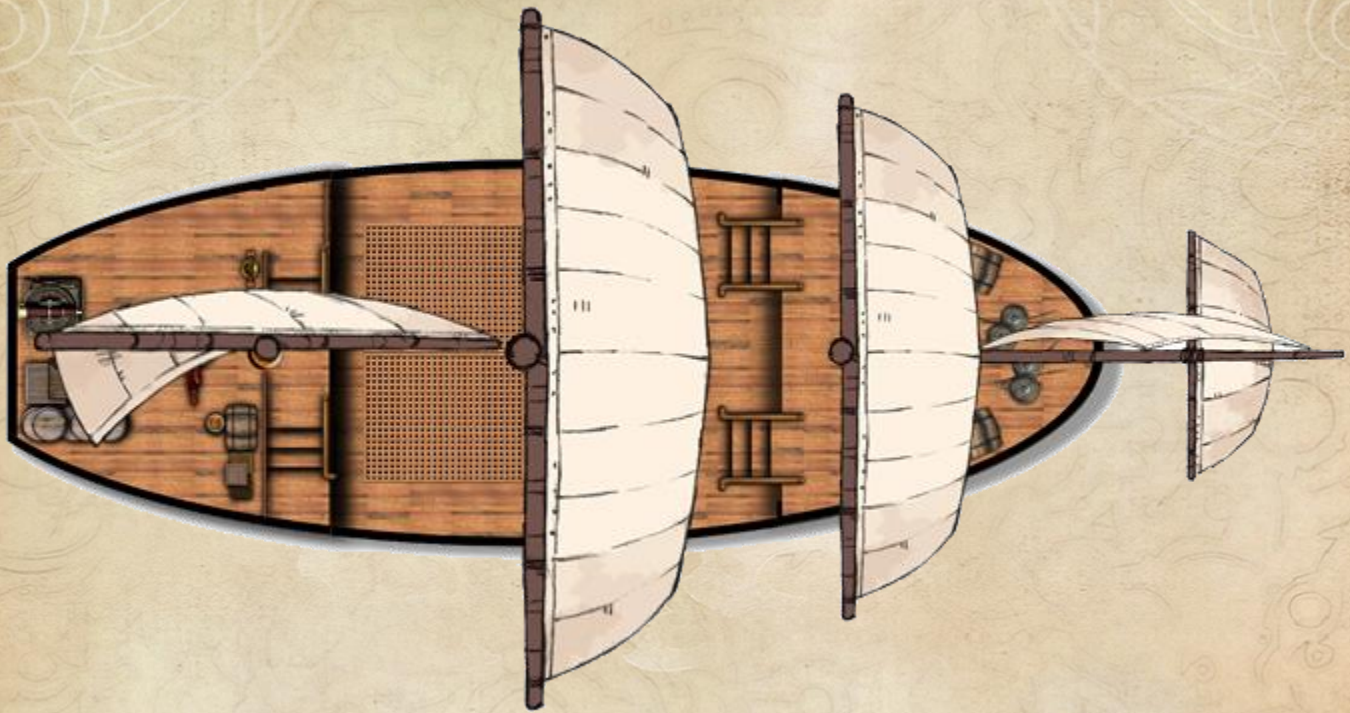
There is storage in the bow and in the stern (back) of the ship, but it isn't sizable in either. These are typically for consumables and/or weapons. Most of the marines simply have their equipment against the gunwales (inside sides) of the ship, to have them close at hand.

Typically, the oars are only used either in combat, or when in congested areas, unless the ship simply needs to make time when there is no wind, or otherwise needs more speed and maneuverability.

The Lorimorian Navy often has a Lorimor Fire Projector coming out of the "mouth" of the figurehead and a Swivel Cannon on the bow and on the stern. These weapons are typically loaded with Grapeshot and used to "soften up" the crew of an enemy ship prior to boarding it.



CARRACK



MAIN DECK



CARRACK

Characteristics



Weapons

None Standard
Commonly armed with **6 starboard and port 9lb cannons** (FA Starboard and FA Port; Dmg 4; Crit 5; Range [M]) in a military or pirate role

Attachments

None Standard. More guns, added rigging and netting are common if used as a naval vessel.

CARGO

Cargo transport is the main purpose of this vessel. Huge cargo hatches allow for bulky cargo such as lumber and other building materials.

The Carrack's main role is as a merchant ship (and as a precursor to the Galleon). With a keel length of 70' (21m) and a beam width of 20' (6m), these ships are powered by many sails rigged the same way as a Galleon (square-rigged on the foremast and mainmast, and lateen-rigged on the mizzenmast). A multi-purpose ship, it is now used by pirates, merchants, navies, and fishermen alike, since many rich nations have been selling them off to purchase greater cargo capacity Galleons. A real-world historical example is Columbus' *Santa Maria*.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 70 Crew

Passenger Capacity: 20

Price/Rarity: 120,000/7

Consumables: 3 months

Encumbrance Capacity: 60 (300 Tons)

Tonnage: 300 Tons

Vehicle Hard Points (VHP): 60 (42 free if armed)



Carrack

DECK PLAN

Main Deck

1. **Ship's Wheel:** Steers the ship
2. **Cargo Hatches:** Down to Below Deck

Aft-castle

(Not pictured). This open cabin is where officers sleep

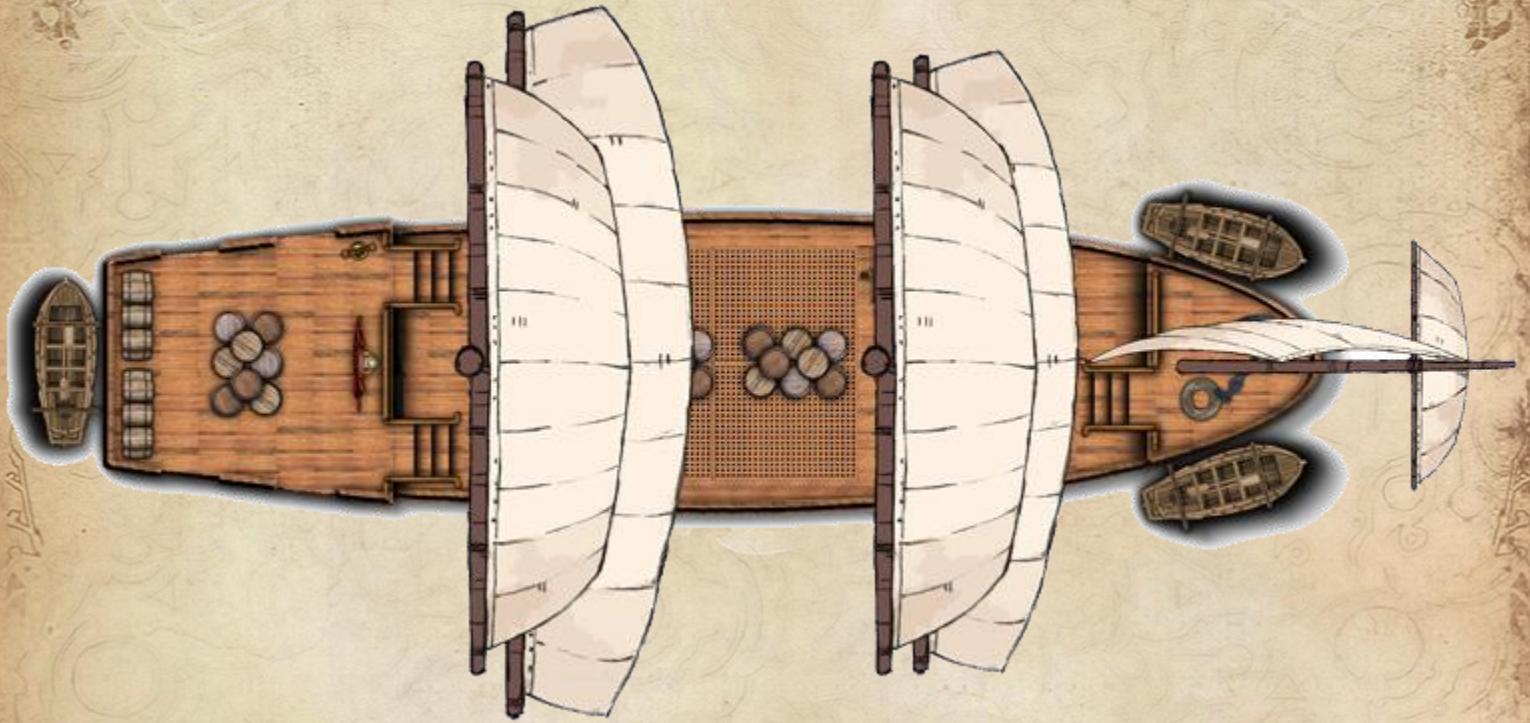
Forecastle

(Not pictured). This open cabin is where the crew sleeps

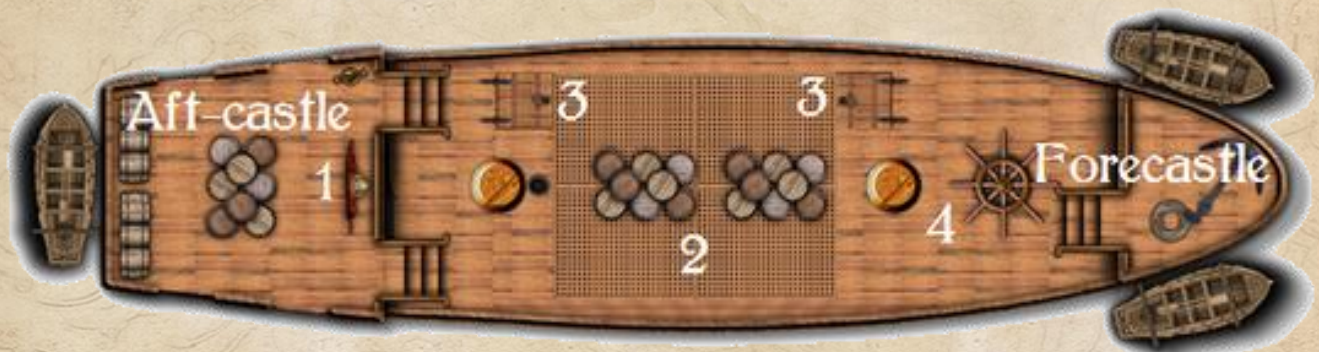
Below Deck

(Not pictured). This open deck is used for cargo

CARAVEL



MAIN DECK



TARIANOR'S TRANSPORTS

Terrinoth Supplement

CARAVEL

Characteristics



Weapons

16 starboard and port 9lb cannons
(FA Starboard and FA Port; Dmg 4;
Crit 5; Range [M])

Attachments

The Caravel can be equipped with a variety of weapons so this is often the first change a captain makes.

CARGO

Cargo is still the primary concern, and its large cargo hatches allow it to ship bulky cargoes.

The larger version, square-rigged Caravel is another forerunner to the modern Galleon. With a keel length of 60' (18m) and a beam width of 15' (4.5m), these ships are powered by two square-rigged sails, and a lateen sail on the mizzenmast. Once only used by powerful navies, these ships are now also purchased by powerful merchant houses as well.

These ships are optimized for cargo, capable of holding as much cargo as the Carrack, but lighter and more maneuverable. Real-world historical examples are Columbus' *Nina* and *Pinta*.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 50 crew

Passenger Capacity: 10

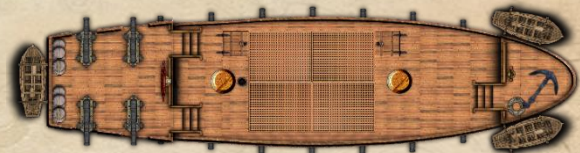
Price/Rarity: 100,000/6

Consumables: 3 months

Encumbrance Capacity: 60 (300 Tons)

Tonnage: 200 Tons

Vehicle Hard Points (VHP): 60 (12 free if fully armed)



Standard Armament Configuration

DECK PLAN

Main Deck

1. **Ship's Wheel:** Steers the ship
2. **Cargo Hatches:** Down to Below Deck
3. **Companionway Hatches:** Stairs down to Below Deck
4. **Capstan:** Used to hoist sails

Aft-castle

(Not pictured). This open cabin is where officers sleep

Forecastle

(Not pictured). This open cabin is where the crew sleeps

Below Deck – (Not pictured). used for cargo



Caravel

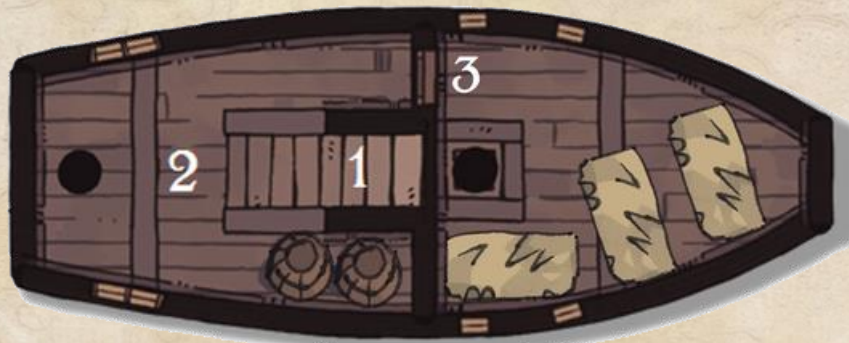
COG



MAIN DECK



BELOW DECK



TARIANOR'S TRANSPORTS Terrinoth Supplement

COG



None Standard. However, many merchant ships do have a couple of cannons onboard.

None Standard. Extra rigging and a Carved Figurehead are common.

Though cargo space is limited, for the price, the Cog makes a great entry level merchant ship, and many powerful merchants started with just one Cog.

The Mennaran Cog is the workhorse of the sea. With a keel length of 50' (15m) and a beam width of 15' (4.5m), these ships are powered by two lateen-rigged sails. A multi-purpose ship, it is used by poorer pirates, merchants, navies (often as peaceful patrol ships), and fishermen alike. For beginning adventurers at sea, it is often the first "group" ship a party might own. A "real-world" reference would be Vizzini's ship in *Princess Bride*.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 12 Crew

Passenger Capacity: 2

Price/Rarity: 30,000/5

Consumables: 1 month

Encumbrance Capacity: 18 (90 Tons)

Tonnage: 90 Tons

Vehicle Hard Points (VHP): 18

DECK PLAN

Main Deck

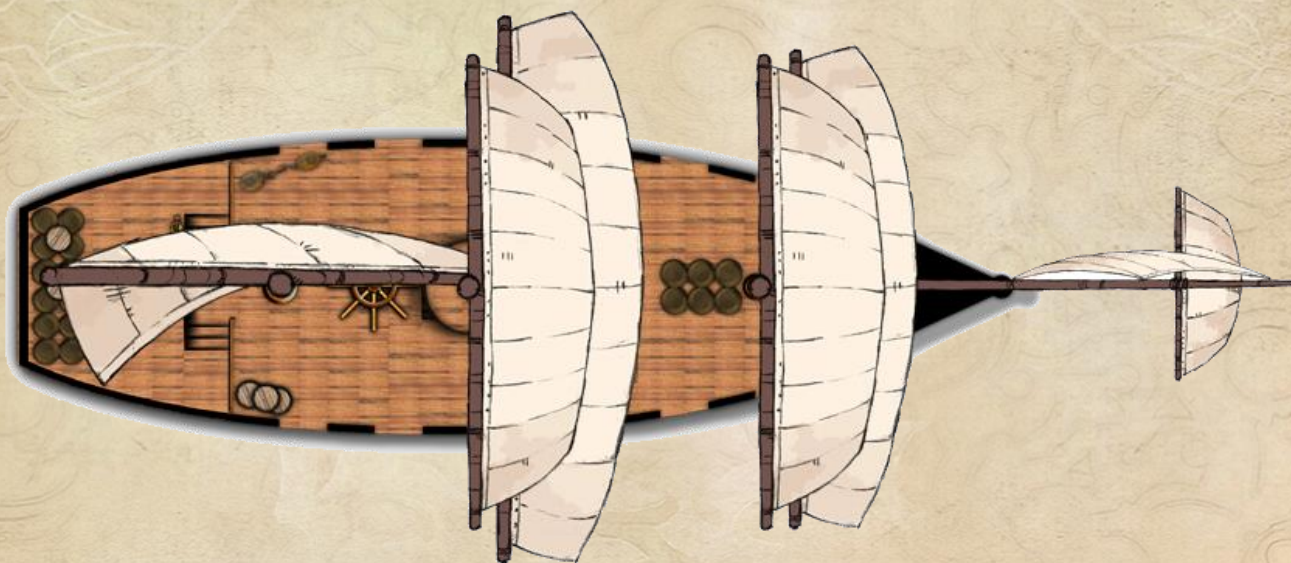
1. **Ship's Wheel:** Steers the ship
2. **Stairs:** Down to deck
3. **Stairs:** Down to Below Deck
4. **Hatch:** Down to Below Deck

Below Deck

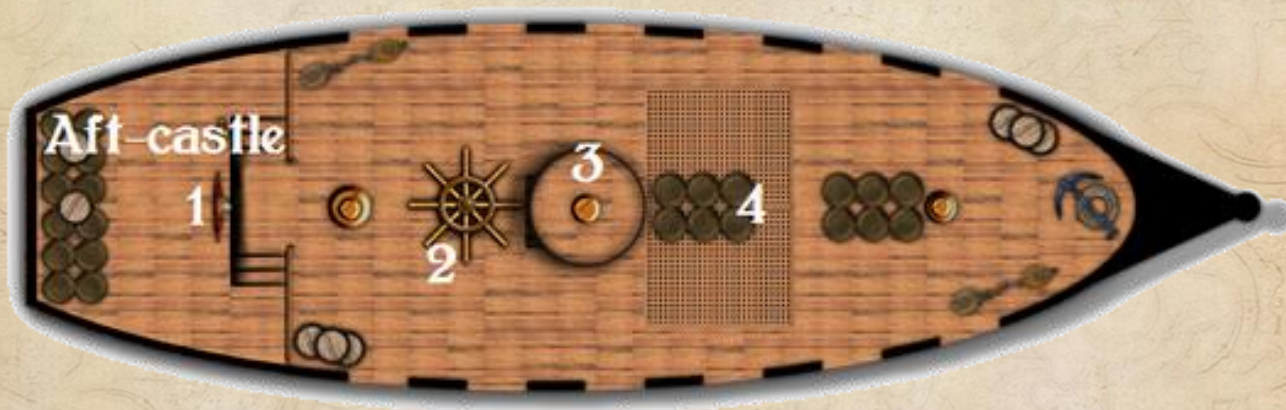
1. **Stairs:** Up to Main Deck
2. **Cargo Hold**
3. **Crew Quarters** (and Cargo Hold)



FLUYT



MAIN DECK



FLUYT

Characteristics					
5	4	-2	DEFENSE	ARMOR	
			0	3	
SILHOUETTE	MAX SPEED	HANDLING	HULL TRAUMA	SYSTEM STRAIN	
			60	40	

TARIANOR'S TRANSPORTS

Terrinoth Supplement

Weapons

14 starboard and port 24lb cannons (FA Starboard and FA Port; Dmg 6; Crit 3; Range [L])

12 starboard and port light ballistae (FA Starboard and FA Port; Dmg ?; Crit ?; Range [M]) though on flagships, these may be upgraded.

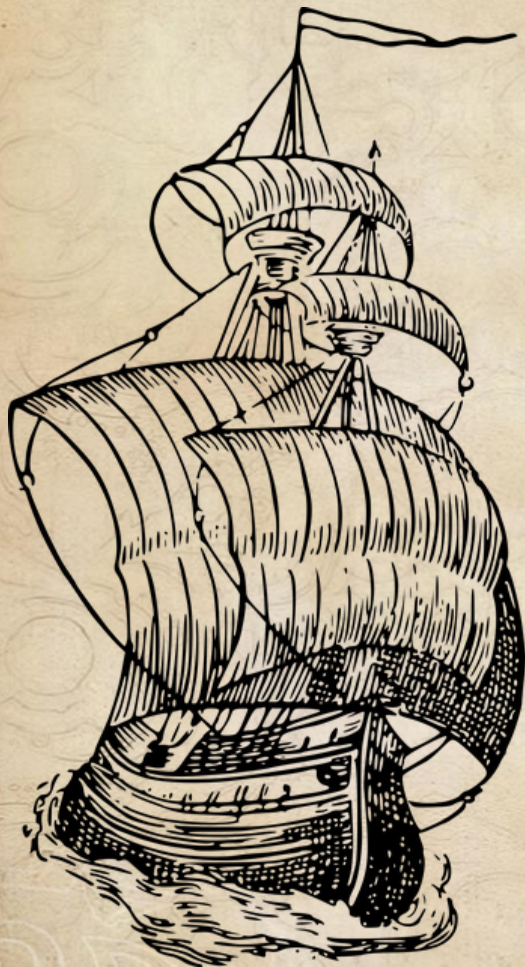
Attachments

Though already fast, Extra rigging is a common addition to these ships. The ship's hard points allow it to carry a wide variety of weapons.

CARGO

The large cargo capacity and fast speed make this a prime choice for wealthier merchant houses. Large cargo hatches enable it to carry bulkier cargo items such as building materials and disassembled siege weapons.

The large Fluyt is a newer design from Tarianor, created mostly for powerful (and wealthy) navies (though its heavy cargo capacity and speed makes it popular with merchants and extremely wealthy (or lucky) pirates as well). With a keel length of 150' (45m) and a beam width of 35' (10m), these ships are powered by taller sails than the Galleon for increased speed. The smaller deck and swelled belly of the ships are intentional, and were designed as a way to mitigate Baronial taxes as such taxes were assessed based on deck footage vs tonnage.



Fluyt

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 160 crew

Passenger Capacity: 30

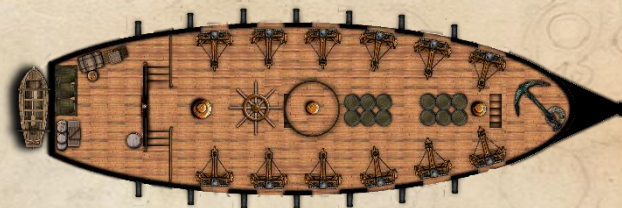
Price/Rarity: 400,000/9 – Expensive, even for nations

Consumables: 6 months

Encumbrance Capacity: 120 (600 Tons)

Tonnage: 600 Tons

Vehicle Hard Points (VHP): 120 (26 free if armed)



Standard Armament Configuration

DECK PLAN

Main Deck

1. **Ship's Wheel:** Steers
2. **Capstan**
3. **Crow's Nest:** Large observation bucket up the mainmast
4. **Cargo Hatches:** Down to Below Deck

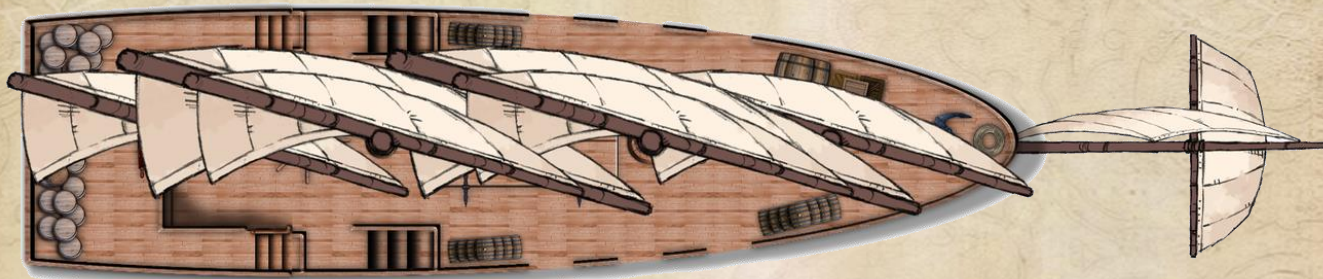
Aft-castle

The aft-castle is one cabin serving as quarters for the officers and the captain. Some captains add a wall inside to separate.

Below Deck

This deck is dedicated to cargo, but also serves as quarters for the crew, sleeping in hammocks. Some captains add walls and create cabins for passengers, but these ships are too expensive and new for simple passenger duty.

SCHOONER



MAIN DECK



SCHOONER



TARIANOR'S TRANSPORTS

Terrinoth Supplement

Weapons

6 starboard and port 24lb cannons
(FA Starboard and FA Port; Dmg 6;
Crit 3; Range [L])

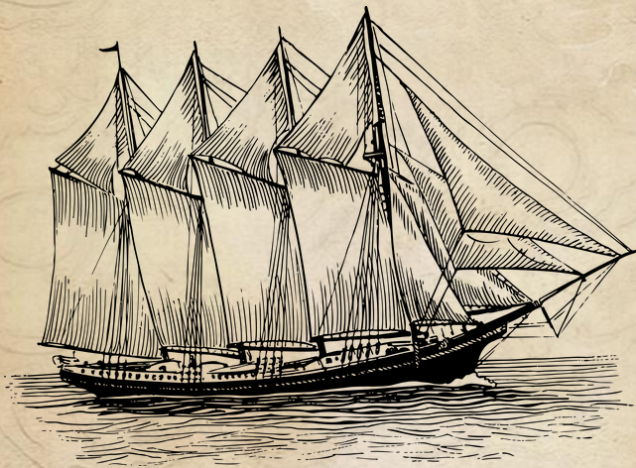
Attachments

Though already fast, Extra rigging is a common addition to these ships. The ship's hard points allow it to carry a wide variety of weapons.

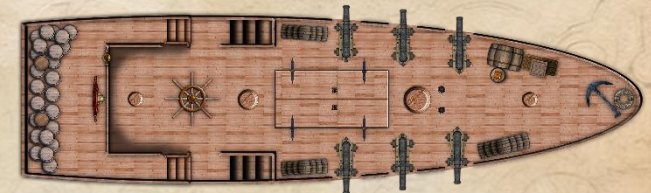
CARGO

The large cargo capacity and fast speed make this a prime choice for wealthier merchant houses. Large cargo hatches enable it to carry bulkier cargo items such as building materials and disassembled siege weapons.

The gaff-rigged Schooner is the very latest design to come out of Captain Eddy Bloodkelp's ingenious shipyards. With a keel length of 150' (46m) and a beam width of 20' (6m), these ships are powered by four masts of tall sails. It is fast and carries a decent amount of cargo. However, to arm it, one must opt for the newer, and lighter cannons vs. catapults or ballistae to maintain that speed.



Schooner



Standard Armament Configuration

DECK PLAN

Main Deck

1. Ship's Wheel: Steers the ship
2. Capstan
3. Stairs: Down to Below Deck
4. Cargo Hatches: Down to Below Deck

Aft-castle

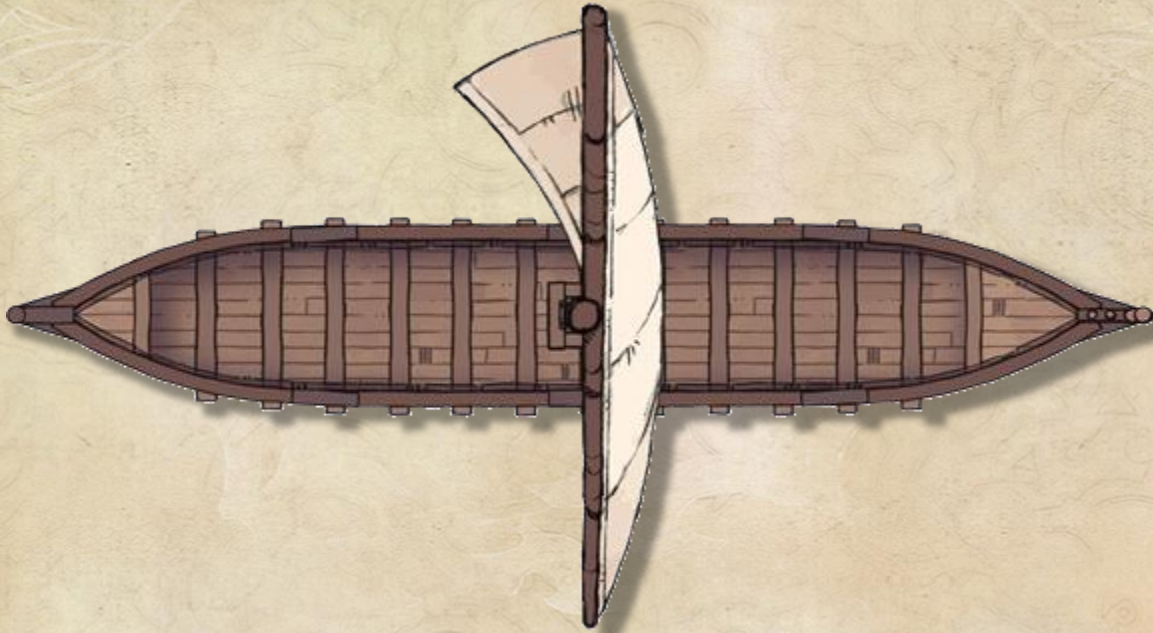
The aft-castle is one cabin serving as quarters for the officers and the captain. Some captains add a wall inside to separate.

Below Deck

This deck is dedicated to cargo, but also serves as quarters for the crew, sleeping in hammocks. Some captains add walls and create cabins for passengers, but these ships are too expensive and new for simple passenger duty.



WEIK LONGSHIP



WEIK LONGSHIP

Characteristics



Weapons

Ram: (Dmg 6; Crit NA; Range [E];
Special +40 to Crit roll)

Attachments

Carved Figurehead, Ram is included and costs no Hard Points.

CARGO

Typically looted plunder of coastal villages.

The Weik Longship is definitely the oldest ship type seen on the seas of Mennara. Used for centuries by the Weik of Isheim as raiding and exploration ships, it is powered by 12 oars on each side and a center sail, weather permitting. A real-world history example is of course the Viking Longship.

While the staple ship of Isheim, many of the more powerful Hearthlords have Galleons as their flagships.

Control Skill: Operating (normally not a Terrinoth skill, but is needed if introducing ships to your Terrinoth game)

Complement: 40 crew

Passenger Capacity: 10

Price/Rarity: 5,400/5

Consumables: 1 day

Encumbrance Capacity: 10 (50 Ton)

Tonnage: 50 Tons

Vehicle Hard Points (VHP): 5

DECK PLAN

The majority of the ship is taken up by the oarsmen. Designed for quick raids, the ships are loaded with men. A small number of such ships come ashore to smaller villages and settlements to loot and plunder whatever they can grab. Often, the villages are deserted when the sails are sighted, a tactic that eventually led to many of the Hearthlords of Isheim finding other uses for such vessels and ceasing raids on others in exchange for treaties and trade deals.

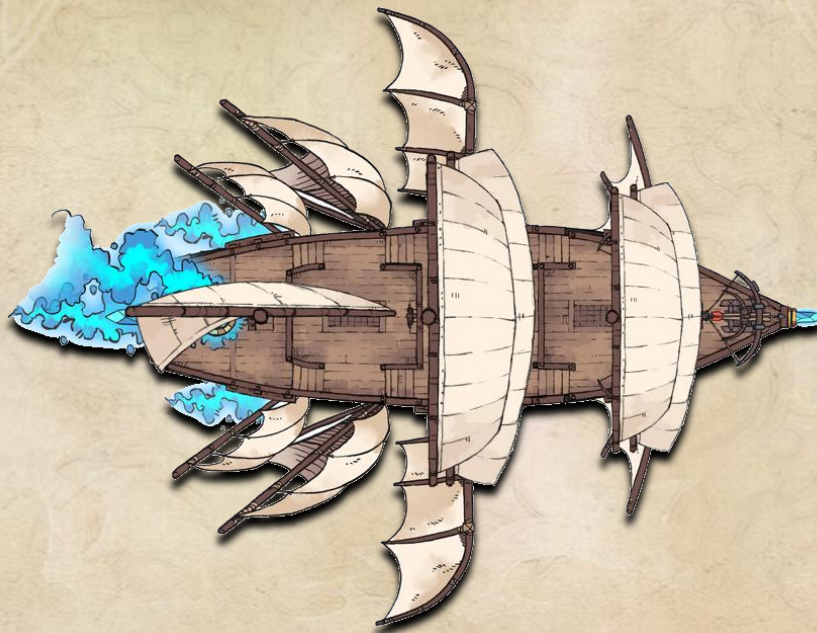
Instead, many of these former raiders have turned to stamping out pirates and harassing merchant ships who do not pay tribute to travel so close to Isheim.



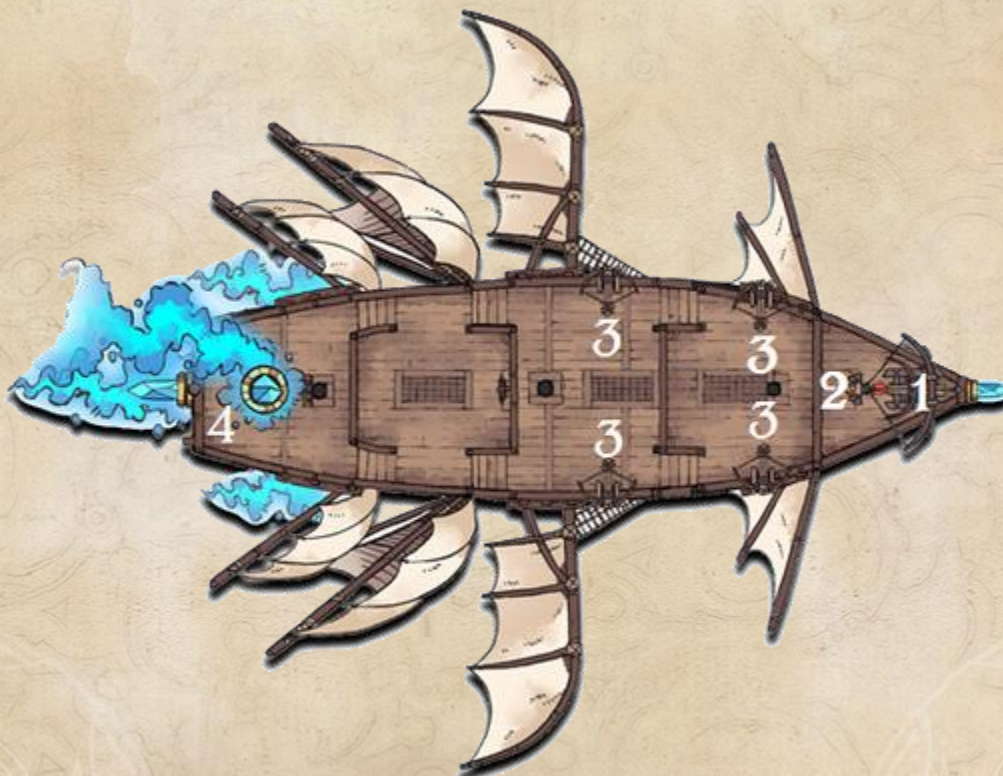
Weik Longship



AIRSHIP – “THE ALBATROSS”



MAIN DECK



AIRSHIP – “THE ALBATROSS”

Characteristics



Weapons

1 heavy ballista: (FA Forward; Dmg 3; Crit 2; Range [L]; Slow Firing 1; Breach 1; Inaccurate 1)
4 light ballistae: (FA Starboard and FA Port; Dmg 1; Crit 2; Range [L]; Inaccurate 1)
10 24lb cannons: (FA Starboard and FA Port; Dmg 6; Crit 3; Range [L])
1 ship destruct ray: (FA Forward; Dmg 20; Crit 2; Range [E]; Prepare 1; Slow Firing 1; Breach 3)

Attachments

Rune Helm, Sky Sails (same as Extra-Rigging), Landing Gear, Boarding Ramp, all quarters are luxury, and there are many magical items to make life aboard easier for the captain and her crew. Armor plating is painted white like the rest of the ship (except the deck) to resemble an albatross.

CARGO

Dependent on mission. Captain Bloodkelp rarely goes on adventures these days, but she has immense resources so cargo can be nearly anything. The ship has many magical storage places, and magical protections as well. GMs are advised to keep this in mind for any encounters with PCs.

The Albatross is an example of an Airship (it is also **Captain Eddy Bloodkelp's** personal vessel). Like many such ships, it is converted from a standard ship; in this case a Galleon. Different airships can use a variety of methods to become airborne. The Albatross uses rune magic for lift and propulsion, but many others use Gnomish engineering combined with heated air and ultra-light materials.

Control Skill: Piloting (normally not a Terrinoth skill, but is needed if introducing airships to your Terrinoth game)

Complement: Classified

Passenger Capacity: Classified

Price/Rarity: Classified

Consumables: Typically 6 months

Encumbrance Capacity: Classified

DECK PLAN

The deck layout for the Albatross is typical of other Galleons once below decks, and the same deck plans can be used for it. Though the Captain is known for making several experimental modifications now and then.

There are many different kinds of airships in Terrinoth, so the reader is cautioned not to believe all are similar to the Albatross. Indeed, Captain Eddy's ship is one of only a handful known to possess a Rune Helm for life and propulsion. Such vehicles have dark histories of captains going insane, and death following such helms like moths to a flame.

- 1. Ship Destruct Ray:** This ray is channeled from the *Star of Timmorran* which powers the ship's *Rune Helm*.
- 2. Heavy Ballista**
- 3. Light Ballistae**
- 4. Rune Drive:** The Star is housed where the mizzenmast would be. Its power is channeled throughout the ship to power various abilities.



More Typical Airship

WEAPONS

Weapons used at sea can often differ from those used on land. The need to sink or disable a wooden ship is vastly different than the need to assault the walls of a stone keep!

PERSONAL WEAPONS

Most marines, pirates, and other ocean travelers expecting a fight, carry a melee weapon and a pistol. The most common ship sword is the Cutlass.



Cutlass: (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1). Cost = 200



Pistol: (Ranged; Damage 6; Critical 4; Range [Medium]; Accurate 1). Cost = 1200

OTHER SHIP WEAPONS

Hard Points represent space and weight available for adding ship weapons, modification, and attachments. Cost = HVP x 200. **Note:** Ammunition also needs to be carried for some of these weapons.

TYPE	DMG	CRIT	RANGE	HVP	ATTRIBUTE
Light Ballista	1	2	Long	2	Inaccurate 1
Heavy Ballista	3	2	Long	4	Slow Firing 1; Breach 1; Inaccurate 1
Light Catapult	2	3	Medium	4	Inaccurate 1
Heavy Catapult	4	2	Long	5	Slow Firing 1; Breach 2; Inaccurate 1
Ram	SIL x 2	SP*	Engaged	SIL x 2	*Add +40 to the Crit result
*Light Lorimor Fire Projector	2	3	Short	4	Prepare 1; Burn 3; Inaccurate 1
*Heavy Lorimor Fire Projector	4	3	Medium	6	Prepare 1; Burn 3; Inaccurate 1

SHIP CANNONS

Hard Points represent space and weight available for adding ship weapons, modification, and attachments.

Cost = HVP x 500. **Note:** Ammunition and powder is needed (HPV x 10 for each shot)

TYPE	DMG	CRIT	RANGE	HVP	ATTRIBUTES
Swivel Cannon	2	5	Short	1	None
6lb	4	5	Short	2	None
9lb	4	5	Medium	3	None
Long 9	4	5	Long	4	Accuracy 1
12lb	5	4	Medium	4	None
18lb	5	3	Long	5	None
24lb	6	3	Long	6	Slow Firing 1
32lb	7	2	Long	8	Prepare 1; Slow Firing 1; Breach 1
36lb	7	2	Extreme	10	Prepare 1; Slow Firing 1; Breach 2; Inaccurate 1
42lb	8	2	Extreme	12	Prepare 1; Slow Firing 1; Breach 3; Inaccurate 1

*These weapons' hard points also consider the reservoir needed for the Lorimor Fire, in addition to the projector mechanism.

Grapeshot damage is 2 per cannon (though multiple crew targets), it is Personal Scale, only at Short range, and ignores soak.

MODIFICATIONS

There are a variety of modifications available for ships to improve their stats or just make life more comfortable for the crew and/or passengers.

COMFORT ADDITIONS

Carved Figurehead: Many vessels from the smallest Cog to the largest Frigates sport ornate figureheads to reflect the personality of the builder or a ship's captain. A carved figurehead takes only 1 Vehicle Hard Point (VHP), and the cost = Silhouette x 200.



Luxury Cabin: Luxury cabins feature ornate woodwork, sumptuous tapestries and rugs, along with plush bedding and fine art and fixtures. Cost = Silhouette x 500 (reflects the size of the cabins aboard).

Magical Icebox: These 3'x6' boxes are made from wood and lined with sheets of thin, beaten metal. An Ice Storm Runebound Shard is utilized with Arcane rituals to keep the interior at a constant, cold temperature. These arcane devices are extremely helpful at sea to preserve foods that would otherwise quickly spoil. Cost and availability determined by the GM.

Magical Hotbox: These 3'x6' boxes are made the same way as the Icebox, but utilizes an Immolation Runebound Shard to heat the interior on demand. Much safer than open fires, and easier to control. Cost and availability determined by the GM.

Don't e'er let anyone tell you all ships are the same lads and lasses! There be plenty o' things ye can do to make 'er faster, stronger, an' e'en make 'er damn near fireproof! – Captain Eddy Bloodkelp

STAT MODIFICATIONS

Reinforced Hull: The hull thickness is increased with extra wood. This results in increasing the Armor rating of the ship by 1. It uses up a number of VHP's equal to the ship's Silhouette. This process also reduces the Cargo tonnage by 10%. Cost is Silhouette x 1000.

Extra Rigging: Ships can increase the amount of sails, rigging, and even more advanced oars, to increase the Max Speed rating by 1. This uses up a number of VHP's equal to the ship's Silhouette. This process also increases the manpower needed by 10%. Cost is Silhouette x 500.

Firebane: Firebane is an Alchemical compound which is fire-retardant and used on ships to increase their survival rate against fire. If any Burn weapons are used on a ship treated with Firebane, reduce the Burn value by 1 of any such weapons' effects on the ship. No VHP's are used up for this modification. Note: this treatment is also given to the sails and rigging. Cost is Silhouette x 1000.

Hull Plating: Plating consists of covering the main part of the broadsides with thin metal plates or scales. This process improves the ship's Armor rating by 1. However, this process also reduces the ship's Max Speed rating by 1. Cost is Silhouette x 2000. This modification is very uncommon due to the cost and speed reduction. Typically, such ships also have extra rigging to offset the speed reduction.

Netting: Thick, twisted ropes form netting to protect the crew from catapult fire and hamper boarding from another ship. Crews protected by netting add ■■ to any skill checks against those attacking from outside the netting. Likewise, attackers suffer ■■ to attack those protected by the nets. Netting cost is Silhouette x 200.

Stripping: Stripping consists of reducing weight and removing any unnecessary bulk from a ship. This process increases the Max Speed rating by 1, but also reduces the Armor rating by 1. Cost is Silhouette x 200.

LIFE AT SEA

Life at sea is not a life of leisure. Shipboard conditions tend to be crowded and unsanitary on many ships. Food consists mostly of hard bread, pickled fish, and water or rum to drink. Such hardships are amplified aboard pirate vessels, which often carry far more crew to easily take their targets.

Still, for many, this is the life they choose. As with any other area of life, the quality of that life is often determined by position. The common positions aboard a ship are as follows:

Captain: The overall leader of the ship, whose orders are to be obeyed. Often, such an individual previously served other roles on many ships before achieving their own.

First Mate: The first mate is generally the acting Captain when he or she is not around. A true first mate knows nearly everything there is to know about their ship.

Helmsman: The helmsman is often also the first mate. The helmsman gives orders to the sailors and/or oarsmen to set the speed and course of the ship.

Navigator: While the helmsman steers the ship, the navigator charts the course. Often, the captain has this role unless it is not in his or her skillset. However, a mutiny is far less likely if the others cannot find their way home without the captain.

Quartermaster: The quartermaster cares for the condition of the ship, ensuring all is cleaned and in working order.

Cook: In addition to preparing the meals, the cook is also responsible for ensuring enough food and supplies for the crew are aboard.

Bosun: The bosun is responsible for the rigging of the ship and often has many helpers called "bosun's mates".

Master Gunner: The master gunner is of course in charge of all the guns aboard ship. He and his men man and maintain the ship's weapons.

Lookout: While larger vessels have dedicated lookouts with keen eyesight and knowledge of heraldry, smaller ships often simply have one of the crew man a high position in the masts to keep watch.

Oarsmen: For ships with oars, these men provide manpower to drive these vessels. Often, these men are also marines or warriors. (Isheim captains never use the term "marines")

Marines: Marines can either be sailors themselves, or know only how to fight. Often, they can also be gunners or crew in a pinch, but their primary function is to board other ships or repel such boarders. Lightly armed and armored, or such men will sink to the bottom with heavier protection.



CARGO

Of course, the reason to go to sea often involves the transport of cargo. If a merchant ship seeks to buy goods elsewhere and ship them home, it is rare such merchants load up the ship with gold and silver coins or bars. Such cargo slows a ship and makes it an attractive target for pirates. Instead, many merchants simply bring precious gems to use for such transactions.



Cargoes can include weapons, armor, silks, furs, timber, dried food stores, beer, wine and other liquors, and of course, the Three Skulls Trading Company's ships could be carrying all kinds of contraband in its nefarious dealings.

STAYING HEALTHY

Just staying healthy aboard a ship can be challenging. Any number of diseases can quickly sour a voyage, so captains are careful to do all they can to mitigate such conditions within their means. For many, this means resupplying often at uncharted islands or bringing aboard hardier citrus fruits such as limes or lemons. At least maintaining the ship provides all with plenty of exercise!

DIVERSIONS

With so many hours of seeing simply water and sky, sailors have come up with many different ways of entertaining themselves. One of the more popular games is "Fortuna's Favor". It plays very similar to what landlubbers call "craps" except in this case: a skull = 1, bones = 2, swords = 3, compass = 4, anchor = 5, and rum = 6. It is said to basically mimic a pirate's life: waking from sleep (the dead), stretching your bones, fighting for your life, finding the way back to shore, weighing anchor, and getting drunk!



Another popular game is "Three Card Ante". Think of it as 3 card blackjack, where the simple goal is to bluff and hope you have the highest point total hand at the table. Players can place bets, swap one card, raise, fold, and then finally call, where all hands are revealed and the winner determined.



OTHER DANGERS

The seas are fraught with many dangers, even for the most dangerous pirates and scoundrels. For pirates and other rogues who skirt the maritime laws of nearby nations, they can expect to be locked in cages and left out on the docks to die (to serve as a warning to other would-be pirates)!



Of course, other pirates or military ships, sea serpents, or even a rogue dragon can spell disaster for a voyage. Krakens, Daggertooth Sharks, Leviathans, Sea Dragons, and Sirens can likewise pose dangers to ships and their crews. (As a note, these and more will be featured in an upcoming bestiary) Those braving the seas would do well to remember all of these threats and listen to the experience and knowledge of veteran seamen.

Well hope ta see ya around more here friend! May yer wind be at yer back and the skies be clear for ye! Safe travels! – Captain Eddy Bloodkelp

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Galleon
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Penteconter
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Carrack
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Caravel
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Cog
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Fluyt
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Schooner
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRIT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement



Name: _____
Type: Longship
VHP: _____
Captain: _____

REALMS OF
TERRINOTH

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS
Terrinoth Supplement

REALMS OF
TERRINOTH

Name: _____
Type: _____
VHP: _____
Captain: _____

PLAYER

Characteristics

SILHOUETTE	MAX SPEED	HANDLING	DEFENSE	ARMOR
			HULL TRAUMA	SYSTEM STRAIN
			Threshold Current	Threshold Current

Weapons

WEAPON	FIRING ARC	DAMAGE	CRT	RANGE	SPECIAL

Attachments

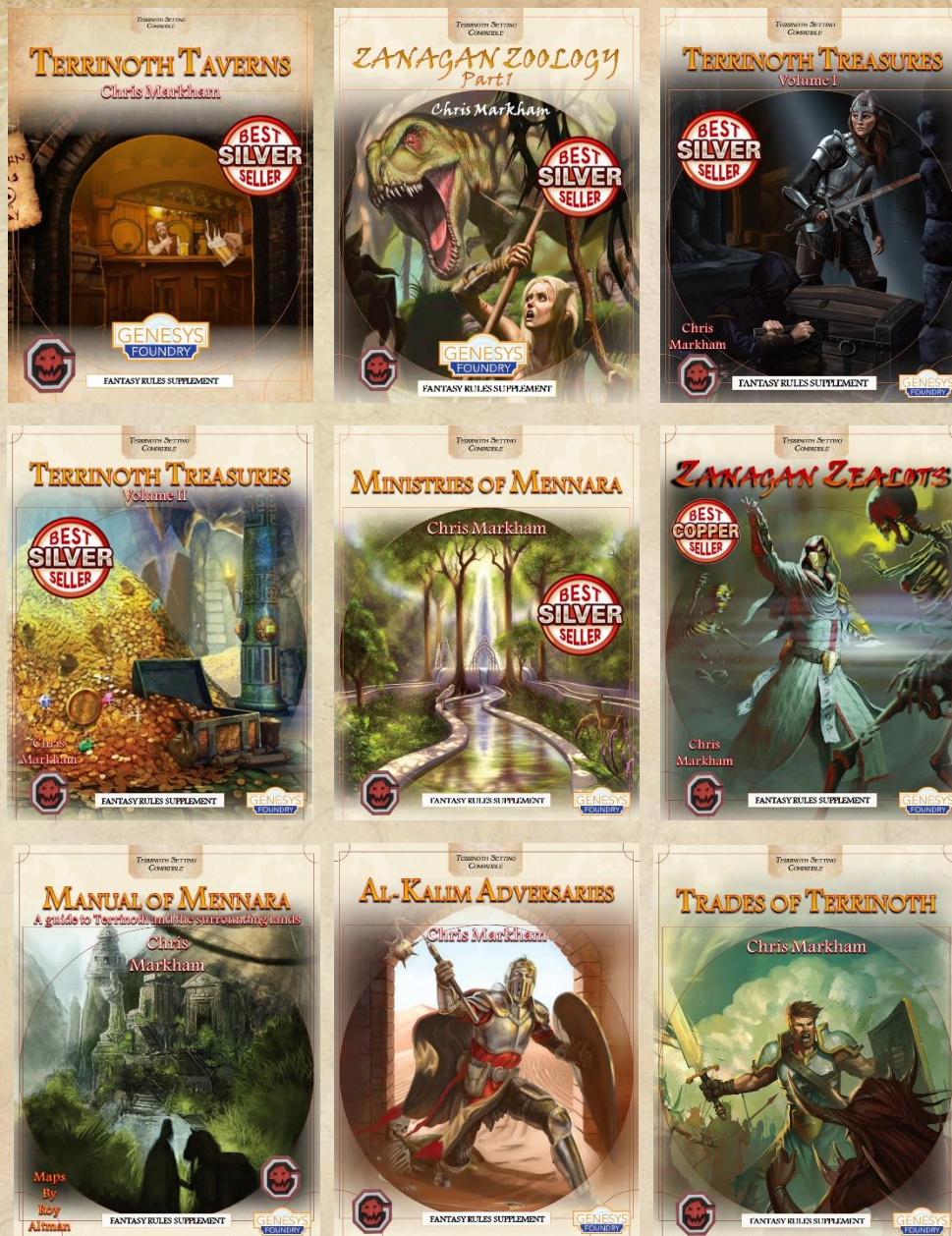
NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO

Control Skill:
Compliment:
Passenger Capacity:
Price/Rarity:
Consumables:
Encumbrance Capacity:
Tonnage:

VEHICLE SHEET

TARIANOR'S TRANSPORTS Terrinoth Supplement



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Thank you for purchasing this product, and I sincerely hope it adds to your Terrinoth experience!

Chris Markham