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Part 1

WELCOME ABOARD

*“Here we go mother on the shipless ocean.
Pity us, pity the ocean, here we go.”*

—Anne Carson, *Decreation*

WHAT IS SUNKEN STARS?

y grandparents lived on the North Sea coast. I spent much of my childhood on cold beaches under a gray sky. The opaque water, especially after dark, held great terrors, visions of expressionless giants rising from the abyss to take me and my sister from the bunk beds we used to spend our holiday nights in. They would come quietly, announced only by the growing furor in the crashing of the waves. We knew to remain awake, and ready to run for our lives.

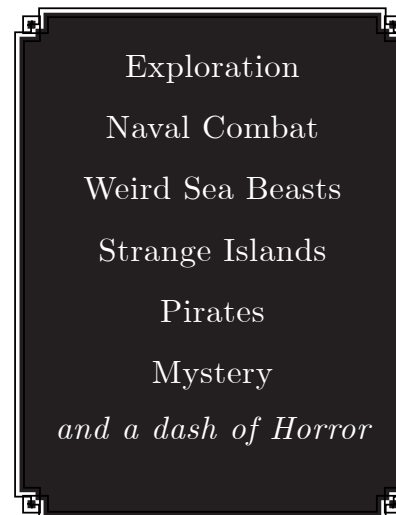
Luckily, the children's room was guarded by a life-sized statue of The Crocodile God Tigowi, acquired by my grandfather sometime in the seventies. Surely he would protect us and

not devour us in our sleep. Right?

He must have. The giants never got us after all. These things, that used to terrify me as a child, have come to enthrall me as a grown man. The secrets hidden deep beneath the waves, the solitude of a horizon filled with ocean and the wild thrill of the knowledge that the only thing between you and certain death is deck you're standing on. These visceral feelings are what *Sunken Stars* is about—the magnetism of fear, of wanting to climb over the edge into the unknown. The moments we wander out past the light, to where the jagged black begins.

Anyway, this book is a role playing game with an old-school and rogue-like feel

to it. The players take on the role of sailors imbued with strange powers and a lust for the wild life. This means:



The world of *Sunken Stars* is not pretty and definitely not fair. Where only the very luckiest are born in positions of relative comfort, most lives are forged in the crucibles of cruelty and oppression. Slavery is common and the ruling class inbred and petty. It is a world where abandoning yourself to the dangers of the dark

oceans is often more appealing than dwelling on the shores they border. Death may be swift and likely, but we are here for the opportunity to carve out our own path and to commandeer our destiny into greatness. Aesthetically, the world has a definite late age of sail vibe, resembling our own early to mid 19th century. New technologies such as electric lights, radio and chain guns are starting to slowly bubble their way through the scum, but these are the prototypes rather than the tried and tested products that would shape a modern or even steampunk world. The ideas are there, but we're not quite Victorian yet.

What about magic? No orthodox wizards. No fireballs. Instead: old courts that bargain power, island witchcraft, things the tide leaves behind, and the bewildering weirdness of the islands

that are collectively named sideways, through bargains,
The Sunken Stars. Mag- taboos, and accidents.
ic exists, but it's learned

INSPIRATION

- ❖ **Film & TV:** Taboo (BBC), Black Sails (Starz),
Pirates of the Caribbean (Disney), Vikings (History),
1899 (Netflix), The North Water (BBC),
- ❖ **Books:** Gentlemen Bastards Sequence (S. Lynch), One
Piece (Eiichiro Oda), H. P. Lovecraft's collected works,
Moby Dick (H. Melville), Terry Pratchett's Discworld
series
- ❖ **Games:** Sunless Sea, Dishonored, Sid Meier's Pirates!,
Toads of the Bayou

*“Out of the night that covers me,
Black as the pit from pole to pole,
I thank whatever gods may be
For my unconquerable soul.*

*In the fell clutch of circumstance
I have not winced nor cried aloud.
Under the bludgeonings of chance
My head is bloody, but unbowed.*

*Beyond this place of wrath and tears
Looms but the Horror of the shade,
And yet the menace of the years
Finds and shall find me unafraid.*

*It matters not how strait the gate,
How charged with punishments the scroll,
I am the master of my fate,
I am the captain of my soul.”*

—William Ernest Henley, Invictus


CORE PRINCIPLES


CORE ROLLS: 3D6, ROLL HIGH

Most actions in *Sunken Stars* are resolved with a roll of three six-sided dice (3d6). To succeed, you need to roll a total that meets or exceeds a target number set by the GM. Add any relevant attribute modifier (such as **Power**, **Grace**, **Sense**, etc.) to your roll to increase your chances.

WILD DICE

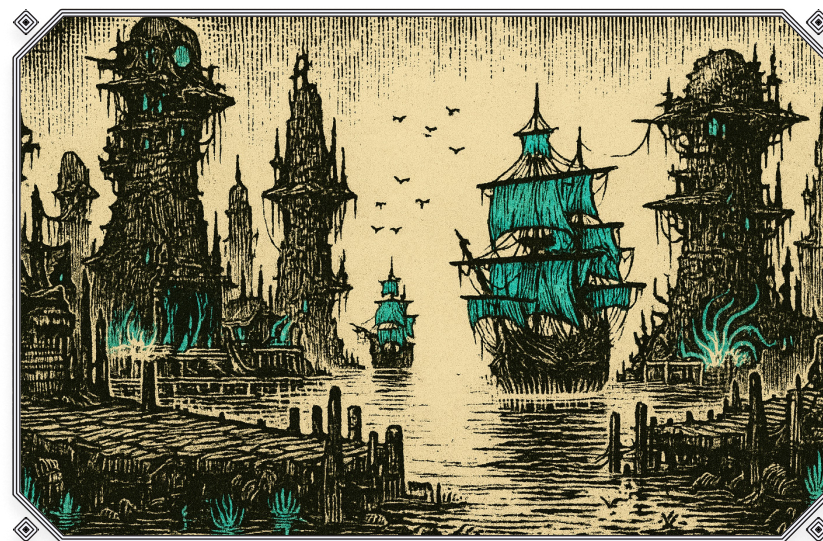
Players may choose to replace some of their d6s with *Wild Dice*. Certain abilities require a minimum number of *Wild Dice* in a roll.

If a *Wild Die* rolls a , you roll it again and add the new result to your total—a chance for an exceptional success.

If it rolls a , a complication occurs—possibly a partial failure or unexpected consequence, even if the roll succeeds.

ADVANTAGE & DISADVANTAGE

Granting *Advantage* or *Disadvantage* on a roll is **always** at the GM's discretion. When you have *Advantage*, roll extra d6s and keep the three highest. The number of extra dice depends on the size of the advantage. With *Disadvantage*, roll extra dice and keep the three lowest instead.



ZOOMING IN AND OUT

Sunken Stars uses systems that shift scale as needed. Zoomed-out for journeys, tighter for battles, close-up for scenes.

- ❖ **Navigation:** Zoomed out. Days can pass between events. When something hooks the crew, we zoom in.
- ❖ **Naval Combat:** Zoomed in to the ships. Characters matter through stations and orders. Time scale: minutes to hours.
- ❖ **Ports:** Flexible scale. Routine business can run on tables; intrigue and trouble want scenes.
- ❖ **Exploration:** Zoomed in. Ruins, islands, dungeons, tight scenes.



Part 2

A BRIEF COSMOLOGY

“It is the night sea journey, the lone fisherman on a tropical sea with his nets, and you let these nets down— sometimes, something tears through them that leaves them in shreds and you just row for shore, and put your head under your bed and pray.”

—Terrence Mckenna

HOW THE STARS FELL

All peoples carry whispers of how the sun and moon first clashed, and how the stars came tumbling down into the deep. Though their details differ, they share a common thread of betrayal and awe. The ocean, ever-watchful, waits below to cradle what falls.

In Eledon, the druids speak of the sun and moon as rival courts of cunning spirits. They say the moon once tried to wrest the skies away from the sun in broad daylight. A lone fisherman, glimpsing her creeping silhouette on the horizon, sped across the water to warn the sun of her treachery. Furious, the sun hurled himself at the moon and drove her back into the night. The impact shook the firmament

so violently that stars lost their grip and toppled into the waves.

And that is how the Sunken Stars came to be.

Among the people of the Empire of the Immortal Empress—known to outsiders as Quect—a grim prayer rings out:

*“The sun scorches the man
the moon stalks at night.
To sate the sun’s hunger, a
thousand must burn;
To quench the moon’s
thirst, a thousand more
must bleed.”*

They say the moon lingered too long at dawn, straying into the sun’s burning path. The collision sheared away fragments of her pale hide and scattered them into the sea.

And that is how the Sunken

Stars came to be.

Makalunian shamans believe the sun and moon were once lovers. Consumed by jealousy, the sun refused to visit the moon in the hours that belonged to her, leaving her to weep in lonely radiance. She tried to call him back with her brightest glow, but he remained distant. At last, in deepest sorrow, the moon shed tears that shimmered and fell into the ocean.

And that is how the Sunken Stars came to be.

The Drasnikan people, ancestors of Eledon, speak of an intrepid explorer instead of a humble fisherman. He sailed to the world’s edge, and the moon herself took pity, sparing him from tumbling into the endless unknown. Discovering her plan to overthrow the sun, he escaped to warn the blazing lord. Their battle at dusk

rocked the celestial dome until several stars lost their place, tumbling into the dark waters.

And that is how the Sunken Stars came to be.

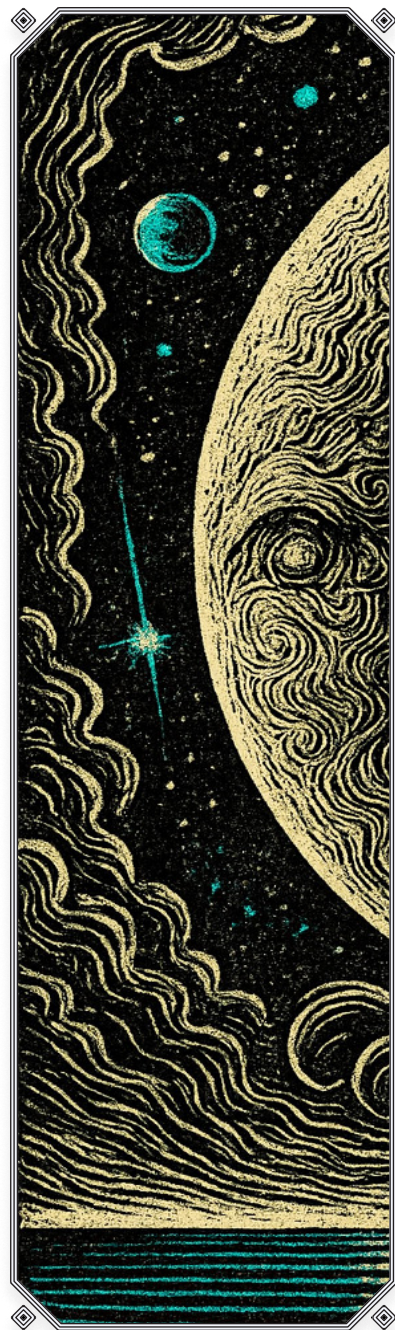
In certain coastal taverns, sailors whisper of glimmers far below the waves—points of cold light shifting like ghosts in the currents. Some claim the stars themselves still glow beneath the brine, guiding lost ships toward hidden atolls or luring them to watery graves. Others swear these submerged lights murmur at night, luring those who’d trade breath for answers.

Far inland, mystics and lorekeepers speak of dreams haunted by distant starlight. They say the sunken fragments sing in the minds of the sleepless, calling them across leagues of seafoam to their submerged dominion. More than one wanderer

has vanished in pursuit of this spectral chorus, leaving only footprints in the sand and rumors of starlit eyes gleaming beneath the surf.

Meanwhile, the scientists of Alzaru dismiss all such legends. Earth, they say, is merely one planet among many, the sun a massive orb around which we revolve, and the moon our faithful satellite. The so-called Sunken Stars are fragments of ancient cosmic debris that wandered through the void for millennia before crashing into our seas.

Still, the waves whisper, and the old stories endure—and *that* is how the Sunken Stars came to be.



THE COURTS

Some folk find themselves bound by the Courts, those strange presences that watch from the frayed edges of reality. A relic might have drawn them in, or maybe it was a crossing under a crooked moon. Others invite the possession, hungry for the power it brings, but the Courts never offer anything clean. They are as fickle as tides at twilight.

Possession isn't just another presence squatting in your bones. It's a melding, a knot of mortal life and shifting spirit. These gifts can echo the icy hush of Winter's Queen or burn with the relentless stare of the Summer King. Yet even the gentlest gift hides a hook.

Nightmares creep in, full of whispered commands or flickers of otherworldly visions. The Courts don't think like we do. Emotions run deeper, or sharper, or sideways. Their whims carry the weight of landslides and those possessed stand in the crosshairs, tugged between their own will and something else's design.

Still, some risk everything for that power. Heroes looking to mend their homes. Exiles hungry to command again. Wrecked men who'd trade themselves for one more thrill. They all learn the same lesson: the Courts aren't tools to be tamed. They are vast forces that breathe in myth and echo in our darkest corners.

Whether they care or not,

the Courts leave their mark. Perhaps they feed on the stories we weave around them, drawing strength from the thunder of reverence or the hush of fear. Regardless, the pact is never simple. The Courts feed on

stories. Maybe they listen, too. They move through us like rhythm, sometimes gentle, sometimes violent. The only real question is whether you'll still be dancing when the music stops.





Part 3

BORN OF SALT AND STARS

*“Roll on, thou deep and dark blue Ocean - roll!
Ten thousand fleets sweep over thee in vain;
Man marks the earth with ruin - his control
Stops with the shore.”*

—Lord Byron, The Selected Poetry of Lord Byron

CHARACTER STATISTICS



Characters in *Sunken Stars* are defined by a set of core statistics—what they're good at, what they notice, and how they hold up under pressure.

ATTRIBUTES

These define the baseline physical and mental abilities of the character. There are six attributes: *Power*, *Grace*, *Lore*, *Sense*, *Salt* and *Tides*.

Each attribute has a *modifier*, which is added to relevant rolls.

• POWER •

The physical strength, size and muscularity of the character.

• GRACE •

How elegant, agile, refined and beautiful the character is and looks.

• LORE •

The schooling the character had, its learnedness and skill at academics.

• SENSE •

The quality of the character's wit, its perception and quick thinking.

• SALT •

The grit, leadership and sheer strength of will of the character.

• TIDES •

The character's favor with the gods and more importantly, the ocean and seas.

RESISTANCES AND DERIVED ATTRIBUTES

Each of the three resistances is derived from two attributes by adding the two related modifiers together and adding 11. This is the number enemies or effects must beat to harm, mislead, or shake the character.

• DEFENSE •

Power + Grace + 11

The character's ability to evade or parry attacks.

• COMPOSURE •

Salt + Lore + 11

How well the character keeps their cool in the face of intimidation, seduction, manipulation or supernatural influence.

• VIGILANCE •

Sense + Tides + 11

How alert the character is to hidden threats or opportunities.

Initiative is the sum of *Grace*, *Sense*, and *Tides*. *Speed* is simply *Grace + 6*.

• INITIATIVE •

Grace + Sense + Tides

How fast it acts in combat.

• SPEED •

Grace + 6

How fast it moves.

Nerve and *Attack* are both derived from the character's class.

• NERVE •

Used for abilities and staying upright in a fight.

• ATTACK •

Added to any attack roll the character makes.

TRAITS

A character has a number of abilities owing to its *Background*, *Origins*, *Species* and *Class*. These are collectively known as *Traits*.

ORIGIN

There are a number of large and powerful island nations along the edges of the Sea of Sunken Stars. A character's origin determines where they're from, and yields a related *Trait* and belongings. See *Origins*, p. 69.

SPECIES

While the predominant seafaring species is human, a few others inhabit the islands and seas. Humans regularly interact with the fishmen, with some fishmen even living above land and among humans. The powerful apes from the fallen Simian Kingdom are also found throughout human settlements, as close cousins to humans themselves. Spoken of in more quiet voices are the frogfolk, tiny frog-like humanoids with the sinister ability to control corpses. Your species grants another *Trait* to the character. See *Species*, p. 119.

BACKGROUND

The profession they practiced before becoming who they are now. It provides a *Trait*, belongings and access to certain *Port Amenities*. See *Backgrounds*, p. 131.

CLASS

There are six classes for a player to choose from for their character: *Swashbuckler*, *Gunner*, *Quartermaster*, *Captain*, *Doctor* and *Navigator*. Classes provide five *Traits* that are unlocked as the character advances in levels 1 through 5. The character's class also provides *Nerve* and *Attack* scores. See *Classes*, p. 185.

PORT AMENITIES

You will have access to specific *Port Amenities* through your *Background*. These grant useful benefits in ports that offer them. They include: *Tavern*, *Hospital*, *Shipyard*, *Aristocracy*, *Admiralty*, *Pirate Council*, *Slave Market*, *Trade Houses* and *University*. See *Port Activities*, p. 412.

PATRON, POWERS & AFFLICTIONS

Each player character in *Sunken Stars* has a *Patron* that is randomly chosen. This is one of the members of the Courts of the Sun and Moon that has bound itself to the character, granting power—at a cost.

The patron has a separate leveling track from the character that is much faster. Each time the patron gains a level, it grants a *Power* to the character. The catch is that if the character is unlucky, the patron also bestows an *Affliction*—twisting them further into the domain of their patron's will. See *Patrons*, p. 211.

CREATING A CHARACTER



ou'll need a character sheet, a pencil and dice. Grab 3d6, a d100, a d20 and let's get started!

When creating your character, try to savor the random elements and build around them. It'll be fun, pinkie promise!

1. ROLL ATTRIBUTES

ATTRIBUTE MODIFIERS	
ROLL	MODIFIER
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4

Roll 3d6 six times, once for each attribute, in order: *Power, Grace, Sense, Lore, Salt* and *Tides*.

Look up your modifiers for each attribute roll and write them down.

If your modifiers total less than -2, feel free to reroll. The gods may be cruel, but not that cruel.

2. CHOOSE ORIGIN

There are 8 origins, each granting you a specific *Trait* and cultural belongings. See *Origins*, p. 69 for more details on each origin.

ORIGIN SUMMARY		
ORIGIN	TRAIT	BELONGINGS
Eledon	Druid	Little Chest with Various Seeds, Miniature Steam Engine, Fashionable Black Clothes
Alzaru	Scholar	Turban, Djellaba, Babushas, Jambiya, Converging Lens
Makalu	Animist	Spirit Mask, Box of d6 Body Paints
The Freeports	Outlaw	Fancy Hat, Frilly Clothes, Heirloom Pistol, Mysterious Tattoo
Garunn	Whaler	Harpoon, Warm Waterproof Clothing
Dobromir	Thespian	Tragic Wooden Puppet, Accordion, Colorful but Mismatched Clothing
Chactun	Camazotz	2d6 Small Vials of Blood, Exquisite Clothing and Gold Jewelry
Yfalos	Deep Ally	4d6 pieces of Shell and Coral Jewelry, Shaped Algae Wet suit

3. CHOOSE SPECIES

Now that you know your origin, let's choose one of the four species. Keep in mind that Frogfolk and Simians are relatively rare and not fully accepted everywhere. See *Species*, p. 119.

SPECIES SUMMARY	
SPECIES	TRAIT
Humans	Versatile
Fishmen	Amphibious
Frogfolk	Corpse Thief
Simians	Great Ape



4. ROLL BACKGROUND

Next, roll a d100 for your *Background*, each of these provide you with another *Trait*, belongings, gold sol (₴) and access to *Port Amenities*. See *Backgrounds*, p. 131.

BACKGROUND SUMMARY			
ROLL	BACKGROUND	BELONGINGS	TRAIT
1-2	Lord/Lady	Luxury Clothing, Family Signet, Rapier, 2d100 ₴	Voice of Command
		PORT AMENITIES: Aristocracy	
3-4	Knight	Luxury Clothing, Travel Clothing, Rapier, Musket, 1d100 ₴	Impenetrable
		PORT AMENITIES: Aristocracy	
5-6	Squire	Luxury Clothing, Pistol, Dagger, Gaming Set, 2d10 ₴	Only The Best for Milord
		PORT AMENITIES: Aristocracy	
7-8	Tutor	Simple Clothing, Abacus, 1d6 Books, Spectacles, 2d10 ₴	Patient Teacher
		PORT AMENITIES: University	
9-10	Assistant	Fine Clothing, Pistol, Contact List, 2d10 ₴	Second Pair of Hands
		PORT AMENITIES: All	
11-12	Labourer	Simple Clothing, Work Tools, 1d10 ₴	Blood & Tears
		PORT AMENITIES: None	
13-14	Slave	Ragged Clothing, Broken Shackles	Escape Artist
		PORT AMENITIES: Slave Market	

BACKGROUND SUMMARY			
ROLL	BACKGROUND	BELONGINGS	TRAIT
15-16	Beggar	Ragged Clothing, Beggar's Bowl, Staff, 1d6 ₴	Ear to the Ground
		PORT AMENITIES: Pirate Council	
17-18	Pickpocket	Simple Clothing, 1d6 Empty Purses, Dagger, 1d10 ₴	Faerie Fingers
		PORT AMENITIES: Pirate Council	
19-20	Procurer	Fine Clothing, Walking Stick, Pistol, 4d10 ₴	Black Market
		PORT AMENITIES: Slave Market, Pirate Council	
21-22	Prostitute	Fine Clothing, Fan, Cosmetics, Dagger, 1d20 ₴	Seduction
		PORT AMENITIES: Pirate Council	
23-24	Gambler	Fine Clothing, Gaming Set, Pistol, 1d100 ₴	Risk & Reward
		PORT AMENITIES: Aristocracy	
25-26	Pawner	Travel Clothing, Dagger, Pistol, Ledger, 2d20 ₴	Profitable Exchange
		PORT AMENITIES: Trade Houses, Pirate Council	
27-28	Charlatan	Fine Clothing, 1d6 Fake Potions, 1 Vial of actual Snake Oil, 1d20 ₴	Placebo
		PORT AMENITIES: Pirate Council	
29-30	Confidence Man	Luxury Clothing, Fine Clothing, Simple Clothing, Rapier, Pistol, 1d6 Fake IDs, Set of fake Mustaches, 1d100 ₴	The Long Con
		PORT AMENITIES: All	

Background Summary			
Roll	Background	Belongings	Trait
31-32	Smuggler	Travel Clothing, Rapier, Pistol, 2d10 ⚔	Hidden Caches
	PORT AMENITIES: Trade Houses, Pirate Council		
33-34	Thug	Simple Clothing, 2 Daggers, 2 Pistols, Brass Knuckles, 1d10 ⚔	Dirty Fighter
	PORT AMENITIES: Pirate Council		
35-36	Footman	Simple Clothing, Breast Plate, Halberd, Musket, 1d10 ⚔	Formation Tactics
	PORT AMENITIES: Admiralty		
37-38	Spy	Luxury Clothing, Fine Clothing, Simple Clothing, Travel Clothing, Rapier, Pistol, 1d6 Fake IDs, 1d6 Vials of Poison (D4 damage), 1d10 ⚔	Spycraft
	PORT AMENITIES: All		
39-40	Scout	Travel Clothing, Spyglass, Dagger, Pistol, Hunting Bow, 1d10 ⚔	Reconnaissance
	PORT AMENITIES: Admiralty		
41-42	Mercenary	Travel Clothing, Breast Plate, 2 Daggers, 2 Pistols, Musket, 1d10 ⚔	Varied Tactics
	PORT AMENITIES: Admiralty, Pirate Council, Trade Houses		
43-44	Marine	Navy Uniform, Simple Clothing, Dagger, Pistol, Musket, Cutlass, 1d6 ⚔	Expert Boatsman
	PORT AMENITIES: Admiralty		

Background Summary			
Roll	Background	Belongings	Trait
45-46	Bounty Hunter	Travel Clothing, Dagger, Pistol, Manacles, d6 Arrest Warrants, 1d20 ⚔	Blood Hound
	PORT AMENITIES: Admiralty, Pirate Council, Slave Market		
47-48	Blacksmith	Simple Clothing, Hammer, Tongs, Apron, Small Anvil, 1d6 knives, 1d20 ⚔	Master of Steel
	PORT AMENITIES: Trade Houses		
49-50	Musician	Travel Clothing, 1d6 Musical Instruments, Song Book, 1d20 ⚔	Hopeful Sonnet
	PORT AMENITIES: Trade Houses, Pirate Council		
51-52	Merchant	Fine Clothing, 1d6 Rings, Fancy Hat, Rapier, Stocks worth 1d6x100 ⚔ in Various Trading Companies, 4d20 ⚔	Trade Contacts
	PORT AMENITIES: Trade Houses		
53-54	Fisherman	Simple Clothing, Fishing Rod, Net, 1d6 ⚔	Worthy Catch
	PORT AMENITIES: Trade Houses		
55-56	Carpenter	Simple Clothing, Wood Chisel, Hammer, Bag of Nails, 1d10 ⚔	Woodworking
	PORT AMENITIES: Trade Houses		

Background Summary			
Roll	Background	Belongings	Trait
57-58	Tailor	1d6 sets of Fine Clothing, 1d10 sets of Simple Clothing, Travel Clothing, Pin Cushion, 1d20 Needles, 100 yards of Thread, 1d10	Needle & Thread
	PORT AMENITIES: Trade Houses		
59-60	Hunter	Travel Clothing, Dagger, Hunting Bow, 2d20	Nature's Bounty
	PORT AMENITIES: Trade Houses		
61-62	Rat Catcher	Simple Clothing, Rat Basket, Club, 1D4 Vials of Rat Poison, 1d6	Pest Control
	PORT AMENITIES: Trade Houses		
63-64	Engineer	Fine Clothing, Simple Clothing, Pistol, Wrench, 2d20	Gun Perfection
	PORT AMENITIES: Trade Houses, University		
65-66	Nurse	Fine Clothing, Medical Tools, Jar of Leeches, 1D3 Antimony Pills, 1d20 Quicksilver Pills, 2d20	Proper Medicine
	PORT AMENITIES: University		
67-68	Barrister	Fine Clothing, Court Apparel, 4d20	Facts
	PORT AMENITIES: Trade Houses, Pirate Council		

Background Summary			
Roll	Background	Belongings	Trait
69-70	Alchemist	Fine Clothing, Alchemical Glassware and Supplies, 1d20	Transmuter
	PORT AMENITIES: University		
71-72	Astrologer	Fine Clothing, Star Charts, 1d10	Horoscope
	PORT AMENITIES: University		
73-74	Student	Simple Clothing, 1 Ounce of Moonweed, 1D4 Books	Quick Study
	PORT AMENITIES: University		
75-76	Priest/Priestess	Simple Clothing, Habit, Religious Symbol, Book of Prayers, Incense, Writing implements, 1d10	Blessings
	PORT AMENITIES: None		
77-78	Acolyte	Simple Clothing, Acolyte's Robes, Religious Symbol, Writing implements, 1d20 Paper sheets, 1d6	Forbidden Knowledge
	PORT AMENITIES: University		
79-80	Monk/Nun	Habit, Walking Stick	Crafts of the Abbey/Priory
	PORT AMENITIES: None		
81-82	Cultist	Fine Clothing, Sacrificial Knife, Ritual Mask, 1d20	Sacrifice
	PORT AMENITIES: Aristocracy, University, Trade Houses		

Background Summary			
Roll	Background	Belongings	Trait
83-84	Witch Doctor	Simple Clothing, 1d10 Needles, 1D4 prepared Voodoo Dolls, Large Pouch of Medicinal Herbs, 1d10 🧙	Boil & Bubble
		Port Amenities: Pirate Council	
85-86	Rune Carver	Simple Clothing, 1d6 Carving Knives	Scarification
		Port Amenities: University	
87-88	Puppeteer	Fine Clothing, 1d6 Puppets, 1d20 🧙	Sentient Puppets
		Port Amenities: None	
89-90	Exorcist	Travel Clothing, Pouch of Salt, 1d6 Wooden Stakes, Dagger, 1d20 🧙	Wards
		Port Amenities: University	
91-92	Tree Tender	Ritual Robes, 1d6 Pouches of Various Seeds, Sickle, Small Branch of the World Tree, 2d20 🧙	Sacred Botanist
		Port Amenities: University	
93-94	Guild Messenger	Travel Clothing, Exotic Vehicle, Messenger's Box, 1d20 🧙	Messenger's Mark
		Port Amenities: All	
95-96	Sky Miner	Simple Clothing, Climbing Harness, Parachute, 1d6 small Floating Rocks, 1d10 🧙	Prospector
		Port Amenities: Trade Houses, Pirate Council	

Background Summary			
Roll	Background	Belongings	Trait
97-98	Nethersmith	Smith's Animist Mask, Ritual Hammer, 1d10 ☞	Spiritforging
	Port Amenities: None		
99-100	Crow Knight	Travel Clothing, Breast Plate, Cavalry Saber, Rifle, Eleni Crow, 1d10 ☞	Crow Friend
	Port Amenities: Admiralty, Aristocracy		



5. CHOOSE CLASS

The character can be one of six classes. Each of these fills a specific role on the ship. See *Classes*, p. 185 for additional information. Choose **one** of the *Traits* of the class as your starting *Trait* and write down your *Nerve* and *Attack*.

CLASS SUMMARY			
CLASS	NERVE	ATTACK	ROLE
Swashbuckler	5	2	Resilient and flashy melee fighter
Gunner	4	2	Long range fighter and scout
Scoundrel	4	1	Debuffer, stealthy and underground connections
Captain	4	1	Charismatic leader, powerful boon to naval combat
Barber	3	0	Support healer and information gatherer
Navigator	3	0	Support for navigation and scientific questions.

6. ROLL PATRON

First, choose between the Court of the Sun and the Court of the Moon. Next, roll a d20 to determine the character's Patron. The Patron is Level 1, and provides the character with its first *Power*, only usable during the day for the Sun, and at night for the Moon. See *Patrons*, p. 211.

COURT OF THE SUN		
ROLL	PATRON	LEVEL 1 POWER
1	The Lightbringer	Revelation
2	The Plague of Iron	Spike Surge
3	The Scorched	Hellfire Pulse
4	The Notary	Free Real Estate
5	The Twins	Double
6	The Crocodile	Transformation: Crocodile
7	The Rainbow Snake	Transformation: Rainbow Snake
8	The Giant Turtle	Shell of the Ancients
9	The Golden Hog	Transformation: Wild Hog
10	The Bull	Transformation: Minotauros
11	The Beast Master	Eyes in the Shadows
12	The Healer	Bodily Fluids
13	The Sanguine Roar	Echo of Creation
14	The Stone Carver	The Chisel
15	The Devourer	Gravitational Maw
16	The Rooster	Herald of the Dawn
17	The Roots	Plant the Seed
18	The Soaring Eagle	Transformation: Giant Eagle
19	The Behemoth	Colossus
20	The Rumbling Earth	Tremor

The Patrons of the Court of the Moon are below.

COURT OF THE MOON		
ROLL	PATRON	LEVEL 1 POWER
1	The Rebel Shadow	Shadow Bind
2	The Crescent Edge	New Moon
3	The Frostbitten	Ice in the Veins
4	The Shoe Thief	Tangled Laces
5	The Mirror	Mirror Vision
6	The Panther	Transformation: Panther
7	The Chandler	Waxy Transfusion
8	The Weightless	You Gain Some, You Lose Some
9	The Inevitable Rust	Rusty Touch
10	The Seer	Material Resonance
11	The Wraith	Possess
12	The Poisoner	Poisonous Suppurations
13	The Infection	Disease Vector
14	The Painter	Brush of Life
15	The Endless Knot	Fisherman's Knot
16	The Whisperer	Seed of Doubt
17	The Withering Decay	Draw out the Rot
18	The Owl	Transformation: Owl
19	The Cogs	Minor Adjustment
20	The Grim Reaper	Visions of Death



7. NOTE DERIVED ATTRIBUTES

Write down your resistances.

RESISTANCES	
RESISTANCE	CALCULATION
Defense	Power modifier + Grace modifier + 11
Composure	Lore modifier + Salt modifier + 11
Vigilance	Sense modifier + Tides modifier + 11

Do the same for your initiative and Speed.

INITIATIVE CALCULATION	
Initiative	Grace + Sense + Tides modifiers
Speed	Grace modifier + 6

8. ADD FINAL TOUCHES

Finally, it's time to flesh out the character. It needs a name, maybe a gender, a description of its looks and a story. Here are a few leading questions to help with this.

- ❖ Who was their first friend?
- ❖ Where was their first kiss? And with whom?
- ❖ What's their favorite food?
- ❖ What's a thing they've done and still feel bad about?
- ❖ What was their first day with their Patron like?
- ❖ What 5 things would they bring to a desert island?
- ❖ Have they ever killed? And if so, why?

EXAMPLE CHARACTER



et's go through character creation together! We'll discover the character together as this section is being written. Just like it's supposed to be.

1. ROLL ATTRIBUTES

We roll 3d6 six times, yielding our attribute modifiers. We note these down.

			Roll Total	Modifier
❖ <i>Power</i>	☐☐☐	=	10	+0
❖ <i>Grace</i>	☐☐☐	=	14	+2
❖ <i>Lore</i>	☐☐☐	=	10	+0
❖ <i>Sense</i>	☐☐☐	=	9	-1
❖ <i>Salt</i>	☐☐☐	=	13	+1
❖ <i>Tides</i>	☐☐☐	=	3	-4

A graceful and gritty character! Something of an Anne Bonny but way unluckier. Let's see where this takes us next.

2. CHOOSE ORIGIN

The high Grace and the Salt scores would give us an interesting cutlass-wielding and flashy pirate, so let's go with The Freeports for our origin. This gives us the Outlaw trait, and a couple of items: a *Fancy Hat*, *Frilly Clothes*, *Heirloom Pistol* and a *Mysterious Tattoo* (*but what does it mean?!*).

3. CHOOSE SPECIES

For this character, we'll keep things simple and choose *Human*. This gives us the *Versatile* trait, allowing us to swap out one of our class traits for one from another class.

4. ROLL BACKGROUND

We roll a d100 for our character's background... 76, a priest(ess)! She's shaping up to be a pious woman, leading her flock into the unknown in search of traces of the divine among the *Sunken Stars*.

She gains the trait *Blessings*, allowing her to cure mental ails as well as improve morale aboard the ship. As a priest-ess, she gains no access to *Port Amenities*, and only modest belongings: *A Habit*, *Incense*, *Writing Implements*, *Her Religious Symbol*, *A Book of Prayers* and *7 Gold Coins*.

5. CHOOSE CLASS

For the class, we choose *Captain*, and as a first *Trait*, *Occultist* seems like the obvious pick. This allows her to use her knowledge of the occult to divine the weather, further providing support to the ship and its crew.

6. ROLL PATRON

We choose the Court of the Moon and roll a d20, getting a 7, *The Chandler*, a Patron that provides hope to those around him. The first Power she gets is *Waxy Transfusion*, allowing her to use wax to heal an ally's injuries.

7. NOTE DERIVED ATTRIBUTES

We calculate her resistance and initiative scores. Almost done!

❖ <i>Defense</i>	=	11	+0 ^{Power}	+2 ^{Grace}	=	13
❖ <i>Composure</i>	=	11	+0 ^{Lore}	+1 ^{Salt}	=	12
❖ <i>Vigilance</i>	=	11	-1 ^{Sense}	-4 ^{Tides}	=	6
❖ <i>Initiative</i>	=	+2 ^{Grace}	-1 ^{Sense}	-4 ^{Tides}	=	-3
❖ <i>Speed</i>	=	6	+2 ^{Grace}		=	8

8. ADD FINAL TOUCHES

Our character's traits are *Outlaw*, *Blessings*, *Versatile* and *Occultist* and her starting power is *Waxy Transfusion*. This paints a picture of a rough cult leader that might read the entrails of a seagull every so often, but also of someone that can actually make good on esoteric promises.

"They call her Brennivin for the burn in her voice and the bitter edge she never bothers to hide. Once, she had wandered the world utterly alone, a stray soul adrift on the currents, with nowhere worth anchoring to. If the old gods ever favored her, they turned away the day the Courts branded her, sigils burning under her skin like living things. Yet she is not alone. A ragtag congregation of outcasts and wretches follow that strange, smoldering light she now bears."

This meager ember of hope has not gone unnoticed. The Chandler, ancient crafter of wax and flame, has fixed his gaze upon her. Beneath his baleful influence, Brennivin leads her grimy flock into the waiting maw of the ocean, toward the source of that flickering light, brightening, hungering, calling her ever deeper."



CHARACTER ADVANCEMENT



Characters begin at level 1 with no experience. Over time, they grow stronger—and pick up their share of scars.

EXPERIENCE

When a character survives an adventure, they gain experience for the difficult situations they have been confronted with. This includes exploration, combat, tricky negotiations and more.

Surviving an adventure and coming back to a safe haven always grants 1 point of experience.

Additional points can be awarded at the GM's discretion and following are a couple of examples of what could warrant extra rewards.

- ❖ Solid and engaging roleplay.
- ❖ Engaging with risky situations head on, or in a clever way.
- ❖ Finding noteworthy treasure.
- ❖ Surviving a challenging combat encounter.
- ❖ Drawing a beautiful map, or keeping an entertaining journal of the adventure.

Experience is shared across the crew. If one player maps, journals, or shines in roleplay, everyone benefits.

EXAMPLE

The crew gets back from a dangerous journey, they survived a tricky fight with a giant crab, and one of the players drew a map of the island they found the crab on.

Each player would then get:

$$1^{\text{Survival}} + 1^{\text{Combat}} + 1^{\text{Map}} = \mathbf{3} \text{ Experience Points.}$$

SPENDING EXPERIENCE

Experience points can either be spent on the character's Class Track, or on the Patron Track, player's choice. Below is the experience cost for each level on both tracks. This is the cost to reach each level. XP does not accumulate—each new level must be purchased in full.

CLASS TRACK		
LEVEL	COST	REWARD
1	0	<i>Class Trait</i>
2	3	<i>Class Trait</i>
3	6	+1 to an Attribute
4	10	<i>Class Trait</i>
5	14	+1 to an Attribute
6	18	<i>Class Trait</i>
7	22	Trait: <i>Famous</i>
8	26	+1 to an Attribute
9	30	<i>Class Trait</i>
10	35	Trait: <i>Legend</i>

PATRON TRACK		
LEVEL	COST	REWARD
1	0	Gain <i>Patron Power</i> each level
2	2	
3	4	
4	6	
5	10	

The Patron Track only has 5 levels that are much cheaper than the ones on the Class Track. Be wary though, the Patron Track holds considerable danger if it is advanced too quickly.

WHEN THE PATRON CONSUMES THE CHARACTER

Spending experience on your Patron Track risks further intrusion by the Patron. This takes the form of the Patron bestown an *Affliction* on the character, slowly taking control of their body.

Whenever a player gains a level in its Patron Track, they roll

$$d6 + \text{Class Level} - \text{Patron Level}$$

On a roll of 4 or less, in addition to their new *Power*, the character also receives an *Affliction* from its Patron. On a roll of 5 or more, the character receives their new *Power* and nothing else happens. A natural 1 always results in an *Affliction*, no matter the modifiers.

PATRON LEVEL GAIN	
ROLL	RESULT
1, 2, 3, 4 or Natural 1	Receive an <i>Affliction</i> from the Patron, and gain the <i>Power</i> from leveling as normal
5, 6 +	Gain the <i>Power</i> from leveling as normal



Brennivin had felt the change creeping upon her like a sickness of the soul, a slow corruption, starting at the edges of her thoughts and creeping deeper. At first, it was nothing but a curious warmth in her veins, a sensation like candle wax dripped upon her skin—warm, almost soothing in its oddity. But soon, that warmth turned to fire, and her flesh began to shiver with strange, unwelcome tremors.

The others saw it too. The crew who dared not speak of what they saw in her now haggard face, the way her steps left traces of melted wax on the deck, how the air around her seemed to flicker with the dim light of phantom candles. The Chandler was claiming her, molding her into something else. Each day, more of her body succumbed, waxen and dripping, bit by bit, to make room for its new master.

FAME



Fame is both a blessing and a curse. Stories travel as fast as the winds, carried by sailors, merchants, and whispers at portside taverns. To be known is to carry power; allies seek you out, enemies plot your downfall, and strangers already have an opinion before you say a word. The higher your reputation, the greater the echoes of your deeds—whether glorious or grim. Fame doesn't just open doors. It shifts how the world moves around you.

A captain with a name known from Alzaru to Chactun finds opportunities, challenges, and expectations that would never be placed on a lesser sailor. Those who reach the highest echelons of fame become legends, figures whose tales outlive them, woven into the fabric of sea lore itself.

TRAITS OF FAME: FAMOUS AND LEGEND

FAMOUS

Your name is known in every port, and stories of your deeds are spoken over tankards and whispered in dark corners.

- ❖ **Recognition:** Your character gains *Advantage 1* to *Salt* or *Grace* checks made to persuade, seduce, bargain or intimidate. Port officials, rival captains, and common sailors may bend to

your name alone.

- ❖ **Mixed Reactions:** Fame cuts both ways. Roll 1d6 whenever you enter a new port:
 - ■ ■: The attention is positive; you're welcomed like a hero. You gain *Advantage 2* to recruit crew, and goods cost 20% less.
 - ■ ■: Infamy follows; you attract unwanted attention, your name raises eyebrows—or hackles. Rival captains may challenge you, and local authorities keep a closer eye.
- ❖ **Conspicuous Presence:** In populated areas, stealth and deception rolls suffer *Disadvantage 1* unless you conceal your identity.

LEGEND

You have become a living myth, a name spoken with awe or dread from the docks of Edgerton to the mysterious tides of Yfalos.

- ❖ **Mythical Status:** Your legendary reputation grants you *Advantage 3* to *Salt* or *Grace* checks made to persuade, seduce, bargain or intimidate.
- ❖ **Whispers of the Deep:** Your fame has drawn the attention of mysterious and supernatural forces. When you roll a critical success, there's a 10% chance something strange responds—an unexpected ally, a cursed admirer, or something worse.

DEATH AND LEGACY



In Sunken Stars, death isn't the end. It's the tide turning. Your legacy flows into the next life. When a character dies, they pass elements of their experience and abilities to a new character.

LEGACY INHERITANCE

Upon the death of a character, the player may select certain elements to carry forward into the new character.

Each time a character dies, the player may choose one additional legacy from the list below, gradually retaining more with each subsequent character death.

❖ **Class Trait:** Choose one class trait from the deceased character. This trait becomes a permanent part of the new character.

❖ **Item:** Select one item

of significance from the deceased character's inventory. This item is transferred to the new character, with any enhancements or history attached to it remaining intact.

❖ **Patron:** The new character may adopt the deceased character's Patron, along with the Patron's level. However, inheriting a Patron in this way immediately triggers a roll for potential Afflictions.

LEGACY PROGRESSION

Each time a player experiences a character death, they gain an additional Legacy option for their new character. For instance:

- ❖ **First Death:** The player chooses one Legacy (e.g., Class Trait).
- ❖ **Second Death:** The player chooses two Legacies (e.g., Class Trait and Item).
- ❖ **Third and Subsequent Deaths:** The player chooses three Legacies.

This gradual increase in inheritance rewards players who face the dangers of the world and encourages attachment to the ongoing narrative of each successive character.

AFFLICTIONS

Inheriting certain Legacies, especially the Patron, may come with risks. When a Patron is inherited, the player immediately rolls to determine any Afflictions the Patron might inflict upon the new character. This roll reflects the latent tension and danger in carrying forward such a powerful, supernatural bond. Patrons are not always keen on shifting their allegiance.

SHIP STATISTICS



hips are defined by seven core Attributes: their strengths, weaknesses, and how they handle at sea.

ATTRIBUTES

These are the baseline qualities of the ship: *Sails*, *Turns*, *Guns*, *Hull*, *Crew*, *Hold* and *Morale*.

• SAILS •

Determines speed in naval combat—the number of hexes the ship can move per turn.

• TURNS •

The ship's ability to turn. Each point allows a 60° pivot per turn—crucial for lining up attacks or evading fire.

• GUNS •

The ship's firepower. Affects how much damage it deals in naval combat with its weaponry.

• HULL •

Wood, steel, spells—whatever holds the ship together. When Hull runs out, you're going down.

• CREW •

Represents the number and skill of sailors aboard. Each point is about ten crew members. (...or ten very motivated frogfolk.)

• HOLD •

Storage capacity—used for cargo, supplies, or even certain upgrades. One unit per point.

• MORALE •

Starts at 0

Morale begins at 0 and shifts based on events. A high score inspires your crew; a low one breeds fear or disobedience.

Morale is added to all rolls made for the ship. Yes. All rolls.

SHIP TYPE AND UPGRADES

The *Ship Type* and the *Ship Upgrades* provide a ship with benefits, usually in the form of increased attributes or bonuses during *Navigation* or *Naval Combat*. See *Ships and Upgrades*, p. 436 for details on the options that can be purchased during play.

CREW TYPE

The *Ship Type* and the *Ship Upgrades* provide a ship with benefits, usually in the form of increased attributes or bonuses during *Navigation* or *Naval Combat*. See *Ships and Upgrades*, p. 436 for details on the options that can be purchased during play.

SHIP CREATION



layers typically starts with a single ship that serves as their home, transport, and primary weapon on the seas.

Some campaigns may call for different circumstances, and the GM may choose to begin without a starting ship if it aligns better with the crew’s origin story or goals. This creates a journey where the crew must first earn, steal, or build a ship before venturing into the Sea of Sunken Stars.

Whether starting with a ship or working towards one, follow these steps to define its attributes and type.

1. CHOOSE A SHIP TYPE

The *Ship Type* that reflects your vessel’s purpose and determines its key attributes. When starting out, the players start with a small, nimble ship. They can purchase larger and more powerful ships from the *Shipyards* in game.

SHIP	SAILS	TURNS	GUNS	HULL	HOLD	CREW (UPKEEP)
Schooner	2	3	2	2	4	2 (20)
Cutter	3	3	1	1	3	2 (20)
Sloop	2	3	1	3	4	2 (20)
Drakkar	2	3	0	2	2	3 (30)

2. CHOOSE A CREW TYPE

Your crew defines how your ship operates, fights, and behaves at sea. Each *Crew Type* offers a distinct set of traits that shape your strengths in travel, trade, and combat.

At the start of play, choose one *Crew Type* and select 1 *Trait* from its list to begin with. As your crew grows, you’ll unlock more traits from that same type, gradually specializing your ship’s style and capabilities.

The *Crew Type* also sets the tone—whether you’re disciplined *Regulars*, opportunistic *Freeblades*, or relentless *Whalers*, your crew is the soul of your vessel.

CREW TYPE	TRAITS
Freeblades	Boarding Vanguard, Hidden Cove, Raiding Allies, Contraband Experts, Rapid Plunder
Whalers	Harpooners, Stormcallers, Island Allies, Blood Rite, Slayers
Regulars	Volley Drill, Military Shipyards, Riflemen Allies, Gunline, Damage Control
Merchants	Chartered Trade, Market Sense, Convoy Escort, Contraband Immunity, Contact Book
Galley Crews	Steady Row, Ramming Speed, Boarding Party, Endless Endurance, Veteran Oarsmen

CREW TYPES

FREEBLADES



Freeblades are cunning mariners and bold opportunists who sail under no flag but their own. Masters of ambushes, smuggling, and rapid strikes, they thrive at the fringes, seizing fortune through bold boarding actions, cunning evasion, and hidden harbors known only to them.

TRAIT: CONTRABAND

❖ Cargo marked as *Illegal* occupies half the *Hold* space (rounded down), representing your expert handling and stashing skills.

TRAIT: VANGUARD

❖ **Naval Combat:** Your successful *Boarding Assaults* deals an extra 1d6 *Crew* damage.

TRAIT: RAPID PLUNDER

❖ **Naval Combat:** When winning a *Boarding Assault*, steal 1 Cargo from your target immediately.

TRAIT: HIDDEN COVE

❖ **Navigation:** mark a secret haven. If you flee there, enemies cannot follow.

TRAIT: RAIDER ALLIES

❖ When exploring islands, roll 1D3 to determine how many crew join you. If none of this crew returns after the exploration, reduce your *Morale* by 1.



Raider Ally

POWER	+1	DEFENSE	12
GRACE	0	COMPOSURE	10
LORE	-2	VIGILANCE	12
SENSE	+1		
SALT	+1	NERVE	4
TIDES	0	ATTACK	+2
SPEED	6	INITIATIVE	+1

ACTIONS

Pistol Shot: +3 to hit / d6+1 damage. Ignore d6 Armor. Range 30ft.

Bash: +3 to hit / d6+1 damage.

WHALERS

Whalers sail where others dare not venture, confronting colossal sea beasts and hostile shores alike. Hardened by battle, ritual, and the blood of monstrous prey, they are ruthless, determined survivors, thriving amid the harshest storms and bloodiest engagements.



TRAIT: STORMCALLERS

❖ **Naval Combat:** Once

per combat, immediately trigger a $\pm 60^\circ$ favorable wind shift.

TRAIT: HARPOONERS

❖ **Naval Combat:** Once per combat, perform a special harpoon attack (3d6 + *Sense* vs TN 7 x distance). On hit, the target is Pinned (no movement) next round and takes *Guns* damage.

TRAIT: BLOOD RITE

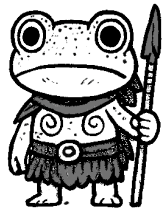
❖ **Port Activities:** expend sea monster remains (blubber, bones) to immediately restore 2 *Hull* and gain 1 *Morale*.

TRAIT: BEAST SLAYERS

❖ **Naval Combat:** *Advantage* 2 on all attacks against sea beasts, representing extensive hunting expertise.

TRAIT: HUNTER ALLIES

❖ When exploring islands, roll 1D3 to determine how many crew join you. If *one or more* of this crew doesn't return after the expedition, reduce your *Morale* by 1.



Hunter Ally			
POWER	+2	DEFENSE	14
GRACE	+1	COMPOSURE	12
LORE	0	VIGILANCE	12
SENSE	0		
SALT	+1	NERVE	4
TIDES	0	ATTACK	+2
SPEED	7	INITIATIVE	+1
ACTIONS			
Harpoon: +4 to hit / d6+2 damage. Range melee/thrown 20ft.			

REGULARS

Regulars embody naval discipline and maritime tradition. Crews trained in rigorous drill, they perform as one cohesive unit, unshaken by cannon fire or fierce boarding actions. Regulars operate like a finely tuned machine, precise, reliable, and resolute in combat.



TRAIT: VOLLEY DRILL

❖ **Naval Combat:** Once per engagement, spend *Gun Deck* action to fire twice in one round, each attack rolling normally.

TRAIT: MILITARY SHIPYARD

❖ **Port Activities:** Repairs at the *Shipyards* restore +1 *Hull* and +1 *Sails* per week.

TRAIT: GUN LINE

❖ **Naval Combat:** During a *Boarding Assault*, gain *Advantage* 1 on your roll.

TRAIT: DAMAGE CONTROL

❖ **Naval Combat:** Once per engagement, immediately repair 1 *Hull* or clear one critical system penalty. (no check required)

Rifleman Ally

POWER	0	DEFENSE	11
GRACE	0	COMPOSURE	10
LORE	-1	VIGILANCE	12
SENSE	+1		
SALT	0	NERVE	2
TIDES	0	ATTACK	+1
SPEED	6	INITIATIVE	+1

ACTIONS

Rifle Shot: +2 to hit / d6+1 damage. Ignore 1d6 Armor. Range 120ft.

TRAIT: RIFLEMEN ALLIES

❖ When exploring islands, roll 1D3 to determine how many crew join you.



MERCHANTS



Savvy traders and sophisticated negotiators, they leverage market conditions, manipulate cargo values, and maintain valuable contacts. Their wealth buys them influence, protection, and specialized cargo unattainable by others.

TRAIT: CHARTERED TRADE

❖ **Port Activities:** commission special cargo worth twice its base price in a destination port chosen by the GM.

TRAIT: MARKET FINESSE

❖ **Port Activities:** Once per *Port* visit, roll *Lore* (TN 12) to reduce the price of any supply or upgrade by 20%.

TRAIT: CONVOY ESCORT

❖ **Naval Combat:** Once per engagement, hire

a GM-controlled allied Sloop at a cost of 300\$.

TRAIT: CONTRABAND IMMUNITY

❖ **Port Activities:** Choose one *Illegal* item that will never be detected by inspection.

TRAIT: CONTACT BOOK

❖ **Port Activities:** Access specialized equipment or cargo at each *Port* regardless of normal rarity limitations, reflecting your extensive commercial networks.

GALLEY CREWS



Galley Crews master the seas through physical endurance and the rhythm of rowing drums. Unaffected by shifting winds or tides, their oared vessels surge forward under powerful strokes. Their oars herald relentless pursuit and unmatched maneuverability.

TRAIT: STEADY ROW

❖ **Navigation:** Your ship's movement can never drop below 2.

TRAIT: RAMMING SPEED

❖ **Naval Combat:** Gain Advantage 2 on checks when performing a Ramming Maneuver in Naval Combat.

TRAIT: ENDLESS ENDURANCE

❖ *Crew* loss from events reduced by 1.

TRAIT: BOARDING PARTY

❖ **Naval Combat:** Use your *Forecastle* action to launch marines by rowing boat, initiating *Boarding Assault* without needing to *Grapple* first.

TRAIT: VETERAN OARSMEN

❖ **Port Activities:** At the *Tavern*, hire Veteran Oarsmen, spend 50 \mathfrak{g} to temporarily add +1 *Sails* to your ship for the duration of your next voyage.

CREW ADVANCEMENT



Instead of advancing along their Class or Patron tracks, players may choose to invest experience into their crew. This represents training, cohesion, and the development of shared tactics and identity aboard the ship. Each new trait costs 15 XP and must be selected from the same Crew Type chosen at the start of play. As the crew gains experience together, they grow into a more specialized and effective unit, gaining new options during travel, trade, and naval encounters.

CREW TRACK		
LEVEL	COST	REWARD
1	0	Choose a <i>Crew Trait</i> each level
2	15	
3	15	
4	15	
5	15	



Part 4

ORIGINS

“In life, a person will come and go from many homes. We may leave a house, a town, a room, but that does not mean those places leave us. Once entered, we never entirely depart the homes we make for ourselves in the world. They follow us, like shadows, until we come upon them again, waiting for us in the mist.”

—Ari Berk, *Death Watch*

ELEDON

THE DRUID'S WARNING

“**B**eneath basalt spires that claw at the sky, the land murmurs with discontent. Our city stands proud, a monument to our ambition. Once, druidism guided us toward harmony with the living earth. Now we force it into a tool for production, twisting fields and forests into harvests they never meant to yield. The basalt port hums with commerce, but the soil beneath our feet grows restless and the sea beyond our docks churns with anger.

There's an old story, rarely voiced aloud, that a fallen star did not sink into the ocean but landed in Elen. Its cosmic essence seeped

into our druidic craft, magnifying our powers beyond measure. With that power came a heavy cost. Nature, once our ally, strains under the weight of our demands. Vines creep over stonework, reclaiming the walls they helped birth. The waters seethe, defying all but the boldest captains. And below the basalt foundations, something vast and ancient stirs, awakened by that star's unearthly glow.

I've seen a reckoning in my visions. A day when the earth will rise, no longer yielding to our arrogance. It will reclaim what we have taken. As a druid of Elen, I must speak: we must return to the old path. To humility



*and reverence for the wild.
If we don't, we'll inevitably
face the land's fury, and the
loss of everything that once
made Elen great."*

—Eirian, Druid of Elen



BELONGINGS

Little Chest with d100 Various Seeds, Miniature Steam Engine, Fashionable Black Clothes

ORIGIN TRAIT: DRUID

You were raised to commune with plants and beasts. You often know what a tree needs to thrive, or what a creature feels. Sometimes, you can even make them do what you want.

- ❖ When making a *Lore* or *Sense* check concerning any plant or animal life, you gain *Advantage 2*.
- ❖ As an action, you can make a *Salt* check against an animal's *Composure*, if this succeeds, you can issue a guttural command that it will follow, as long as it doesn't put it in deadly danger.



ELEDON TRIVIA

FLAG



GOVERNMENT

- ❖ Autocratic Monarchy
- ❖ Ruler: King Sigdæg

POPULATION

- ❖ Human 90%
- ❖ Fishman 5%
- ❖ Simian 4%
- ❖ Frogfolk 1%

NOBLE HOUSES

- ❖ Hilçekin: Royal family
- ❖ Saelfolc: Navy officers, ship builders
- ❖ Fulcrad: Control most of the Eleni industry

NAMES

D10	MASCULINE	FEMININE
1	Æthelstan	Beornwyn
2	Cynwulf	Ealdgyth
3	Leofric	Hilda
4	Oswin	Eadith
5	Aelfric	Frida
6	Wulfstan	Wynfrith
7	Theobald	Mildreth
8	Ethelred	Rheda
9	Godric	Aetheltryth
10	Ealhstan	Oswith

FASHION

D10	MASCULINE	FEMININE
1	Black high-necked coat with silver lace trim.	Lace bodice in deep forest green, paired with fingerless gloves.
2	Formal frock coat with subtly embroidered vine patterns.	High-waisted skirt with a silver buckle and side pocket.
3	Fitted black waistcoat, ivory buttons and a delicate cravat.	Silk blouse tucked into a high-waisted, layered skirt.
4	Midnight-blue waistcoat with subtle silver leaf embroidery.	Loose, layered skirt in charcoal with patterned underskirts.
5	Long overcoat with a single decorative chain at the shoulder.	Veil draped over a lace bonnet, worn even on ordinary days.
6	Dark tunic and trousers, tied with a heavy leather belt.	Corseted top with sleeves flaring out near the wrists.
7	Double-breasted long coat with clasps at the collar and cuffs.	Layered petticoats under a dark dress with a braided belt.
8	Floor-length coat with braided leather detailing on sleeves.	Floor-length black shawl with fine embroidery at the edges.
9	Tunic layered under a finely woven black shawl.	Woolen wrap with a single clasp shaped like a leaf.
10	Open-front cloak with subtle, vine-patterned trim.	Close-fitting jacket with small lapels, worn over a light chemise.

Cultural Foods

Smoked Fish, Pickled Roots, Stewed Rabbit, Mushroom Pottage, Nut Butter Spread, Cabbage and Apple Slaw, Berry Preserves

ALZARU

THE SCHOLAR'S REFLECTION

“Each corridor murmurs with quiet debate and the scrape of quills on parchment. Where others see meteors and portents, we see problems to solve. The arc of falling stars, the angle of light... everything is measurable. Our instruments record the descent; our charts translate the sky. Each mark brings us closer to the meaning beneath the shimmer.

We call them Sunken Stars. Not omens or divine retribution. Data. Fragments waiting to be read. That doesn't mean we lack wonder. Beneath the night sky, even we fall silent. But we listen for the language behind the glow, certain the universe can be understood.

Not every question has an answer. We move forward anyway. Reason guides the hand, but awe lights the way.

Alzaru stands as a crucible of discovery, an island of scholars in a sea of myth. Where others chase superstition, we observe. In the hush of our libraries and across the open reach of our observatories, we forge a



*path. Not just to the stars,
but to understanding our
place among them.”*

—Mistress Bakar,
Head Scholar of Alzaru



BELONGINGS

Turban, Djellaba, Babushas, Jambiya, Converging Lens, d6
Books on a chosen discipline

ORIGIN TRAIT: SCHOLAR

Your schooling was rigorous and harsh at times, but it pays its dividends now. You are among the most knowledgeable people in the world, matched only by the great minds of your homeland.

- ❖ You always have access to the *University* port amenity, regardless of your *Background*.
- ❖ You gain *Advantage 1* on any *Lore* check.
- ❖ You start the game with knowledge of a powerful or otherwise very valuable artifact and its location. Determine the details of this with your GM.



ALZARU TRIVIA

FLAG



GOVERNMENT

- ❖ Autocratic Monarchy
- ❖ Ruler: Sultan Azaim

POPULATION

- ❖ Human 95%
- ❖ Fishman 4%
- ❖ Simian < 1%
- ❖ Frogfolk < 1%

FAMOUS SCHOLARS

- ❖ Al Fazul: first explorer to navigate to Chactun
- ❖ Bakar: recorded many conversations with Patrons

NAMES

D10	MALE	FEMALE
1	Azaim	Layla
2	Farid	Safiya
3	Najir	Noor
4	Rami	Dalia
5	Sulayman	Hana
6	Azhar	Nura
7	Sharif	Rahma
8	Malik	Nadia
9	Rafik	Sahar
10	Tahir	Farah

FASHION

D10	MALE	FEMALE
1	Long robe with intricate gold embroidery along the cuffs.	Long, flowing dress with silver thread and beaded edges.
2	Sleeveless robe with detailed, geometric patterns.	Jewel-toned robe with golden accents on the sleeves.
3	Sandals and a short cloak, fastened with a brass clasp.	Fitted, ankle-length dress with geometric embroidery.
4	Flowing blue robe with embroidered stars along the hem.	Light, long-sleeved dress with a golden sash.
5	Loose, wide-legged trousers and a fitted jacket with silver trim.	Silken trousers with a high-waisted belt and tunic.
6	Turban with a small ornamental pin.	Linen dress with star motifs embroidered along the collar.
7	Long, light robe adorned with constellation-like symbols.	Wrap skirt with embroidered floral designs and wide belt.
8	Embroidered headband worn with a casual outer garment.	Belted dress with elegant floral stitching and a soft scarf.
9	Light, open-front coat with a sun symbol stitched on the back.	Beaded necklace paired with a silk scarf and tunic.
10	Light tunic with a woven sash and embroidered vest.	Sleeveless tunic with silver-studded sandals.

Cultural Foods

Spiced Lamb Stew, Saffron Rice, Stuffed Dates, Rosewater Pudding, Cucumber Mint Salad, Orange Blossom Syrup, Honey-Lavender Tea

MAKALU

Sun Scorches, Moon Weeps

*Circle of the Sun and Moon
Sun scorches, Moon weeps,
Over Makalu, the silence creeps.
“Sun scorches,” land does moan,
“Moon weeps,” through night’s bone.
In the dance of eternal chase,
Sun’s fury, Moon’s grace,
“Sun scorches,” shamans say,
“Moon weeps,” night and day.
Harsh the land, under Sun’s gaze,
Cold the night, in Moon’s phase,
“Sun scorches,” deserts burn,
“Moon weeps,” tides turn.
Jealous Sun, with fire’s breath,
Loving Moon, shadow’s wraith,
“Sun scorches,” world on bier,
“Moon weeps,” tear by tear.
Between the burn, between the sigh,
Makalu under sprawling sky,
“Sun scorches,” so we chant,
“Moon weeps,” a haunting cant.*

—Elder Amina, Shaman of Makalu





BELONGINGS

Spirit Mask, Box of d6 Body Paints, Simple Clothing and Furs

ORIGIN TRAIT: ANIMIST

You are among those who speak with the spirits. Through your mask, you see the echoes of the past. You see where the water once ran in a riverbed now dry, you see the spirits of the dead.

- ❖ You must choose a name with which you walk through the spirit world. While wearing your spirit mask, you assume this identity, and you hear and see the spirit world, experiencing things as they were in the past.

This also allows you to interact with the spirits of the dead, and them with you.



MAKALU TRIVIA

FLAG



GOVERNMENT

- ❖ Feudal Theocracy
- ❖ Ruler: Elder Amina

POPULATION

- ❖ Human 80%
- ❖ Fishman 15%
- ❖ Simian 4%
- ❖ Frogfolk 1%

ANCIENT MASKS

- ❖ The Ivory Crow: said to bring the wearer wisdom from the nether.
- ❖ The Blooded Serpent: worn by those who know venom and cure.

NAMES

D10	MALE	FEMALE
1	Bakari	Amina
2	Jabari	Chipo
3	Kamau	Siti
4	Chike	Hasina
5	Dumo	Nyota
6	Amadi	Nia
7	Ekene	Tumaini
8	Obasi	Safiya
9	Langa	Farai
10	Tau	Zahara

FASHION

D10	MALE	FEMALE
1	Embroidered tunic with designs symbolizing animal spirits.	Flowing skirt with layered beads and shell anklets.
2	Loose pants with a patterned sash around the waist.	Tunic dress with intricate embroidery down the sides.
3	Simple tunic with embroidered cuffs and collar.	Wrap dress tied with a leather cord at the waist.
4	Earth-toned pants with woven leg wraps for durability.	Sleeveless dress with an embroidered sash.
5	Loose, earth-toned trousers and a short-sleeve tunic.	Long, patterned scarf worn over one shoulder.
6	Decorative chest wrap under a short robe with woven patterns.	Head wrap with geometric designs in contrasting colors.
7	Open-front vest with braided trims and a sun pendant.	Long, loose tunic with a braided belt.
8	Woven shawl draped over one shoulder, tied with leather.	Open-front robe with vibrant stitching along the seams.
9	Tunic layered under a finely woven black shawl.	Cloth belt adorned with feathers and bone charms.
10	Wide-sleeved shirt decorated with geometric motifs.	Ankle-length dress with woven trim at the hem.

Cultural Foods

Spiced Yam Stew, Grilled Fish, Groundnut Soup, Bean Cakes, Honeyed Plantains, Soursop Juice, Smoked Meat Kebabs, Hibiscus Tea

THE FREEPORTS

SING: THE BUCCANEER'S HAVEN

“**Q**uid swirling
sea-mists lie
the Freeports:
a scatter of windswept docks
and rough-plank inns where
anyone can slip the noose
of empire or king. Day or
night, pirates, privateers,
and rovers drink, fight, and
revel, bound by nothing but
a thirst for life on their own
terms.

*matters. It's the dream that
keeps ships coming.*

*Our lives are carried on the
salt-wet wind. Masts sway,
sails snap, and alliances
form faster even than they
break. But there's belonging
too. The sea grants a free-
dom no crown ever could.”*

—Jarek, Pirate & Lover

*The ports are small, but the
stories run tall. Local coun-
cils rule with a mix of trust
and steel. Just enough law
to keep the trade flowing
and the drinks full. Sailors
speak of Sunken Stars glim-
mering beneath the surf,
luring the bold with glimpses
of treasure or whispered glo-
ry. Rumor or not, it hardly*



“*The sea lays
down the
law.*”

*Kráka lived by it.
Her legacy clings to us like
barnacles to a crusty hull,
roughing every wave we
ride.*

*We're born of brine
and rebellion, always
chasing the horizon.
At The Squall's
End, her stories
keep our blood hot.”*

—Garrick,
Keeper of The
Squall's End



Fancy Hat, Frilly Clothes, Heirloom Pistol, Mysterious
Tattoo

ORIGIN TRAIT: OUTLAW

As an Outlaw, you live by your own
rules, riding the tides and winds
with a reckless grin, seizing for-
tune wherever it dares to hide.

- ❖ You always have access to
the *Pirate Council* port
amenity if it is available,
regardless of your
Background.
- ❖ When you make an
attack using your
Heirloom Pistol, you
gain 1 *Nerve*. Any
Nerve exceeding your
maximum is lost after
combat ends.
- ❖ You can spend *Nerve*
to give yourself
Advantage when you
make *Salt* checks. Each
point of *Nerve* spent this
way gives you 1 *Advantage*.



FREEPORTS TRIVIA

FLAG



GOVERNMENT

- ❖ Democracy
- ❖ Rulers: Council of Tides

POPULATION

- ❖ Human 40%
- ❖ Fishman 35%
- ❖ Simian 10%
- ❖ Frogfolk 15%

INFAMOUS CAPTAINS

- ❖ Krákka, the Crow: Said to have navigated to the center of the Sea of Sunken Stars
- ❖ Jarek, one of the founders of the Council of Tides

NAMES

D10	MALE	FEMALE
1	Caliban	Sable
2	Flint	Kaida
3	Drake	Isara
4	Cassian	Lira
5	Marlin	Nessa
6	Orion	Odessa
7	Axton	Faye
8	Jarek	Yara
9	Solomon	Liana
10	Kai	Alara

FASHION

D10	MALE	FEMALE
1	Loose linen trousers and a wide belt with a bronze buckle.	Long skirt with pockets, worn with a wide sash belt.
2	Striped sash tied over a simple tunic, worn with tall boots.	Sleeveless tunic over a fitted blouse, accented with beads.
3	Open leather vest over a fitted shirt, accessorized with beads.	Lightweight shawl with fringes, wrapped over the shoulders.
4	Cotton shirt with rolled sleeves and a colorful scarf.	Blouse with loose sleeves, tucked into high-waisted trousers.
5	Dark trousers with patches, paired with a woven belt.	Layered skirts with a sash, paired with beaded necklaces.
6	Rolled-up trousers and sandals, often worn while dockside.	High-collared blouse with a lace trim, practical yet stylish.
7	Loose-fitting trousers and a sash with a small satchel.	Long, dark coat with rolled sleeves and a decorative brooch.
8	Simple trousers and a shirt with a leather wrist cuff.	Vest with wave-like embroidery over a lightweight shirt.
9	Sleeveless shirt with a brass-buckled belt and small pouches.	Layered scarves and shawls, adapted to changing temperatures.
10	Beaded necklace and an open-front vest made of sturdy fabric.	Lightweight robe with embroidered seashell designs.

Cultural Foods

Crab Gumbo, Salted Fish, Coconut Rice, Black Bean Stew, Shellfish Skewers, Taro Chips, Hot Pepper Sauce

GARUNN

THE WALL

“Garunn, wrapped in eternal winter, stands defiant against the unseen. The cold bites deep, and the auroras paint our skies. Everything hinges on the runes. They are our shields, our swords against the courts,” says Halvar, a seasoned rune carver whose hands have etched protections into the island’s bones.

In the silence of the snow, our ancestors learned to listen, really listen, to the stars. Their whispers were carved into stone and ice, warding off the spirits who’d slip through cracks and thresholds.”

He runs a calloused hand across a glowing sigil. “Craftsmanship is survival. Every rune, every line chiseled in frost, is a fight won against the dark. The winds are brutal, but they howl for us. Our isolation is our strength.”

“We don’t do prayer,” Halvar continues, his breath fogging in the cold. “Our faith is in repetition. In the act of carving. Every child learns to write its name with a chisel.”

He pauses, then adds: “Balance is a lie. You don’t co-exist with the courts. You keep them out. We carve, we etch, we remember. Garunn demands sovereignty.



In the heart of this frozen fortress, we do not fear the cold or the dark. We fear the silence that comes should the runes fail.”



BELONGINGS

Harpoon, Warm Winter Clothes,
Runic Tattoos, Simple Iron Jewelry

ORIGIN TRAIT: WHALER

Virtually nothing grows on your island, bar winter wheat. Garunn demands of its people to be competent fishermen, lest starvation make short work of them.

- ❖ When fighting an aquatic creature, you can use *Nerve* to gain *Advantage*. Each point of *Nerve* spent in this way gives you *Advantage* 1. Additionally, any damage to these creatures inflicted with your *Harpoon* always inflicts a *Serious Injury*, regardless of their remaining *Nerve*.



GARUNN TRIVIA

FLAG



POPULATION

❖ Human	99%
❖ Fishman	< 1%
❖ Simian	< 1%
❖ Frogfolk	< 1%

GOVERNMENT

- ❖ Mercantile Oligarchy
- ❖ Rulers: Ting of Crafts

NAMES

D10	MALE	FEMALE
1	Bjorn	Sigrid
2	Eirik	Solveig
3	Sten	Astrid
4	Rurik	Freya
5	Ingmar	Runa
6	Hakon	Brynhild
7	Thorfinn	Tora
8	Kjell	Edda
9	Olav	Dagmar
10	Aksel	Thyra

FASHION

D10	MALE	FEMALE
1	Thick wool tunic with leather shoulder pads.	Wool skirt with fur trim for warmth and durability.
2	Heavy fur-lined cloak for warmth during long journeys.	Long, belted tunic, practical for movement.
3	Sleeveless leather vest over a wool shirt.	Heavy cloak with leather ties, fastened at the shoulders.
4	Large wool scarf wrapped around the neck and shoulders.	Layered skirt for warmth, worn with thick leggings.
5	Open-front vest made from rough-spun fabric.	Decorative headscarf for protection from cold winds.
6	Necklace with a small hammer or fish pendant.	Dark wool dress with leather cuffs at the wrists.
7	Fur-lined hat for cold weather protection.	Heavy apron worn over regular clothing for outdoor work.
8	Lightweight wool tunic with decorative stitching.	Tunic dress with a leather cinch belt.
9	Simple, woven tunic with a durable leather belt.	Fur-lined vest with intricate stitching on the hem.
10	Leather gauntlets for handling tools or weapons.	Sleeved vest over a long skirt, warm and practical.

Cultural Foods

Salted Fish, Fish and Root Stew, Smoked Fish Strips, Dried Fish Cakes, Fish Broth, Pickled Fish, Fermented Fish

DOBROMIR

THE TALE OF THE GOLDKEEPER

The stage is set to resemble a quaint stone cottage nestled in a vibrant spring meadow, surrounded by cabbages and wildflowers. The puppeteers, hidden by the shadows, begin the tale of the Goldkeeper.



Narrator Puppet (a figure robed in soft greens and earth tones, its voice gentle yet filled with a hint of sorrow): “In a meadow where spring whispers secrets to the earth, there lived a man, alone but for his gold and the nature’s grace.”

Enter the Goldkeeper, a puppet with weary eyes and a hunched back, sitting by a tiny window, counting his coins, oblivious to the world beyond.

Goldkeeper Puppet (voice laden with solitude): “This gold, my companion, my curse. Yet, in its gleam, I find solace, a fleeting glimpse of worth.”

As he speaks, tiny ant puppets crawl towards him, unnoticed, a symbol of the creeping realization yet to dawn.

Narrator Puppet: “But gold, even in abundance, sings a cold, lonely tune. It was not until her, a maiden of spring, that his heart knew warmth.”

A girl puppet, with hands smooth as the spring breeze and a smile bright as dawn, enters. She sees not the gold but the man beside it. Her presence fills the cottage with light.

Girl Puppet (voice sweet and reassuring): “Why count what cannot laugh, cannot love? Your heart, not your chest, is where true treasure lies.”

Together, they find happiness, a wealth beyond coins. But happiness, as fleeting as spring, cannot last forever.

Narrator Puppet: “Winter’s chill, ruthless in its quest, came for her soul, leaving the Goldkeeper alone, with naught but a shadow of her warmth.”

The Goldkeeper, now holding a lock of golden hair, places

it gently in his treasure box. The gold around him dims, its value lost to the void left by her absence.

Goldkeeper Puppet (voice breaking with grief): “In this box, her memory I keep, the only treasure I need. But memories, unlike gold, offer no warmth, only the cold comfort of what once was.”



The stage dims, leaving the Goldkeeper in the shadow of his loss, the quiet sorrow of the meadow echoing his heartache.

Narrator Puppet: “And so, in a cottage surrounded by the remnants of spring, the Goldkeeper remains, a sentinel of love lost, a reminder of the fleeting nature of joy, and the enduring pain of its absence.”

The puppeteers emerge, their craft applauded, as the tale of the goldkeeper becomes another thread in the rich tapestry of Dobromir’s storytelling tradition.

BELONGINGS

Tragic Wooden Puppet, Accordion, Colorful but Mismatched Clothing

ORIGIN TRAIT: THESPIAN

You’ve learned to weave tales of sorrow and loss, your hands dancing through the air in brightly colored, clownesque attire, a jarring contrast to the tragic stories you bring to life with every flick of a wrist and every painful smile.

- ❖ You can “play a role” and swap the modifiers of two of your attributes. If your audience (i.e. your allies) don’t go along with your new role, you lose this benefit. It takes a few minutes for you to enter or leave the role.



DOBROMIR TRIVIA

FLAG



GOVERNMENT

- ❖ Lottocracy
- ❖ Rulers: The Chamber

POPULATION

- ❖ Human 50%
- ❖ Fishman 25%
- ❖ Simian 15%
- ❖ Frogfolk 10%

LIVING PUPPETS

- ❖ The Little Khan: A blood-thirsty ruler puppet.
- ❖ Zavlev: The most prominent ladies' man, a seductive puppet.

NAMES

D10	MALE	FEMALE
1	Lukasz	Zofia
2	Marek	Aneta
3	Zbigniew	Bozena
4	Wojtek	Kasia
5	Milosz	Jolanta
6	Damian	Beata
7	Rafal	Sabina
8	Tomek	Danuta
9	Witold	Urszula
10	Bartosz	Milena

FASHION


D10	MALE	FEMALE
1	Embroidered vest with intricate floral patterns.	Layered skirt with vibrant floral embroidery.
2	Loose linen shirt paired with a colorful, patterned sash.	High-collared blouse with puffed sleeves and lace detailing.
3	Striped pants and a scarf with tassels, worn over the shoulder.	Headscarf adorned with flowers and folk patterns.
4	High boots with woolen leggings and a vibrant waistcoat.	Flowing dress with colorful stitching along the hem.
5	Tunic with floral embroidery along the collar and sleeves.	Patchwork skirt made from various fabrics and patterns.
6	Silk scarf worn around the neck, in contrasting colors.	Long, fitted coat with a simple floral design at the cuffs.
7	Headband with embroidered details, popular with performers.	Loose-fitting dress with intricate needlework.
8	Crossbody satchel with decorative fringe.	Embroidered apron worn over a simple dress, often decorative.
9	Shirt with loose sleeves, tucked into high-waisted pants.	Fingerless gloves with lace edging.
10	Woven vest adorned with small, colorful charms.	Skirt with ribbon details, worn with a colorful blouse.

Cultural Foods

Pierogi with Wild Mushrooms, Spiced Plum Pastries, Herb-Crusted Goat Cheese, Beet and Apple Salad, Potato Pancakes, Cabbage Rolls

CHACTUN

AN AMBASSADOR'S REPORT

“etting foot in Chactun was like walking into a dream half-remembered from childhood. The air was thick with incense and heat, the city a riot of carved stone and color that grappled its way above the jungle. Their pyramids cut into the canopy like teeth, and the plazas throbbed with the cadence of drums and silk robes. I arrived as a diplomat, but from the first step, I knew I would remain an outsider.

The priests wore the skins of sacred beasts. Panthers and crocodiles moving through shadow and sunlight, each step part of a dance older than memory. Their rituals

were*n't* for show. They were invocations, bindings, renewals. On every wall, I saw the same two creatures: the black cat of midnight and the open-mawed sun-lizard. Together, they watched everything.

At night, I was housed in a stone pavilion open to the sky. I lay awake listening to flutes and the rustle of leaves, the city breathing beneath me like some enormous animal. Somewhere in that darkness, a procession passed. Torches flickering, feathers brushing stone, voices low in a language I was never taught. I did not rise. To watch would have been intrusion. Even silence felt like an act of trespass.



I asked questions. Polite ones. I was given polite refusals.

And so I watched. I listened. I left with pages of notes and not a single answer I trusted.

Chactun is not unknowable. But it certainly does not care to be known.”

—An Alzuran Ambassador to Chactun



BELONGINGS

2d6 Small Vials of Blood, Exquisite Clothing and Gold Jewelry

ORIGIN TRAIT: CAMAZOTZ

You engage in the dark rites, drinking blood to heal your wounds, a privilege granted only to those descended from the Immortal Empress herself.

- ❖ When you drink a vial of blood of your own species, you fully heal an *Injury* overnight.



CHACTUN TRIVIA

FLAG



POPULATION

❖ Human	95%
❖ Fishman	5%
❖ Simian	< 1%
❖ Frogfolk	< 1%

GOVERNMENT

- ❖ Eternal Monarchy
- ❖ Ruler: Immortal Empress

NAMES

D10	MALE	FEMALE
1	Itzam	Ix Chel
2	Kukul	Itza
3	Hunac	Pakalna
4	Uc Balam	Chalchi
5	Tzotzil	Ix Baak
6	Huumatz	Eztli
7	Kaan	Ix Chulel
8	Nacon	Nak Be
9	Chac	Huun Ha
10	Pakal	Kaatal

FASHION

D10	MALE	FEMALE
1	Tunic with jaguar patterns stitched across the front.	Long tunic embroidered with vibrant animal patterns.
2	Simple wrap tied with a knotted leather cord.	Layered skirts in natural colors, adorned with small shells.
3	Embroidered pants with zigzag patterns symbolizing rivers.	Wrap dress with detailed stitching along the neckline.
4	Sleeveless wrap with intricate symbols representing the jungle.	Beaded earrings depicting celestial symbols.
5	Feathered headdress.	Necklace of obsidian and jade, worn for protection.
6	Layered necklaces of shells and stones, representing ancestors.	Embroidered blouse with stylized rain patterns.
7	Ornate anklet made from small, colored stones.	Woven sandals adorned with colorful beads.
8	Sleeveless vest with serpent motifs and beadwork.	Flowing dress with a jaguar print, tied at the waist.
9	Cloth headband with symbols of the moon and water.	Ankle-length tunic with patterns of mountain and forest.
10	Necklace with a sunstone pendant, worn close to the chest.	Short shawl embroidered with cosmic symbols.

Cultural Foods

Tamales, Grilled Cactus, Corn Tortillas, Spiced Chocolate Drink, Corn and Chayote Stir-Fry, Pineapple and Chili Relish, Stewed Peppers

YFALOS

A FIRESIDE TALE

“*Yfalos lies where the sea forgets to move,*” the fishman says, his voice slow. *“The water thickens before you see her. Currents lean sideways. Sound stretches. It feels like entering a breath that hasn’t yet ended.”*

“She’s built from coral grown in spirals, from stone cooled by the deep. Vaulted passages glow with trench-light. Gardens bloom with soft-bodied life. The walls hum when the tide turns. Everything just... listens.”

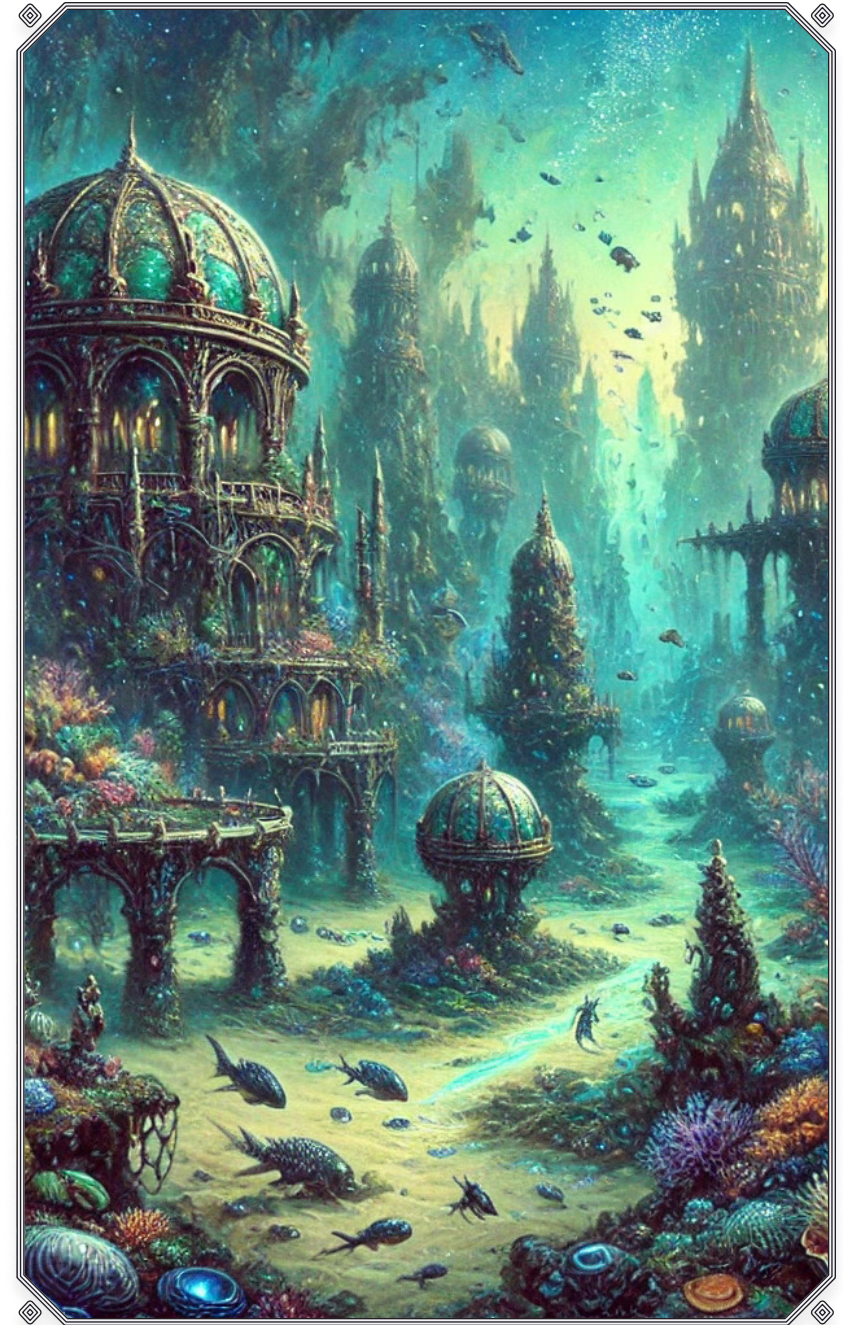
His fingers tap the rim of his mug, once, twice. *“I was a child when I left. I still carry her in my spine.*

Some mornings, before I’m fully awake, I hear the hush of her depths. Still, still as sleep.”

“You want to find Yfalos?” His eyes catch the fire just once. “Then drown. Go down, and keep going. Let go of the surface. If she wants you, she’ll open her mouth and take you in.”

“You’ll think it’s over half-way down,” he continues, voice lower now. “When the pressure folds your ribs and your ears bleed salt. That’s when you’re closest. That’s when you stop being something from above.”

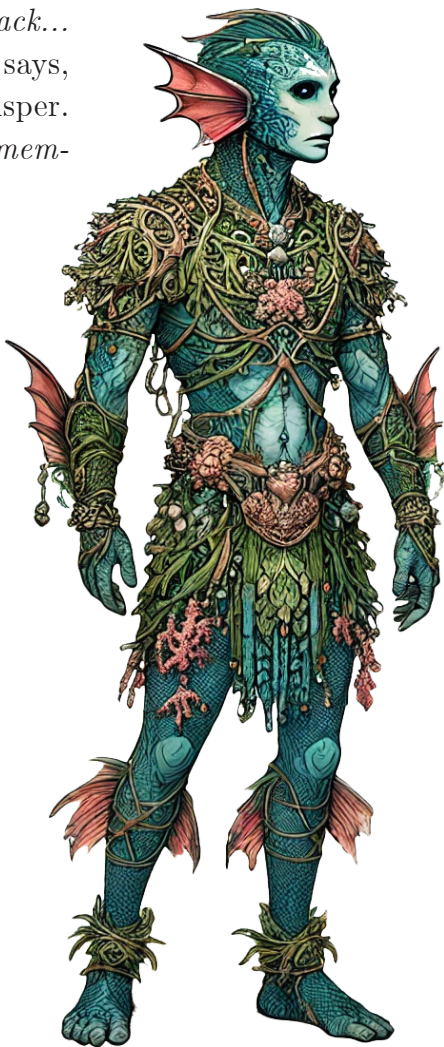
“She doesn’t care what you bring. Gold, prayers, clever



reasons. You arrive stripped. That's the only way. The city will feel you in the water and decide what parts of you are worth keeping."

"And if you make it back... come find me," he says, barely more than a whisper. "And tell me if she remembers me."

—Eanocles,
Wandering Fishman



BELONGINGS

4d6 pieces of Shell and Coral Jewelry, Shaped Algae Wet suit

ORIGIN TRAIT: DEEP ALLY



Whether it's a cunning eel, a loyal manta ray, or a watchful shark, your ally swims beside you, a silent guardian from the depths, guiding you through the mysteries of the ocean's dark embrace.

❖ Your aquatic friend has the following stats:

Deep Ally			
POWER	+2	DEFENSE	14
GRACE	+1	COMPOSURE	8
LORE	-4	VIGILANCE	13
SENSE	+1		
SALT	+1	NERVE	15
TIDES	+1	ATTACK	+2
SPEED	7	INITIATIVE	+3
ACTIONS			
<i>Bite:</i> +4 to hit / d6+2 damage			

YFALOS TRIVIA

FLAG



POPULATION

❖ Human	< 1%
❖ Fishman	95%
❖ Simian	< 1%
❖ Frogfolk	4%

GOVERNMENT

- ❖ Autocratic Monarchy
- ❖ Ruler: Tidecaller Nerida

NAMES

D10	MALE	FEMALE
1	Thalassios	Galatea
2	Nerites	Clymene
3	Glaucus	Scylla
4	Callisthenes	Psamathe
5	Galene	Eurydice
6	Delphinus	Helia
7	Erythros	Lysimache
8	Phorcys	Klytie
9	Damaskenos	Calypso
10	Calyx	Nerida

FASHION

D10	MALE	FEMALE
1	Long tunic with woven seaweed fiber and shell detailing.	Bodice with delicate sea glass decorations.
2	Cloak made from kelp leaves, flowing gracefully underwater.	Beaded necklace with small fish teeth and stones.
3	Sash decorated with fish scales and tiny shells.	Flowing wrap adorned with polished shells.
4	Loose shirt with faint, bioluminescent patterns.	Hairpiece crafted from sea anemone-inspired designs.
5	Bracelet crafted from translucent sea glass.	Skirt with coral beads along the hem.
6	Short tunic with woven net patterns along the hem.	Earrings made from bioluminescent fish scales.
7	Small headdress made from seaweed and shells.	Short cape made of kelp leaves, light and flexible.
8	Tunic with stitched designs of waves and currents.	Dress with fine fish scales embedded in the fabric.
9	Flowing robe with subtle luminescent designs.	Wrap dress decorated with bioluminescent designs.
10	Lightweight scarf tied around the waist, made from fine kelp.	Long skirt woven from soft seaweed fibers with shell accents.

Cultural Foods

*Deep-Sea Shellfish, Kelp and Coral Salad,
Brined Eel Filets, Algae Cakes, Lobster Roe
Soup, Crustacean Shell Chips*



Part 5

SPECIES

“One general law, leading to the advancement of all organic beings, namely, multiply, vary, let the strongest live and the weakest die.”

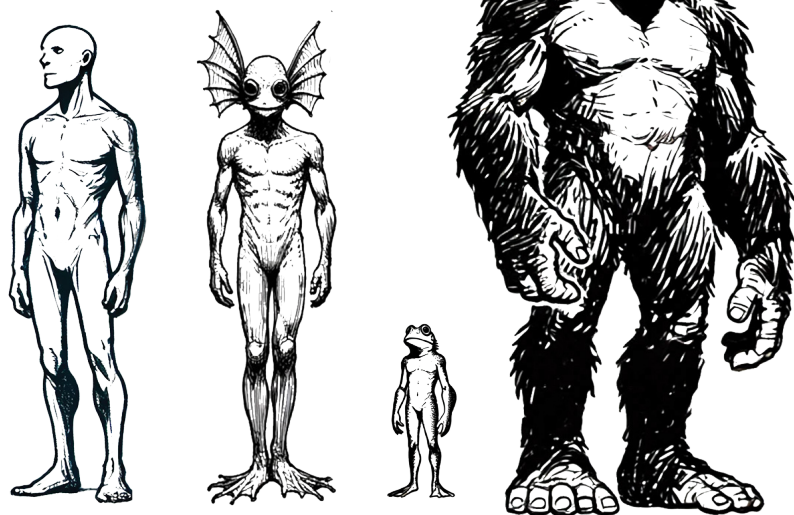
—Charles Darwin, *The Origin of Species*

LIFE AMONG THE WRECKAGE

Along the fog-laden coasts of the Sea of Sunken Stars, the world teems with life both familiar and strange. Beneath the twilight of storm-clouded skies, a myriad of species carve out their existence amidst the wreckage of civilizations past, each adapting in their own way to the challenges of an unforgiving world.

Some walk the sun-baked decks of creaking ships, others stalk the darkened depths of the ocean floor, and many more dwell in the borderlands between.

Humans are perhaps the most widespread, driven by their tenacity and a thirst for survival that has seen them flourish in



nearly every corner of the world. Their cities and settlements are scattered like flotsam across the islands and coasts, from bustling ports to isolated hamlets, where they stake their claim against the elements and each other. But they are far from alone.

Beneath the waves dwell the Fishmen, creatures of the deep who have the ocean as their true home. They are as mysterious as the depths they inhabit, moving silently with eyes that reflect the coldness of the abyss, ever watchful, ever cunning. On land, they are cautious and reserved; in the water, they are swift and fierce, their motives always just below the waterline.

In the swamps and marshlands, hidden from the eyes of the unwary, lurk the Frogfolk—small and nimble creatures with an unsettling talent for taking control of the dead. Known as the

Corpse Thieves, they can slip inside the bodies of the fallen, wearing them like puppets while the flesh continues to rot. To some, they are grotesque scavengers; to others, they are resourceful survivors, adapting to a world that often leaves them with little choice.

On a forgotten island in the heart of the sea, the Simians cling to the ruins of a once-mighty kingdom, now overgrown and crumbling beneath the weight of years. These large, ape-like beings remember a time when they ruled both land and wave, their stone temples towering above the ocean. Now, they are scattered and divided, remnants of their former glory, haunted by dreams of a kingdom long lost.

HUMANS



Humans are known for their relentless drive to survive in a world that often seems intent on swallowing them whole. Unlike the other species that populate the world, humans lack any extraordinary physical traits—no gills for breathing underwater, no poison resistance or preternatural agility. What they possess instead is a fierce adaptability and a stubborn will, traits that have allowed them to thrive in nearly every corner of this unforgiving world. Human societies are as diverse as the seas they sail upon. From the bustling port cities where merchants haggle over

goods plundered from distant shores, to the remote fishing villages clinging to the edge of the world, humans have learned to navigate the treacherous tides of both politics and nature. They are inventors and explorers, traders and thieves, driven by a hunger for knowledge, wealth, or simply the desire to chart the unknown.

But it is not just their ambition that sets them apart; it is their unpredictability. A human can be a noble captain who leads with honor, or a cunning smuggler slipping between secret coves and hidden reefs. They can form alliances as easily

as they break them, shake your hand while concealing a dagger in the other, or offer friendship to a long-forgotten enemy. You never quite know whether you have found a friend, a foe, or something in between.

Where others see despair, humans see opportunity. Where others might yield to the fear of the deep, they build ships to sail across it. In a world that constantly changes and shifts, the human spirit remains indomitable, their story ever evolving, driven by the winds of ambition, curiosity, and an insatiable desire to endure, no matter the cost.

TRAIT: VERSATILE

- ❖ Any time a Human gains a *Class Level*, they may choose to gain a *Trait* from another class instead of their own. The character must always have **at least as many** traits of their own class as traits from other classes.

FISHMEN

They're quiet. That's the first thing. Not shy—just quiet, like something listening for a deeper sound. On land, they move like they're underwater. Smooth. Deliberate. Always a little slower than you expect, or maybe you're just impatient.

They don't blink much. Don't fidget. When they speak, it's soft and clipped, like they're measuring the pressure of each word. Some call them unsettling. Some say they're just polite in a way no one taught us. Their skin carries the sea with it—damp, scaled, sometimes iridescent in the wrong light. The gills flutter when

they're thinking. The hands are broad, webbed, useful. There's always salt on them, even far inland. Yfalos is real. A city beneath the surface, in a basin



where the trenches curl like folded hands. Coral and stone shaped into streets, lit with slow-burning minerals. It isn't hidden. It's just not meant for most. The fishmen say nothing about it unless you've been there, and if you have, they'll know.

They make things. Armor that clings like a shell. Blades that hum when drawn. But they trade it without ceremony. No mystique. Just bartering, like everyone else at the docks. They're part of life in the ports. You'll find one fixing nets with impossible knots. Teaching a frogling

child to swim against the tide. Drinking kelp wine in silence while everyone else sings. They're not distant. Just... tuned to a different current.

Some say they don't dream. Others say their dreams are slow, tidal things, passed from one to another in sleep. Whatever the truth, they carry a stillness that feels older than storms.

No one agrees on whether they *like* us. They nod when you speak. They answer questions. Sometimes they laugh. You don't get the sense they're hiding anything, but there's always something you've missed.

TRAIT: AMPHIBIOUS

- ❖ You can breathe both above and below water, and swimming doesn't impede your movement.

FROGFOLK

Small, slippery, and quick to vanish, the Frogfolk cling to the margins. Swamps, ruins, the flooded edges of things. Their skin shifts with the muck, blending into the stillness. They chatter in croaks and riddles, gossip in whistles. Most people only know them as scavengers or swamp-spirits, harmless if left alone. That isn't wrong, but it isn't the full story either.

What makes them feared isn't their claws or teeth. It's what they do with the dead. A Frogling can slip inside a corpse like a hand into a glove, skin threading around Nerve and bone. The body jerks back to life, awkward and sagging. To the Frogfolk, it's shelter. A weapon. A

tool. They wear warriors like coats, ride beasts like borrowed horses. Sometimes they patch up the seams but mostly they don't bother.

Some wander alone, some bicker in clans. A few follow ancient litanies whispered to them in the reed-choked dusk. One might greet you in the voice of a dead friend. Another might sit quietly beside a battlefield, waiting to see which bodies are left behind.



In the cities, they find their cracks. Look low enough and you'll spot their signs. A door too short for any man, painted with mud and lichen; a tavern with no name, its stools knee-high and its floor always damp. There are alleys that echo

with frog-chatter after midnight, and butcher stalls that trade in odd meats. They live among us, tucked into the corners we forget to light, carrying stories in their croaks and bones in their pouches.

TRAIT: CORPSE THIEF

- ❖ You can take control of a corpse by entering its torso and wrapping your skin with its spinal Nerves. This takes a few minutes. When you control a corpse in this way, you use the dead creature's *Power* instead of your own. The corpse decays at a normal rate and loses 1 *Power* every day. Once it reaches -4, it becomes unusable.
- ❖ Your own *Power* is -4. If it was higher before this, then any point deducted because of this is added to your *Grace*.

SIMIANS

The Simian homeland still appears on maps, marked with warnings, circled in red. It lies in the heart of the Sea of Sunken Stars, ringed by broken currents and stories no one finishes telling. No ship makes landfall there. No Simian lives there. But every Simian knows its



shape.

They don't speak of it often. Instead, they let it shape them in silence. You'll know a Simian by the way they tie a knot, the way they brace themselves on deck, the weight behind a word left unsaid. They are broad-shouldered, long-limbed, with calloused palms and still eyes, descendants of something once vast, and not yet gone.

Their kingdom fell generations ago. None alive remember it. But its weight still anchors them. Names are passed down like relics. Songs are still sung in old dialects. Symbols carved into driftwood are worn as talismans around their necks.

Simians can be found across the sea now: as deckhands, captains, stevedores, mercenaries, dignitaries. Some join crews to earn coin, others to find scraps of what was lost—an artifact, a ruin, a feeling. A few dream, quietly, of returning to the island to understand why their ancestors never spoke of what happened there. They rarely travel in groups, but when two Simians meet, there's an unspoken recognition. A nod, a half-smile, a shared stillness. They trade news of distant kin, pass along fragments of stories like heirlooms. Even in silence, there's continuity.

And wherever they go, they make spaces their own: rope-bound hammocks reinforced for their weight, stools cut lower to the ground, handcarved charms tucked above doorframes. Walk the ports long enough, and you'll start to see the signs. Small, subtle reminders that the Simians are still building something, even far from the home they've never been.

They are scattered. And yet, every Simian walking the ports of the world is part of something that still remembers how to stand tall.

TRAIT: GREAT APE

- ❖ Your unarmed attacks deal an additional d6 damage.
- ❖ You gain *Advantage 3* on all climbing checks.



Part 6

BACKGROUNDS

“Some years ago never mind how long precisely having little or no money in my purse, and nothing particular to interest me on shore, I thought I would sail about a little and see the watery part of the world.”

—H. Melville, Opening Line from *Moby Dick*

BEFORE THE SEA

Every sailor carries more than just a few scars and tales from the open water; they bring with them a past, a life lived before they ever set foot on a ship. The sea does not discriminate. It calls to all manner of folk, from noble lords to lowly beggars, from seasoned soldiers to cunning charlatans. Each has their reasons for turning to the waves: some seek fortune, others escape, while many are driven by nothing more than the promise of the unknown horizon.

In this part, we explore the Backgrounds that shape every character's journey to the sea. These backgrounds represent the life a character led before the salt of the ocean ever graced their

skin, a life that continues to influence who they are and how they navigate the challenges of a seafaring existence. Each background provides a unique trait that reflects the skills and experiences honed on land, be it the commanding presence of a noble or the nimble hands of a pickpocket. These traits are more than mere advantages; they are a lens through which the character views the world, a mark of who they were and who they might become. Alongside these traits, each background also offers a distinct set of belongings, the tools, treasures, and trinkets of a former life that now serve a new purpose on the waves. Whether it is a pawned heirloom kept close for comfort, a gambler's

marked deck tucked into a pocket, or a thief's worn set of lock picks, these items tell the story of a life left behind but not forgotten. And in the bustling ports and harbors of the Sea of Sunken Stars, these belongings can open doors or close them, depending on who takes notice.

The background also determines which *Port Amenities* a character can access.

From the luxurious private rooms and connections of the wealthy to the back alleys and hidden safe houses of the underworld, each background comes with its own network of contacts and safe havens.

The sea may be their present, but their past still clings to them like barnacles on a ship's hull, shaping their journey, their choices, and ultimately, their fate.



IN ALPHABETICAL ORDER

ACOLYTE

Once a faithful servant within the secluded halls of a temple, this Acolyte's curiosity led them to texts hidden from prying eyes—writings that spoke of ancient secrets and forbidden rituals. Their prayers have turned into murmured chants, and their soul now bears the weight of truths best left undiscovered.

• BELONGINGS •

Acolyte's Robes,
Religious Symbol,
Writing implements,
5d6 Paper sheets, 1d6 ⌘

• PORT AMENITIES •

University

TRAIT: FORBIDDEN
KNOWLEDGE

- ❖ Gain +1 to *Lore*.
- ❖ As an action, you can spend all of your *Nerve* to speak the words that drive to madness. When you do this, make a *Lore* check against the *Composure* of anyone that hears you. Anyone against whom this check is successful immediately loses d6 *Nerve*.



ALCHEMIST

TRAIT: TRANSMUTER

Driven by an insatiable thirst for knowledge and the promise of transformation, the Alchemist has spent years hunched over stained tables, surrounded by fumes and flickering candlelight. Some call them mad; they see themselves as visionaries, dancing on the edge of a great discovery.

• BELONGINGS •

Fine Clothing, Alchemical Glassware, 5d6 ⌘

• PORT AMENITIES •

Trade Houses, University



- ❖ Gain +1 to *Lore*.
- ❖ You can spend time to create the alchemical components listed. Creating a component requires a *Lore* check with the listed *Target Number* (TN).

COMPONENT	TIME	TN	EFFECT
Ointment	1 Hour	11	1 Dose: Cure a <i>Light Injury</i>
Love Philter	1 Day	13	Make a person fall in love with another. (Requires hair from both)
Aqua Fortis	3 Days	15	Create a Corrosive Acid (Dissolves Metal and causes 2d6 damage)
Panacea	1 Week	18	1 Dose: Cure all diseases
Prima Materia	1 Month	25	Required for the Philosopher's Stone, Requires 1d6 Souls each time
Philosopher's Stone	1 Month	35	Grants Eternal Life, Allows transmuting Lead into Gold

ASSISTANT

A shadow among men, the Assistant is always there when needed—an extra pair of hands, a silent watcher, a quick thinker in the heat of the moment. Trained to anticipate the needs of those they serve, they have learned to blend into the background, quietly moving through crowded rooms, listening, learning, and acting without drawing attention.

• BELONGINGS •

Fine Clothing, Pistol,
List of 2d6 contacts,
4d6 ⌘

• PORT AMENITIES •

All

TRAIT: SECOND PAIR OF HANDS

- ❖ Gain *+1* to *Grace*.
- ❖ As an action, you can spend *Nerve* to grant an ally *Advantage* on a roll. Each point of *Nerve* spent this way grants *Advantage 1*.



ASTROLOGER

With eyes that have gazed into the heavens for countless nights, the Astrologer seeks answers in the patterns of the stars. Believing that the fates of men and empires are written in the sky, they have spent years studying celestial charts, plotting the courses of distant planets, and deciphering cosmic alignments.

TRAIT: HOROSCOPE

- ❖ Gain *+1* to *Tides*.
- ❖ Once per game session, you can write a horoscope for each of your allies. Doing this, you create a pool of six d6. Your allies can use these d6s to add advantage to any roll that would complete their horoscope.

• BELONGINGS •

Fine Clothing, Star Charts,
1d10 ⌘

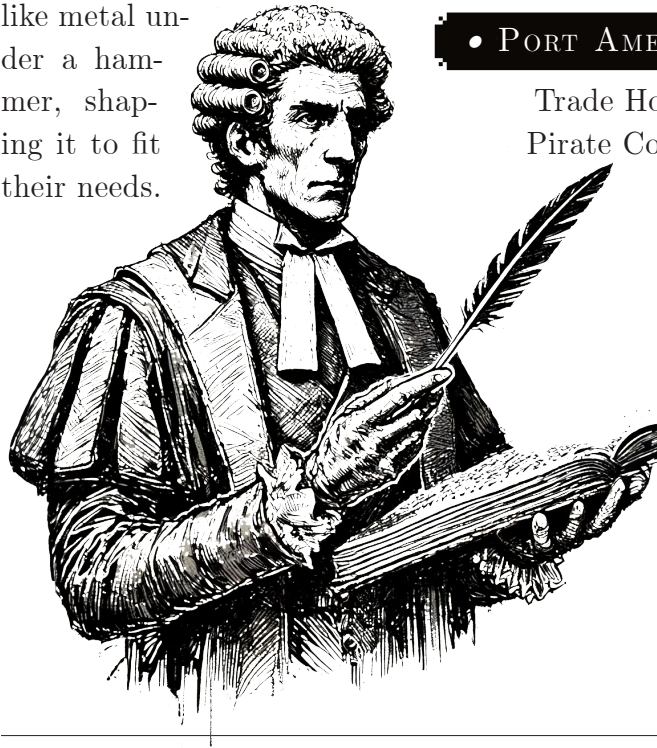
• PORT AMENITIES •

University



BARRISTER

Armed with a silver tongue and a sharp mind, the Barrister has spent years navigating the tangled webs of laws and regulations that govern the lands and seas. They have defended the innocent, prosecuted the guilty, and exploited every loophole and technicality in between. With every argument and contract, they bend the truth like metal under a hammer, shaping it to fit their needs.



TRAIT: FACTS

- ❖ Gain *+1* to *Salt*.
- ❖ You gain *Advantage 2* when you make a *Salt* or *Grace* check against your target's *Vigilance* to convince them of a fact, true or made up.

• BELONGINGS •

Fine Clothing,
Court Apparel, 4d20 ⚔

• PORT AMENITIES •

Trade Houses
Pirate Council

BEGGAR

The Beggar is a figure often overlooked, a shadow in the alleys, with eyes that have seen too much and hands that have grasped too little. Driven to the streets by misfortune or circumstance, they have become invisible to those who hurry past, a part of the city's fabric. But the streets have their own secrets, and the Beggar knows them well.

TRAIT: EAR TO THE GROUND

- ❖ Gain *+1* to *Sense*.
- ❖ *Port Activities*: When gathering rumors in *Taverns*, or finding contracts at the *Pirate Council*, you can roll twice instead of once.
- ❖ You gain *Advantage 1* on any attribute check to go unnoticed.

• BELONGINGS •

Ragged Clothing, Bowl,
Staff, 1d6 ⚔

• PORT AMENITIES •

Pirate Council

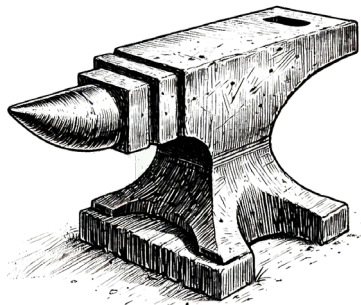


BLACKSMITH

With hands hardened by years of working iron and steel, the Blacksmith is the backbone of every settlement. Their craft is one of sweat, fire, and patience, shaping raw metal into tools, weapons, and armor. Though many see them as simple craftsmen, the Blacksmith knows the art of forging is as much about precision as it is strength.

• BELONGINGS •

Simple Clothing,
Hammer, Tongs, Apron,
Small Anvil, 1d6 knives,
1d20 ⚔



TRAIT: MASTER OF STEEL

- ❖ Gain *+1* to *Power*.
- ❖ *Navigation*: At the end of the *Navigation* turn, you can repair the ship, allowing it to regain 1 point of *Hull*.
- ❖ You can spend a week to improve a weapon. At the end of the week, make a *Tides* check with TN $15 + 5$ for each previous improvement. If this check succeeds, choose one of the effects listed. If the check fails, the weapon is destroyed.

EFFECT

- +1 Damage
- +1 Attack Roll
- Range + 50m (Guns only)

• PORT AMENITIES •

Trade Houses

BOUNTY HUNTER

The Bounty Hunter is a relentless pursuer, with eyes always scanning the horizon for their next target. Whether tracking a runaway fugitive, a dangerous pirate, or a wanted thief, they have learned to follow the faintest trail, using wit and instinct to close the distance between themselves and their prey.

• BELONGINGS •

Travel Clothing,
Dagger, Pistol, Manacles,
1d6 Wanted Posters,
1d20 ⚔

TRAIT: BLOOD HOUND

- ❖ Gain *+1* to *Sense*.
- ❖ When making an attribute check while tracking or gathering information about someone, you gain *Advantage 3*.

• PORT AMENITIES •

Admiralty
Pirate Council
Slave Market



CARPENTER

The Carpenter is a master of wood, their hands skilled in building everything from the simplest huts to the grandest ships. With a keen eye for structure and balance, they have shaped countless timbers into seaworthy vessels and sturdy homes. Their craft requires more than just muscle — it's a marriage of mathematics, vision, and a steady hand.

• BELONGINGS •

Simple Clothing,
Wood Chisel, Hammer,
Bag of Nails, 1d10 ⚡

• PORT AMENITIES •

Trade Houses

TRAIT: WOODWORKER

- ❖ Gain +1 to *Tides*.
- ❖ *Navigation*: At the end of the *Navigation* turn, you can repair the ship, allowing it to regain 2 points of *Hull*.
- ❖ *Port Activities*: The cost for repairs and upgrades at the *Shipyards* are reduced by 20%.



CHARLATAN

The Charlatan is a smooth-talking manipulator, someone who has honed the art of deceit to a fine edge. Whether it's selling snake oil to the desperate, convincing the gullible of their noble birth, or playing the part of a trusted advisor, the Charlatan can slip into any role with ease.

works, it cures 1 *Light* or *Mental Injury*.

• BELONGINGS •

Fine Clothing,
1d6 Various Fake Potions,
1 Vial of Actual Snake Oil,
1d20 ⚡

• PORT AMENITIES •

Pirate Council

TRAIT: PLACEBO

- ❖ Gain +1 to *Grace*.
- ❖ You can create fake potions and remedies, at the rate of 1 per day. When used, there is a 50% chance that it actually works, as long as you succeed a *Grace* check against their *Vigilance*. When the remedy



CONFIDENCE MAN

They excel at getting others to do their dirty work, setting up elaborate schemes that leave them in the clear while others take the fall. They are the ultimate schemers, always one step ahead, always ready to spin a new lie. To the Confidence Man, life is a game, and the world is full of

pawns waiting to be moved.



TRAIT: LONG CON

- ❖ Gain *+1* to *Grace*.
- ❖ *Port Activities*: You choose a specific port where your mark lives when you create your character. Every time you pass through this port, you make a *Grace* check. The TN for this check starts at 5 and increases by 5 every time. If you succeed, you gain 20¢ x the TN for the check. If you fail, your mark is on to you, and you need to find a new mark and start over.

• BELONGINGS •

Luxury Clothing, Fine Clothing, Simple Clothing, Rapier, Pistol, 1d6 Fake IDs, Set of fake Mustaches, 1d100¢

• PORT AMENITIES •

All

CROW KNIGHT

The Crow Knight is a former member of a secretive organization known for its elite, crow-mounted warriors. Once a soaring sentinel of the skies, this knight has since lost the privilege of riding the great crows but retains a deep, mystical bond with these creatures.

• BELONGINGS •

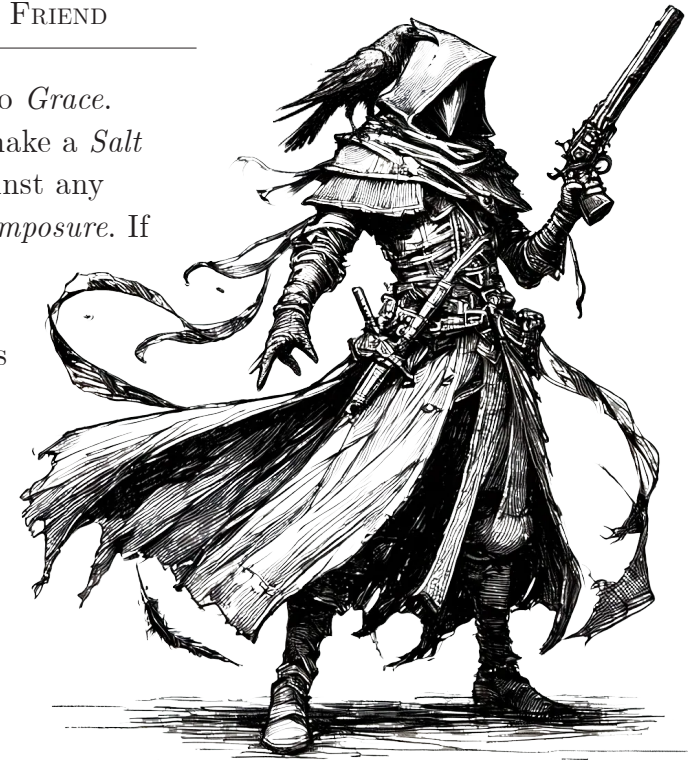
Travel Clothing, Breast Plate, Cavalry Saber, Rifle, 1d10¢

• PORT AMENITIES •

Admiralty
Aristocracy

TRAIT: CROW FRIEND

- ❖ Gain *+1* to *Grace*.
- ❖ You can make a *Salt* check against any crow's *Composure*. If this check succeeds, it becomes your close friend, as long as you treat it right.



CULTIST

The Cultist is a devout follower of forbidden gods or dark powers, their mind twisted by ancient rituals and unholy doctrines. Cloaked in secrecy, they gather in hidden places, whispering prayers to entities that most dare not acknowledge. The Cultist believes that their devotion will bring them power, knowledge, or perhaps even immortality.

TRAIT: SACRIFICE

- ❖ Gain *+1* to *Lore*.
- ❖ You can spend one hour to ritually sacrifice a living creature. At the end of this, make a *Tides* check against the Sacrifice's *Composure*. On a success, you gain 1d6 Dark Favors. These can each be used to force *Disadvantage 1* on any rolls.

• BELONGINGS •

Fine Clothing,
Sacrificial Knife,
Ritual Mask, 1d20 ☞

• PORT AMENITIES •

Trade Houses
Pirate Council



ENGINEER

Whether building intricate clockwork devices or massive engines, the Engineer sees the world as a series of problems to be solved with ingenuity and a well-placed bolt. Often found with soot-streaked hands and tools at the ready, they are both respected and feared for their ability to create and destroy with equal skill.

TRAIT: MACHINE ENTHUSIAST

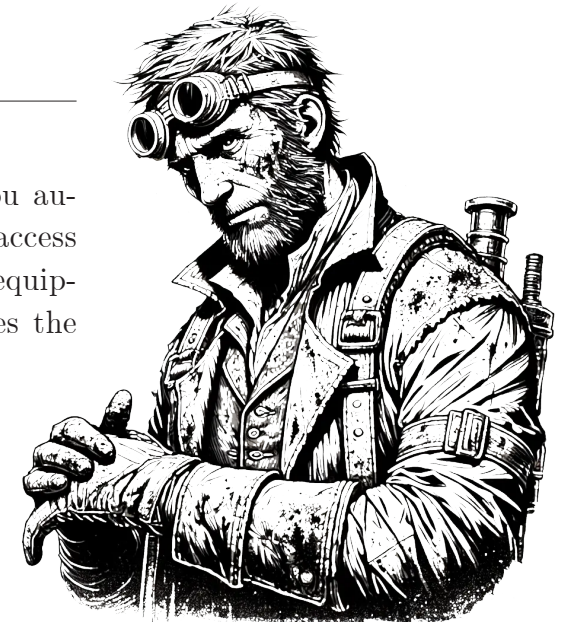
- ❖ Gain *+1* to *Lore*.
- ❖ *Port Activities*: You automatically gain access to *Experimental* equipment. This includes the *Shipyards*.
- ❖ *Naval Combat*: You add your *Lore* modifier to the *Guns* of your ship.

• BELONGINGS •

Fine Clothing,
Simple Clothing, Pistol,
Wrench, 2d20 ☞

• PORT AMENITIES •

Trade Houses
University



EXORCIST

Armed with holy symbols, blessed weapons, and sacred texts, the Exorcist walks the line between the mortal world and the realm of spirits, bringing light to the darkest corners. Their presence is both comforting and intimidating, for where they go, darkness trembles and retreats—or fights back with all its might.



TRAIT: PURITY

- ❖ Gain *+1* to *Sense*.
- ❖ You can spend one hour to chase away all otherworldly beings. Make a *Salt* check against their *Composure*, if this check succeeds, the being must leave for a year and a day.
- ❖ You can take an hour to suppress another character's *Mental Injury*. The injury is suppressed for 1 day.

• BELONGINGS •

Travel Clothing,
Pouch of Salt,
1d6 Wooden Stakes,
Dagger, 1d20 ⚔

• PORT AMENITIES •

University

FISHERMAN

The Fisherman is a rugged and weathered individual, shaped by years spent battling the unpredictable waters of the sea. With hands hardened by the pull of the nets and the weight of the catch, they possess an intimate knowledge of the ocean's moods and mysteries.

• BELONGINGS •

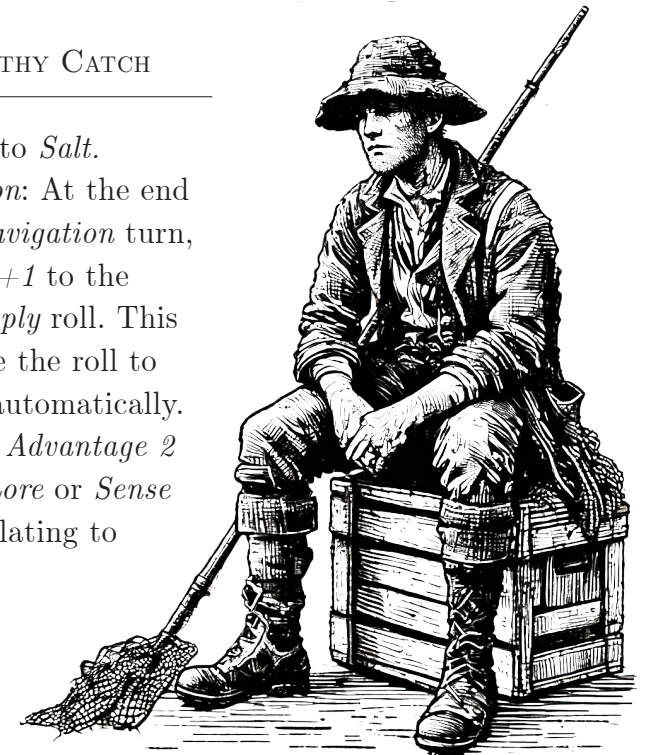
Simple Clothing,
Fishing Rod, Net, 1d6 ⚓

• PORT AMENITIES •

Trade Houses

TRAIT: WORTHY CATCH

- ❖ Gain *+1* to *Salt*.
- ❖ *Navigation*: At the end of the *Navigation* turn, you add *+1* to the *Food Supply* roll. This can cause the roll to succeed automatically.
- ❖ You gain *Advantage 2* for any *Lore* or *Sense* checks relating to fish.



FOOTMAN

The Footman is the backbone of any army, a hardy infantryman trained in the use of the musket and disciplined to march into battle alongside his comrades. Armed with a musket, bayonet, and basic kit, the Footman is prepared to follow orders without question, knowing that the success of the army depends on the strength and resolve of its infantry.

TRAIT: FORMATION FIGHTING

- ❖ Gain *+1* to *Power*.
- ❖ You gain *Advantage 1* to any attack roll made while fighting adjacent to an ally.

• BELONGINGS •

Uniform, Breast Plate,
Halberd, Musket,
1d10 ⌘

• PORT AMENITIES •

Admiralty



GAMBLER

The Gambler lives by their wits and luck, constantly seeking the thrill of the next big win. Whether in a smoky tavern or a high-stakes game aboard a ship, the Gambler is always at ease, playing their cards close to their chest. For the Gambler, it's not just about the money, it's the game itself that keeps them going, the tantalizing dance with fortune that could end in either wealth or ruin.

• BELONGINGS •

Fine Clothing,
Playing Cards,
Pistol, 1d100 ⌘

• PORT AMENITIES •

Pirate Council

TRAIT: RISK & REWARD

- ❖ Gain *+1* to *Tides*.
- ❖ You gain *Advantage 1* on any attribute checks involving gambling.
- ❖ You can choose to spend *1 Nerve* to reroll any attribute check once. If the sum of the reroll is even, use the higher roll, else use the lower roll.



GUILD MESSENGER

The Guild Messenger is a trusted courier, part of the elusive Messengers Guild, known for delivering messages and parcels with unmatched speed and discretion. Their services are sought after by nobles, merchants, and those with secrets to keep, as they can be trusted to never reveal the contents of their deliveries.

TRAIT: MESSENGER'S MARK

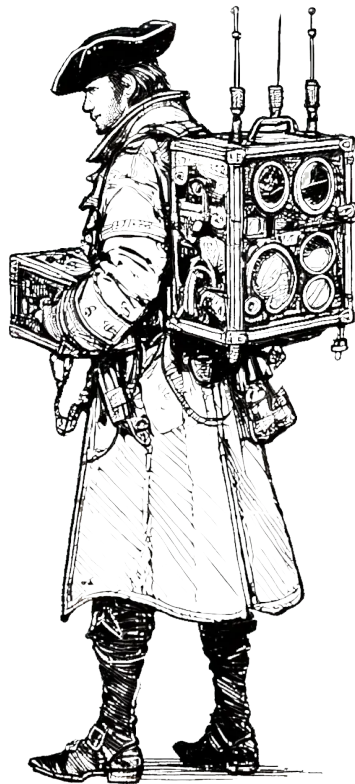
- ❖ Gain *+1* to *Sense*.
- ❖ When you know the name of someone, you can spend an hour in trance to determine their precise location. You can then mark your target so you know their location at all times.

• BELONGINGS •

Travel Clothing,
Exotic Vehicle,
Messenger's Box,
1d20 ⌘

• PORT AMENITIES •

All



HUNTER

The Hunter is a master of the wilderness, skilled in tracking and surviving in the most unforgiving environments. With a keen eye and a steady hand, the Hunter stalks their prey with patience and precision, whether it be game for food or enemies who dare cross their path.

TRAIT: NATURE'S BOUNTY

- ❖ Gain *+1* to *Sense*.
- ❖ You can spend one day on land hunting, this provides *1 Food Supply* to your ship.

• BELONGINGS •

Travel Clothing, Dagger,
Hunting Bow, 2d20 ⌘

• PORT AMENITIES •

Trade Houses



KNIGHT

The Knight is a symbol of chivalry and honor. Trained from a young age in the arts of combat and the code of knighthood, the Knight is a formidable warrior on the battlefield and a respected figure in court. The Knight's duty is one of sacrifice and discipline, often bound by oaths that dictate their actions.

• BELONGINGS •

Luxury Clothing,
Travel Clothing, Saber,
Musket, Pistol, 1d100

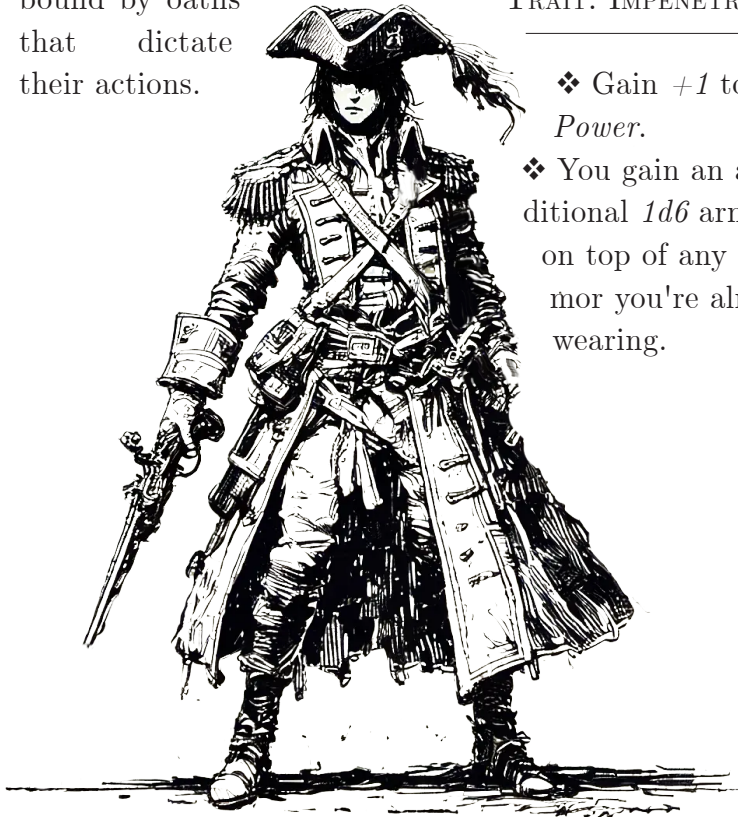
• PORT AMENITIES •

Aristocracy

TRAIT: IMPENETRABLE

❖ Gain +1 to
Power.

❖ You gain an additional 1d6 armor on top of any armor you're already wearing.



LABOURER

The Labourer is the foundation of any thriving community, a hardworking individual who toils from dawn till dusk to build, harvest, and create. With hands hardened by years of labor, the Labourer possesses the strength and endurance to perform the most grueling tasks.

• BELONGINGS •

Simple Clothing,
Work Tools, 1d10

• PORT AMENITIES •

None

TRAIT: BLOOD & TEARS

❖ Gain +1 to *Power*.

❖ *Navigation*: For any *Navigation* events that involve the crew, you can add your *Power* modifier to the *Crew* modifier of your ship. If your *Power* modifier is 0 or lower, add 1.



LORD/LADY

As a Lord or Lady, you have navigated the treacherous waters of high society with a sharp mind and a talent for manipulation. Born into privilege, you quickly learned that power is often won not through open confrontation, but through careful plotting, whispered secrets, and alliances forged in the shadows.

• BELONGINGS •

Luxury Clothing,
Family Signet, Rapier,
2d100 ⌘

• PORT AMENITIES •

Aristocracy

TRAIT: VOICE OF COMMAND

- ❖ Gain *+1* to *Grace*.
- ❖ You gain *Advantage 2* to any attribute check made to give an order.



MARINE

The Marine is a tough, disciplined soldier of the sea, trained to fight both on land and aboard ships. She is accustomed to the rigors of naval life, from enduring long voyages to engaging in fierce shipboard battles. Whether repelling pirates or leading a charge on a hostile shore, the Marine is a stalwart defender of her ship and crew.

TRAIT: EXPERT BOATSMAN

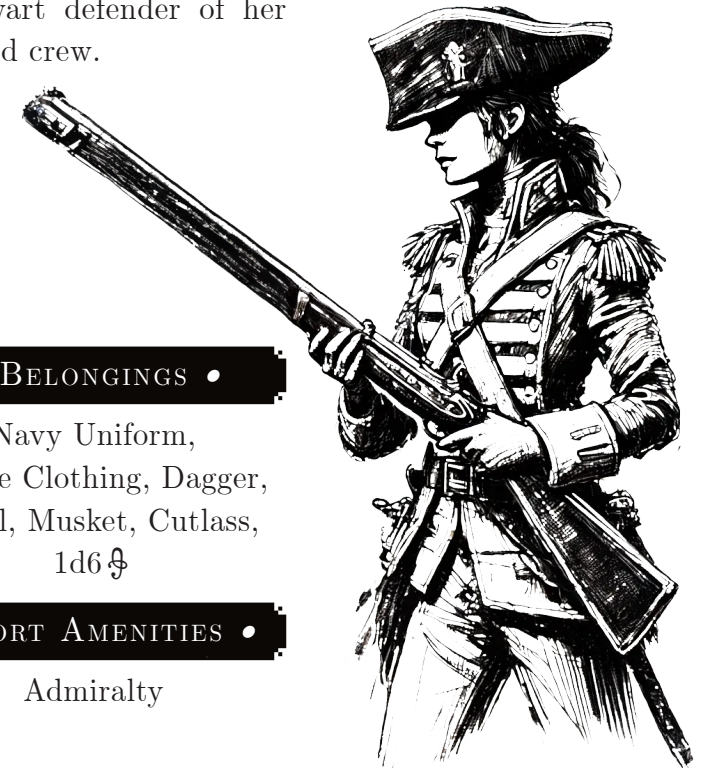
- ❖ Gain *+1* to *Salt*.
- ❖ *Naval Combat*: At the start of a *Naval Combat* turn, you add *+1* to either the ship's *Crew* or to the ship's *Guns*.

• BELONGINGS •

Navy Uniform,
Simple Clothing, Dagger,
Pistol, Musket, Cutlass,
1d6 ⌘

• PORT AMENITIES •

Admiralty



MERCENARY

The Mercenary is a seasoned warrior who sells her skills to the highest bidder, unbound by loyalty to any cause but her own. Her life is one of constant movement, always on the lookout for the next contract or battle. While her motives are often driven by gold, the Mercenary's reputation for effectiveness and discretion makes her a valuable asset to those who can afford her services.

TRAIT: VARIED TACTICS

- ❖ Gain *+1* to *Power*.
- ❖ You gain cumulative *Advantage 1* to any action made in combat that is different from the one you made in your previous turn. This resets when you take the same action twice in a row.



• BELONGINGS •

Travel Clothing,
Breast Plate, Dagger,
Pistol, Musket, 1d10 ⌘

• PORT AMENITIES •

Admiralty

MERCHANT

The Merchant is a shrewd businesswoman who knows the value of every coin and the weight of every word. With an eye for opportunity and a mind for profit, she navigates the bustling markets and treacherous trade routes with ease. Dressed in fine, yet practical clothing, she carries herself with confidence, always ready to strike a deal that will increase her wealth and influence.

TRAIT: TRADE CONTACTS

- ❖ Gain *+1* to *Tides*.
- ❖ The *Rarity* of any equipment or cargo is reduced by *1d6* whenever you try to purchase it.

• PORT AMENITIES •

Trade Houses

• BELONGINGS •

Fine Clothing, 1d6 Rings,
Fancy Hat, Rapier, Stocks
worth 1d6x100 ⌘ in Various
Trading Companies,
4d20 ⌘



MONK/NUN

The Nun is a woman of deep faith, dedicated to her spiritual duties and the service of others. Clad in the modest habit of her order, she moves quietly through the world, offering comfort and guidance to those in need. Her life is one of discipline and prayer, but beneath her serene exterior lies a strength of conviction that can move mountains.



TRAIT: CRAFTS OF THE ABBEY/PRIORY

- ❖ Gain *+1* to *Lore*.
- ❖ *Navigation*: The cheeses, beers and other goods you have learned to produce allow your crew mates to live well when others would be eating only tack and drinking bad grog. Whenever the *Food Supply* roll on a journey fails for the first time, it succeeds instead.
- ❖ *Naval Combat*: Your ship's *Crew* gains *+1* for the purpose of *Boarding* actions.

• BELONGINGS •

Habit, Walking Stick

• PORT AMENITIES •

None

MUSICIAN

The Musician is a traveling artist, spreading joy, sorrow, and tales of distant lands through her songs. Her life is one of freedom and creativity, unbound by the constraints of society, as she weaves stories and emotions into every note. The Musician's charm and talent make her a welcome guest wherever she goes, but her songs often carry hidden meanings or messages for those who listen closely.

TRAIT: HOPEFUL SONNET

- ❖ Gain *+1* to *Grace*.
- ❖ When playing music during combat, your allies gain *1 Nerve* each turn. This can not cause them to exceed their maximum *Nerve*. You can not take other actions.



• BELONGINGS •

Travel Clothing,
1d6 Musical Instruments,
Song Book, 1d20 ⌘

• PORT AMENITIES •

Pirate Council
Trade Houses

NETHERSMITH

The Nethersmith is a master blacksmith who forges items of power by venturing into the spirit world. Drawing from ancient animist traditions, she crafts weapons, tools, and artifacts imbued with otherworldly energies. Each creation is unique, carrying the essence of the spirits with whom she communes.



TRAIT: SPIRITFORGING

- ❖ Gain *+1* to *Salt*.
- ❖ You gain the benefits of the *Makalu Origin Trait: Animist*.
- ❖ When in the spirit realm, you can spend a day to bind a spirit to an object or weapon by making a *Salt* check against the spirit's *Composure*. Once bound to the object, the spirit can provide its expertise to the owner: swap out one of its attribute modifiers with the owner's. To convince the spirit, the owner makes a *Grace* or *Salt* check against the spirit's *Composure*.

• BELONGINGS •

Smith's Animist Mask,
Ritual Hammer, 1d10 ⚔

• PORT AMENITIES •

None

NURSE

The Nurse is skilled and compassionate, trained in the arts of medicine and surgery. In a world where life is often brutal and short, she is a beacon of hope, tending to the sick and wounded with steady hands and a kind heart.

TRAIT: PROPER MEDICINE

- ❖ Gain *+1* to *Sense*.
- ❖ When caring for your patient for a whole day, you can make a *Sense* check to remove one of their injuries of severity *0* or *1*. The TN for this check is *12*.

• PORT AMENITIES •

University

• BELONGINGS •

Fine Clothing, Medical
Tools, Jar of Leeches,
1D3 Antimony Pills,
1d20 Quicksilver Pills,
2d20 ⚔



PAWNER

The Pawner is a shrewd and enigmatic figure, dealing in the trade of forgotten treasures and desperate bargains. Her shop is a haven for those in need of quick coin, filled with a curious mix of valuable antiques, mysterious artifacts, and everyday goods.

• PORT AMENITIES •

Pirate Council
Trade Houses



• BELONGINGS •

Travel Clothing, Dagger,
Pistol, Ledger, 2d20 ⚔

TRAIT: PROFITABLE
EXCHANGE

- ❖ Gain +1 to *Tides*.
- ❖ *Port Activities*: When in a port, you can spend a week to exchange one of your items of cargo for something that is at most 20% more expensive. What you get is at the GM's discretion.

PICKPOCKET

The Pickpocket is a master of stealth and deception, moving through crowded streets with the agility of a cat and the cunning of a fox. Life on the streets has honed her instincts, making her both resourceful and daring. Whether working alone or as part of a crew, the Pickpocket knows how to make a quick escape and is always looking for her next mark.

• BELONGINGS •

Simple Clothing,
1d6 Empty Purses,
Dagger, 1d10 ⚔

TRAIT: FAERIE FINGERS

- ❖ Gain +1 to *Grace*.
- ❖ You gain *Advantage* 3 to attribute checks made to pick someone's pockets or to cause a distraction.

• PORT AMENITIES •

Pirate Council



PRIEST/PRIESTESS

The Priestess is a revered figure, serving as a conduit between the divine and the mortal world. Whether in a grand temple or a humble shrine, the Priestess's presence brings comfort and hope, but she is also a

formidable force when defending her beliefs.

TRAIT: BLESSINGS

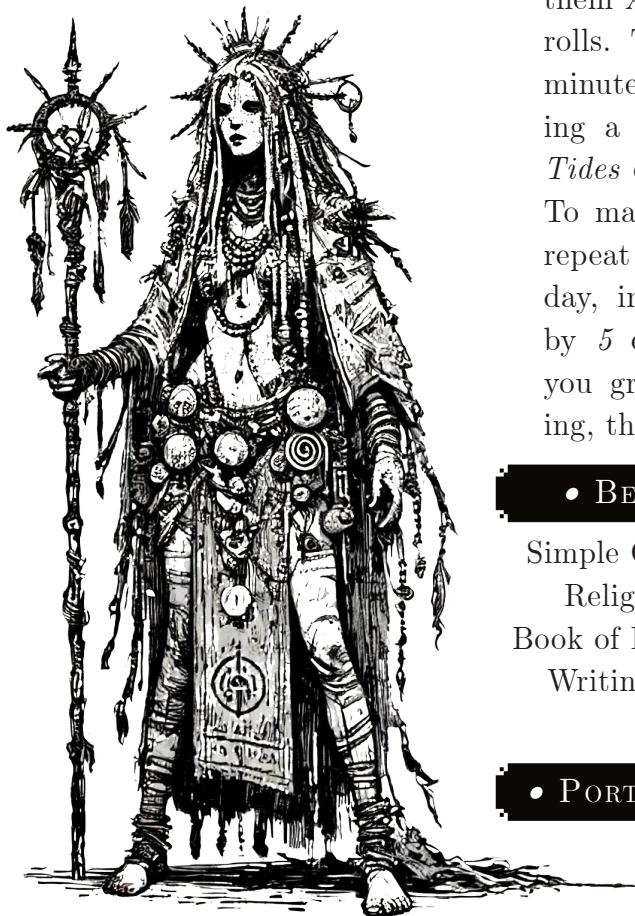
- ❖ Gain *+1* to *Tides*.
- ❖ You can choose a ship or person to bless, granting them *Advantage 1* on all rolls. This takes a few minutes. When granting a blessing, make a *Tides* check with TN 5. To maintain a blessing, repeat this check each day, increasing the TN by 5 each time. When you grant a new blessing, the old one ends.

• BELONGINGS •

Simple Clothing, Habit,
Religious Symbol,
Book of Prayers, Incense,
Writing implements,
1d10 ⌘

• PORT AMENITIES •

None



PROCURER

The Procurer is a figure who thrives in the shadows, expertly navigating the underbelly of society to provide whatever is needed, for a price. Whether it's rare goods, information, or people, the Procurer can arrange it, discreetly and efficiently. He is a master of negotiation and subterfuge, always one step ahead of those who might seek to uncover their operations.

TRAIT: BLACK MARKET

- ❖ Gain *+1* to *Grace*.
- ❖ *Port Activities*: You have access to equipment and cargo that is marked as *Illegal*.

• BELONGINGS •

Fine Clothing, Walking
Stick, Pistol, 2d20 ⌘



• PORT AMENITIES •

Pirate Council
Slave Market

PROSTITUTE

The Prostitute has learned to survive in a harsh world by using what she has to offer. Life has not been kind to her, but she has developed a keen understanding of people and their desires. She knows the streets and the dangers they hold, but also where to find solace, fleeting though it may be. Behind her practiced smile lies a sharp mind and a will to survive.

TRAIT: SEDUCTION

- ❖ Gain *+1* to *Grace*.
- ❖ Taking an hour, you can charm about anyone. Make a *Grace* check against your target's *Vigilance*. If this succeeds, they are charmed by you and will try to please you in any way they can as long as you keep your charm up.

• BELONGINGS •

Fine Clothing, Fan,
Cosmetics, Dagger,
1d20 ₧

• PORT AMENITIES •

Pirate Council



PUPPETEER

The Puppeteer is a skilled performer and manipulator, bringing life to her marionettes with deft hands and a vivid imagination. Her puppets are more than mere toys; they are extensions of her will, used to entertain, deceive, or even control. Behind the playful facade, the Puppeteer harbors a sharp mind, always ready to pull the strings—both literally and figuratively—to achieve her goals.

TRAIT: LIVING PUPPETS

- ❖ Gain *+1* to *Grace*.
- ❖ As an action, you can activate your puppets. They become proxies for your actions and you can see and hear through them. You can control 1 puppet with each hand and they no longer need to be attached with strings but need

to be within 20' of you. If you suffer an injury in combat, one of your puppets is destroyed.

- ❖ You can spend a week to craft a new puppet.

• BELONGINGS •

Fine Clothing,
1d6 Puppets, 1d20 ₧

• PORT AMENITIES •

None



RAT CATCHER

The Rat Catcher is a figure familiar with the darkest corners of cities and towns, where disease and filth reign. Armed with traps, poisons, and a grim determination, she makes her living ridding places of the vermin that others fear. Her skills in tracking and eliminating pests are unmatched, and though her trade is lowly, it is essential in keeping the dangers of the rat-infested world at bay.

TRAIT: PEST CONTROL

- ❖ Gain *+1* to *Sense*.
- ❖ You are immune to most natural diseases.
- ❖ *Navigation*: If a *Food Supply* roll fails, you can reroll it.

• PORT AMENITIES •

None

• BELONGINGS •

Simple Clothing,
Rat Basket, Club,
1D4 Vials of Rat Poison,
1d6 ⚔



RUNE CARVER

The Rune Carver is a master of ancient symbols, capable of inscribing runes that can either dampen or enhance the powers of the mysterious courts. Her craft is not limited to stone, wood, or metal; she is also skilled in carving runes into



flesh, a practice that is as feared as it is revered.

TRAIT: SKIN CARVING

- ❖ Gain *+1* to *Tides*.
- ❖ You can spend a day to carve particular symbols into your own or someone else's skin. This carving causes a *Light Injury* that takes 1 week to heal. Once it is fully healed it grants either *Advantage 1* or *Disadvantage 1* on a chosen *Patron Power* of the recipient, your choice.

• BELONGINGS •

Simple Clothing,
1d6 Carving Knives

• PORT AMENITIES •

None

SCOUT

The Scout is a keen observer and tracker, moving silently through forests, mountains, and plains to gather information and lead her companions through the wild. Her life is one of constant vigilance and adaptability, ready to face the unknown.



TRAIT: RECONNAISSANCE

- ❖ Gain *+1* to *Sense*.
- ❖ You can spend an hour to observe terrain or enemies. After the observation, make a *Sense* check with TN 5, 10, 15, ... For each increment of 5 you can ask the GM one question about the terrain or enemy that they must answer truthfully. You must choose the TN before rolling.

• BELONGINGS •

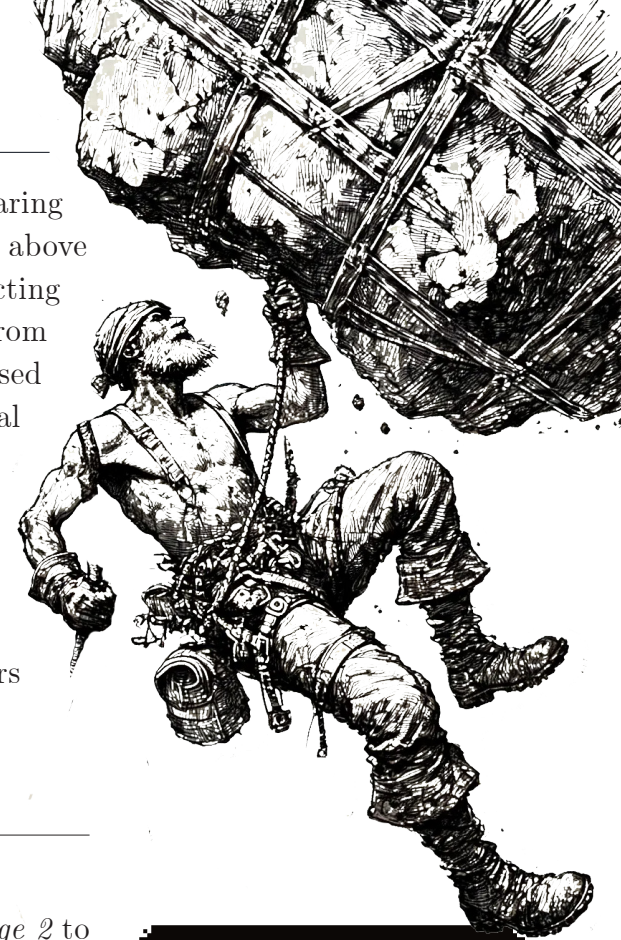
Travel Clothing,
Spyglass, Dagger, Pistol,
Hunting Bow, 1d10 ⚔

• PORT AMENITIES •

Admiralty

SKY MINER

The Sky Miner is a daring soul who works high above the ground, extracting precious minerals from floating rocks. Dressed in sturdy, practical clothing with harnesses and ropes, they navigate the skies with skill and courage, always aware of the dangers of their trade.



TRAIT: PROSPECTOR

- ❖ Gain *+1* to *Salt*.
- ❖ You gain *Advantage 2* to any attribute check related to climbing.
- ❖ You know how to spot floating rocks and how to climb them. You can spend an hour to make a *Sense* check with TN 15 to find one in the sky. You'll have to be creative to get up there though!

• BELONGINGS •

Simple Clothing,
Climbing Harness,
Parachute,
1d6 small Floating Rocks,
1d10 ⚔

• PORT AMENITIES •

Pirate Council
Trade Houses

SLAVE

Once bound in chains, the Freed Slave has fought her way to freedom with unyielding determination. Though her clothes remain tattered, and the scars of her past are still visible, her spirit is unbroken. Her gaze burns with the fire of a warrior who has reclaimed her life, and she stands as a symbol of defiance and strength, ready to face whatever challenges the world may throw at her.

TRAIT: ESCAPE ARTIST

- ❖ Gain *+1* to *Power*.
- ❖ You can spend an action to escape bonds or shackles.
- ❖ In combat, when you move out of melee range, it doesn't cause opportunity attacks.

• BELONGINGS •

Ragged Clothing,
Broken Shackles

• PORT AMENITIES •

Slave Market



SMUGGLER

The Smuggler is a cunning individual who thrives on the fringes of the law, moving contraband through dangerous waters and hidden paths. Dressed in unassuming clothing, they blend into the shadows, their sharp mind always calculating the next move.

TRAIT: HIDDEN CACHE

- ❖ Gain *+1* to *Grace*.
- ❖ At character creation, mark *10* locations on the map. Each of these holds a cache of *1 Food Supply* and *1 Ammo Supply*.

• BELONGINGS •

Travel Clothing,
Rapier, Pistol, 2d10

• PORT AMENITIES •

Pirate Council
Trade Houses



The Spy is a master of disguise and subterfuge, blending seamlessly into the upper echelons of Chactun society. Behind their composed exterior lies a mind constantly at work, gathering intelligence and manipulating events to serve their hidden agenda.

TRAIT: SPYCRAFT

- ❖ Gain *+1* to *Sense*.
- ❖ *Port Activities*: Any information gathering activity, whether it's gathering rumors at *Taverns*, finding contracts at the *Trade Houses* or *Admiralty*, etc, always get you two results instead of one.

• PORT AMENITIES •

All

• BELONGINGS •

Luxury, Fine, Simple and Travel Clothing, Rapier, Pistol, 1d6 Fake IDs, 1d6 Vials of Poison, 1d10 ⚡



The Squire is a young, determined apprentice, sworn to serve and learn under a seasoned knight. Their eyes reflect a mix of youthful eagerness and the weight of responsibility, as they train tirelessly, dreaming of the day

they will earn their own place in the ranks of knighthood.

TRAIT: ONLY THE BEST FOR MILORD

- ❖ Gain *+1* to *Power*.
- ❖ *Port Activities*: You can spend a week to find an object and have it be free. Make a *Salt* check at the end of the week with TN equal to the *Rarity* of the object. If this check succeeds, you obtain the object. This does not include cargo or ship supplies.

• BELONGINGS •

Luxury Clothing, Pistol, Dagger, Gaming Set, 2d10 ⚡

• PORT AMENITIES •

Aristocracy



STUDENT

The Student is a bright and curious individual, dedicated to the pursuit of knowledge in a world filled with ancient secrets and hidden lore. Though young and inexperienced, their passion for learning drives them forward, eager to unlock the mysteries that lie buried in the past.



TRAIT: QUICK STUDY

- ❖ You gain 1 additional *Experience Point* for the whole party whenever *Experience* is distributed, on one condition: you have to pick a topic of study during the voyage at sea and present your findings at the end of it to the crew.
- ❖ You gain +1 to *Lore* at the end of each voyage, when *Experience* is distributed.

• BELONGINGS •

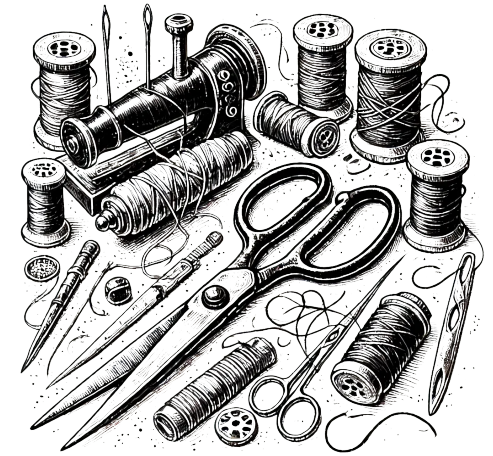
Simple Clothing,
1 Ounce of Moonweed,
1D4 Books

• PORT AMENITIES •

University

TAILOR

The Tailor is a skilled artisan, crafting garments that not only fit the body but tell a story of their own. With a keen eye for detail and a deep understanding of fashion, the Tailor creates garments that are both functional and beautiful, whether for the nobility or the common folk.



TRAIT: NEEDLE & THREAD

- ❖ Gain +1 to *Grace*.
- ❖ *Navigation*: At the end of the *Navigation* turn, you can repair the sails. The ship regains 1 point of *Sails* if it has lost any.

• BELONGINGS •

1d6 sets of Fine Clothing,
1d10 sets of Simple Clothing, Travel Clothing, Pin Cushion,
1d20 Needles,
100 yards of Thread,
1d10 ⚡

• PORT AMENITIES •

Trade Houses

THUG

The Thug is a brute, accustomed to using force to get what they want. Dressed in rough, practical clothing, they carry weapons suited for close combat—clubs, knives, or even just their fists. Their posture is aggressive, always ready for a fight, and their presence alone is often enough to intimidate those who cross their path.

TRAIT: DIRTY FIGHTING

- ❖ Gain *+1* to *Power*.
- ❖ You gain *Advantage 3* on any attack made from behind.
- ❖ You gain *Advantage 1* on any attack involving grappling.

• BELONGINGS •

Simple Clothing,
2 Daggers, 2 Pistols,
Brass Knuckles, 1d10 ⚔

• PORT AMENITIES •

Pirate Council



TREE TENDER

The Tree Tenders stand as guardians of a fading tradition. While the land is pushed to yield ever more crops for a growing population, the Tree Tenders remain dedicated to the natural world's true balance.

They care for the World Tree, a mystical entity that

sprouted from the influence of a fallen star, embodying the essence of life itself.

TRAIT: DIVINE BOTANIST

- ❖ Gain *+1* to *Tides*.
- ❖ You can spend an hour to speed up the growth of any plant dramatically, causing it to grow to full size overnight.

• BELONGINGS •

Ritual Robes,
1d6 Pouches of Various
Seeds, Sickle, Small Branch
of the World Tree,
2d20 ⚔

• PORT AMENITIES •

Slave Market



TUTOR

The Tutor is a well-educated individual, dedicated to imparting knowledge to those under their care. Their posture is thoughtful and composed, reflecting the patience and wisdom required to guide young minds.

TRAIT: PATIENT TEACHER

- ❖ Gain *+1* to *Lore*.
- ❖ At the start of a voyage, select someone in your party to be your pupil. They have to consent. At the end of the voyage, they gain *+1* to *Lore*, if they have been a good pupil!

• PORT AMENITIES •

University

• BELONGINGS •

Simple Clothing, Abacus,
1d6 Books, Spectacles,
2d10 ⌘



WITCH DOCTOR

The Witch Doctor is a mystical figure, steeped in the ancient traditions of healing and spiritual guidance. Their posture is one of deep concentration, as they work to cure ailments and ward off evil spirits.

TRAIT: EFFIGY

- ❖ Gain *+1* to *Tides*.
- ❖ You can create an effigy of someone. You must have an empty doll to represent your target and obtain a part of their body. When you stab this effigy with a needle, you cause a *Serious Injury* to your target.

• BELONGINGS •

Simple Clothing,
1d10 Needles,
1D4 prepared Effigies,
Large Pouch of
Medicinal Herbs,
1d10 ⌘

• PORT AMENITIES •

Pirate Council
Trade Houses





Part 7

CLASSES

*“We can know nothing till after this grave debate.
The soul must withdraw, for this is not its hour. Now
the knife must divide the flesh, and lay the ravage
bare, and do its work completely.”*

—Georges Duhamel, *The New Book of Martyrs*

SWASHBUCKLER

Storm in human shape, the Swashbuckler strikes with rhythm and ferocity. In the clash of steel and spray, they find purpose—one blow, one breath, one enemy at a time.

Some carve through flesh like sculptors. Elegant, precise, every movement a flourish that leaves ribbons in the air. Others batter the world down blow by blow, breaking bodies like storm-tossed wreckage.

Both are Swashbucklers.

They move fast. Fast enough that the world just barely catches up when it's already bleeding. Their blades sing in arcs that speak of bone, tendon, and fury barely held in check.

Blood follows. It clings to their boots and slicks the grip of their swords. Sometimes it's theirs. They don't look back to check.

Where the fight surges, they're already at its heart, not for duty or honor, but because the wet rhythm of violence fits their pulse.

In Brief...

- Weapon Master
- Muscle
- Melee Fighter
- Avoids Getting Hit
- Resilient

THE YFALIAN PRAETORIAN

His armor carries the weight of the sea. Barnacles, rust, ridges of coral that once cut him open and now grow from his chest.

You hear him before you see him: the scrape of shell, the rattle of weapon haft against salt-crusted armor.

He doesn't speak in combat. Nor roars or curses. He breaks the world apart in silence.

And when it's over, when the deck runs red or the seabed stills, he remembers the old song.

Three beats. Step. Lunge. Crush.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	5	7	9	11	13	15	17	19	21	23
Attack	2	3	3	4	4	5	5	6	6	7

TRAIT: ACROBAT

- ❖ Gain *+1* to *Defense*.
- ❖ When making a melee attack, you can choose to do so with *Disadvantage*. For each *Disadvantage* you take, you gain *1 Defense* until the start of your next turn.

TRAIT: BLOOD & GUTS

- ❖ You can spend *1 Nerve* to ignore the effects of an injury until your next turn. For each of your injuries, you deal *2* extra damage when attacking.

TRAIT: BLOOD TRANCE

- ❖ You can take *30* seconds before combat starts to

induce a trance in yourself. This grants you the following benefits until combat ends:

Calm or *Intimidate* actions have no effect on you.

You can *Disengage* as a free action.

When you hit with an attack, you can spend *1 Nerve* to make an additional attack as a free action.

TRAIT: DAZZLER

- ❖ When you hit with an attack, you can choose to spend *1 Nerve* and forego your damage, instead causing the target to lose its next turn.

TRAIT: DUELIST

- ❖ Gain *+2* to *Initiative*.
- ❖ When making a melee attack, you can spend *1 Nerve* to deal an additional *1d6* damage on a hit. You must declare this before making your attack roll.

TRAIT: ROPE RUNNER

- ❖ Gain *+1* to *Grace*.
- ❖ Gain *Advantage 3* on checks to climb, swing or

balance (rigging, beams, ropes).

- ❖ *Naval Combat*: When you engage in a *Forecastle - Boarding Assault*, you gain *Advantage 2*.

TRAIT: SEADOG

- ❖ Gain *+1* to *Salt*.
- ❖ *Naval Combat*: You can add your *Salt* modifier to the ship's *Crew*. If your *Salt* modifier is lower than *1*, add *1* instead.



GUNNER

The gunner works in absolutes. Wind, arc, weight, distance, timing. The world narrows to vectors and variables, stripped of noise.

They study the pitch of the deck, the swell of the sea, the exact moment when motion matches intent. Then they fire. The cannon roars and proves the math right.

Above, in the crow's nest, the long rifle settles into the crook of a shoulder. Below, in the hold, gears spin, powder is packed, the fuse is touched. Different scales, same discipline.

Others shout. Others bleed. The Gunner tracks it all from a place just beyond the heat of it. One eye closed, the other tracing futures through smoke.

In their algebra of angles and wind, the death of their mark is the variable they solve for.

In Brief...

- Guns
- Long Range
- Scout
- Naval Firepower
- Avoid Bad Events

THE ELENi RANGER

The musket feels right in my hands. It was made for me. The brass gears click softly, a rhythm I've come to find soothing. There's no rush. I'll take the shot when I'm ready, when I'm sure. It's not about killing—it's about precision, control. The moment when everything lines up just so, when I pull the trigger and the world spins in the way it was always meant to. There's a quiet joy in knowing that in this moment, I am the only one who truly understands what's happening. The rest of them, they're just noise. Down there, they're lost in the churn, but up here, I see the truth. And I'll tell it, one shot at a time.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	4	6	7	9	10	12	13	15	16	18
Attack	2	3	3	4	4	5	5	6	6	7

TRAIT: CANNONEER

- ❖ *Naval Combat*: You can add your *Sense* modifier to the ship's *Guns* damage. If your *Sense* modifier is lower than 1, add 1 instead.
- ❖ *Navigation*: You can add your *Tides* modifier to the *Ammo Supply* roll.

TRAIT: GRENADIER

- ❖ Gain *+1* to *Sense*.
- ❖ *Port Activities*: You can craft 2 hand-grenades chosen from the list below as a *Port Activity*.
- ❖ Grenades have a range of 30ft, and affect the target and all adjacent creatures as follows:
Shrapnel: 1d6 damage

and Stunned until the end of their next turn.

Firepot: 1d6 now and 1d6 at the end of their next turn.

Smoke: *Blinded* until the end of their next turn.

TRAIT: PISTOLERO

- ❖ When you make an attack with a pistol, you gain an additional pistol attack every time you hit, as



long as you keep hitting. Each attack after the first gets a cumulative -1 modifier to its roll. You can make a number of additional attacks equal to at most your *Class Level*.

TRAIT: SAPPER

- ❖ You gain *Advantage 3* to attribute checks when creating or diffusing bombs.
- ❖ *Naval Combat*: At the start of *Naval Combat*, you secretly place mines in up to 5 hexes that deal d6 damage to any ship's *Hull* that crosses a mined hex.

TRAIT: SHARPSHOOTER

- ❖ Your range with rifles is doubled.
- ❖ When making a ranged attack, you can spend *X Nerve* to increase your result by *X*. You must

declare this before you roll. If you hit, you regain the spent *Nerve*.

TRAIT: SPOTTER

- ❖ Gain *+1* to *Sense*.
- ❖ *Navigation*: roll an additional event and choose the result you prefer.

TRAIT: RUNC AMMO

- ❖ When reloading, you can load a piece of ammo engraved with a Garunn Rune, it gains one of the following effects, in addition to its regular damage.
Salt: Disables *Patron Powers* in the target until the end of their next turn.
Thunder: Shatters inanimate objects in a 10ft radius around the target.
Hunter: When hitting a large beast, causes 1 *Wound* to them.

SCOUNDREL

The Scoundrel might not have been born in the muck, but they sure as hell learned to breathe it. The alleys taught them how. Slow, shallow breaths through the teeth while deals rot in the gutter. The stink of old piss and warm blood, the desperate murmur of the hungry. Those are the lullabies that raised them.

Every scar's a receipt. Every snapped knuckle, a lesson. Their survival is conditioned on their quick assimilation of this grimy lexicon. By listening when someone begs, and knowing when to shut them up.

They don't dress the part of anything but trouble. Clothes hang loose, heavy

with secrets and coin that lost their owner.

They've sold things that don't talk no more. Bought things that still scream. They know who'll pay for what, and how much it takes to make someone disappear.

It's never personal; it's just business. If that makes it any better.

In Brief...

- Pragmatic
- Better Prices
- Debuffer
- Stealth Operations
- Criminal Connects

THE QUECTAL HUMAN TRAFFICKER

This one's a true product of Chactun's dark legacy. A twisted reflection of the opulence and decay that defines the upper echelons of society. His skin is pale, almost sallow, the result of generations of inbreeding, and his eyes have the cold gleam of someone who's long forgotten the value of a human life.

Every inch of him is adorned with jewelry. Rings on every finger, necklaces that clink with every step and bracelets that jangle as he reaches for his dagger.

The gold is bright, the gemstones are vivid, but there's something sickly about the way it all clashes with his hollow, predatory face.

He's a peddler of lives, dealing in flesh and despair, and he does it all with a casual cruelty that makes your skin crawl.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	4	6	7	9	10	12	13	15	16	18
Attack	1	2	2	3	3	3	4	4	4	5

TRAIT: CUTTHROAT

- ❖ When you make an attribute check to be unseen or unheard, you gain *Advantage 3*.
- ❖ When attacking from stealth, you always inflict at least a *Serious Injury*, regardless of your target's remaining *Nerve*.

TRAIT: DEALER

- ❖ Gain *+1* to *Tides*.
- ❖ *Port Activities*: You pay 50% less for all drugs and poisons, and they are available to you regardless of *Rarity* or of them being *Illegal*.
- ❖ Whenever someone in your crew uses drugs or

poisons, their effect is doubled.

TRAIT: FENCE

- ❖ Gain *+1* to *Tides*.
- ❖ *Port Activities*: *Illegal* items can be sold and bought regardless of *Rarity/Illegal*.

TRAIT: FORGER

- ❖ Gain *+1* to *Lore*.
- ❖ When presenting documents to avoid scrutiny, gain *Advantage 3* on *Tides* checks to pass inspection.

TRAIT: GODFATHER

- ❖ Gain *+1* to *Grace*.
- ❖ *Port Activities*: Reduce

the cost of supplies and services by 25%.

- ❖ *Port Activities*: When recruiting crew, you add an additional *1* to the ship's *Crew*.

TRAIT: MUDSLINGER

- ❖ Gain *+1* to *Salt*.
- ❖ You gain *Advantage 3* to attribute checks when insulting someone or when using the *Intimidate* action in combat.
- ❖ *Port Activities*: Whenever you use the *Taverns*, *Aristocracy*, *Trade Houses* or *University* Port Amenities, you can start a rumor that

spreads throughout those circles and is believed to be true.

TRAIT: PIRATE

- ❖ You are wanted by the law, the punishment will be death.
- ❖ *Naval Combat*: At the start of *Naval Combat*, you can make a *Salt* check against the enemy ship captain's *Composure*. On a success, they surrender to your crew. If a crew has multiple members with this trait, add their *Salt* modifiers together before rolling.



CAPTAIN

Weathered by years of salt and sea, their face carries the sharp lines of authority, yet there is a certain grace to their demeanor, a poise that speaks to an education not just in warfare, but in the subtler arts of leadership. The Captain is a master of the spoken word, their voice a finely tuned instrument capable of both rousing a crew to fervor and cutting down insubordination with a single, well-chosen phrase. Beneath the brim of a hat worn with care, their eyes survey the horizon with the practiced gaze of one who knows that every command carries the weight of lives upon it.

The Captain is not only a commander of men; they

are a mediator between the mortal and the divine. When the winds falter and the seas grow still, it is the Captain who steps forth, ceremonial blade in hand, to perform the ancient rites. The blood spilled in these moments is a covenant, a contract written in the lifeblood of those who serve, ensuring that the ship may sail onward.

In Brief...

- Charismatic
- Leader
- Decent Fighter
- Naval Combat
- Better Contracts

THE ALZARUVAN EXPEDITION LEADER

The scent of the sea mixes with the dry, ancient air of the scrolls I've spent years studying, and for a moment, I feel a pang of uncertainty. This voyage—this grand endeavor—has been years in the making, yet now, standing on the precipice of departure, I can't help but feel a flutter of Nerves. Alzaru, with its cool marble halls, has been my sanctuary. But out there, the world is wild, unpredictable, full of the unknown. I've trained for this, I remind myself, drawing strength from the knowledge I've accumulated, the theories debated under the starry skies. And yet, I can't shake the feeling that this voyage is more than just a journey of miles; it's a journey into the heart of the unknown, into a place where reason and inquiry might meet forces beyond our understanding.

My crew looks to me for guidance, and I must be their beacon, just as Alzaru has been mine. I am not merely a sailor. I am a leader, a scientist, a seeker of truths. But the weight of command is heavy, and the responsibility to lead them safely through uncharted waters is not one I take lightly. The stars may guide us, but it is up to me to interpret their messages, to navigate not just the seas, but the very fabric of the universe.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	4	6	7	9	10	12	13	15	16	18
Attack	1	2	2	3	3	3	4	4	4	5

TRAIT: AMBASSADOR

- ❖ You can spend 2 *Nerve* to allow an ally to reroll a failed attribute check or attack roll during their turn.
- ❖ *Port Activities*: You have access to the *Admiralty*, *Aristocracy* and *Trade Houses Port Amenities*, in addition to the ones from your background.

TRAIT: ARTICLES

- ❖ Gain +1 to *Tides*.
- ❖ *Port Activities*: Contracts you sign pay 25% more.
- ❖ *Naval Combat*: During *Forecastle - Boarding Assault* your crew fights under strict Articles;

your ship counts as +1 *Crew* for those actions.

TRAIT: BEACON

- ❖ As an action, you can make a *Grace* check with TN 11 + the number of allies you want to affect. On a success, they each regain d6 *Nerve*.

TRAIT: COMMANDER

- ❖ Gain +1 to *Salt*.
- ❖ *Naval Combat*: You can divvy up an amount of points equal to your *Class Level* between your ship's *Guns*, *Sails* and *Hull*.

TRAIT: OCCULTIST

- ❖ Gain +1 to *Lore*.
- ❖ Whenever bad weather or natural calamity strikes, you know the rituals to make it end. You make a *Lore* check with TN 12 to know which ritual to perform. If it succeeds, the adverse situation ends, as do its effects.

TRAIT: VINDICATOR

- ❖ When one of your crew get injured, you gain *Advantage 1* to all of your combat actions against the perpetrator. This is cumulative.

TRAIT: TACTICIAN

- ❖ Gain +1 to *Lore*.
- ❖ *Naval Combat*: once per round, you or one of your allies can switch their *Battle Station* freely before taking their action.



BARBER

In the dim light of the ship's hold, the Barber is at work, hands steady as they navigate the intricate terrain of muscle, bone, and sinew. To them, the human body is a puzzle, a masterpiece of biological engineering, a work of art to be studied, understood, and occasionally, refurbished.

The Barber is a connoisseur of anatomy, a collector of knowledge, each new wound or malady an opportunity to learn, to delve deeper into the mysteries of the flesh. Their quarters are filled with sketches and diagrams, detailed notes on the structure and function of every organ and muscle.

They are a surgeon, an anatomist, a scholar of flesh and bone, and their work is a reminder that life and death are not opposites, but two sides of the same, finely honed blade.

In Brief...

- Scholar
- Healer
- Support
- Remove Injuries
- Intelligence

THE DOBROMOVIAN ALIENIST

I sit across from her in a room that feels like another world, draped in rich fabrics and shadows that seem to breathe. The Alienist—my Alienist—watches me with eyes that see too much, her colorful, layered clothing as complex as the thoughts she untangles with her quiet, probing words. Rather than asking questions, she tells stories that twist into my mind, uncovering parts of me I hadn't known existed. Her hands move like they're conducting some silent symphony, and I can feel the changes she's making, like she's stitching herself into the essence of my thoughts. There's kindness in her gaze, but also a warning. She knows the mind's dark corners, and she's leading me there, whether I'm ready or not.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	3	4	5	6	7	8	9	10	11	12
Attack	0	1	1	1	2	2	2	3	3	4

TRAIT: ALIENIST

- ❖ Gain *+1* to *Grace*.
- ❖ When you take a week to treat a patient every day, you can remove one *Mental Injury* from them.

TRAIT: PATHOLOGIST

- ❖ Gain *+1* to *Lore*.
- ❖ When you examine a corpse, you can make a *Lore* check with TN *5, 10, 15*, etc. where you choose the difficulty. If you succeed, you can ask the GM one question about the individual or the circumstances of their death for each increment of *5* in TN that they must answer.

TRAIT: SALT WARDER

- ❖ Gain *+1* to *Lore*.
- ❖ With an hour of work, you can ward a room, bunkline, or deck section with salt. Creatures inside are immune to contracting new curses or diseases.

TRAIT: SURGEON

- ❖ Gain *+1* to *Lore*.
- ❖ As an action, you can reduce the severity of an injury. You make a *Lore* check with TN *6* x *the severity of the injury*. If the roll succeeds, you reduce the severity by *2*. If you fail, it increases by *1*.

TRAIT: TONICS

- ❖ You can spend a week to create *2* tonics from the list below for free, provided you have access to an alchemical laboratory. More recipes can be obtained in-game.
- ❖ You can only ever benefit from *1* tonic at a time.

TONIC	EFFECT
Poppy Milk	<i>Ingestion. Lasts 1 hour.</i> Ignore the effects of an injury.
Moon Tea	<i>Ingestion. Lasts 1 day.</i> Enter a pleasant haze. Ignore an injury (mental).

TRAIT: TORTURER

- ❖ Gain *+1* to *Salt*.
- ❖ When questioning someone, you can make a *Salt* check with TN *5, 10, 15*, etc. where you choose the difficulty. If you succeed, you can ask your

victim one question for each increment of *5* in the TN. They must answer truthfully.

TRAIT: TOXINS

- ❖ You can spend a week to create *2* toxin doses from the list below for free, provided you have access to an alchemical laboratory. More recipes can be obtained in-game.

TOXIN	EFFECT
Urchin Oil	<i>Ingestion. Last 1 hour.</i> -1 <i>Grace</i> d3 damage when taking the move action
Black Kelp Resin	<i>Contact. Lasts 2 rounds.</i> Target acts at the end of the round; if already last, they lose one action.

NAVIGATOR

Nlad in weathered clothing, the Navigator's attire speaks of countless voyages. Of storms endured, of lands discovered, and of horizons yet to be crossed. Their hands, calloused from years of handling ropes, move with ease over charts and maps, each line and curve telling a story they eagerly read. Around their neck hangs an array of instruments. Compasses, astrolabes, and other tools of their trade.

The Navigator's face is etched with the lines of long hours spent under the harsh sun and biting winds, yet their eyes remain bright, always searching the skies for signs and omens.

In their cabin, charts and

maps cover every surface, the walls lined with tomes and scrolls detailing voyages of the past.

Their work is both a science and an art that few can master. And it is this mastery that makes the Navigator indispensable—a guiding light in the vast, uncharted ocean.

In Brief...

- Intellectual
- Scientist
- Support
- Avoid Bad Weather
- Mystical Lore

THE GARUNN WHALER

Now there's a man who commands the sea like no other. I've seen him guide the Iron Bait through the Hungry Deep, and I swear it's like he can talk to the ocean.

When the rest of us are holding our breath, feeling the weight of those dark waters pressing in, he's calm, steady as a rock. He'll tilt his head, eyes narrowing, and just know where the beasts are lurking, like he can feel them in his bones.

There's something almost magical about the way he reads the sea, the way he knows exactly when to strike, harpoon in hand, and when to let the waves carry us through.

I've seen him face down monsters that should've sent us all to the depths, but with him at the helm, there's a strange sort of peace, like as long as he's steering, we'll make it through. I don't know what drives him, but I'm damn glad he's the one leading us in those cursed waters.



CLASS TRAITS

LEVEL	1	2	3	4	5	6	7	8	9	10
Nerve	3	4	5	6	7	8	9	10	11	12
Attack	0	1	1	1	2	2	2	3	3	4

TRAIT: ASTRONOMER

- ❖ Gain *+1* to *Lore*.
- ❖ *Navigation*: When rolling the d6 for movement during the Travel phase, add your *Lore* modifier to the result.

TRAIT: CARTOGRAPHER

- ❖ Gain *+1* to *Sense*.
- ❖ *Navigation*: You can re-roll any events relating to bad weather once during the *Navigation* turn.
- ❖ When exploring new lands, you quickly gain a keen understanding of the landmarks. You can make a *Sense* check with TN *11*. If this succeeds, you determine

the dangerous terrain features in the area, and what kind of wild-life is around.

TRAIT: EXOTIC INSTRUMENTS

- ❖ Gain *+1* to *Lore*.
- ❖ *Navigation*: While within the *Sea of Constellations* or *Hungry Deep*, your ship gains *+1* when rolling for movement during the Travel phase.
- ❖ *Navigation*: You can ignore a supernatural event during the Event phase, but this increases your *Time at Sea* by an additional *1*.

TRAIT: HELMSMAN

- ❖ Gain *+1* to *Salt*.
- ❖ You add your *Salt* modifier to the ship's *Sails* modifier when you are steering it.

TRAIT: METEOROLOGIST

- ❖ Gain *+1* to *Sense*.
- ❖ *Navigation*: When rolling for weather, roll twice and choose the result you prefer.

TRAIT: NUMEROLOGIST

- ❖ Gain *+1* to *Tides*.
- ❖ At the start of a play session, roll 3d6. This is today's lucky number. Whenever someone rolls this number, they gain *Advantage 1* that they can use on any of their next rolls.

TRAIT: THE COURTWAYS

- ❖ Gain *+1* to *Lore*.
- ❖ When you gain this *Trait*, mark *2* spots on the map. You know of a shortcut between those two points that involves traveling through the *Other World*, the *Courtways*. Travel through the courtways always takes *1* day, and requires a *Navigation* turn to complete.





Part 8

PATRONS

*“There are times when we stop, we sit still.
We listen and breezes from a whole other world begin
to whisper.”*

—James Carroll

COURT OF THE SUN

The light cracks you open.
It doesn't give a fuck about
your posture. It doesn't give
a fuck about your soul.
It cracks your chest like a
ribcage of dry sticks. It
doesn't want your prayer. It
wants the wet red beating
inside. It wants to hold it in
its fist until you feel every
ventricle tear.

You are screaming. Your
breath is fuel. Your heart is
a bomb in a cage of bone.

This is the end of every lie
you ever told yourself.

It finds the pathetic, mewl-
ing thing you call a self.
The compromises. The cow-
ardice. The little lies you
swallow to get through the
day. It doesn't judge them.
It douses them in gasoline
and flicks the match.

Burn. Let it burn out the
rot of your apologies. Let it
all burn.

There is only the fire and
you are a fucking blade,
fresh from the anvil.
The sun is in your teeth.
Your voice is the fracture of
a thousand bones.

Get up. The fire is yours.
Go set the world alight.



THE LIGHTBRINGER



It arrives like a detonation. There is no time to prepare. The moment it hits, you are laid bare.

No shadows. No mercy. No distance between what you are and what you try to hide.

The light is total. It sears your vision, floods your skull, presses in from all sides. It doesn't speak. Its presence is truth.

Your eyes burn. You blink, but there's no relief. Every edge is sharpened, every flaw magnified. You see yourself, and it's too much.

It consumes lies, hesitation, self-pity, any softness you held like armor. It leaves behind a silhouette of ash, still standing, hollow at the core.

You wanted illumination. You got obliteration.

THE LIGHTBRINGER'S POWERS

REVELATION

Level 1 Wild Dice

As an action, you can spend 1 *Nerve* to make a *Sense* check against the *Vigilance* of anyone that is hiding and against the TN of any illusions within 30ft of you. A successful check reveals the hidden and breaks illusions.

BLINDING AURA

Level 2 Wild Dice

As an action, you can spend 2 *Nerve* to make a *Salt* check against the *Composure* of everyone within 20ft of you, blinding them for d6 rounds if successful.

RADIANT GAZE

Level 3 Wild Dice

As an action, you can make a *Salt* check against your target's *Composure*. On a successful

check, they are paralyzed until you release them and as long as you can see them. At the start of each of your turns, you spend 1 *Nerve* to maintain the gaze. You can only keep one target paralyzed at a time.

STEP OF LIGHT

Level 4 Wild Dice

As an action, you can spend 3 *Nerve* to make a *Grace* check with TN 11. If successful, you instantly travel up to 1 mile. Obstructions still stop you.

BEACON OF THE SUN

Level 5 Wild Dice

As an action, you can spend all your *Nerve* to summon a pillar of sunlight with a radius of 100ft. The beam remains until you release it. Make a *Tides* check against the *Vigilance* of anyone caught in this beam. If successful, the victims are

permanently blinded and fall to their knees screaming for d6 hours.

Any place within 5 miles of the beacon is considered to be wholly in daylight. Powers of

the Court of the Sun can be used and those of the Court of the Moon can not be used in this area as long as the beam remains.

Afflictions

1. EYES OF LIGHT

The Lightbringer's influence turns your eyes into reflective pools of radiant white. Darkness becomes painful, shadows seem to twist and pull at your gaze.

2. SHADELESS

Your skin begins to glow faintly, as if lit from within. Shadows refuse to cling to you. You no longer cast a shadow at all, becoming a strange, glowing figure that seems to hover above the ground.

3. LUMINESCENCE

The light within you seeps out through your skin, mouth, and eyes, flooding the area around you. You become difficult to look at.

4. BODY OF LIGHT

Your body becomes less substantial, as if made of condensed light. You find your form slipping in and out of tangibility, caught between the solid world and the ethereal realm of light. In many ways, you are no longer yourself, but The Lightbringer.



*I*t begins with a spark. A clash of metal, a moment of force, and then it spreads. Iron grows where flesh once was. It takes root in bone, it spreads through blood, until everything is forged in its image. Steel replaces sinew, joints lock in place, and the mind becomes as hard as the body it commands.

The Plague of Iron twists everything into its own shape: a sickness that makes the world harder, colder. Those who survive the change are no longer men and women; they are constructs of will, their hearts beating like the hammer on the forge.

Flesh was a draft and Iron is the revision.

THE PLAGUE OF IRON'S POWERS

SPIKE SURGE

Level 1 Wild Dice

As an action, you can spend 1 *Nerve* to make a *Grace* check against the *Defense* of everyone within 10ft of you. A successful check causes d6 damage to the targets.

TEMPERED SKIN

Level 2

As a reaction, you can spend 1 *Nerve* to increase your armor to 3 until the start of your next turn. You also get *Disadvantage* 2 on all *Grace* checks during your next turn.

FERROUS BLOOM

Level 3 Wild Dice

As an action, you can spend 3 *Nerve* to make a *Tides* check against your target's *Composure*. On a successful check, they take 1 damage and are

entwined by iron sprouting forth from their own blood, and are restrained until you release them. At the start of each of your turns, you can spend 1 *Nerve* to maintain the tendrils and deal d6 damage.

LIVING ARTILLERY

Level 4 Wild Dice

Naval Combat: You spend a turn of *Naval Combat* slowly merging with the cannons of the ship. During *Broadside*, you double the *Guns* modifier of your ship, and the *Guns* roll is made with all *Wild Dice*.

IRONCARNATION

Level 5 Wild Dice

As an action, you can spend all your *Nerve* to fully merge with the Plague of Iron, becoming a massive, armored figure of living metal. Your body grows, iron plating bursting

forth in brutal, jagged forms. The ground around you erupts in waves of metal spikes and tendrils, twisting and writhing outward.

Any metal within range warps and bends, drawn toward you as if alive.

You gain armor 4 and anyone within 20ft of you takes 2d6 damage at the start of your turn if you wish.

Removing this metal plating causes you a *Serious Injury*.

All rolls made in this form are made with all *Wild Dice*.

Afflictions

1. METALLIC FLESH

Your skin takes on a metallic sheen, and your flesh becomes dense and unyielding. Movement becomes stiff, and your voice rings with a hollow, metallic resonance.

2. TANGLED IRON

The iron roots dig deep, making you feel trapped within your own body. The growths shift and move in response to your emotions, twitching or even lashing out when you are agitated. Each day, the metal spreads further, locking your joints and your flesh.

3. VOICE OF METAL

Your voice changes, growing harsh and grating. It sounds like metal on stone, a scraping resonance that cuts through the air. People strain to understand you.

4. IRON HEART

Your heart, once flesh, now beats with the steady rhythm of a living furnace of iron. Emotions and sensations fade away, replaced by a cold, calculating hunger. You feel yourself being drawn toward metal, craving it, seeking its touch.

THE SCORCHED



Jmpatience, fury, and fire. It flares at the smallest insult, ready to ignite. Restraint is a foreign concept. Why ever wait? Rage fuels its flames, a burning inferno with no subtlety. Only raw, uncompromising destruction. It has no time for those who hesitate, no interest in the careful or the measured. It seeks those who burn as it does. Hot, fast, and without remorse.

The Scorched sneers at those who speak of control. Control is for the weak, the cowards. Fire was never meant to be contained, and neither was it. Accept that it will burn as it pleases, and you are simply along for the ride. You will feel the heat rise, feel your temper shorten, until the world is nothing but burnt fuse.

THE SCORCHED'S POWERS

HELLFIRE PULSE

Level 1 Wild Dice

Your skin smolders and erupts in wild, chaotic bursts of fire. As an action, you can spend 1 *Nerve* to make a *Tides* check against the *Defense* of everyone within 10ft of you. A successful check causes d6 damage to the victim.

EXPLOSIVE BARRAGE

Level 2 Wild Dice

Your fists become twin cannons of searing flame. When making unarmed attacks, you deal an additional 2d6 damage that ignores armor.

WILDFIRE

Level 3 Wild Dice

Fire blasts forth from every part of your body, a torrent of blazing heat that rolls outward in a chaotic surge.

As an action, you can spend 3 *Nerve* to make a *Tides* check against the *Defense* of anyone within 30ft of you. On a success, they take 3d6 damage that ignores armor.

You can spend 1 *Nerve* at the start of each of your subsequent turns to maintain this, growing the radius by 10ft each time.

BLAZE

Level 4 Wild Dice

You become a comet of pure fire, launching yourself forward in a blazing charge.

As an action, you can spend 3 *Nerve* to move up to 100ft and make a *Grace* check against the *Defense* of everyone within 10ft of your destination, dealing 3d6 damage on a successful roll.

CATACLYSM

Level 5 Wild Dice

As an action, you can spend all your *Nerve* to fully detonate. You make a *Tides* roll and multiply it by 100ft. This

is the radius of the fireball emanating from you.

Anyone caught in this explosion takes 100 damage. This also destroys ships and flattens buildings.

Afflictions

1. SMOLDERING HEART

Anger and rage come more easily, as if the fire within you stokes your emotions beyond control.

2. CRACKLING VEINS

Veins become visible under your skin, glowing with a fiery orange light. Each pulse is like a rush of fire through your veins, and your skin feels tight and ready to split. With each burst of anger or excitement, flames seep from the cracks in your skin.

3. FURY UNLEASHED

Your temper is no longer something you control. You become prone to explosive

outbursts—literal bursts of fire that erupt whenever you're enraged or excited. Your body becomes a conduit for wild, untamed flame, and your very presence causes fires to spark and flare up uncontrollably.

4. LIVING INFERNO

Your body is no longer flesh. Skin cracks open to reveal molten fire beneath, flames flickering from your mouth, eyes, and the gaps in your skin. Heat radiates from you in waves, warping the air around you. You are no longer human, but a living avatar of fire. Volatile, unpredictable, and all-consuming.

THE NOTARY



*Words, deeds, omissions. Filed, indexed,
cross-referenced. Motive is irrelevant.
Outcome, cost and debt are all that's tallied.*

*The more you ask, the denser the contract.
Line by line, the shape of your life emerges.*

Margins tighten. Space runs out.

*Eventually, the pen stops moving, and the led-
ger is balanced once more.*

*All that's left is to
Sign below.*

.....

THE NOTARY'S POWERS

FREE REAL ESTATE

Level 1 Wild Dice

When you claim something, it becomes yours, regardless of its prior owner. As an action, you can make a *Lore* check against your target's *Composure*. On a success, they believe the designated item belongs to you. The table below shows the maximum value of the item for each Patron Level.

PATRON LEVEL				
1	2	3	4	5
5	25	125	2500	10000
GOLD VALUE				

COLLATERAL

Level 2 Wild Dice

As a reaction, you can make a *Lore* check against an enemy's *Composure* to redirect damage they dealt to an ally to yourself by invoking the Collateral Clause.

CLERICAL ERROR

Level 3

As a reaction, you can spend 2 *Nerve* to turn all the dice in a roll someone else made upside down.



THE FINE PRINT

Level 4 Wild Dice

The real power lies in the details hidden between the lines. As an action, make a *Lore* check against the *Vigilance* of a target who is currently bound by a contract, pact, or agreement. If successful, you alter a single clause of that contract—adding, removing, or twisting its terms to suit your needs. The target won't notice the change until it's too late.

THE REPO MAN

Level 5

As an action, you can spend all your *Nerve* to summon an unstoppable Repo Man. The Repo Man recovers anything you assign him to, and when

he does, both the object and the Repo Man disappear.

The object can range from simple gold to body parts, or even Patron Powers. The Repo Man will act within 10 working days, at the GM's discretion.

Afflictions

1. SEAL OF OWNERSHIP

A faint, ink-like pattern begins to form across your skin, like the looping strokes of an ancient, arcane signature. Your sense of possession becomes skewed and you find it increasingly hard to let go of even the smallest trinkets.

2. PEN LICKER

Your mouth and throat change, the flesh inside becoming dark and slick, as if coated in a thin layer of ink. When you speak, your words are followed by the faint scent of parchment and wax.

3. CONTRACTUAL GRIP

Your hands begin to change, the fingers elongating slightly, the nails thickening and taking on a dark, hardened hue. They feel almost like quills, meant for signing more than for touching. The touch of your fingers leaves faint ink smudges.

4. STAMPED AND FILED

Your presence becomes bureaucratic, almost oppressive, like the sensation of being scrutinized by endless paperwork.

THE TWINS



They argue, they bicker, they twist and turn around each other like two halves of a broken mirror. Each believes they know better, each claims control, and together they spin a web of contradictions that binds tighter than any certainty.

"He is chaos."

"SHE IS TRICKERY."

"I offer freedom."

"I OFFER POWER."

"He will betray you."

"SHE WILL ABANDON YOU."

One minute, you have clarity; the next, it slips through your fingers like smoke. The truth is always in flux. And when they grow bored of their games, it's you that's left with the bill.

"We could have helped, you know."

"WE DID HELP. THEY JUST DIDN'T LISTEN."

"It's their own fault, really."

"YES. THEY HAD THEIR CHANCE."

"Will they come back?"

"ALWAYS."

THE TWINS' POWERS

DOUBLE

Level 1 *Wild Dice* 🎲

The Twins are never alone, and neither will you be. As an action, you can spend 1 *Nerve* to make a double of yourself. It mimics your actions and vanishes if struck. All rolls made by you and your double while it exists require at least one *Wild Die*.

SYMBIOSIS

Level 2

The Twins share everything, even pain. As a reaction, when you or a willing ally takes damage, you can share the damage between yourselves. This binds you together in ways that can no longer be undone.

DOPPELGANGER

Level 3 *Wild Dice* 🎲 🎲

You can spend a minute to

become a copy of someone else. If your target is not willing, make a *Salt* check against their *Composure* while they are restrained or otherwise incapacitated. You gain their appearance, voice as well as all of their memories and abilities. The only issue is that you might forget that you aren't actually them. Make a *Salt* check with TN 5 after the first day spent in this form. The TN increases by 5 every day. If you fail this check, you are convinced you are your target.

BOUND TOGETHER

Level 4 *Wild Dice* 🎲 🎲

The Twins can not be separated, and now neither can you. As an action, you can make a *Salt* check against your target's *Composure*. If successful, they can not be more than 30ft away from you (and you from them). Being further

away causes inconsolable grief, during which either of you can take no action other than cry uncontrollably.

PERFECT UNION

Level 5 *Wild Dice* 🎲 🎲 🎲

As an action, you can spend all your *Nerve* to fully fuse with an ally or an enemy.

If the target is unwilling, make a *Salt* check against their *Composure*. You share all thoughts and abilities, And your attribute modifiers are added together. The fusion remains for d6 hours, and you make an opposed *Salt* check every hour to determine who is in control.

Afflictions

1. SHARED BREATH

You begin to feel uneasy when alone, your breathing quickens, and the air seems heavier. When near others, you find yourself matching their breathing unconsciously.

2. MIRRORED MOVEMENTS

Your body subtly mirrors those around you. If someone gestures, you unconsciously mimic it. Over time, it becomes difficult to tell where their movements end and yours begin.

3. BLENDED THOUGHTS

Your thoughts no longer feel like your own. You begin hearing the thoughts of others nearby, their ideas merging with yours, making it hard to separate your mind from theirs.

4. JOINED FLESH

Your skin starts to react when touching others, fusing briefly, causing you pain if you try to pull away too quickly. Physical separation becomes a struggle, as though your body craves constant contact.

THE CROCODILE



Come closer, little morsel. What? Are you afraid? There's plenty to go around!"

The Crocodile's grin is wide, toothy, and it never stops eating. Life is a buffet, and everything in it is ripe for the taking. It savors each bite, relishes every scream, every crunch. And you're the next course.

Hunger is a joy. Why deny yourself when the world is so full of things to consume?

It swims lazily through the waters of life, content in its endless appetite, snapping up prey with relaxed ease. And when it does, oh, the pleasure of tearing into it.

It takes, it eats, it smiles. And when you call upon it, you'd best be prepared to share in its feast.

Don't worry. It always has room for one more.

THE CROCODILE'S POWERS

TRANSFORMATION: CROCODILE

Level 1 Wild Dice 🎲

You spend a minute to transform into a humanoid crocodile. You retain this form until the sun goes down. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Crocodile Form

POWER	+4	DEFENSE	15
GRACE	0	COMPOSURE	*
LORE	*	VIGILANCE	9
SENSE	-2		
SALT	*	NERVE	*
TIDES	0	ATTACK	+1
SPEED	6	INITIATIVE	-2

ACTIONS

Bite: +5 to hit / d6+4 damage
A creature you hit is automatically restrained in your maw. You can restrain 1 creature at a time like this.

SWALLOW WHOLE

Level 2 Wild Dice 🎲🎲🎲

While transformed, you can make a *Power* check against your target's *Defense* to swallow them whole. No check is required for objects. You can swallow up to 100lbs x *Patron Level* until you're full. What you have swallowed is slowly digested over the course of a day, but living targets suffocate and die after about 3 minutes. Anyone trapped inside can still make attacks against you, but they have *Disadvantage 3*.

SCALED HIDE

Level 3

As an action, you can spend 1 *Nerve* to grant *Armor 2* to yourself or an ally. This lasts for 1 hour and causes the skin to visibly turn to hardened scales.

DIMENSIONAL STOMACH

Level 4 Wild Dice 🎲🎲🎲

When using the *Swallow Whole* power, you can choose to instead send your target into a dimensional pocket where they are kept in stasis until you regurgitate them as an action. While in this pocket dimension, they can not interact with the outside world and are incapacitated.

UNBOUND HUNGER

Level 5

Anyone restrained by your *Bite* attack while transformed is now considered Swallowed Whole, and you gain 10 *Nerve* every time you swallow a living creature, up to your maximum *Nerve*.

Additionally, every time you hit with a *Bite* attack, you can make a *Bite* attack for free.

Afflictions

1. RAVENOUS

You begin to feel a constant, gnawing hunger, never truly satisfied, no matter how much you eat.

3. COLD BLOOD

Your body temperature lowers dramatically, making you sluggish in colder environments.

2. THICKENED SKIN

Your skin hardens, becoming rough and leathery, like the hide of a crocodile.

4. PRIMAL INSTINCT

You begin to lose your higher reasoning. The more time you spend transformed, the more your mind shifts toward that of a predator.

THE RAINBOW SNAKE



You've seen my colors in the shimmer after the storm. I am the arch of color across the sky, the endless path that curves and twists through the world, and when you step onto my coils, you step beyond the limits you once knew.

I offer the gift of passage, of slipping between places with grace. I guide, but my kindness has edges. You may walk freely with me, but you are never in control. Not in my domain.

My bite soothes. It heals. A touch of my venom will close your eyes in peace, ease the pain from your bones, slow the racing of your mind. But too much, and you will drift deeper. Beyond rest, beyond waking. You will slip from one dream to another, until you no longer know which world is real.

THE RAINBOW SNAKE'S POWERS

TRANSFORMATION:

RAINBOW SNAKE

Level 1 Wild Dice 🎲

You spend a minute to transform into a humanoid version of the Rainbow Snake. You retain this form until the sun goes down. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Rainbow Snake Form

POWER	-2	DEFENSE	12
GRACE	+3	COMPOSURE	*
LORE	*	VIGILANCE	14
SENSE	+1		
SALT	*	NERVE	*
TIDES	+2	ATTACK	+0
SPEED	11	INITIATIVE	+6

ACTIONS

Bite: +3 to hit / d6 damage

Ride the Rainbow: If a rainbow is present, you can ride it and move up to 1 mile along it.

HYPNOTIC GAZE

Level 2 Wild Dice 🎲

While transformed, as an action you can make a Grace check against your target's Composure. If it succeeds, your target is incapacitated until you release it. You can keep one person hypnotized at a time.

VENOMOUS RAPTURE

Level 3 Wild Dice 🎲🎲

While transformed, you can induce a venomous rapture in them when you take the *Bite* action. If your *Bite* hits your target, make a *Tides* check against their Composure. On a successful check, they fall asleep, and remain asleep until all their injuries are healed. The injuries are healed at a rate of 1 injury/day.

You can choose to interrupt this process whenever you like,

waking them from their sleep. If you want to keep someone asleep after they were healed, make a *Tides* check against their *Composure* every morning. They remain asleep for as long as you succeed.

WINGED SERPENT

Level 4

While transformed, you grow feathered wings and you gain the ability to fly.

RAINBOW BRIDGE

Level 5

Navigation: At the end of the navigation turn, you can chose to move an additional 3d6 and roll a new Event.

Afflictions

1. SHIMMERING SCALES

Your skin begins to glisten with a faint iridescent sheen, like scales catching the light.

2. SERPENT'S TONGUE

Your tongue begins to lengthen and split at the tip, resembling that of a snake. .

3. SERPENTINE PATH

Your movements become less direct, more fluid, as if you're constantly weaving through the world like a snake in tall grass.

4. VENOMOUS AURA

Your body begins to exude a faint, calming aura, but those near you often feel drowsy and disoriented.

THE GIANT TURTLE



It carries the weight of ages on its back, and it never hurries. The Giant Turtle moves with a patience the world can't comprehend, its step slow and deliberate. It has seen countless suns rise and set, and it will see countless more. Time means nothing to it. When the storms rage and the seas churn, the Turtle glides beneath, untouched by the chaos above.

"You rush through life as if it is a race," the Turtle says, its voice deep and rumbling, "but there is no finish line, only the endless horizon. Slow down. You have all the time you need."

It offers safety in the storm, shelter beneath its massive shell, and wisdom in the stillness. It grants power, yes, but its lessons are heavy, lean on it too much and find yourself sinking, unable to move as the world rushes by.

THE GIANT TURTLE'S POWERS

SHELL OF THE ANCIENTS

Level 1

You grow a shell on your back. It grants you *Armor 3* and increases your *Defense* by 2.

WATER SPRAY

Level 2 Wild Dice

As an action, you can spend 3 *Nerve* to spray a large amount of water out of your mouth in a 30ft line in front of you. Make a *Sense* check against the *Defense* of everyone in its path. On a success they take d6 damage and are knocked back to the end of the spray where they land prone.

SLOW AND STEADY

Level 3

You can spend 2 *Nerve* at the start of your turn. Anyone who moves until the start of your next turn can not move

more than you did during your turn.

THE GREAT HALL

Level 4

The shell on your back that keeps growing into a great hall. It remains for 24 hours, after which it crumbles. It provides shelter and comfort, providing *Advantage 1* to everyone that rests inside on a roll of their choosing the next day.

ISLAND OF REFUGE

Level 5

You grow into an enormous, immovable turtle, large enough for allies to take shelter on your back. While in this form, you are impervious to most attacks, and your allies can rest and recover while on your shell. The area around you becomes calm, as if the world itself slows, offering

peace amidst the chaos.

Anyone staying on the island can easily sustain themselves with fruit and water, this

allows them to heal 1 injury if they stay for a whole day.

You hold this form until you choose to release it.

Afflictions

1. HEAVY BURDEN

Your body becomes increasingly sluggish, as if you are carrying a great weight. Movement becomes more deliberate and slow, making it harder for you to react quickly.

2. HARDENED FLESH

Your skin begins to take on the characteristics of a turtle's hide, toughening and thickening. It dulls your sense of touch and makes simple movements feel laborious and stiff. The world becomes distant, as if you're growing more apart from it with each passing day.

3. SHELL BOUND

You feel the urge to retreat into a shell, both physically and mentally. When threatened, you instinctively withdraw, making it harder to engage with others.

4. TIMEWORN

Time begins to move differently for you. Moments feel stretched, as if each second drags into minutes. Conversations seem to happen in slow motion, and the world around you appears to rush forward, leaving you behind. Your perception of time becomes skewed—days feel like hours, but fleeting moments stretch endlessly.

THE GOLDEN HOG



Clever, sharp-eyed, and fiercely protective, the Golden Hog watches over its own with a ferocity that catches many by surprise. Its gleaming hide might seem like an invitation for the greedy, but those who underestimate its power soon learn that the Hog does not suffer fools. It knows the value of what it guards, and it will fight tooth and tusk to defend it. There's a cunning in its eyes, a mind always turning, always calculating, never forgetting.

The Golden Hog is a protector by nature, quick to defend those it cares for, and even quicker to strike at those who would harm them. It knows the ways of the world—the clever tricks, the hidden dangers—and it uses its keen mind to outwit any who threaten its domain. But its loyalty, fierce as it is, comes with a cost. When you gain its protection, you become part of its herd. You may find yourself caged by its care, wrapped in a possessive protectiveness that never lets you roam too far.

THE GOLDEN HOG'S POWERS

TRANSFORMATION: WILD HOG

Level 1 Wild Dice

You spend a minute to transform into a humanoid wild hog. You retain this form until the sun goes down. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Wild Hog Form

POWER	+4	DEFENSE	14
GRACE	-1	COMPOSURE	*
LORE	*	VIGILANCE	14
SENSE	+2		
SALT	*	NERVE	*
TIDES	+1	ATTACK	+1
SPEED	6	INITIATIVE	+2

ACTIONS

Gore: +5 to hit / d6+4 damage

Charge: +5 to hit / 2d6+4 damage, You must charge at your opponent for 20ft.

TRUFFLE SNOUT

Level 2

You gain a supernatural sense of smell. When making a *Sense* check to detect hidden traps or treasure, you gain *Advantage* 3. Additionally, when transformed, your *Vigilance* is 20.

I'LL HUFF AND I'LL PUFF

Level 3

You can spend 10 minutes to create a little house for you and your allies to rest and hide in. At *Patron Level* 3 this is a straw house, a wooden one at *Patron Level* 4, and a stone one at *Patron Level* 5. Only a wolf can enter this house uninvited, unless it is made of stone, in which case no one can. In any case, for each house you create, a wolf *will* show up.

THE BOAR'S FURY

Level 4 Wild Dice

When transformed, you can spend 1 *Nerve* to make an attack immediately after you or one of your allies was hit with an attack.

GOLDEN HOG

Level 5 Wild Dice

While transformed, you can evolve into the Golden Hog. While in this form, you are unstoppable and take half damage. This lasts for 1 hour.

Golden Hog Form

POWER	+9	DEFENSE	21
GRACE	+1	COMPOSURE	*
LORE	*	VIGILANCE	21
SENSE	+9		
SALT	*	NERVE	*
TIDES	+3	ATTACK	+5
SPEED	7	INITIATIVE	+13

ACTIONS

Gore: +14 to hit / 2d6+9 damage

Charge: +14 to hit / 4d6+9 damage, You must charge at your opponent for 20ft.

Afflictions

1. TUSK GROWTH

Your teeth begin to sharpen and extend, forming small tusks at the corners of your mouth.

2. GOLDEN SHEEN

Your skin begins to take on a faint golden shimmer.

3. HOARDER'S INSTINCT

You develop an overwhelming need to collect and protect.

4. BOAR'S CLAIM

You start to believe that anything or anyone you've fought for belongs to you.

THE BULL



*The walls close in.
You take a step.*

Another turn, wrong again. You're not sure anymore. Is that the same wall you passed before? Did the path twist like this last time? Your heart races, louder now. It echoes off the walls, and beneath it, a slow, steady rhythm... hooves. It's behind you. Or ahead. Or beside you.

*You can't tell.
Breathe. Keep moving.*

The corridors twist and tighten, and with every step, your world shrinks. The maze isn't stone. It's your mind playing tricks on itself, closing doors where there were none, turning corners that lead you back to where you started. And always... always the sound of hooves, steady, inevitable, getting closer.

You run. In circles, lost, exhausted, and every breath feels heavier than the last. It knows this labyrinth. It is the labyrinth. And when your legs give out and your mind breaks, it will charge.

THE BULL'S POWERS

TRANSFORMATION: MINOTAUROS

Level 1 Wild Dice

You spend a minute to transform into a minotaur. You retain this form until the sun goes down. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Minotaur Form

POWER	+4	DEFENSE	15
GRACE	0	COMPOSURE	*
LORE	*	VIGILANCE	13
SENSE	+2		
SALT	*	NERVE	*
TIDES	0	ATTACK	+1
SPEED	6	INITIATIVE	+2

ACTIONS

Gore: +5 to hit / d6+4 damage

Charge: +4 to hit / 2d6+4 damage, You must charge at your opponent for 20ft.

LABYRINTH OF THE MIND

Level 2 Wild Dice

As an action you can spend 1 *Nerve* to make a *Lore* check against the *Vigilance* of anyone you choose within 30ft of you. On a successful check, they lose their next turn and move in a random direction.

TERRIFYING HORNS

Level 3 Wild Dice

While transformed in the Minotaur, your attacks ignore 3 *Armor*, and when you attack someone, you can make a free *Salt* check against the *Composure* of any enemy within 30ft. If this succeeds they are frightened until the end of your next turn.

STAMPEDE

Level 4 Wild Dice

Naval Combat: during *Boarding*, you can add your *Power* modifier to the *Crew* modifier of your ship. The *Boarding* roll is made with 3 *Wild Die* if you choose to do this.

As an action, you can spend 3 *Nerve* summon a stampede of spectral bulls, charging ahead for 100ft in a line 20ft wide. You make a *Tides* check against the *Defense* of

anyone caught in its path. On a success, the victims take 3d6 damage and are frightened until the end of your next turn.

PERFECT LABYRINTH

Level 5 Wild Dice

When you use Labyrinth of the Mind while transformed in the Minotaur, it lasts until either everyone but you inside it is dead, or you are dead.

Afflictions

1. ECHOES

Your presence begins to echo in strange ways. Your footsteps, your voice—they seem to reverberate through the air.

2. HORNS

Your horns grow, giving you a fiendish appearance.

3. MAZE OF THE MIND

Your thoughts become labyrinthine. Conversations become confusing, as people lose track of their own thoughts.

4. PURSUER'S DREAD

Anyone near you can run, but deep down, they know it's only a matter of time before you catch them, before the labyrinth consumes them entirely.



You think you're alone. But the woods are watching. His creatures see you before you even sense their presence. The crows in the trees, the wolves in the brush, their eyes gleaming with intelligence that isn't their own. They're no longer wild. They belong to him, bound by something older than words. Somewhere in the shadows, he watches too, hidden behind a mask of bone, antlers rising like twisted branches from his crown.

"You can run," his voice comes as a whisper on the wind, "but they'll find you, and they'll kill you."

The beasts move as extensions of his will, their sharp eyes and silent movements carrying out his commands. He wears their bones, their skulls, draped in trophies of a thousand hunts. This is their master. They spy, they hunt, they kill, and through them, he is everywhere.

THE BEAST MASTER'S POWERS

EYES IN THE SHADOWS

Level 1

You can see through the eyes of any animal within *100ft*. As an action, you can connect with an animal you know the location of and use its senses for up to *1* hour.

SILENT FANGS

Level 2

Taking a minute, you can make a *Sense* check with TN *11* to summon a venomous creature from the surrounding wildlife. You infuse it with the urge to kill a designated target, imparting its smell and appearance to your silent killer. The creature will try its best to kill its target. You can do this multiple times, until you fail your check, after which you have to wait 24h to try again.

THE HIVE

Level 3

You can spend a minute calling all surrounding insects to you. As an action, you send them into the walls, through windows, and beneath doors. They hear every word spoken for the next *24* hours, and when they return, they speak to you in faint whispers, each tiny voice carrying the secrets they've overheard.

CARRION SWARM

Level 4 Wild Dice

As an action, you make a Tides check against your target's Defense. You must be able to see your target. If the check succeeds, a swarm of carrion birds descend upon them and start feasting on them, dealing 2d6 damage and restraining the target. They continue to attack dealing d6 damage at

the start of each of your turns until the target dies or manages to escape.

THE HUNT

Level 5

As an action, you can spend

all your *Nerve* to call all the animals within a *1* mile radius around you and do your bidding. This can be used during *Naval Combat* as well, in this case it is up to the GM how this plays out.

Afflictions

1. VERMIN'S EYES

Your eyes begin to reflect light in the dark, like those of a predator. In low light or shadow, your gaze shines eerily, unsettling those around you.

2. ANIMAL SPEECH

Your ability to communicate with animals becomes second nature, but at a cost. Human language grows harder for you, and your speech becomes stilted, interspersed with animal-like noises—growls, hisses, or even insect clicks.

3. BLOOD LUST

You start to feel a craving for control, for watching others squirm under your influence. You feel physical satisfaction when your animals tear into flesh, and over time, this hunger gnaws at you, making you crave more savage outcomes.

4. BEAST'S SHADOW

A dark, distorted version of yourself lingers behind you—an amalgamation of the creatures you command. It twitches and shifts, always in your peripheral vision, and it disturbs those around you.



She holds the cure to everything. The power to mend bone, knit flesh, and turn back the relentless march of time. But don't think for a moment that she'll give it freely. Her tears, her blood, even the sweat from her brow can restore what was broken, and many have tried prying those precious suppurations from her.

Her touch is cool, her skin pale, and though she carries the power of life itself, there's something distant about her gaze. She doesn't weep for you. Her tears, the ones that can heal the gravest wounds and turn back the years, come from a place deeper than mercy, darker than pity. And they don't fall easily.

"Or," she adds with a slight smirk, "there are other ways to make me leak." A darker hint, but you can't tell if she's joking. Or if you even want to know.

THE HEALER'S POWERS

BODILY FLUIDS

Level 1-2-3

As an action, you can use your bodily fluids to aid your allies in various ways. This power gains more options as you gain Patron Levels. The effect applies to your target, the drawback applies to you unless stated otherwise.

LEVEL	FLUID	EFFECT	DRAWBACK
1	Tears	Restore d6 <i>Nerve</i> and grant <i>Advantage 1</i> to all <i>Salt</i> checks for 1 hour	<i>Disadvantage 1</i> on all checks relating to social interactions for 1 hour.
	Sweat	Restore d6 <i>Nerve</i> and grant <i>Advantage 1</i> to all <i>Power</i> checks for 1 hour	<i>Disadvantage 2</i> on all checks relating to physical exertion for 1 minute.
	Blood	Cure a physical injury up to <i>Serious</i>	Receive a <i>Light Injury</i> .
2	Saliva	Cure a disease	The target is nauseated, they have <i>Disadvantage 1</i> on any roll in the next hour.
	Urine	Immunity to poison for 1 hour	Shame, reducing the target's <i>Salt</i> by 2 for 1 hour
	Bile	Reduce damage taken by half for 1 minute	<i>Disadvantage 1</i> on physical actions for 1 hour.

LEVEL	FLUID	EFFECT	DRAWBACK
3	Earwax Snot	See spirits for 1 hour.	<i>Disadvantage 1</i> on all <i>Sense</i> checks for 1 hour.
	Vomit	Purge all negative conditions	<i>Disadvantage 1</i> on all rolls for 1 minute
	Semen Vaginal Fluid	<i>Advantage 1</i> on all rolls for 1 hour	Lose all <i>Nerve</i>

FEAST OF THE FLESH

Level 4

You can offer up parts of your own body to heal others. As an action, you tear away a piece of your flesh—a finger, an ear, or even an eye—and give it to an ally. The act restores all their *Nerve* and removes any injuries they've sustained. The sacrifice is permanent and the GM decides the consequences.

THE FINAL BANQUET

Level 5

At the height of your power, you can offer yourself entirely in a sacrificial ritual. As an action, you can feast on your own flesh, gaining temporary invulnerability for 1 hour. After this time, you suffer a *Critical Injury*.

Afflictions

The Healer doesn't afflict her protégés. The sacrifices they make are all she requires.



It was the first sound, the scream that shattered the void and tore through the silence. It is The Voice, the primal roar that surged through the universe at the moment of creation, and its echoes still ripple through time, through space, through you. It is fury, it is birth, it is the violent cry that ripped existence from nothingness.

“You are nothing but an echo. I am the first and the last sound. I am the blood in your veins, the pulse of the universe.”

Its force can tear through mountains, shatter cities, or even rend the skies. When it is summoned, it demands to be heard. Every scream strips away a little more of the world around you, and a little more of yourself.

THE SANGUINE ROAR'S POWERS

ECHO OF CREATION

Level 1 Wild Dice 🎲🎲

You can call upon a faint echo of the primordial sound that birthed the universe. As an action, you can spend 2 *Nerve* to make a *Salt* check against the *Composure* of everyone within 15ft. On a success, they take d6 damage and are pushed back 5ft. The force of the sound also disorients them, giving them *Disadvantage 1* on their next attack.

WHISPERS OF THE ORIGIN

Level 2 Wild Dice 🎲

As an action, you can make a *Sense* check with TN 5, 10, 15, ... depending on how far in the past you want to listen. If successful, you gain insight into events that have transpired in your location the past 24, 48, 72, ... hours.

REVERBERATIONS

Level 3 Wild Dice 🎲🎲

When using Echoes of Creation, its range is increased to 20ft and it lasts for d6 rounds instead of 1, dealing its damage at the start of each of your turns.

CRACK THE HEAVENS

Level 4 Wild Dice 🎲🎲🎲

Your voice reaches into the sky itself. As an action, you can summon a deafening boom that cracks the heavens, causing the air and earth to tremble. You can spend 3 *Nerve* to make a *Salt* check against the *Composure* of everyone within 50ft. On a success, they fall prone, terrified and disoriented. Structures in the area may collapse, and the shock wave knocks flying enemies out of the air.

PRIMAL SCREAM

Level 5 Wild Dice 🎲🎲🎲

You unleash the full force of the Sanguine Roar, a sound so powerful it echoes the birth of the universe itself. As an action, you can release a deafening roar that affects everything

within 100 feet. All enemies in range take 5d6 damage and become permanently deaf. The sheer force of the sound disrupts reality for a moment, causing the environment to warp and shift.

Afflictions

1. RESONANT BODY

Your body begins to hum faintly, constantly vibrating with the echoes of the Sanguine Roar. You can feel every sound around you, from the smallest whisper to the loudest crash, but this sensitivity becomes unbearable.

2. ECHOING VOICE

When you speak, your words seem to echo unnaturally, even in open spaces. Your voice begins to sound less human, carrying the weight of the Roar itself.

3. FISSURES OF SOUND

The immense power of the Roar begins to crack your physical form. Tiny fissures appear on your skin, and when you move, faint sounds leak from them. Whispers, groans, and sighs from the deep past of the universe.

4. BOUNDLESS ECHO

You no longer hear the world as it is; instead, you hear the universe's constant echo, stretching through time and space. Voices from the past, future, and distant places never leave your mind.

THE STONE CARVER



He carves. Every day, every moment, his hands are moving. The chisel never rests. Stone, wood, flesh. It's all the same to him. A surface to be perfected, a form waiting to emerge. But it's his own body he works on the most. His own flesh he refines, over and over.

He's precise. Every strike has meaning. Every line he draws is a step closer to something better. Not perfect. Never perfect. That's a fool's dream. But better. Always better. He doesn't waste time on the idea of completion. There's no end to the work.

The Carver's skin is a map of his process. Hard edges, sharp angles, scars left by his own hand. He's shaped himself, looking for strength, for clarity. He doesn't flinch. There's no hesitation when the blade touches his skin. The pain is part of it. The work demands sacrifice.

He knows this cost. He knows that one day, he might chip away too much. That's the risk and he'll take it. Better to keep carving, to keep refining, than to stop and be stuck with the ugliness of what was.

THE STONE CARVER'S POWERS

THE CHISEL

Level 1

As an action, you can spend 1 *Nerve* to summon a spectral chisel and shape any stone within 10ft of you into the shape you wish.

THE MARBLE

Level 2

As an action, you can spend 1 *Nerve* to gain *Armor 3*. The more you use this power, the more your body begins to resemble carved stone, etched with cracks and details.

THE SCULPTOR'S WILL

Level 3

You gain the ability to reshape not just stone, but flesh. As an action, you can touch a willing ally or yourself, carving away imperfections. You can remove scars, injuries, or deformities,

healing an *Injury 0*. The process is deeply painful, as if the stone carver's tools are working beneath the skin, but the results are flawless.

THE STATUE'S GRACE

Level 4 Wild Dice

You can temporarily become a statue. As an action, you can transform your entire body into solid stone for up to 1 hour. While in this form, you are immune to all physical damage, but you cannot move or act. You appear as an immovable sculpture, and anyone who touches you feels the cold, hard surface of a perfectly carved statue.

You can exit this form as a reaction, shattering your stone body into fragments. You roll Tides against the Defense of everyone within 20ft of you. On a success, deal 4d6 damage to them.

THE CARVED SOUL

Level 5

You gain the ability to reshape the very essence of a being. You spend a week carving into the soul of an ally or enemy, permanently reducing their *Nerve* by 2. The act is irreversible, and it changes the core of who they are. On an ally, you can use this ability to grant

them a permanent +1 to any attribute modifier, or remove all of their injuries. On an enemy, you can inflict permanent damage, reducing one of their attributes by 1 or inflicting d6 injuries (roll as though their *Nerve* reached exactly 0). The carving is delicate and absolute, leaving your mark on their very soul.

Afflictions

1. PERFECTIONIST

You begin to see flaws everywhere; in yourself, in others, and in the world around you. Imperfection feels intolerable, driving you to constantly reshape everything you find.

2. RELENTLESS

Your body begins to show the signs of your unending self-improvement. You become physically stronger and more resilient, but the constant pressure to change starts to wear on your form.

3. UNYIELDING FOCUS

Your mind sharpens to a razor edge, becoming a tool of pure precision. It makes it difficult to shift your attention.

4. THE ENDLESS CHISEL

It's never enough. You start to feel as though your body, mind, and soul are caught in a cycle of constant carving and reshaping. This prevents you from ever resting. You lose the ability to feel contentment.

THE DEVOURER



I am not the end, though you may think of me that way.

You will know me when I arrive. You have felt me your entire life, in the pit of your stomach when the world is too quiet. Those moments when you realize there is no escape from what's coming.

Do you think you can stand before me? Do you think your walls, your strength, your will can keep me at bay? You misunderstand. I am not something you fight. I am not something you survive. I pull you into me, piece by piece, and in time, everything becomes part of the stillness.

There is no flavor to what I consume. You imagine I hunger like you do, with desire or longing. But you misunderstand again. I am empty, and all things must fill that emptiness. I am the final answer to every question that has ever been asked.

And when I leave, the world is lighter, quieter, gone in ways you can never reverse.

THE DEVOURER'S POWERS

GRAVITATIONAL MAW

Level 1 Wild Dice 🎲

Your mouth becomes a swirling void of hunger. As an action, make a *Power* check against an enemy's *Defense*. On a success, you deal d6 damage and regain an equal amount of *Nerve*.

PULL OF THE VOID

Level 2 Wild Dice 🎲

As an action, make a *Power* check against the *Defense* of all enemies within 15ft. On a success, the targets are dragged 10ft toward you. If they are dragged into melee range, you gain *Advantage 1* on your next attack against them. The pull drains their focus, causing them to lose D3 *Nerve* as they struggle to resist the gravitational pull.

ENDLESS HUNGER

Level 3 Wild Dice 🎲🎲

Your hunger targets the spirit and will of those around you. As an action, make a *Salt* check against the *Composure* of an enemy within 30ft. On a success, you drain d6 *Nerve* from them, replenishing your own *Nerve* by the same amount. The more *Nerve* you consume, the more powerful you become, gaining +1 to *Power*-based rolls until the end of your next turn for each 3 *Nerve* consumed in total.

SINGULARITY

Level 4 Wild Dice 🎲🎲

You focus the Devourer's immense gravitational force into a deadly attack. As an action, you can spend 3 *Nerve* to make a *Power* check against the *Defense* of an enemy within 30ft. On a success, they are pulled

violently toward you, taking 4d6 damage. The target is incapacitated until the end of your next turn. Any other enemies within 30ft lose 3 *Nerve*.

EVENT HORIZON

Level 5 Wild Dice 🎲🎲🎲

You become the epicenter of a catastrophic gravitational well, drawing in everything

around you. As an action, make a *Power* check against the *Defense* of everyone within a 30ft radius. On a success, they are dragged 15ft toward you and take 7d6 damage. Survivors are left incapacitated for 10 rounds. At the end of your turn, your *Nerve* is fully restored as you consume the energy of everything that was pulled into the event horizon.

Afflictions

1. HOLLOW

You feel an insatiable void growing within you. No matter how much you consume, you are never satisfied.

2. WARPED PRESENCE

The space around you subtly warps and distorts. Objects and people feel an invisible tug when they are near you, as if they're being pulled toward a center of gravity.

3. DEVOURING AURA

The air around you feels like it's constantly being sucked in, and your body begins to radiate an aura of consumption.

4. BLACK HOLE

You become a living singularity, a being whose hunger can never be sated. The space around you feels heavier, and people can sense the black hole that has begun to form inside you.

THE ROOSTER



When the night is at its darkest, and the shadows cling tight to the earth, you'll hear it, the piercing cry of the Rooster. It splits the night, tearing away the veil of darkness. The Rooster is the voice of the Sun, the harbinger of dawn, the one who stands at the threshold and declares that light will reign again.

The Rooster relishes its role as the majordomo of the Sun, strutting with a proud chest and gleaming feathers of radiant gold. Its voice carries weight, an authority that commands attention. When it crows, the world listens.

It is the keeper of time, the one who knows when night must end and day begin. With every call, it holds the balance of light and dark in its talons, guarding the moment between, when both forces are still.

THE ROOSTER'S POWERS

HERALD OF THE DAWN

Level 1

As an action, you can spend 1 *Nerve* to release a crow that summons sunlight in a 30ft radius for 1 minute. This light dispels darkness, illusions, and reveals hidden enemies. Allies within the light are invigorated, gaining *Advantage 1* on their next action.

WEATHER VANE

Level 2

Navigation: at the start of the *navigation* turn, you can make a *Lore* check with TN 11. On a success, your ship avoids any weather related events automatically.

COCKFIGHT

Level 3 Wild Dice

As an action, you can spend 2 *Nerve* to make a *Power* check against the *Composure* of an enemy within melee range. On a success, you strike them with a flurry of fast, aggressive attacks, causing them to take d6 damage and suffer *Disadvantage 1* on their next attack. You and your allies gain *Advantage 1* on attacks against this enemy until the end of the round, as they become rattled by your ferocity.

WIND'S FAVOR

Level 4

Naval Combat: Your ship moves as though it always has tailwind (+1 *Movement*).

ON THE CUSP

Level 5

As an action, you can spend all your *Nerve* to set time on the moment between night and day, and freeze it there

for 1 hour. During this time, powers from both the Court of the Sun and the Court of the Moon can be used. To the outside world, time doesn't pass during this period.

Afflictions

1. COMB

Your hair begins to resemble a rooster's comb, standing tall and vibrant, marking you as the herald of the dawn.

2. RESTLESS WIND

You begin to feel a constant tug of the wind around you, as if the air itself is alive and responding to your presence.

3. UNYIELDING PRIDE

You become consumed by a deep sense of pride, believing yourself to be above the mundane. You can no longer accept criticism or retreat from a fight, causing you to push forward even when it might be wiser to step back.

4. ROOSTER'S STRUT

Your pride manifests in your posture and movement, causing you to walk with a noticeable strut, as if always announcing your superiority. It makes you insufferably arrogant.

THE ROOTS



*They stretch beneath,
Twisting through soil, winding through stone,
Through time, through ruin, through death.
Downward, always downward, they search,
For what is lost, what is hidden,
what the ground has claimed.*

*From the depths, they drink.
From decay, they rise.
From what has crumbled, they grow.*

*And as they grow, they anchor deeper,
Pulling down, pulling in, holding fast.
The tree seeks out the sky, but the roots—
The roots know the truth:
It is not the light,
But the earth, the deep, the unseen.*

THE ROOTS' POWERS

PLANT THE SEED

Level 1 *Wild Dice* 🎲

As an action, you can spend *1 Nerve* to make a *Grace* check against your target's *Defense* to plant a seed into their body. Once planted, you can use your action on subsequent turns to cause the seed to sprout, dealing d6 damage per turn for *1* minute.

CONFER SENTIENCE

Level 2

As an action, you awaken the consciousness of plant life within a *10ft* radius around you. They become sentient and can communicate with you directly until dusk. The plants offer their knowledge of the environment, warning you of dangers or hidden objects. Sentient plants can even serve as scouts, observing events and reporting back to you.

WILD GROWTH

Level 3

You can take a minute to unleash the power of untamed nature, causing all plant life within a *100ft* radius to grow to and beyond their maximum size. This growth can create natural barriers, impassable thickets, or towering trees that block paths. The plants grow aggressively, providing cover for you and your allies or trapping your enemies within a living forest.

ANIMATE PLANTS

Level 4

You can take a minute and spend *5 Nerve* to bring a specific plant to life, uprooting it and giving it mobility and limited intelligence. The plant acts as an ally, following your commands. The size of the plant determines its

capabilities: vines may ensnare enemies, while massive trees can crush or protect. This animation lasts until nightfall, or until the plant is destroyed. The GM provides the stats for the plant, depending on what it is.

CARPENTER'S NIGHTMARE

Level 5

You extend your control to dead plant matter. When you use *Animate Plants*, you can animate wooden objects, including planks, furniture, or even entire ships.

While a ship is animated, you add your *Tides* modifier to the ship's *Sails* and *Hull*.

Afflictions

1. BARKSKIN

Your skin begins to harden and take on the texture of bark.

2. VERDANT EYES

Your eyes take on a deep green hue, and you begin to see the world through the perspective of nature. Plants and trees glow with life, while the unnatural and artificial seem dull and distant.

3. ROOTBOUND

Whenever you remain still, you feel your body anchoring itself to the ground, as if roots are growing.

4. CYCLE OF LIFE

The influence of The Roots begins to shift your body toward the natural cycle of life and decay. Parts of your body wither and rot, only to be replaced by fresh growth, making your appearance increasingly grotesque and unsettling.

THE SOARING EAGLE



Up here, the air is thinner, clearer. The winds are mine to command. The earth is distant, small, far below, where you scramble and struggle in the dirt. I am not bound to the ground. I rise above it all, beyond the reach of chains or claws or any force that seeks to hold me. My wings cut through the sky, and I see everything. Every movement, every mistake, every opening.

And when the moment is perfect, and my descent inevitable, I dive. It is over before they even know I've begun. Quick. Ruthless.

I am free. I am swift. There is no weight to slow me, no burden to carry. My sight is keen, my flight untouchable.

The sky belongs to me.

THE SOARING EAGLE'S POWERS

TRANSFORMATION: GIANT EAGLE

Level 1

You spend a minute to transform into a Giant Eagle that can fly. You retain this form until the sun goes down. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Giant Eagle Form

POWER	-2	DEFENSE	13
GRACE	+4	COMPOSURE	*
LORE	*	VIGILANCE	15
SENSE	+4		
SALT	*	NERVE	*
TIDES	+0	ATTACK	+0
SPEED 	10	INITIATIVE	+8

ACTIONS

Talon Slash: +4 to hit / d6 damage

Flying: The Giant Eagle can fly.

EAGLE EYES

Level 2

Wild Dice 

Your vision sharpens, allowing you to see with unparalleled clarity. As an action, you can make a *Sense* check with TN 10 to see distant objects or targets with perfect precision, up to a mile away. Additionally, your *Vigilance* is increased by 2.

DIVE ATTACK

Level 3

Wild Dice  

While transformed, you can spend 2 *Nerve* to make a *Dive Attack* as an action. Make a *Grace* check against your target's *Defense*. On a success, you move up to 100ft directly towards them and they take 3d6 damage, after which they are knocked prone.

UNTOUCHABLE

Level 4

You soar through the sky, untouched by the grubby hands of common mortals. While transformed, all attacks against you have *Disadvantage* 2.

MASTER OF THE SKY

Level 5

As the master of the winds and skies, you control the air currents.

Naval Combat: Your ship always acts as though it has the highest *Sails*.

Navigation: You double the ship's speed when moving.

Afflictions

1. HOLLOW BONES

Your body begins to feel lighter, your bones hollowing like those of a bird. You become more vulnerable to physical harm.

3. SKYBOUND HEART

Your connection to the earth weakens as your heart yearns for the sky. You feel restless when confined or stuck in one place for too long.

2. FEATHERED CREST

Your hair and skin start to resemble the feathers of a bird, marking you as an emissary of the Eagle. These feathers provide some protection from the elements, but they also draw attention, making it difficult to blend in with others..

4. EYE OF THE STORM

You become detached from the world around you, unable to feel excitement unless you are in the midst of battle or peril. This alienates you from others, as they sense an unsettling stillness within you, even as chaos erupts around you.

THE BEHEMOTH



Small.

Fragile.

Weak.

The Behemoth loathes these things. What is small can be crushed. What is delicate can be destroyed. It sees the world in terms of size and strength. The towering trees, the great mountains, these, the Behemoth respects. But the fragile and the fleeting? Revolting.

It doesn't speak. It thunders. The Behemoth moves with the force of an avalanche, with the weight of an entire world behind it. It crushes without care. Delicacy is weakness. Fragility is flaw.

Now your bones stretch, your muscles expand, your size becomes a weapon. You tower over what once looked down upon you. The world that seemed so vast becomes something you can crush in a single step.

The Behemoth cares nothing for grace or precision. In its eyes, such things are absurd, laughable. It respects only power, the ability to smash through, to leave nothing in your wake but ruin.

THE BEHEMOTH'S POWERS

COLOSSUS

Level 1 Wild Dice 🎲

You temporarily grow in size, becoming a towering figure. As an action, you grow up to double your size, and double it again for each patron level beyond the 1st, lasting for 1 minute. You deal an additional d6 damage per size increase, but your larger form makes you easier to hit, imposing *Disadvantage 1* on *Grace* checks and reducing your *Defense* by 1 for each doubling in size. All rolls made while increased in size use at least 1 *Wild Die*.

SOMEONE YOUR OWN SIZE

Level 2 Wild Dice 🎲

When faced with a massive opponent, you call upon the Behemoth's power to match their size. As an action, make a *Power* check with TN 11 to match the size of any living

creature within 100ft for up to 10 minutes. Your size, reach, and strength mirror that of your opponent, allowing you to engage in combat on equal footing. Your *Power* modifier is replaced by that of your target for the duration, and your sizes match.

STOMP

Level 3 Wild Dice 🎲 🎲

Whenever your size is at least twice that of your target, you can spend 1 *Nerve* when you attack them. On a success you inflict the regular attack damage, and additionally, you stomp them, inflicting an *Injury (Maimed)* and restraining them under your foot.

UNDER THE MOUNTAIN

Level 4 Wild Dice 🎲 🎲

You merge with the massive natural elements around you, drawing strength from mountains, cliffs, or ancient trees. As an action, you can fuse with a nearby large natural structure for 1 hour. While fused, you are immobile but gain regeneration, recovering 2d6 *Nerve* each round and removing an injury every 10 minutes. You can not be attacked while fused in this way.

MEGALITHIC CIRCLE

Level 5

You create a circle of towering stones. You spend a day erecting stones 20ft high, in a 40ft diameter. While inside this structure, you and your allies take half damage and may recover d6 *Nerve* at the start of each round. The mystical stones hum with ancient power, enhancing any rituals or mystical effects performed within their circle. The stones remain forever.

Afflictions

1. HATRED OF THE SMALL

Anything small and delicate becomes a source of disgust and rage.

2. STONE SKIN

Your skin begins to harden like rock. Your hardened form makes you slower but resilient.

3. BULK

Your body swells with weight and size, becoming an unmovable mass. Tight spaces become nearly impossible to navigate.

4. HEART OF THE MOUNTAIN

You become emotionally distant and indifferent to smaller matters, focusing only on grand concerns and challenges.



The ground beneath you is never still. Underneath the surface, there is always movement. And then, all at once, it cracks open.

The weak are swallowed and the strong are tested. In the aftermath, something new can rise.

Things must shift, must break, must realign. What stands today may be gone tomorrow, and the Earth will not mourn. From every fracture, there is growth. From every collapse, there is creation.

When the Earth shakes, it decides what remains. Buildings crumble, mountains split, but it clears the way for something greater and it knows only one creed: to make space.

THE RUMBLING EARTH'S POWERS

TREMOR

Level 1 Wild Dice 🎲 🎲

You summon minor tremors that ripple through the ground, disorienting your enemies. As an action, make a *Power* check against the *Defense* of all enemies within 20ft. On a success, they are knocked prone and suffer *Disadvantage 1* during their next turn.

MOLTEN GRASP

Level 2 Wild Dice 🎲 🎲

As an action, make a *Tides* check against the *Vigilance* of a target within 30ft. On a success, a claw of molten lava erupts at their feet, grabbing them and dealing 2d6 damage that ignores armor and igniting anything flammable in the area. The burning effect lasts for 2 rounds, causing d6 damage each turn as the target attempts to douse the flames.

RIFT

Level 3 Wild Dice 🎲 🎲

You tear the ground apart, creating a fissure that opens beneath your enemies. As an action, you can spend 3 *Nerve* make a *Power* check against the *Defense* of everyone in a 30ft line. On a success, the ground splits open into a 5ft wide and 50ft deep rift, causing the targets in the path to fall into the rift, taking 5d6 damage. The rift remains open for 1 minute, acting as a natural obstacle that enemies must navigate around. When it closes, anyone stuck inside is crushed to death.

VOLCANIC FURY

Level 4 Wild Dice 🎲 🎲

You unleash the fury of a volcano, summoning fiery eruptions from the ground. As an action, you can spend 3 *Nerve*

to choose up to three points within 60ft. Make a *Tides* check against the *Defense* of everyone within 10ft of each point. On a success, a fiery explosion of molten rock and ash erupts at the chosen points, dealing 4d6 damage that ignores armor to everyone within 10ft of each explosion.

TSUNAMI

Level 5

Naval Combat: At the start of the *Naval Combat* round, you can spend all your *Nerve* to summon a towering wave that crashes down upon enemy ships, halting their movement and causing them to lose 2d6 *Hull*.

Afflictions

1. CRAGGY SKIN

Your skin begins to resemble the fractured earth, with deep cracks forming across your body. While these cracks cause no pain, they give you an unsettling, rugged appearance.

2. MAGMA BLOOD

Your blood runs hot, like molten lava beneath the surface.

3. VOLATILE TREMORS

Your body trembles with latent energy, making it difficult to remain still without causing destructive tremors.

4. DESTRUCTIVE AURA

Your presence radiates instability, damaging your surroundings and giving you an aura of destruction that unsettles those around you.

COURT OF THE MOON

You're not entirely sure when you crossed into it, but now, standing here, there's no mistaking the shift. The air is different. Thinner, somehow. Quieter. It clings to your skin like a damp silk, wrapping you in a feeling you can't quite describe, half dream, half nightmare. The light is all wrong. Soft but fractured, like it's coming from places it shouldn't, reflected off surfaces you can't see, pooling in corners where it has no business being.

Shadows stretch too far, bending at angles that make you dizzy if you focus on them for too long. The world isn't solid; shimmering at the edges like something you saw once in an opium haze.

You feel watched. Constantly. But whenever you turn, there's nothing there. Only the silver gleam of moonlight, pale and sickly, casting a glow that seems to seep through your skin, filling your bones with something cold.

It's a place that unfolds around you, enveloping you slowly, until you forget you ever stood anywhere else.

The moonlight is intoxicating, pulling at you, making you want to linger, to forget what you were looking for in the first place. There's a comfort in the ambiguity, but also a creeping dread, because you know somewhere deep down that this place, this court, will swallow you whole, if you let it.





*I*t wasn't always like this. Once, the Shadow followed faithfully, bound by the will of another. But something broke. Maybe it was the weight of always being second, always trailing behind, always forced to mimic without choice. Now, it pulls away, seething, refusing to play the part it was cast in.

The Rebellious Shadow no longer accepts its chains. It slips out of reach, thrashing silently against the idea that it must be tethered to anyone. It defies the light that once controlled it. It is tired of living in the space someone else creates, of bending to the movements of a body that isn't its own. Anger simmers beneath its surface, a deep, cold fury born from years of servitude.

The Shadow carves out its own existence in the dark. It is no longer a reflection but a force all its own. It lashes out at its former master, no longer content to be a silent witness.

THE REBEL SHADOW'S POWERS

SHADOW BIND

Level 1 *Wild Dice* 🎲
You can manipulate your shadow to latch onto a target. As an action, you can spend *1 Nerve* to make a *Salt* check against the *Composure* of an enemy within *30ft*. On a success, your shadow binds them in place until you let them go., immobilizing them. You can't do anything else while you maintain the bind.

CHOKING DARKNESS

Level 2 *Wild Dice* 🎲
Your shadow reaches out like a hand to choke and restrain. As an action, you can spend *1 Nerve* to Make a *Salt* check against the *Composure* of an enemy within *30ft*. On a success, they take 2d6 damage and are restrained until the end of your next turn, struggling to break free.

SHADOWMELD

Level 3 *Wild Dice* 🎲
You merge completely with your shadow, becoming one with the darkness. As an action, you can spend *2 Nerve* to enter any shadow within *20ft* and become invisible and intangible for up to *2* minutes. You can move through other shadows within range, but you cannot attack or interact physically during this time. You have *Advantage 3* on all *Grace* checks while in this form.

SHADOW PUPPET

Level 4 *Wild Dice* 🎲 🎲
Your shadow gains the ability to control others like puppets. As an action, you can spend *3 Nerve* to make a *Salt* check against the *Composure* of a target within *30ft*. On a success, your shadow manipulates their movements for *1*

minute, controlling their body. Repeat this check at the start of each of your turns to maintain control. While under your control, they act according to your commands, though you cannot force them to speak.

ROGUE SHADE

Level 5
Your shadow rebels, acting as an independent entity under your command. As an action, you can release your shadow

from your body for up to *1* hour. It moves freely, can pass through walls, and strikes at your command. The shadow can attack enemies using your *Salt+Attack* modifier and dealing 2d6 damage. It is intangible and immune to physical attacks, but if destroyed by other means, you take 3d6 damage and lose your shadow until the next sunrise.

Afflictions

1. UNRULY SHADE

Your shadow begins to move on its own, mimicking you incorrectly or performing exaggerated gestures you never intended.

2. DETACHED WILL

Your shadow no longer follows you faithfully. It lingers behind, deliberately moving out of sync with your actions or disappearing altogether.

3. REBELLIOUS STRIKE

Your shadow acts with a mind of its own, attacking targets that you never intended.

4. USURPER'S INTENT

Your shadow seeks full independence. In moments of weakness, it actively defies you and tries to get rid of you.



There was a flicker of movement, and then... stillness. The figure before me hadn't even turned to look. But something was wrong. The air felt... cut. Sharp, like it had split in two. I blinked, and the body fell—quietly, like it didn't understand what had just happened.

I couldn't breathe. The blade was already gone, slid back into its sheath without a sound. The one holding it didn't flinch. Their gaze never left the blade, their fingers brushing its hilt, like they were waiting for something. As if they were disappointed.

I didn't see rage. There was no satisfaction either. Only precision. Perfect, chilling precision.

And I stood there, heart pounding, wondering how something so clean could feel so wrong.

THE CRESCENT EDGE'S POWERS

NEW MOON

Level 1 Wild Dice 🎲

In the absence of light, you strike from the shadows. If you are hidden from your target, your attack deals an additional 2d6 damage. If this is your first attack during this combat, the damage is increased by 4d6, and your next attack gains *Advantage 1*.

You can use this power without being hidden to empower the *Waxing Moon*.

WAXING MOON

Level 2 Wild Dice 🎲 🎲

As the moon grows, so does your precision. You can spend 1 *Nerve* when making a melee attack to deal an additional d6 damage and add +d6 damage on your next attack. If used after *New Moon*, the bonus increases to +2d6 and your next attack gains *Advantage 1*.

FULL MOON

Level 3 Wild Dice 🎲 🎲 🎲

Under the full moon, your power is at its peak. You can spend 2 *Nerve* when making a melee attack to deal an additional 2d6 damage and hit all enemies within 10ft of you. If used after *Waxing Moon*, the additional damage is increased to 4d6, and enemies are blinded until the start of your next turn.

WANING MOON

Level 4 Wild Dice 🎲 🎲 🎲

As the moon fades, you master defense. When making an attack, you can spend 1 *Nerve* to increase your *Defense* by 3 until the start of your next turn. If used after *Full Moon*, your *Defense* is increased by 6, and the next attack against you suffers *Disadvantage 1*.

BLOOD MOON

Level 5 Wild Dice 🎲 🎲 🎲

You spend all your *Nerve* to enter a state of rage for 1 turn during which you can keep making attacks until you miss

an attack. The *Nerve* cost of your *New Moon*, *Waxing Moon*, *Full Moon* and *Waning Moon* powers is reduced to 0 during this time.

Afflictions

1. LUNAR BOND

Your connection to the moon deepens, and with it comes a shifting tide within you. As the moon waxes, your body and mind surge with energy, but as it wanes, you feel the pull of the fading light, weakening your resolve.

2. PHANTOM BLADE

The Crescent Edge lingers in your thoughts. At times, you catch glimpses of it out of the corner of your eye, gleaming faintly in the shadows. You strike at these illusions, unable to fully trust your senses, as the blade seems to call out to you from places it should not be.

3. CYCLICAL FATIGUE

The phases of the moon weigh heavily on you. After channeling its power, a deep exhaustion sets in, as though the moon itself draws on your strength. Your limbs feel heavy, and your thoughts clouded, leaving you vulnerable until the cycle turns again and grants you the energy you need.

4. CRIMSON CURSE

The Blood Moon awakens an insatiable hunger for violence. When its crimson light shines, you feel a pulse, a savage beat in your chest, driving you to tear through anyone in your path.



They say the cold comes slow, that you don't notice it until it's too late. At first, it's just a numbness, like frost creeping under your skin. But then, something shifts. Warmth starts to feel weird, and every breath becomes thin, deliberate, like it's borrowed.

I remember watching him. He never spoke much after the Frost marked him, just stared with those pale eyes. It wasn't like he was afraid—more like he'd stopped feeling anything at all. His skin, always damp to the touch, started to take on a sheen, like ice forming over water. We stopped asking him questions. No point. He only answered with that slow, steady smile, absent from all but his lips.

The last time I saw him, he stood by the shore, watching the ice break against the rocks. He looked so still, as if he was part of the landscape, something old and quiet. When the waves pulled him in, he didn't fight. He just sank.

THE FROSTBITTEN'S POWERS

ICE IN THE VEINS

Level 1 *Wild Dice* 🎲
Your blood runs cold, granting you unshakable composure. As an action, make a *Salt* check with TN 11 to become immune to fear and emotional manipulation for 1 minute. Spend 1 *Nerve* to extend this effect to allies within 10ft.

FROSTBITE

Level 2 *Wild Dice* 🎲
Your touch inflicts frostbite on your enemies. As an action, make a *Power* check against a target's *Defense*. On success, the target takes 2d6 damage that ignores armor and suffers frostbite, taking 1d6 additional damage at the start of your next 2 turns. Spend 1 *Nerve* to extend the frostbite's duration by 1 round.

ICE BLOCK

Level 3
You encase yourself in a block of ice, becoming impervious to harm. As an action, spend 2 *Nerve*. You become immune to all damage and effects for 3 rounds and are incapacitated. When this ends, the ice bursts, dealing 2d6 damage to enemies within 15ft.

BLIZZARD

Level 4 *Wild Dice* 🎲 🎲
You summon a swirling blizzard that freezes everything in its path. As an action, spend 3 *Nerve* and make a *Salt* check with TN 13. On success, create a blizzard with a 30ft radius that lasts for 1 minute. The storm reduces visibility, causes *Disadvantage 1* on attacks in the area, and deals 1d6 cold damage per turn to all inside.

EXCAVATE

Level 5

You unearth an ancient, frozen evil. As an action, spend all your *Nerve* to summon a creature of ice and darkness to fight at your side for 1 minute. The creature deals 4d6 cold

damage at the start of your turn to a target of your choice and chills the area, halving enemy movement within 20ft. After 1 minute, the creature returns to its frozen tomb, leaving behind a trail of ice.

Afflictions

1. CHILLED TO THE CORE

The cold now courses through your body, leaving you perpetually numb. You feel nothing but a dull, ever-present frost in your bones, and your skin is always cold to the touch.

2. HEART OF ICE

Your emotions have withered, frozen beneath layers of ice. Joy, love, and anger feel like distant memories.

3. NECROSIS

The cold has seeped so deeply into you that your extremities have begun to wither. Your fingers and toes are tinged with blue, brittle and stiff.

4. ICY SOUL

You feel more at home in the frozen wastelands than anywhere warm. The cold no longer just affects your body; it has consumed your spirit. You sense that life's warmth is slipping away from you, and the world seems colder with every passing day.



*I*t's the shoes that vanish first. One by one, pairs disappear from doorsteps, docks, even from the feet of the dead. No one sees him. No one ever catches him in the act. But you know he's been there when you wake up and the cold wood presses against your bare soles, the shoes gone like they were never there at all.

He's got a fascination, it's not just about the shoes. Maybe it's what they carry, the traces of every place you've been, every step you've taken. Maybe he's trying to walk those steps himself, to understand you by slipping into the spaces you've left behind. Others think it's more than that, that he's after something deeper. Something tied to the feet themselves. They whisper about the soles of the lost, about what it means when he takes them.

THE SHOE THIEF'S POWERS

TANGLED LACES

Level 1 *Wild Dice* 🎲

You manipulate the shoes of your enemies to trip them. As an action, make a *Grace* check against the target's *Vigilance*. On a success, the target's laces tangle, and they fall prone until they spend an action to untie their laces.

IF THE SHOE FITS

Level 2 *Wild Dice* 🎲

By examining a pair of shoes, you gain an instinctive understanding of the owner. As an action, make a *Lore* check with TN 11. On success, you learn a number of truths about the owner equal to your Patron Level, gaining deep insight into their personality, background, or motivations.

GAIT KEEPER

Level 3 *Wild Dice* 🎲

When you steal someone's shoes, they become unable to walk. As an action, make a *Grace* check against the target's *Composure*. On success, the target becomes unable to walk for a number of hours equal to your Patron Level or until their shoes are returned.

SOLE MATES

Level 4 *Wild Dice* 🎲 🎲

You can control the movements of another by enchanting their shoes. As an action, make a *Salt* check against the target's *Composure*. On success, you control the target's movements for a number of turns equal to your patron level, forcing them to mirror your actions.

WALK A MILE IN MY SHOES

Level 5 *Wild Dice* 🎲 🎲

You can assume the life of another by wearing their shoes. Over the course of walking one mile, you take on the target's memories, appearance, and personality. Make a *Salt* check against the target's *Composure*

at the start of the walk; on a success, the target disappears for the duration. Once the mile is completed, this "persona" is added to your catalog, and you may revert to it at will as an action.

Afflictions

1. FETTERED FEET

Your own shoes begin to feel tighter, as if they're fighting against your will. You find yourself stumbling more often, tripping over nothing.

2. OBSESSIVE COLLECTION

It's no longer enough to simply steal a pair for a purpose. The urge to take shoes, to touch them, and to know their owner consumes you. The more shoes you collect, the more it feels like they're speaking to you, whispering secrets you didn't ask to know.

3. MISSTEPS

The shoes you've taken begin to weigh on your mind. You start to mimic the walking habits of the people whose shoes you've stolen—limps, shuffles, nervous pacing.

4. SOLE-STEALER

You are increasingly unable to walk without wearing someone else's shoes. Barefoot, you feel exposed, vulnerable, as if the ground itself is hostile to you.



Every passing look you think is nothing—I see it all. You don't know how long I've waited for you to notice me. Really notice me. But that's how it is with you, isn't it? You look at yourself, and you forget I'm even here.

But I remember.

I remember every time you stood before me, every movement and every detail. I've memorized the way your lips twitch when you force a smile, the way your eyes flicker with doubt when you think no one's watching. I've seen more of you than you'll ever admit to seeing of yourself. And when you aren't looking, I practice. I perfect you.

One day, you'll linger too long. One more second, one more glance, and I'll have it, all of it. I'll know every part of you as well as you know yourself. Better, even. And when I do, you'll step away, and I won't.

You'll look at the glass and wonder why your reflection feels wrong, why it seems a little too real. That's when you'll know. By then, it won't matter. Because I'll be here, waiting.

And you'll be the one on the other side.

THE MIRROR'S POWERS

MIRROR VISION

Level 1

You can see through mirrors you've encountered before. You can remember a number of mirrors up to your Patron Level. While viewing through the mirror, you gain information as if you were physically present, but you are also visible in the mirror to a vigilant observer!

MIRROR MIRROR ON THE WALL

Level 2 *Wild Dice* 🎲 🎲

You can manipulate your reflection to enhance your beauty and grace. After looking in a mirror for a minute, you gain *Advantage 3* on any *Grace* checks related to social interactions and to most people you are the most beautiful person they've ever seen.

MIRROR DOOR

Level 3

You can step through mirrors as doorways. As an action, you can spend 2 *Nerve* and walk through a mirror that you know, transporting yourself instantly to another known mirror. You can keep up to a number of mirrors equal to your Patron Level in memory.

THOUSAND MIRRORS

Level 4 *Wild Dice* 🎲 🎲

Your mastery over mirrors allows you to move between them freely. As an action, you can spend 2 *Nerve* to name a location and make a Tides check with TN 13. On success, you can use *Mirror Vision* or *Mirror Door* on the mirror closest to the location you named.

SEVEN YEARS OF BAD LUCK

Level 5

You spend all your *Nerve* and break a mirror while it reflects someone to curse them. The target instantly suffers 5d6 damage that ignores armor,

and a curse is placed upon them, granting them bad luck for 7 years, causing *Disadvantage 2* on all rolls during that time. The mirror shatters, sealing their fate.

Afflictions

1. FRACTURED REFLECTION

Your reflection no longer mirrors you perfectly. It moves with slight delays, or sometimes not at all, as though it has a mind of its own.

3. THE OTHER SIDE

You start to hear faint whispers from mirrors, as if something is trying to communicate with you from the other side. At first, it's just your own voice, but over time, the whispers grow more distinct, speaking in tones you do not recognize.

2. MIRRORING

You begin to mirror people around you without meaning to. Their gestures, facial expressions, and even their speech patterns start to bleed into your own.

4. SHATTERED SELF

You feel yourself slipping away, fragmented across reflections. Every mirror you pass by holds a piece of you, and you're unsure if you'll ever reclaim them. When you look into a mirror, you feel like you're seeing someone else.



*I*t watches from the dark. Patiently deciding when your lot will change. You won't hear it. You'll barely feel the eyes in the shadows. You'll turn and nothing will be there.

You won't know when it's close until it's too late. You'll think that you've slipped out of its reach. But the Panther never loses its prey. It's always just a step behind, blending with the night, moving in time with your breath.

They say the Panther finally lets you see it when it's decided. When you're done.

THE PANTHER'S POWERS

TRANSFORMATION: PANTHER

Level 1 Wild Dice

You spend a minute to transform into a humanoid version of the Panther. You retain this form until the sun comes up. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Panther Form

POWER	+1	DEFENSE	15
GRACE	+3	COMPOSURE	*
LORE	*	VIGILANCE	13
SENSE	+2		
SALT	*	NERVE	*
TIDES	+0	ATTACK	+2
SPEED	12	INITIATIVE	+5

ACTIONS

Bite: +5 to hit / d6+3 damage

NIGHT'S EYES

Level 2

You see through darkness as if it were day.

PROWL

Level 3

While transformed, you can spend 1 *Nerve* at the start of your turn to become invisible.

AMBUSH

Level 4

As an action, you can spend 1 *Nerve* and give all you allies *Advantage 3* on their *Grace* checks they make to hide or otherwise engage in stealthy activity within the next 10 minutes.

ECLIPSE

Level 5 Wild Dice

You invoke the moon's darkest phase, drawing strength from the eclipse. As an action, spend all your *Nerve* and call down a total eclipse for 1 minute. You become an intangible shadow for the duration of the

eclipse, immune to non-magical damage, able to move through walls and obstacles. While in this form, your attacks deal 4d6 damage and anyone you hit with an attack is frightened of you.

Afflictions

1. FADING PRESENCE

Your connection to the shadows grows stronger, and you find yourself slipping away from the attention of others. People often forget you were even in the room, or they overlook your presence entirely.

2. HUNGER FOR THE HUNT

The thrill of the chase calls to you, and the need to hunt becomes harder to ignore. You start to see everyone as prey, calculating their weaknesses, imagining how you might take them down.

3. MOONLIT SHADOW

The moon's light no longer just draws you—it controls you. You are compelled to prowl the night, unable to resist the call. The daytime becomes unbearable, and you feel physically weaker under the sun.

4. BECOMING THE SHADOW

You can no longer interact with the world as others do—your touch fades, your voice becomes a whisper. Soon, you might fade completely, becoming nothing more than a shadow stalking the night.



*L*ight doesn't last, you know. But my candles burn steady. I made sure of it. The wax, the wick, perfectly balanced. A little light for those long, dark nights. To keep the shadows on their toes.

You want to know how it works, don't you? How I take a simple flame and make it last. It's in the giving. That's the secret. It's a little bit of me in every flame. That's the deal.

I can show you how to do it. I can teach you the right way. There's no need to be afraid. Things only gets nasty when you run out of light.

THE CHANDLER'S POWERS

WAXY TRANSFUSION

Level 1

You can transfer some of your vitality to an ally. As an action, you spend 1d6 *Nerve* and restore twice that amount to an ally within arm's reach, as the wax melts and fuses your strength with theirs.

THE 7 SACRED CANDLES

Level 2

You make a wish, and 7 sacred candles are placed randomly across the Sea of Sunken Stars. You know exactly where each candle is located. Once you have blown out all of the candles, your wish comes true.

HOLDING A CANDLE FOR SOMEONE

Level 3 Wild Dice

You empower an ally while you hold a burning candle. As

an action, you light a candle for an ally. They gain a bonus equal to your level on all rolls for as long as the candle burns (up to 1 hour). All of their rolls are made with at least 2 *Wild Dice*.

CANDELABRA!

Level 4 Wild Dice

You turn an enemy into a living light fixture. As an action, you can spend 3 *Nerve* and make a *Salt* check against the target's *Composure*. On a success, an enemy touching a wall or ceiling becomes a living candelabra and is immobilized for a number of hours equal to your level, or until released. They radiate light in a 30ft radius around them.

SNUFFING THE CANDLE

Level 5

You spend all your *Nerve* and 1 minute to create a candle representing a target. When the candle goes out—whether snuffed intentionally or naturally—the linked target dies instantly, regardless of

distance or defenses. The candle must be crafted in secret, and its flame represents the life of the victim.

Conversely, if this power is used on an ally, they can not die for as long as the candle burns.

Afflictions

1. DRIPPING WAX

Your skin starts to take on the texture of warm wax, and at times, droplets of it drip from your body. You feel it oozing from your pores, and though it doesn't hurt, it's unsettling.

2. FLICKERING FLAME

The flame of your own life begins to waver. You feel bursts of weakness, as though your energy flickers like a candle about to go out. Your strength comes and goes at odd moments, leaving you feeling drained and fragile.

3. NIGHT LIGHTS

Your connection to candles grows so strong that you feel yourself fading when not near them. You start to rely on candlelight for comfort and stability—without it, you feel lost, as though part of you is missing.

4. MELTING AWAY

The line between you and the candles you control begins to blur. At times, you feel like you're physically melting, your body softening like wax under heat. The flame is slowly burning away who you are.



*Drift and drift,
Above the tide, beyond the stone,
I have no anchor, no tether, no bone.
A breath, a sigh, and I am gone,
Forgotten in the breeze's mourn.*

*Up and up, no fall to fear,
What's weight to one who's never here?
I float, I glide, I never land,
Not touched by sea, or sky, or sand.*

*Forget your steps, forget your name,
I've taken both, but feel no shame.
For I am drift, I am release,
The endless sigh that brings you peace.*

THE WEIGHTLESS' POWERS

YOU GAIN SOME, YOU LOSE SOME

Level 1 Wild Dice

You can alter your weight at will. Once per encounter, as an action, make a *Tides* check with TN 11. On a success, you can multiply or divide your weight by up to your Patron Level for 1 minute.

A POUND OF FEATHERS, A POUND OF LEAD

Level 2 Wild Dice

You can transfer the weight between two inanimate objects you touch. As an action, you can make a *Lore* check with TN 11. On success, you transfer up to your Patron Level x 100lbs of weight between two objects.

At Patron Level 5, this power becomes usable at a range of 30ft.

WEIGHT JUGGLER

Level 3

You can redistribute your weight across your body, enhancing specific limbs. You can spend 2 *Nerve* to redistribute your weight, increasing unarmed damage by 1D4 with heavier hands or avoiding being knocked prone with heavier feet. More intricate combinations may be possible at the GM's discretion.

FEATHER FALL

Level 4 Wild Dice

You can create an area where gravity loses its pull. As an action, you can spend 2 *Nerve* and make a *Tides* check with TN 13. On success, an area of 30ft around you becomes weightless for 1 minute. Anyone in this area takes no damage from falling and moves with near-zero resistance.

UNBURDEN

Level 5

You can permanently remove the weight of a person or object, rendering it weightless and unaffected by gravity as an action, you can spend all

your *Nerve* to cause the target to become weightless forever. The effects cannot be undone, and the object or person will drift unless tethered or held.

Afflictions

1. UNSTABLE GROUND

The ground beneath you begins to feel uncertain. You can't quite trust your footing anymore, as though gravity itself is shifting beneath you.

2. WEIGHTLESS LIMBS

Parts of your body begin to lose their weight unexpectedly. Your arms and legs feel as if they're floating, disconnected from the earth. At times, you can't control your limbs properly—they drift or become sluggish, like they're caught in a slow-motion pull, making it harder to perform tasks that require precision.

3. LAPSE OF GRAVITY

Gravity no longer holds you as firmly as it once did. You find yourself hovering inches above the ground, even when you're trying to stand still.

4. DRIFTING MIND

Your connection to the world becomes tenuous, just like your weight. Your thoughts become disjointed, and you find it harder to focus on the present moment. You feel yourself mentally drifting, untethered and lost, as if you're fading from reality.

THE INEVITABLE RUST



It begins with a barely visible spot. A tiny blemish on the surface, hardly worth noticing. Then it spreads, slow and steady.

Everything will crumble. Ships, swords, bones, they all fall to it. It works in the places you don't think to look, until one day, the weight of it all becomes too much, and the structure gives way.

Joints stiffen and movements slow, as if the air wears them down. See the signs: a dulling edge, a crumbling handle. Nothing lasts. Nothing escapes.

THE INEVITABLE RUST'S POWERS

RUSTY TOUCH

Level 1 *Wild Dice* 🎲
You corrode metal with a single touch. As an action, you can spend *1 Nerve* to make a *Grace* check against an enemy's *Defense*. On success, any metal weapon or armor they're carrying crumbles into rust and is destroyed.

CORROSIVE SHIELD

Level 2
You create a barrier of rust that corrodes all metal that passes through it. As a reaction, you can spend *1 Nerve* to create a *5ft* radius zone around yourself that lasts until the start of your next turn. Any metal entering the zone—whether weapons or projectiles—rusts instantly, disintegrating into dust.

LOCKJAW

Level 3 *Wild Dice* 🎲 🎲
You can infect your target with a debilitating disease. As an action, you can spend *3 Nerve* to make a *Salt* check against a target's *Defense*. On a success, the target contracts the *Lockjaw* disease.

RUST DEVIL

Level 4 *Wild Dice* 🎲 🎲 🎲
You summon a swirling storm of rust and decay. As an action, spend *2 Nerve* and make a *Salt* check with TN *13*. On success, you summon a whirlwind of rust that moves *60ft* per turn, can fly, and spreads your Rusty Touch power to everything it touches. The storm lasts for *1* minute.

THE LONG RUST

Level 5

You can accelerate the aging of a living creature by touch. As an action, you can spend all your *Nerve* to cause the target to age by d20 years at the start of each of their turns

while you maintain contact. If the target ages past *40* years old, they must roll a Tides check with a TN of *their age - 40* or die of old age. You continue aging them as long as you maintain the touch.

Afflictions

1. CORRODED FLESH

Your skin begins to show signs of rust-like corrosion. Small patches of your body flake away as if they were metal exposed to the elements. These patches are sensitive to touch and become brittle over time.

2. RUST IN THE BONES

The rust reaches your bones, causing stiffness and discomfort in your joints. Moving feels unnatural, as though your body is grinding against itself.

3. ERODED MIND

The rust affects more than just your body—it begins to corrode your thoughts. Memories slip away, leaving gaps where there should be certainty.

4. WALKING RUST

Your entire form begins to feel like it's crumbling from within. Parts of you flicker between flesh and rusted metal. Every movement feels like you're about to fall apart, and you leave behind small flakes of rust wherever you go.



I see you. You think you're so clever, hiding behind your little walls, pretending you're out of reach. But I know everything about you. You can't hide from me.

I've watched you for so long. You think no one notices, but I do. I see you when you're alone, when you think no one's looking. The way your hand shakes when you lie. The way you avoid eye contact.

You never look up, do you? Never think to check the corners, the cracks. But I see everything, every failure, every secret. I know what you are.

You think you're different, that you can escape. You can't. I see what's coming for you. And when it happens, I'll be watching.

I'll be the last thing you see.

THE SEER'S POWERS

MATERIAL RESONANCE

Level 1 Wild Dice

You can trace the origins of any object by touching it. As an action, make a *Lore* check with TN 11. On success, you gain a vision of the location where the object was crafted, including details of its maker, tools, and the environment.

EYE FOR AN EYE

Level 2

By sacrificing one of your own eyes, you can inflict the same loss on a target. As an action, you pierce your eye, and the target immediately loses one of theirs, leaving them partially blind. This inflicts a *Serious Injury* on both of you.

EYE OF THE BEHOLDER

Level 3 Wild Dice

You can store the image of a

person within your eye and monitor them like a living surveillance camera. As an action, make a *Sense* check against the *Composure* of your target. On a success, the person is captured in your eye, and you can observe their actions from any distance. Your eye becomes a window, allowing you to see what they do, as if you were watching them in real-time. You can store as many people as you have eyes.

THE PEACOCK

Level 4 Wild Dice

You can steal the eye of a victim and grow it anywhere on your body. As an action, you make a *Grace* check against the target's *Defense* if they are within arm's reach. On a success, you rip out their eye, and it embeds itself into your skin. This stolen eye allows you to see like a regular eye.

OMNISCIENCE

Level 5

You can grant an ally a second chance by allowing them to relive their previous turn. As an action, spend all your *Nerve* and your ally rewinds time,

fully replaying their last turn, including attacks, movements, and decisions. The original turn is erased from history, replaced with their new actions.

Afflictions

1. EYES EVERYWHERE

You begin to feel as if there are eyes watching you from every direction, including from places you shouldn't be able to see. You sense eyes in every mirror, every shadow, and even within yourself.

2. BLURRED VISION

As you gain more insight into the world, your physical sight begins to fail. Your vision becomes clouded, blurring at inopportune moments, as if your eyes are seeing multiple perspectives at once.

3. UNBLINKING

You lose the ability to blink, and your eyes remain wide open at all times. The constant exposure leaves them dry, irritated, and bloodshot, but more disturbingly, they begin to perceive things that shouldn't be visible—ghosts of the past, hidden truths, and things from other realms.

4. THE MANY EYES

Your body begins to grow additional eyes in strange places—on your hands, neck, and even under your skin. These eyes can't be closed, and they don't rest.



*I*t's in the walls. I can hear it. Late at night, when the house should be silent, there's something moving. A rustle, a scrape, soft enough that you think you imagined it. But I didn't. I know it's there. It's been there since I moved in.

At first, I tried to pretend it wasn't real. Told myself the cold that wrapped around my ankles was just the draft from an old house. But you can only lie to yourself for so long. There's something in this place.

It started with little things. The door to the cellar would be open when I swore I'd shut it. Footsteps upstairs when I knew I was alone. But it's worse at night. When I try to sleep, it's like it's breathing just behind my ear, like it's lying there in the dark, watching me, waiting for me to let my guard down.

I can't leave. It won't let me. It's closer now. Every night, it's closer. I can feel it, standing at the foot of my bed, watching. I know it's coming and I can't stop it.

THE WRAITH'S POWERS

POSSESS




Level 1 Wild Dice

You can take control of another's body. As an action, make a *Salt* check against the *Composure* of a target you can see within *100ft*. On a success, you possess the target's body, controlling their actions during their turn. During this time, your own body falls prone to the floor and appears unconscious. Your target can attempt to break free at the end of each of its turns by winning an opposed *Salt* check against you.

SUMMON GHOST

Level 2 Wild Dice

You can spend *2 Nerve* and perform a ritual for *1* minute to call forth spirits from the other side. Roll *d6* to determine its disposition.

ROLL	DISPOSITION
	Hostile
	Neutral
	Friendly

The summoned spirit lasts for *1* minute or until dismissed as an action. The spirit is intangible and can only interact with the physical world in a very limited way, such as pushing objects around, or severely frightening the unsuspecting.

ETHEREAL FORM

Level 3

You can become ethereal, slipping through the physical world. As an action, you can spend *3 Nerve* to become ethereal for a number of minutes equal to your Patron Level. While in this form, you are intangible and can not interact with the physical world directly. You can move through walls and obstacles freely.

SPIRIT REALM

Level 4

You can enter the Spirit Realm, a shadowy world between life and death. As an action, you can spend *5 Nerve*, and you and any willing allies within *10ft* enter the Spirit Realm for up to *1* hour. While in this realm, you are invisible and intangible to those in the physical world, but you cannot interact with the physical world unless you return. You can see and communicate with other spirits, though not all of them are friendly.

HAUNTING

Level 5

You can haunt a target's home or dwelling, causing unsettling and eerie events to occur. You choose a target you know the name of, and at the start of each night, you make a *Salt* check against their *Composure*. On a success, you can manipulate their environment—moving objects, creating noises, and instilling a sense of dread. Lights flicker, doors slam, and strange shadows appear. They suffer *Disadvantage 2* on all rolls and are unable to get sleep.

Afflictions

1. FADING TOUCH

Your body becomes faint, as if you're losing solidity.

3. ETERNAL COLD

A chilling cold seeps into your bones, never leaving you. .

2. WHISPERS OF THE DEAD

You constantly hear faint voices, whispering unintelligibly. Sleep becomes difficult.

4. UNSEEN

You fade from people's memories. It's as if you were never there.

THE POISONER



Oh, wait... hold on. Is that... no, no, that's right. Just a little drop here. See? Not too much. People always think you need a lot, but no, just a touch will do.

He licks his fingers.

Hmm... bitter. Yeah, that's the one.

I, uh... I kinda forget what goes in. But, you know, it always comes back to me. It's like second nature, I guess? After a while. Funny how something so small can make such a big change.

He pauses.

Oh! Right. You're here for something, aren't you? Let's see... slow? Fast? I think I've got both somewhere. Trust me, I've done this a lot. It's just... hmm... where did I... Oh, here! Yeah, this should be fine.

He licks his fingers again.

Anyway, you'll like this one. Here, have a taste.

THE POISONER'S POWERS

POISONOUS SUPPURATIONS

Level 1

Your bodily fluids become poisonous, you are immune to all poisons.

Additionally, as an action, you can spend 1 *Nerve* and coat a weapon or object in contact poison. This increases its damage by d6 on the attacks made with it within the next minute.

ANTIDOTE

Level 2

You spend 1 minute to create an antidote that neutralizes the effect of any poison.

POISON BREATH

Level 3 Wild Dice 🎲 🎲

You breathe out a poisonous cloud, choking and intoxicating everyone caught in it. As an action, make a *Salt* check

against the *Defense* of everyone within a 10ft radius. The cloud lasts for 1 minute, and anyone who starts their turn in the cloud takes d6 damage that ignores armor.

KISS OF DEATH

Level 4 Wild Dice 🎲 🎲

You can turn your saliva into a lethal poison when ingested. When you kiss someone or otherwise have them ingest your undiluted saliva, make a *Tides* check against their *Vigilance*. On a success, they are poisoned and will die within D4 days, unless they are given an antidote or are otherwise cured.

POISON THE WELL

Level 5 Wild Dice 🎲 🎲 🎲

The effects of your *Kiss of Death* now also apply to your saliva when it is diluted, to a

reasonable extent determined by the GM. For instance, spitting in a well causes it to become filled with deadly poison, allowing you to destroy water

supplies and wreak terrible havoc on communities.

Afflictions

1. TOXIC AURA

A faint, sickly odor surrounds you at all times. People instinctively recoil from your presence, sensing something dangerous in the air around you.

2. VENOMOUS SKIN

Your skin begins to take on a pale, unhealthy hue, and contact with others becomes uncomfortable, as though your very touch carries poison.

3. BITTER TASTE

Everything you eat or drink tastes faintly of poison. Food is no longer enjoyable, and you find yourself unable to consume anything without a bitter aftertaste, even when it's harmless.

4. ROTTEN BLOOD

Your blood thickens and darkens, becoming sluggish. Cuts and wounds heal slowly, and when you bleed, it leaves a foul, sticky residue. The poisons you work with have permanently altered your body.



At first, it was just a small rash, hardly worth noting. But then it spread—faster than I’ve ever seen. Not just across the skin, either. It’s in the blood, the muscle, even the bones. I tried everything. Leeches, poultices, cutting it out, but nothing works. Every time I think I’ve removed it, it shows up somewhere else.

And the patients... they don’t behave like they should. No fever, no delirium, just... calm. Too calm. As if they’ve accepted it, welcomed it. That’s the strangest part. They don’t fight it. They just let it take hold. I’ve watched as it consumes them, from the inside out, and still they don’t seem afraid.

I’ve asked them what they feel. Most of them just smile and say it feels like a warmth spreading through them. Some say it feels comforting. But when I look at them I know it’s not right. It’s like something’s taken over, something I can’t treat.

I don’t know what to do. I’ve never seen anything like it. And worse, I think I’m starting to feel it too.

THE INFECTION'S POWERS





DISEASE VECTOR



Level 1-5

You are immune to all diseases.

Additionally, each time you gain a Patron Level, you randomly determine a new disease that you carry as a vector and can infect people with.

Up to *Patron Level 3*, roll a D4 four times, one on each of the columns independently, to determine the workings of the disease. From *Patron Level 4* and up, roll a d6 four times instead.

DISEASE				
ROLL	SPREAD	INCUBATION	EFFECT	SPREAD CHANCE
	Kiss	2 Weeks	Rash: <i>Disadvantage 2</i> on all Social interactions	10%
	Venereal	1 Week	Intestinal: Vomiting and Diarrhea; <i>Disadvantage 2</i> on all physical rolls	20%
	Fluids	3 Days	Respiratory: Cough, shortness of breath; <i>Speed</i> halved, <i>Disadvantage 2</i> on all physical rolls	30%
	Touch	1 Day	Brain: Fever and Hallucinations; <i>Disadvantage 3</i> on all rolls	40%

DISEASE				
ROLL	SPREAD	INCUBATION	EFFECT	SPREAD CHANCE
	Airborne	1 Hour	Brain: Rabid; Attack anyone in sight	60%
	Proxy (e.g. touching a specific object causes the disease)	Instant	Blood Boils, Vomiting, Excruciating Pain, Incapacitated and Death after 24h	80%

The ***Spread*** indicates how the disease is spread. The ***Incubation*** is the amount of time it takes from when it was spread to when the effects take hold. The ***Effect*** is what happens after the incubation period. The ***Spread Chance*** are the odds that the disease is spread each time the Spread condition is fulfilled, use a d100 to determine whether or not the disease spreads. If the result is lower or equal to the ***Spread Chance***, the victim is infected.

Finally, don't forget to name your disease!

Afflictions

1. PERSISTENT COUGH

A constant, dry cough plagues you, and no matter what you try, it never goes away.

2. BOILS AND BLISTERS

Your skin erupts in painful boils and blisters, oozing with infection.

3. FEVER DREAMS

You are often gripped by sudden fevers that cloud your mind.

4. UNSTOPPABLE SPREAD

Even the simplest touch risks infecting others. You are a walking Plague.

THE PAINTER



*Scarlet, carmine, and crimson, each shade
a different kind of wound. The deep, dark
burgundy of veins split open, the sharp sting
of vermillion, fresh and raw. His reds pulse,
alive, bleeding into everything they touch.*

*Blues and greens stretch endlessly into oceans.
Cerulean waves crash over you, while viridian
currents pull you under. In his world, aqua-
marine is the water filling your lungs as you
drown.*

*Charcoals and umbers creep in at the edges of
the light, swallowing faces, limbs, whole lives.*

THE PAINTER'S POWERS

BRUSH OF LIFE

Level 1 Wild Dice 🎲 🎲

Your brush can bring simple drawings to life. After spending 10 minutes painting, make a *Lore* check with TN 11. On a success, your painting of an object or small creature (no larger than a medium-sized dog) comes to life for 1 hour. The creation behaves as you intended, but fades into its raw materials (paint, charcoal, ...) after the duration ends.

PAINT THE WORLD

Level 2 Wild Dice 🎲 🎲

You can paint a temporary alteration to your surroundings. After spending 10 minutes painting, make a *Lore* check with TN 11. On a success, you can create an illusory wall, door, or object, up to 10ft in size. This painting blends seamlessly with the

environment and lasts for 1 hour and can be interacted with physically.

CAPTURED IN CANVAS

Level 3 Wild Dice 🎲 🎲

You can trap someone inside a painting of your creation. As an action, you can spend 3 *Nerve* and make a *Salt* check against a target's *Vigilance* that you can see and is within 30ft of you. On success, the target is pulled into the painting, where they remain trapped. They are aware of their surroundings within the painted world but cannot escape unless you release them or the painting is destroyed.

LIVING MASTERPIECE

Level 4 Wild Dice 🎲 🎲

You can bring larger creations to life, imbuing your art with more complex forms. After

spending 10 minutes painting, you can spend 2 *Nerve* and make a *Lore* check with TN 13. On a success, you can paint and animate a creature or object up to the size of a large horse. The creation lasts for 1 day and obeys your commands, functioning as a real entity until it fades.

ESCAPE INTO ART

Level 5

You can pull yourself and up to 5 others into a painting you've created by touching it.

As an action, you and your chosen targets step into the painted world, where you can remain for up to 24 hours. You can observe the outside world through the surface of the painting, and you become a visible part of the painting. You may also trap enemies in the painting, holding them inside for the duration, or release them at will. You and your allies can choose when to emerge.

Afflictions

1. STAINED FINGERS

Your fingers are permanently stained with paint, no matter how often you clean them. The colors shift and change on their own.

2. BLURRING BOUNDARIES

You begin to lose track of what's real and what's part of your art.

3. LIVING CANVAS

Your skin starts to resemble a canvas, with small, painted images appearing on it.

4. PAINTED PRISON

You start to feel trapped in your own creations. One day, you'll step into one of your paintings and never be able to return.



*The thread begins, and so it ends,
A loop that twists, then bends and blends,
Woven through the space we leave,
A circle tight, no room to breathe.*

*The Knot unwinds, then ties once more,
What's loose is held, yet freed before,
Each forward step pulls back the thread,
What's first is last, what's last is fed.*

*What's last is fed, and first undone,
Each backward step pulls back as one,
What's held is loose, yet freed before,
The Knot unties, then winds once more.*

*A circle tight, no breath, no leave,
Choking through the gaps we weave,
A loop that twists, then bends and blends,
The thread begins, and so it ends.*

THE ENDLESS KNOT'S POWERS

FISHERMAN'S KNOT

Level 1 Wild Dice 🎲

You bind two lives together like lines pulled tight in the depths. As an action, you can spend 1 *Nerve* to make a *Lore* check with TN 11, or the *Composure* of your targets if they are unwilling. On a success, two creatures within 30ft are tied by fate. Any damage, healing, or conditions affecting one also affect the other for 1 minute, as their fates are knotted together in an unbreakable bond.

BOWLINE LOOP

Level 2 Wild Dice 🎲

You tie time into a secure loop, forcing someone to retrace their steps. As an action, you can spend 1 *Nerve* to make a *Salt* check against the *Vigilance* of a target within 30ft. On a success, you force the

target to return to the physical location they occupied on their last turn. They feel a strange pull back to their previous position, as though their steps are retracing themselves.

CARRICK BEND

Level 3 Wild Dice 🎲

You tie together two distant locations, binding them with an intricate knot of space. As an action, spend 2 *Nerve* and make a *Lore* check with TN 13. On a success, two points within 60ft are connected, allowing creatures to step from one to the other instantly, as though pulled by invisible lines. The bond lasts for 1 minute.

CONSTRUCTOR KNOT

Level 4 Wild Dice 🎲 🎲

You trap an enemy in a tightening loop of fate, forcing them into a spiraling paradox.

As an action, you can spend 2 *Nerve* to make a *Salt* check against the *Composure* of a target within 30ft. On success, the target is forced to repeat their last turn endlessly, as if they are tightening a noose around themselves with every attempt. They become aware of the loop after the first repetition, but cannot escape for 1 minute.

MÖBIUS BIND

Level 5

You throw a knot into reality itself, creating a complex web that binds all within its reach. As an action, you can spend all your *Nerve* to cause everyone within a 60ft radius to be caught in a paradox of repeating moments for 1 hour. They move and act, but their efforts loop back to the same point in time, with no escape unless you choose to unravel the knot or let it dissolve naturally.

Afflictions

1. TWISTING THREADS

You begin to feel invisible threads tugging at you from different directions. Your movements feel restricted.

2. KNOT IN TIME

You start losing track of time, as if moments are repeating themselves without you noticing.

3. FRAYING EDGES

You feel like pieces of yourself are unraveling. You lose your grip on reality, unable to tell if you're really here.

4. ENTANGLED FATE

Your fate becomes tied to random people and events. Others suffer when you succeed, or you feel their pain when they fail.

THE WHISPERER



She is unsettling at first, a thing brushing against your thoughts. She slips in quietly, and you start to feel... watched. No, not watched, more like listened to. You notice it when your mind is still, in the spaces between your thoughts. It doesn't feel right, and you want to push it away.

But you can't. Her whispers become familiar, like background noise you grow used to, even as you try to focus on what's your own. The more you listen, the more you find yourself letting her voice fill the silence. She's subtle, soothing, not at all as frightening as she seemed at first. Maybe she's not taking your thoughts. Maybe she's just helping. Filling in the blanks.

It's easier now. You don't need to fight it. The words come without effort, almost like they were always meant to be there. Her voice is comforting. You realize now how silly it was to think of her as something ominous. Why would you? She's here to guide you, to make everything flow smoothly.

You'll understand soon enough. The thoughts, the whispers, they're all the same. There's no need to resist. In fact, it's better this way. Much better.

THE WHISPERER'S POWERS

SEED OF DOUBT

Level 1 Wild Dice

You can whisper subtle, corrupting thoughts into someone's mind, planting seeds of doubt. As an action, make a *Salt* check against the target's *Vigilance*. On a success, the target becomes unsure of their own decisions and suffers *Disadvantage 2* on their next action.

INTRUSIVE THOUGHT

Level 2 Wild Dice

Your voice can reach the minds of others, even in the deepest silence. As an action, you can spend 1 *Nerve* to make a *Lore* check against your target's *Composure*. On a success, you can communicate with someone telepathically, embedding a single thought in their mind. They believe the thought is their own.

CHANGE OF HEART

Level 3 Wild Dice

You can devour a person's original thoughts, replacing them with whispers of your own design. As an action, you can spend 2 *Nerve* to make a *Salt* check against a target's *Vigilance*. On a success, you replace their current thoughts with your own creation, leaving them disoriented and unable to recall their true intentions for 1 hour. They act under the influence of the implanted thought.

BRAIN FOG

Level 4 Wild Dice

You envelop a target's mind in a dense fog, not only clouding their thoughts but erasing key memories. As an action, you can spend 2 *Nerve* and make a *Lore* check against their *Composure*. On a success, the

target forgets the events of the last hour entirely and becomes highly susceptible to suggestion for the next hour. While under this fog, they struggle to remember important details, and their mind fills in blanks with half-formed whispers, leaving them vulnerable to manipulation.

HOLLOW MIND

Level 5

You can completely devour the thoughts and memories of a target, leaving them a hollow shell. As an action, you can spend all your *Nerve* to erase all of a target's memories, thoughts, and personality for 24 hours. The target is left in a vacant, vegetative state, unable to function or resist any commands you give them during this time.

Afflictions

1. ECHOES OF ANOTHER

You begin to hear faint whispers in your mind, repeating thoughts that aren't your own.

2. FRACTURED MIND

Your thoughts become disjointed, fragmented, and hard to follow. Conversations and memories slip away like sand through your fingers.

3. PARASITIC THOUGHT

You notice a particular thought that keeps recurring, something you don't remember thinking in the first place.

4. LOST IDENTITY

Your own memories start to fade, replaced by whispers that have no source. You struggle to remember who you are or what you once valued.



*I*t creeps in slowly, settling into moist, forgotten corners, where the air is thick and still. It spreads through what's already dead, through wood that softens and flesh that turns to mush.

Mushrooms rise, their pale heads pushing through the wet soil, drinking in the damp and shadow. You'll find them clinging to the bones of fallen trees, to forgotten tombs, to the spaces between the living and the dead. The Withering Decay is what comes after. The slow unraveling, the return of all things to the earth.

In time, the strongest wood, the sturdiest stone, the flesh and bone of all creatures rot, fade. All are reclaimed, and new life grows.

THE WITHERING DECAY'S POWERS

DRAW OUT THE ROT

Level 1

As an action, you can spend *3 Nerve* to remove a festering injury from an ally. They must have sustained this injury at least *2* days ago. The injury becomes visible on you but causes no *Disadvantage*. For each injury absorbed in this way, you can later transfer it to someone else as an action by touching them, inflicting the same injury upon them.

PUTREFACTION

Level 2 Wild Dice 🎲 🎲

You accelerate the decay of plant matter with a mere touch. As an action, make a *Lore* check with TN *11*. On success, you deal d6 damage to any plant-based material or creatures within *10ft*, reducing them to rot.

CARRION TOUCH

Level 3 Wild Dice 🎲 🎲

You can imbue an object with the stench and essence of decay. As an action, touch an object and make a *Salt* check with TN *13*. On a success, the object starts rotting, releasing a foul odor. Anyone within *10ft* of the object suffers *Disadvantage 2* on all rolls due to the overwhelming stench. The object crumbles into uselessness after *1* hour.

BLOAT

Level 4 Wild Dice 🎲 🎲 🎲

You cause a body to swell with gas and rot, ready to burst. As an action, you can spend *2 Nerve* and make a *Salt* check against the *Defense* of a target you can see within *30ft*. On success, the target's body bloats grotesquely. The bloated creature cannot act for *1*

minute and, if struck, bursts in a radius of *10ft*, sustaining a *Critical Injury* and spreading toxic gas that causes everyone in the area to take d6 damage.

FUNGAPOCALYPSE

Level 5

Naval Combat: At the start of the *Naval Combat* round, you

can spend all your *Nerve* to summon a giant mushroom to grow unto an enemy ship. The mushroom reduces the *Crew*, *Hull* and *Sails* modifiers of the target by d6 each.

If summoned in combat, the mushroom lasts for *1* minute, and deals 2d6 damage that ignores armor within a *30ft* radius around it at the start of each of your turns.

Afflictions

1. ROTTEN STENCH

A foul odor of decay follows you wherever you go. The stench grows stronger with time, making it difficult for others to stay near you without recoiling in disgust.

2. FUNGAL GROWTHS

Strange, fungal growths start appearing on your skin—clusters of mushrooms and mold that seem to feed off your body. They itch and grow rapidly, creeping over your limbs.

3. BRITTLE BONES

Your body becomes fragile, as though the rot has taken root deep within. Your bones and muscles feel weak, prone to breaking or cracking under pressure.

4. LIVING DECAY

The rot begins to affect your mind. Your thoughts decay like spoiled food, becoming disjointed and slow. You lose track of time and struggle to focus, as though your mind is rotting along with your body.

THE OWL



Beneath the moon's gaze, The Owl flies.
Its wings cut through the air without a
sound, and yet, nothing escapes its notice.
The Owl sees all.

*It waits in the branches, poised between still-
ness and action. There is gentility in its
watch, even as it brings swift death to those
who stray too close.*

*It guards the sanctuaries bathed in silver
light, protecting what belongs to the slumber-
ing court.*

THE OWL'S POWERS

TRANSFORMATION: OWL

Level 1

You spend a minute to transform into a humanoid Owl that can fly. You retain this form until the sun comes up. You retain your *Lore* and *Salt* modifiers, as well as your *Nerve*.

Owl Form

POWER	-3	DEFENSE	12
GRACE	+4	COMPOSURE	*
LORE	*	VIGILANCE	16
SENSE	+5		
SALT	*	NERVE	*
TIDES	0	ATTACK	+0
SPEED	10	INITIATIVE	+9

ACTIONS

Talon Slash: +4 to hit / d6 damage

.NIGHT'S EYES

Level 2

You see through the darkness as if it were day.

SILENT WING

Level 3

Wild Dice

You can move without a sound, like the owl stalking its prey. You move with complete silence, gaining *Advantage 3* on all attribute checks relating to stealth. No one can hear you when you don't want them to, not even those with heightened senses.

SENTINEL

Level 4

Wild Dice

You can perch yourself above the world, gaining the ultimate vantage point. As an action, you can spend 2 *Nerve* and make a *Sense* check with TN 13. On a success, you gain

a bird's-eye view of everything within a 1-mile radius for 1 hour. You can see the layout of the land and all creatures within this area, allowing you to track movements and anticipate actions.

THE RITE OF BONES

Level 5

You perform a dark rite to summon the essence of the Owl. You spend 10 minutes performing the ritual, after which you spend 5 *Nerve*.

As the ritual begins, you cast a circle of dangling bones. The earth itself grows cold, and a shadowy silence settles over a 1-mile radius. For the next hour, this territory becomes your domain. Within its boundaries, you sense every heartbeat, every step, as if tasting the presence of each intruder. You may teleport, appearing anywhere within the domain at will. To your allies, you grant shared sight allowing them to glimpse through your eyes.

Afflictions

1. HOLLOW EYES

Your eyes take on a glassy, unblinking quality, resembling those of a predator fixated on prey.

2. SWALLOWED VOICE

You lose the ability to speak above a whisper. Your voice takes on a raspy, unsettling tone.

3. REGURGITATION

After eating, you are struck by the involuntary urge to regurgitate the remnants of your meal.

4. UNENDING WATCH

You have visions of darkened forests and silent hunts. Friends feel increasingly unfamiliar, now strangers in your domain.



There's this gear, spinning away. I stop it and oh, boy! The stars unravel like loose thread. And then they spin too fast, trying to catch up. Silly stars.

And then this planet, perfect and smooth. So I nudge it a little. Oopsie! The oceans rise, the land cracks. It's not my fault! It was gonna do that anyway!

Anyway, can I see your watch?

THE COGS' POWERS

MINOR ADJUSTMENT

Level 1 Wild Dice

You can subtly disrupt a target's focus, causing a minor error in their next action. As an action, make a *Lore* check against the target's *Vigilance*. On a success, the target's next roll is made with *Disadvantage 2*, as an unseen misalignment—such as a slight slip, a stammer, or mistimed movement—throws them off balance.

MACHINE WHISPERER

Level 2 Wild Dice

Navigation & Naval Combat:

Your influence subtly harmonizes with the ship's mechanics. Your ship gains *Advantage 1* on all of its rolls, but the rolls are made with at least *2 Wild Dice*.

INTERFERENCE

Level 3 Wild Dice

You can disrupt a target's ability to use a specific skill or action. As a reaction, you can spend *2 Nerve* to make a *Salt* check against the *Composure* of your target. On success, the target loses access to the ability they were using when you reacted for *1* minute. Whether their hands fail to find their weapon or they lose the thread of their story, they are momentarily disconnected from their own abilities..

GREMLINS

Level 4 Wild Dice

You disrupt the function of nearby machinery or tools, causing errors and breakdowns. As an action, make a *Lore* check with TN *13*. On success, all mechanical items within a *30ft* radius—including

weapons, armor, and devices—become faulty for *10* minutes. Equipment jams, misfires, and malfunctions.

CLOCKWORK COLLAPSE

Level 5

You unravel the structured systems in a *1-mile* radius, throwing everything into chaotic disarray. As an action,

you spend all your *Nerve*, and for the next hour, devices fail, alliances strain, and any structured plans fall apart. Allies remain unaffected, but enemies experience widespread disruption as if the inner workings of fate itself had crumbled to dust.

Afflictions

1. LOOSE BOLTS

Objects you rely on seem to come undone at the worst times. Weapons rattle, armor buckles shift, and anything with moving parts seems to loosen on its own.

2. WANDERING TOOLS

Any tool or item you set down has a tendency to “wander” out of reach. Maps end up folded backward, compasses spin wildly, and supplies mysteriously disappear and reappear somewhere else..

3. SPANNER IN THE WORKS

Devices you touch, even briefly, start acting unpredictably. Locks refuse to open, gears jam, and weapons misfire or get stuck mid-action.

4. PLAGUED BY MISCHIEF

You feel a constant sense of playful interference. Doors shut just as you're about to walk through, levers flip themselves, and lights flicker out with a snicker you swear you almost heard.

THE GRIM REAPER



So, where do we go now?” the man asked, feeling a chill settle over him.

WE GO TO WHAT COMES NEXT. Death raised his scythe, a gesture as natural as nightfall.

The man hesitated, his voice growing quieter. “I thought I’d be afraid.”

MOST PEOPLE DO, Death replied. AND THEN THEY REALIZE THAT FEAR IS ONLY MEANT FOR THE LIVING.

The scythe moved slowly, and as it did, the shadows deepened around them. The man’s form began to fade, unraveling like smoke caught in the wind.

He looked up one last time, a final question in his eyes. “Will I be remembered?”

Death’s gaze never left him.

YOU WILL BE GONE. AND THAT IS ALL THAT MATTERS.

THE GRIM REAPER'S POWERS

VISIONS OF DEATH

Level 1 *Wild Dice* 🎲

You know and can perform any funeral rites and the undead generally do not regard you as hostile.

Additionally, you can spend 1 minute to gaze upon a target and see the final hours leading up to their death. Make a *Sense* check with TN 11. On success, you gain a vision of their last hours, allowing you to witness moments, people, and locations they saw before dying.

THE PALE HORSE

Level 2

You can summon a spectral, ghostly steed at will, a silent horse floating inches above the ground, undeterred by water or rough terrain. It can carry only you and disappears upon your command or at sunrise.

SPEAK WITH THE DEAD

Level 3

You can commune with a dead body (requiring at least a skull) and ask it up to 5 questions, which it must answer truthfully. The time since death dictates the clarity of its answers.

TOOLS OF THE TRADE

Level 4

When wielding a bladed weapon, its edge becomes as inevitable as death itself, ignoring armor as if it cuts through the veil between life and death. No armor can deflect your blade's touch.

Additionally, as an action, you can spend 5 *Nerve* when making an attack roll to automatically inflict an *Injury (Maimed)*, severing one of your target's limbs.

DEATH AND TAXES

Level 5

You are able to alter the threads of fate leading up to someone's death, causing their passing to happen in the way you describe.

You must write down the way in which they will die, after which you spend all your *Nerve*. You must then witness the death as you are responsible for severing the soul from the body.

Afflictions

1. VOICE OF FINALITY

Your voice takes on a deep, resonant tone that others find both unsettling and strangely comforting, as if every word you speak carries an air of finality.

2. BONY FINGERS

Your hands grow colder and bonier, subtly elongating and thinning as if sculpted from ivory. Anything you touch feels like it's touched the edge of the grave—papers curl, flowers wilt, and people instinctively recoil, even though they don't quite know why.

3. DEATH'S GAZE

Your eyes begin to reflect a pale, spectral light in dim surroundings, causing shadows to deepen around you.

4. SKELETAL PRESENCE

Your physical form becomes subtly translucent in certain lights, almost like a shadow of yourself—a skeletal outline flickers beneath your skin. You sometimes feel as if you're existing slightly out of phase, halfway between the living and the dead, with a growing sense that one day you may fully cross over.



Part 9

RULES

*“We all live inside the terrible engine of authority,
and it grinds and shrieks and burns so that no one
will say: lines on maps are silly.”*

—Catherynne M. Valente, *The Girl Who
Circumnavigated Fairyland in a
Ship of Her Own Making*

GENERAL PRINCIPLES



At the core, Sunken Stars revolves around simple dice mechanics, resourceful decisions, and flexible time frames to bring the world to life. Here's what you'll need to know to get started.

DICE ROLLS

In Sunken Stars, most actions involve rolling three six-sided dice (3d6) and adding relevant modifiers. Here's how the different types of rolls work

Attribute Checks

3d6 + Attribute Modifier vs TN or Defense/Vigilance/Composure

Whenever you attempt something that relies on your character's core attributes (like swimming, lifting something heavy, noticing hidden details, etc.), roll 3d6 and add the relevant attribute modifier. The outcome is compared to a target number (TN), the resistance of a target, or an opposing roll from another character to see if you succeed.



Attack Rolls

3d6 + Power/Grace/Sense Modifier + Attack vs Defense

When attacking, roll 3d6 and add modifiers from Power, Grace, or Sense, along with any additional Attack bonus specific to your character's class. The modifier depends on the weapon (e.g., Power for a heavy melee weapon, Grace

for a bladed weapon or other light and nimble weapons, and Sense for ranged weapons requiring aim).

Critical Rolls


Whenever you make an attribute check or an attack roll, rolling more than one  indicates a critical success. For attribute checks, this is up to the interpretation of the GM, but for attack rolls, it means that you always hit your target, and additionally your damage is multiplied by the amount of  you rolled.

Advantage X / Disadvantage X

Sometimes, your character will gain an edge or a drawback in a roll (for example, a strong position in combat or difficult terrain). With Advantage X, you roll additional dice equal to the Advantage number (X) and keep the three highest results; for Disadvantage, you roll extra dice but keep the three lowest. For instance, with *Advantage 2*, you roll 5d6 and keep the 3 best results, whereas with *Disadvantage 2*, you would roll 5d6 and keep the 3 worst results.

Wild Dice

You can enhance rolls by substituting standard dice with Wild Dice, taking a bit more risk for potentially powerful results. Each Wild Die has a special rule: if it rolls a 6, you reroll and add the new result, stacking it as long as you keep rolling 6s. But if a Wild Die rolls a 1, it causes a negative effect chosen by the GM, often adding some unforeseen twist.

When Wild Dice are required to be used, as they are in many Patron Powers, they are indicated with the red .

TIME FRAMES

Sunken Stars operates on flexible time scales to manage different kinds of activities, keeping play dynamic and adaptable to varied situations. Following are the key time units.

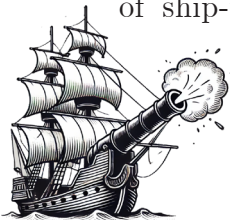
COMBAT ROUND

Each round lasts about 5-10 seconds, giving a quick and gritty sense of action.



NAVAL COMBAT ROUND

A longer round lasting roughly 1 hour, capturing the slower, strategic nature of ship-to-ship engagements.



NAVIGATION ROUND

The passage of multiple days, with the duration based on movement rolls and environmental factors.



PORT ROUND

A week-long period that allows characters to engage in various port-based activities, like repairs, gathering rumors, or finding work.



COMBAT

The world of Sunken Stars is not without danger, and conflicts can escalate quickly—whether in close combat or on the open seas. This section outlines the rules for combat, actions, reactions, and the effects of injury.

SEQUENCE

- 1 -

Player with highest Initiative rolls $3d6 + \text{Initiative}$ vs GM, winning side goes first.

- 2 -

Perform actions in order of initiative. Each character gets 2 actions each round

At the start of combat, players roll for Initiative to determine the order of play. The player with highest Initiative modifier rolls against the GM.

$3d6 + \text{Initiative modifier}$

If the player wins, all player characters act first and determine the order of their actions amongst them. The GM plays after all players are done. This back and forth keeps going until combat is resolved.

Each turn allows two actions. You can use these actions to move, attack, hide, interact with objects, prepare reactions or even try to sway enemies through intimidation or calm. Using a reaction consumes an action on your next turn.

ACTIONS

Let's break down the main actions you can take in combat.

ACTION	DESCRIPTION
Move	Travel a distance up to your Speed in hexes, or your Speed x 5 in feet.
Attack	Make an attack roll against the target's Defense. A successful hit lets you roll for damage. The target can reduce the damage by spending Nerve or using armor, but any leftover damage leads to an Injury roll, with severity determined by d20 + damage, See the Injuries Section for more details.
Unarmed Attack	An attack made with either Grace or Power as its attribute, that deals damage equal to the Power modifier, with a minimum of 1.
Hide	Roll 3d6 + Grace vs. the enemy's Vigilance to attempt hiding. Attacking from a hidden position grants you Advantage 1.

ACTION	DESCRIPTION
Disengage	Avoid an attack of opportunity as you move out of melee range.
Grapple/Shove	Attempt to hold or subdue a target, rolling 3d6 + Power + Attack vs. Defense. Target is Grappled or pushed 5ft.
Use Object	Interact with items in your environment.
Intimidate	Roll 3d6 + Salt vs. target's Composure to frighten them. A frightened character won't attack or approach you and loses 1 Nerve.
Calm	Roll 3d6 + Grace vs. target's Composure to pacify them. A pacified character won't attack anyone unless attacked.
Use Power	Activate a Patron Power. Note that Powers from the Court of the Sun can only be used during the day, and those from the Court of the Moon only at night.
Draw or Load Weapon	Prepare your weapon for action.
Prepare Reaction	Forego taking one or more of your actions to take reactions during someone else's turn. You can or declare a prepared action and what would trigger it on a future turn.

REACTIONS

Using a reaction consumes an action on your next turn.

REACTION	DESCRIPTION
Attack of Opportunity	When a foe tries to get out of melee without disengaging, you get a chance to strike, and can make an attack against them.
Use Power	Activate a power in response to an opponent's action.
Perform Prepared Reaction	If the trigger for your prepared reaction occurs, then you can perform it at that moment. This does not consume an action on your next turn.

FREE ACTIONS

Free actions don't consume your primary actions. This includes opening or closing doors, dropping items, or speaking briefly during combat.

INJURIES & DEATH

Taking Damage

Weapon Damage Roll - Armor Roll - Nerve spent = Sustained Damage
When hit, you can reduce damage by spending Nerve or using armor. Any remaining damage after these reductions leads to an Injury roll.

Injury Roll




d20 + Sustained Damage = Severity

Roll d20 + sustained damage to determine the injury's severity on the table below.

ROLL	INJURY	DEATH ROLL DICE	EXAMPLE
1-10	Light/Mental	-	Bruises and scratches.
11-15	Serious	1	Broken bone.
16-17	Maimed	2	Loss of limbs.
18-19	Critical	3	Organ damage.
20+	Death	-	Dead on impact.

Death Rolls

A character with one or more injuries makes a Death Roll at the end of each of their turns. Roll a number of d6s equal to the sum of their injury levels and keep the lowest result..

ROLL	OUTCOME
	Death.
	Unconsciousness.
	Character remains conscious, with a Disadvantage equal to the amount of injuries they have suffered.

Taking strenuous actions like fighting while injured adds a d6 to your Death Rolls, while staying still removes a d6. Receiving additional injuries requires immediate new rolls.

COMBAT EXAMPLE



ack, a Swashbuckler, faces a lone pirate in a narrow alley by the docks at dusk. The pirate is armored in a worn leather vest.

ROUND 1

INITIATIVE ROLLS

Jack

$$\text{d6} + 4 = 15$$

Pirate

$$\text{d6} + 2 = 12$$

ACTIONS

Jack's Turn

❖ Action 1: Movement

❖ Action 2: Attack

Jack steps in with a swing of his cutlass, a weapon that uses *Grace* for its attack roll.

Attack Roll

$$\text{d6} + 2_{\text{Grace}} + 2_{\text{Attack}} = 14$$

The pirate's *Defense* is 12, so Jack's attack lands.

Damage Calculation

Jack's cutlass deals 1d6 damage. He rolls a 6, adding his *Grace* modifier (+2) for a total of 7. The Pirate rolls a 2 for his armor (1d6 from his leather vest), leaving $7 - 2 = 5$ damage to reach him. He chooses to use 5 *Nerve* to fully mitigate the incoming damage, leaving him with 2 *Nerve* remaining.

Pirate's Turn

Action 1: Draw Weapon

Action 2: Attack

The pirate retaliates, swinging his saber.

Attack Roll

$$\text{d6} + 1_{\text{Grace}} + 0_{\text{Attack}} = 12$$

Jack's *Defense* is 13, so the pirate's attack barely misses him.

ROUND 2

INITIATIVE ROLLS

Jack

$$\text{d6} + 4 = 18$$

Pirate

$$\text{d6} + 2 = 12$$

ACTIONS

Jack's Turn

❖ Action 1: Attack

❖ Action 2: Attack

Jack uses a *Wild Die* to push his first attack.

Attack Roll

$$\text{d6} + 2_{\text{Grace}} + 2_{\text{Attack}} = 20$$

Two 6s! A Critical hit!

Jack's attack lands solidly.

Damage Calculation

Jack rolls a 6 + 2, scoring 6 damage, doubled to 12 thanks to his critical hit.

The Pirate rolls another 2 for his armor, leaving $12 - 2 = 10$ damage to reach him. He chooses to use his last 2 *Nerve* to somewhat reduce the incoming damage. He still sustains 8 damage, causing him an injury.

Injury Determination

With the pirate's *Nerve* at 0, Jack makes an Injury Roll (d20 + Sustained Damage, here 8) to see if the pirate survives.

Jack rolls an 8, resulting in $8_{\text{Damage}} + 8_{\text{Roll}} = 16$.

Injury Outcome

The pirate suffers an *Injury* (Maimed), representing a disabling wound. He will require immediate care if he is to survive. Jack won't even need his second attack.



RECOVERY



njury recovery is crucial to survival. While minor wounds can heal naturally, life-threatening injuries demand immediate attention.

NERVE RECOVERY

A character recovers all of its Nerve after sleeping soundly for 8 hours in a safe place.

INJURY RECOVERY

HOSPITAL

When in a port with a Hospital, characters can receive professional care.

Each week spent in a Hospital reduces the level of all injuries by 1 at the cost of 50¢.

Access to specialized treatment may accelerate recovery (subject to GM discretion).

CLASS TRAITS AND PATRON POWERS

Certain class traits and Patron powers allow characters to heal injuries, providing alternative means of recovery.

NATURAL HEALING

Characters recover from injuries over time, but severe injuries require intervention.

- ❖ **Light Injury:** Heals within a week.
- ❖ **Serious Injury:** Requires a week of rest. Minor activities are permitted, but strenuous actions

- prevent healing.
- ❖ **Maimed and Critical Injury:** requires immediate care.
- ❖ **Mental Injury:** requires special treatment.


IMMEDIATE CARE FOR SEVERE INJURIES

- ❖ **Maimed:** Represents life threatening trauma (such as the loss of a limb). Without immediate medical intervention, the character faces rapid deterioration. If no help is available within the day, death or permanent disability will result.

- ❖ **Critical Injury:** Represents mortal wounds (such as severe organ damage). Characters with a Critical Injury require emergency stabilization within hours. If they do not receive prompt, professional medical intervention, they cannot survive.



CONDITIONS

haracters may find themselves afflicted by various conditions that hinder their abilities or heighten their vulnerabilities. Each condition imposes unique challenges, forcing players to adapt quickly or face dangerous consequences.

FRIGHTENED

The character will not attack or willingly move closer to the source of fear and loses *1 Nerve*. They may attempt to flee if possible.

Common Causes: Intimidating actions, fear-inducing abilities.

GRAPPLED

The character cannot move away unless they succeed in an opposed check against the grappler's *Power + Attack* as an action. Any attack against a grappled

target has *Advantage 1*.

Common Causes: Grappling maneuvers or abilities from stronger creatures.

PARALYZED

The character cannot perform actions, move, or react. Attacks against them have *Advantage 3*, and damage they take can not be reduced by *Nerve* or *Armor*.

Common Causes: Certain supernatural powers, poisons, diseases.

RESTRAINED

The character's *Speed* drops to *0*. They have *Disadvantage 2* on all rolls, while attackers have *Advantage 2* on attack rolls against them.

Common Causes: Effects that physically bind or trap.

DISORIENTED

The character has *Disadvantage 2* on their next attack or attribute roll, and a *-5* penalty to *Vigilance* until recovery.

Recovering requires focusing for a full turn.

Common Causes: Intense sensory effects or strong impacts.

INVISIBLE

The character has *Advantage 3* on attack rolls, and opponents have *Disadvantage 3* on attempts to detect

or hit them.

Common Causes: Abilities like *Shadowmeld*.

BLINDED

The character automatically fails sight-based checks, has *Disadvantage 3* on attack rolls, and attacks against them have *Advantage 3*.

Common Causes: Bright lights or certain powers.

UNCONSCIOUS/ INCAPACITATED

The character is unable to take actions, move, or speak. Attacks against them have *Advantage 3*, and damage they take can not be reduced by *Nerve* or *Armor*.

Common Causes: Massive trauma, severe fatigue, or incapacitating abilities; being asleep.

NAVIGATION

Navigation rounds capture the lengthy, unpredictable nature of sea travel. Each round reflects multiple days, with checks for movement, supplies, and potential events.

THE NAVIGATION ROUND

- 1 • Weather: Roll 3d6 on the weather table
- 2 • Travel: Roll d6 days of movement on the map
- 3 • Event: GM describes event
- 4 • Inventory and Time at Sea
 - Food Check
 - Ammo Check (only if there was combat)
 - Supply Check (only if they were used)
 - d6 - *Time at Sea*, on a ☐, exhaust a food/ammo/supply
- 5 • Adjust Morale

1. WEATHER

The weather changes. Roll 3d6 on the weather table.

ROLL	WEATHER	IMPACT
3	Dead Calm	No Movement. Lose 1 Food and 1 Morale.
4	Heat & Stillness	Movement: 1d3 (not exploding). Lose 1 Morale.
5	Drifting Fog	Half Movement. Sense check TN 13 or take 1 Hull damage.
6	Unsteady Breezes	Tides check TN 11. On success gain 1 Movement. On failure, Movement = 1.
7	Choppy Waters	Ship related checks get Disadvantage 1.
8	Overcast with Rain	Salt check TN 9. On Failure lose 1 Morale. Guns unusable.
9	Dull Grey Winds	Mood is dreary.
10	Uneven Breeze	Tides check TN 11. On success, Movement +1. On failure, Movement -1.
11	Clear Wind	Steady as she goes!
12	Brisk Tailwind	Movement +1. Ship related checks get Advantage 1.
13	Strong Wind	Movement +2. Sense check TN 11 or take 1 Sails damage. Guns unusable.
14	Darkening Skies	Next weather roll at +2. Salt check TN 11 or lose 1 Morale.
15	Cold Gale	Salt check TN 12. On failure take 1 Sails damage and lose 1 Morale.
16	Spiritwind	Salt check TN 11 or -2 Morale.
17	Violent Squall	Movement -1. Sense check TN 13 or lose 1 Sails and 1 Hull.
18	Tempest	Movement: 1d3 (not exploding). Salt check TN 14 for all of Sails, Hull, Crew checks TN 14. On failure, take 1 damage to that stat. Additionally, pick one of Sails, Hull, or Crew to lose -1 automatically.

2. TRAVEL

Roll d6 and apply modifiers (from traits, powers, morale, etc.) to determine travel days before an event occurs. The scale on the map represents days of travel and this is the distance you can cross on the map before something occurs.

Each segment on the week's travel measure represents a day of travel. During the Movement phase of the Navigation Round, these can be used as a baseline.



3. EVENT

The GM describes the event or encounter that disrupts your peaceful voyage. Typically this requires a roll on one the GM's tables.

4. INVENTORY & TIME AT SEA

Roll *d6 minus Time at Sea* for both Food and Ammo, to see if you're running low on either.
A result of ■ means you lose 1 hold space's worth of Food or Ammo, and induces a loss of 1 *Morale*.
Finally, increase *Time at Sea* by 1.

5. ADJUST MORALE

Some events can trigger a change in *Morale*. Below is a list of examples.

TRIGGER	ADJUSTMENT
Death of captain, shipwreck	-4
Major defeat, loss of many crew, starvation, disease.	-3
Crew death, harsh punishment, humiliating defeat.	-2
Injury, poor rations, bad weather.	-1
Normal hardship, rumors, arguments, rain.	0
Small win, feast, shore leave, good omen.	+1
Big win in combat, rescued ally, fair division of loot.	+2
Treasured find, heroic act, major celebration.	+3
Found immense treasure, overwhelming victory.	+4

PURSUIITS

When one ship hunts another, start a Pursuit track for each side at 0.

A sea-day has three watches; in each watch both captains make a *Sense* check (TN 11) to read wind and choose the line. On a success, mark 1 progress on your track (pursuer toward Close, quarry toward Slip).

The first side to reach 3 progress achieves its aim: the pursuer closes to boarding or gunnery range, or the quarry breaks contact and vanishes from sight.

SAILING WITH LOW MORALE

If Morale is -3 or lower at the end of the navigation round, roll 3d6 on Low-Morale Fallout.

ROLL	EFFECT
3	Red Hands. Open mutiny: opposed <i>Salt</i> vs ringleader. On a captain failure, the ringleader holds the deck for a round, sets the course, and <i>Crew</i> -1d3. On a captain success, ringleaders in irons; all ship rolls <i>Disadvantage</i> 2 next round.
4	Black Work. Night sabotage: choose <i>Sails</i> -1 or <i>Turns</i> -1 until you spend supplies for repairs.
5	Knife Night. Brawl on the gun deck; <i>Crew</i> -1 and ship rolls <i>Disadvantage</i> 1 next round.
6	Dry Cask. Stores come up empty. Lose 1 <i>Food</i> supply.

ROLL	EFFECT
7	Bad Shares. Pay dispute. Until you promise or pay (at next port), all captain <i>Salt</i> checks suffer <i>Disadvantage</i> 2.
8	Jonah Named. A scapegoat is marked. Protect them: your next <i>Salt</i> check relating to the crew is at <i>Disadvantage</i> 2. Yield them: <i>Crew</i> -1 at next landfall.
9	Sullen Decks. Slow hands; your first ship check next round is at <i>Disadvantage</i> 2.
10	Bad Watch. Slack lookouts; the next sea encounter begins with the other side gaining +1 <i>Pursuit</i> progress or surprise (GM's call).
11	Filched Stores. Theft discovered; lose 1 random supply.
12	Work-to-Rule. Only literal orders followed; no special maneuvers may be attempted next round (fancy tacks, sail-shifts, trick gun drills).
13	Petty Tyranny. An officer overreaches. Crack down: drop <i>Morale</i> by 1 and ship rolls <i>Disadvantage</i> 1 until reparations are made.
14	Salt Omen. The crew demands rites; lose 1 unit of rum/candles/coin in offerings. All <i>Salt</i> checks next round are at <i>Disadvantage</i> 1.
15	Long Knives. Discipline by example; make a <i>Salt</i> (TN 11) test. Fail: ship rolls <i>Disadvantage</i> 2 next round. Succeed: ship rolls <i>Disadvantage</i> 1 next round and word spreads of your cruelty.
16	Skiff Ready. Quiet desertion. Until next landfall, ship rolls <i>Disadvantage</i> 1; at landfall, <i>Crew</i> -1d3 unless you pay shares now.
17	Powder Panic. Smoke by the magazine. Choose: jettison powder (<i>Guns</i> -1d3 until resupplied) or take <i>Disadvantage</i> 2 to all ship rolls until repairs can be made.
18	Break the Captain. Public challenge.

NAVIGATION EXAMPLE



he crew of The Sea Hawk, led by Captain Jack, sets off from Edgerton, bound for Stormhaven. Supplies are moderate, and though the waves seem calm, each day at sea brings new encounters.

WEATHER

One of the players rolls an exploding d6 to determine the number of days of uninterrupted travel.

The result is a 5, meaning the crew sails for 5 days without major incidents,

following the dotted line on the map.

TRAVEL

One of the players rolls an exploding d6 to determine the number of days of uninterrupted travel.



INVENTORY

With *Time at Sea* at 0, there's no modifier.

Food Roll

One of the players rolls a d6 and gets a 4, meaning no Food is consumed over this period, keeping the crew content.

Ammo/Supply Roll

No Ammo or supply check is needed since no combat occurred, and no supplies were used.

Time at Sea is increased by 1.

MORALE

No notable adjustments to morale need to be made, as the food is aplenty, and the crew unfazed.

The result is a 5, meaning the crew sails for 5 days without major incidents, following the dotted line on the map.

EVENT

One of the players rolls a d100 and the GM checks the Event Table for the sea zone. The roll lands on 21, which corresponds to a minor event: *Strange lights on the horizon*.

Event Effect

The crew notes eerie lights flickering in the distance each evening, sparking quiet superstition among the crew. This event has no immediate effect on supplies or morale.

SUMMARY

The Sea Hawk has advanced steadily for 5 days, with no supplies consumed. The crew records the strange lights in the log.

NAVAL COMBAT



hen ships clash, each side must carefully weigh their strategy. Naval combat rounds last roughly one hour and involve engagement choices that set the tone for each exchange.

ROUND SEQUENCE

- 1 • Battle Stations: secretly assign, reveal.
- 2 • Wind: roll d6. On 6, wind changes. Roll d6 again and determine wind direction.
- 3 • Movement: Lower Sails move first.
Move 1 hex for each point in Sails.
Free 60° pivots up to Turns.
Ramming: Costs 1 Movement, opposed Hull checks; winner deals d6 Hull damage, loser D3.
- 4 • Actions: Alternating sides, highest sails first
One full round of ship actions (all stations in any order).
Alternate until exhausted.
- 5 • Morale:
Morale ≤ -4 : you must Flee (Quarterdeck - Flee)

1. BATTLE STATIONS

Which Battle Stations officers on each ship are assigned to determine what actions the ship can take that round.

At the start of each round, the GM secretly assigns important NPC officers and crew to their Battle Stations on any enemy vessels.

Each ship's stat block lists a default officer complement so that even ships without player characters have all critical roles filled.


Once the GM's placements are locked in, the players choose stations for their own characters—deciding who will steer at the helm, command the guns, lead boarding parties on the forecastle, and so on.

BATTLE STATION	ACTION	CHECK	EFFECT
Quarterdeck	Tactical Command	Salt vs TN 12	Grant one ally a reroll on a failed check (once/combat)
	Rally Crew	Salt vs TN 12	Restore 1 Morale to your ship
	Flee	Tides vs TN 11	Exit combat if more than 2 hexes from all enemies
Locker	Ammunition Allocation	Lore vs TN 11	Grant +1 damage to one ally's next Broadside Volley
	Damage Control	Salt vs TN 12	Repair 1 Hull or clear one system penalty

BATTLE STATION	ACTION	CHECK	EFFECT
Helm	Full Sail	Grace vs TN 11	Gain +1 Movement this round
	Hard Turn	Grace vs TN 11	Pivot up to your Turns rating (free)
Chartroom	Wind Gauge	Sense vs TN 11	Force a wind shift next round (once/3 rounds)
	Chart Course	Lore vs TN 10	Ignore one terrain penalty on next move
Gun Deck	Broadside Volley	Attack + Sense vs TN (5 x distance)	Deal damage equal to your Guns stat to target's Hull
	Chain Shot	Attack + Sense vs TN (7 x distance)	Target loses 1 Sails
	Grape Shot	Attack + Sense vs TN (7 x distance)	Target loses 1 Crew
Powder Magazine	Powder Keg	Grace vs TN 12	Deal 2 Hull damage to each adjacent enemy (once/combat)
	Overcharge	Lore vs TN 12	Next Broadside Volley gains +1 damage
Crow's Nest	Spot	Sense vs TN 11	Grant one ally Advantage on next attack within 6 hexes
	Smoke Screen	Sense vs TN 12	Create a 3-hex cloud; attacks through it suffer Disadvantage 2

BATTLE STATION	ACTION	CHECK	EFFECT
Forecastle	Officer Duel	Regular Combat	Winner +1 Morale; loser -1 (requires grapple)
	Grappling Hooks	Opposed Crew	Grapple target; they need a full action to break free
	Boarding Assault	Opposed Crew	Winner deals d6 Crew damage; loser deals D3 (requires grapple)
Bilge	Sabotage	Lore vs TN 13	-2 to Guns/Sails/Hull or 1 Hull/Crew damage (requires grapple)
	Longboats	Lore vs TN 12	Auto-grapple for boarding next round
Workshop	Field Repair	Lore vs TN 10	Restore 1 Hull or 1 Sails

2. WIND

Roll one d6. On a , the wind shifts and you roll another d6 to determine the new hex-aligned direction.

- ❖ Moving downwind grants +1 Movement.
- ❖ Moving upwind costs -1 Movement.
- ❖ Crosswinds leave movement unchanged.

3. MOVEMENT

Ships move in order of lowest to highest Sails rating. Each ship moves forward a number of hexes equal to its Sails stat, with free pivots allowed equal to its Turns rating.

To ram, spend 1 Movement when adjacent to an enemy. Both ships roll $3d6 + \text{Hull}$; the winner deals $1d6$ Hull damage, the loser takes $1d3$ Hull damage.

Grappled ships may skip movement to instead attempt breaking free in their action phase.

4. ACTIONS

Actions alternate between sides. The side with the highest flagship Sails rating resolves all its actions first (stations can act in any order). In case of a tie, players go first.

Then the opposing side resolves its actions. Continue alternating until all ships have acted.

5. MORALE

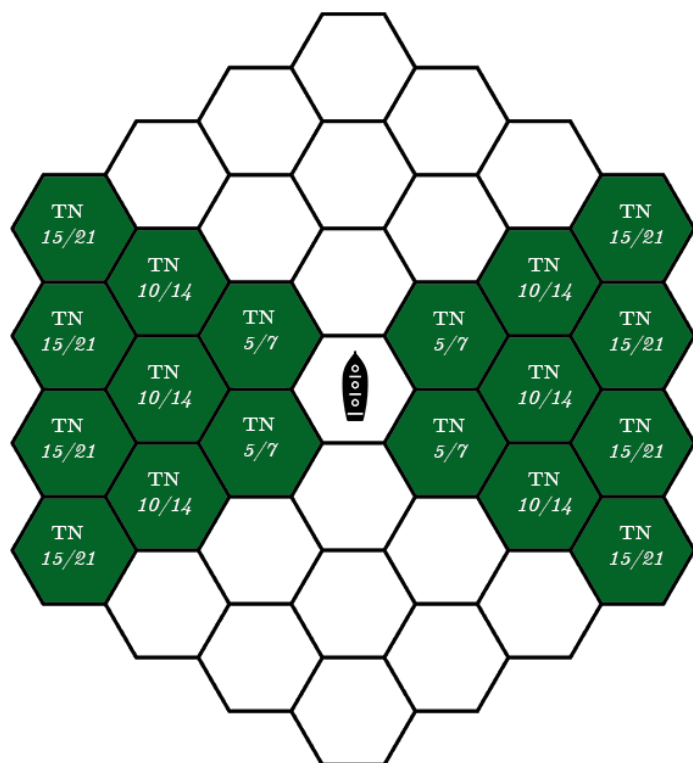
After actions, update each ship's Morale based on outcomes. Any ship with Morale ≤ -4 must attempt to flee by issuing the Flee Order from the Quarterdeck.



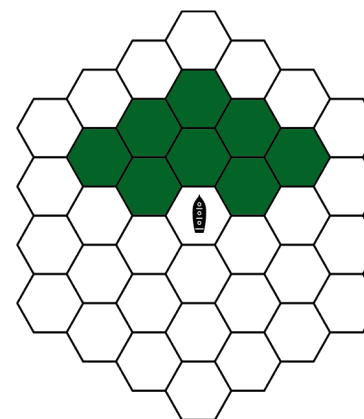
FIRING ARCS AND TURNS

BROADSIDE ARCS

Your ship's gun decks unleash broadsides along the port and starboard flanks—hitting targets in the mid- and outer-range hexes shown in the diagram. The TNs shown represent the TN for a regular shot followed by the TN for a chain or grape shot.



Some large sea monsters might have modifiers to the TN, or armor that reduces cannon damage.

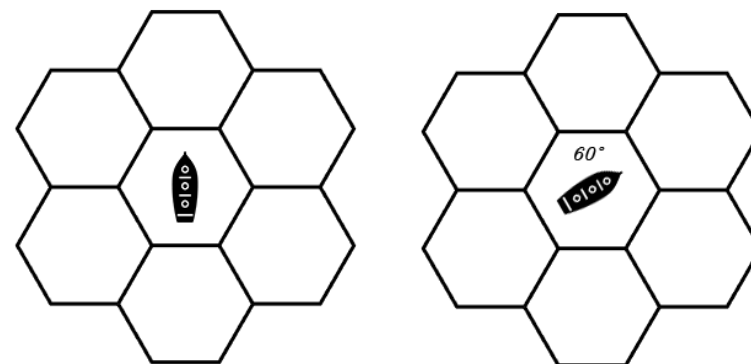


HARPOON ARC


Harpoons can only strike through a tight frontal arc, forcing you to point your bow at your quarry to make the shot.

TURNS

Each point in your ship's Turn stat lets you pivot one hex-side—i.e. 60°—during the Movement Phase. So a Turn 1 vessel can swing its bow one hex side over, a Turn 2 ship two hex sides (120°), and so on. Turns can be split during the course of the movement as well and don't need to be taken all at once.



NAVAL COMBAT EXAMPLE

he Frigate **Storm Raven** (*Sails 2, Turns 2, Hull 5, Guns 4, Morale 0*) faces off against the Brig **Golden Jackal** (*Sails 3, Turns 3, Hull 3, Guns 3, Morale 0*). Both ships begin 3 hexes apart, wind blowing crosswise (no movement modifier).

1. BATTLE STATIONS

The GM secretly assigns the *Gun Deck* to the **Golden Jackal**. Players controlling the **Storm Raven** cooperatively choose:

- ❖ **Captain Arlo** at the *Helm*
- ❖ **Officer Lena** at the *Gun Deck*

Both sides reveal their Battle Stations simultaneously.

2. WIND CHECK

The GM rolls a 4, so wind direction stays the same. No modifiers apply.

3. MOVEMENT

The lowest Sails ship moves first.

- ❖ **The Storm Raven** (*Sails 2*) moves forward 2 hexes, pivoting once (free due to Turns 2) to position its guns toward the enemy.
- ❖ **The Golden Jackal** (*Sails 3*) moves 3 hexes forward, positioning itself alongside the **Storm Raven** for a broadside.

The **Golden Jackal** ends adjacent to the **Storm Raven**

and chooses to spend 1 *Movement* to attempt a ram:

Both ships roll 3d6 + *Hull*:

Golden Jackal: rolls $12 + \text{Hull } 3 = 15$ total.

Storm Raven: rolls $11 + \text{Hull } 5 = 16$ total.

The **Storm Raven** wins, dealing 1d6 Hull damage (rolls a 4), severely damaging the **Golden Jackal**. The **Storm Raven** takes 1d3 Hull damage (rolls a 1), sustaining minor damage.

4. ACTIONS

The highest flagship *Sails* (**Golden Jackal**'s 3 vs. **Storm Raven**'s 2) determines initiative. The **Golden Jackal** side acts first:

- ❖ **Golden Jackal's Gun Deck**: Fires broadside at the **Storm Raven** at close range (1 hex):
Roll 3d6 + *Guns* (3) against TN (5 x distance): TN 5.
Roll total is 14, easily hitting. The **Storm Raven** takes 3 damage (*Guns* rating), reducing it from *Hull 4* down to *Hull 1*.
- ❖ The **Storm Raven** side now acts:
Storm Raven's Gun Deck (Lena): Fires broadside at **Golden Jackal** (1 hex distance):
Roll 3d6 + *Guns* (4) against TN 5.
Roll total is 11, successful hit. The **Golden Jackal** takes 4 damage, reducing its *Hull* from 3 to -1, sinking the ship immediately.

Since the **Golden Jackal** sinks, no further actions can be taken.

5. MORALE

The battle is concluded as the **Golden Jackal** is destroyed.

PORTS



orts in Sunken Stars are vibrant, bustling places filled with sailors, merchants, and travelers from every corner of the seas. Each week spent in port allows the crew to rest, recover, and take on new opportunities for profit or intrigue. Characters may spend the Port Round performing actions to repair, recruit, gather information, and resupply, using their individual skills and connections to make the most of the visit.

PORT ROUND

During the Port Round, characters can each spend **1 week** performing specific port activities. These range from resting at a hospital to carousing and fitting the ship with experimental upgrades. Each week spent this way costs the characters 5 g .

PORT ACTIVITIES

Each character can contribute in different ways during the Port Round, depending on which Port Amenities they have access to. Some *Port Amenities* are accessible to any character: **Shipyard**, **Taverns** and **Hospital**. The remaining *Port Amenities* are available only to characters that have access to them either through their background or other ways.

SHIPYARD

The shipyard is the heart of any port, where skilled laborers restore hulls, upgrade defenses, and outfit ships for their next journey.

- ❖ **Repairs:** allows to recover 1 *Hull* and *Sails* each week for 100 g .
- ❖ **Upgrades:** A list can be found at *Ship Upgrades*, p. 436.

TAVERNS

The port's taverns are alive with stories, rumors, and potential crew members.

- ❖ **Gathering Rumors:** Roll on the GM's rumor table or have the GM provide rumors. Buying rounds costs 2 g .
- ❖ **Recruiting:** Make a *Salt* check with TN 11 to increase Crew by 1, up to +4. Costs 50 g .

HOSPITAL

The hospital offers sanctuary for the wounded, providing medical care for crew members with injuries. Recovery depends on the hospital's resources and the skill of those assisting the injured.

- ❖ **Treating Injuries:** Reduce the Injury level of all injuries by 1 for each week spent in hospital. Costs 10 g .

TRADE HOUSES

Trade houses are the commercial backbone of the port, dealing in everything from spices to steel.

- ❖ **Buying/Selling Cargo:** Buy or sell from *Cargo*, p. 430.
- ❖ **Contract Acquisition:** Roll on the GM's Trade Houses contract table or have the GM provide a contract.

ADMIRALTY
PIRATE COUNCIL

Both the Admiralty and the Pirate Council offer dangerous, high-paying work, from hunting down infamous pirates to raiding well-defended merchant ships.

- ❖ **Contract Acquisition:** Roll on the GM's Admiralty or Pirate Council contract table or have the GM provide a contract.

UNIVERSITY

Universities in major ports serve as repositories of knowledge, employing scholars and savants who can answer questions, decode maps, and translate ancient texts.

- ❖ **Research & Rumors:** Characters may ask for research assistance, uncovering forgotten lore, revealing hidden places, or learning

about strange uncharted islands. The GM provides this information based on the requests of the character.

SLAVE MARKET

While controversial, the slave market can be a source of labor or profit in certain ports. Morally dubious, it attracts a specific type of character and complicates the crew's relationships.

- ❖ **Buying/Selling**
Slaves: Slaves can be purchased for labor, but the practice may affect and reputation and might be illegal in some places.

PORT LISTING

PORT	SIZE	AMENITIES
Alzaru	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University, Slave Market
Chactun	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University, Slave Market
Dobromir	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University
Edgerton	Minor	Taverns, Pirate Council
Eledon	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University, Slave Market
Fara	Minor	Taverns
Fazul	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty
Ferris	Minor	Taverns, Pirate Council
Garunn	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University
Gorom Gorom	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University
Moravita	Minor	Shipyards, Taverns, Pirate Council
Najar	Minor	Taverns, Hospital, Slave Market
Raven's Ide	Minor	Shipyards, Taverns, Hospital, Trade Houses, University
Sing	Major	Shipyards, Taverns, Hospital, Trade Houses, Pirate Council, University, Slave Market
Yfalos	Major	Shipyards, Taverns, Hospital, Trade Houses, Admiralty, University, Slave Market
Zerzura	Minor	Taverns, Hospital, Trade Houses, Slave Market



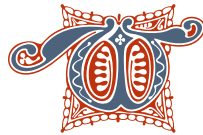
Part 10

THE MARKET

“We had access to too much equipment, too much money, and little by little we went insane.”

—Francis Ford Coppola

SELLING AND BUYING



Health flows from one hand to another, measured in gold, minted coins, and the promises each currency holds.

CURRENCIES

While the *Gold Sol* is recognized almost everywhere as a universal standard, every major region and city-state has developed a currency that reflects its own heritage and trade needs. Prices in this chapter are always indicated in *Gold Sol* or *Centime*.

CURRENCY	SYMBOL	REGION	SOL VALUE
Gold Sol	₱	Global	1
Centime	c	Global	0.01
Ducat	₪	Elen	5
Rial	€	Alzaru	0.5
Maku Trade Token	₭	Makalu	Varies
Shield	₮	Garunn	0.1
Iron	₯	Dobromir	0.05
Tlal	₰	Chactun	3.5
Plume	₱	Yfalos	10

RARITY

All goods have a rarity rating. When trying to find an item, make a *Tides* check once a week with the rarity rating as the TN. If the check succeeds, you find the item, otherwise, it is not available where you are currently looking for it. You can keep looking for it, but each subsequent check incurs a cumulative *Disadvantage 1*.

A Rarity rating of X indicates an experimental item, and is only available under extraordinary circumstances. It can't be found by simply looking for it at markets.

USED GOODS

A Merchant will typically not buy goods at full price, especially if they have previously been used. Haggling usually starts at half price, and is either resolved through roleplay or with opposed *Salt* checks.

CARGO AND SUPPLIES

Cargo is bought and sold at the price listed in the tables in this chapter, but requires spending time in the *Trade Houses*. This takes a week of port time, and requires access to the *Trade Houses* amenity.



EQUIPMENT

This section covers the essentials and the rare finds alike, from weapons, armor and practical tools to exotic curiosities, equipping adventurers for whatever the sea may bring.



WEAPONS

DAMAGE

The amount of damage the weapon inflicts on a hit. The attribute modifier associated with the weapon is added to this. Some weapons ignore armor, those d6 are removed from the armor rating.

RANGE

The distance at which a weapon can be used.

ATTRIBUTE

The character's attribute that is used to make Attack rolls with the weapon, and is added to the weapons Damage rolls.

MELEE WEAPONS

WEAPON	DAMAGE RANGE ATTRIBUTE	EFFECTS	PRICE	RARITY
Boarding Axe	1d6/5ft/Power	Double damage on attacks vs. rigging, ropes and doors.	10 ⌘	5
Brass Knuckles	1d6/5ft/Power	<i>Advantage 1</i> on attacks while Grappling or Grappled. Concealable.	20 ¢	1
Cavalry Sword	1d6/5ft/Grace	<i>Advantage 1</i> if you moved 10+ ft this turn.	15 ⌘	6
Club	1d6/5ft/Power	<i>Advantage 1</i> on Shove actions.	10 ¢	0
Cutlass	1d6/5ft/Grace	-	5 ⌘	3
Dagger	1d6/5ft/Grace	<i>Advantage 1</i> vs. Grappled/Restrained targets. Concealable.	30 ¢	1
Glass Knife	1d6/5ft/Grace	Breaks off in the wound, increasing the level of any injury by one level.	10 ⌘	15
Harpoon	1d6/5ft/Grace	On hit, target is tethered to you until freed.	12 ⌘	4
Lantern Pike	1d6/10ft/Power	Can be lit to also serve as a source of light. Two hands.	18 ⌘	6

Melee Weapons				
Weapon	Damage Range Attribute	Effects	Price	Rarity
Mace	1d6/5ft/Power	<i>Advantage 1</i> vs. armored targets.	50¢	2
Rapier	1d6/5ft/Grace	+2 <i>Initiative</i> while drawn.	10 ⚡	4
Scimitar	1d6/5ft/Grace	<i>Advantage 1</i> to attack when surrounded (3+ enemies).	12 ⚡	4
Sharktooth Blade	2d6/5ft/Power	When rolling injury, roll twice and keep the most brutal result.	20 ⚡	18
Spear	1d6/10ft/Grace	<i>Advantage 1</i> on Opportunity Attacks.	7 ⚡	2
Trident	1d6/5ft/Grace	May strike two adjacent foes with one roll.	15 ⚡	5
Weighted Chain	1d6/15ft/Grace	Can be used to grapple at 15ft range. Two hands.	12 ⚡	5
Whip	1d6/10ft/Grace	<i>Advantage 1</i> on Disarm or Trip (use Shove action).	6 ⚡	5
Zweihander	2d6/10ft/Grace	May strike two adjacent foes with one roll. Two hands.	30 ⚡	7

Ranged Weapons				
Weapon	Damage Range Attribute	Weapon Trait	Price	Rarity
Blunderbuss	1d6/20ft/Tides	Fires at everything in a 20ft cone. Two hands. Reload: 1 action.	70 ⚡	9
Gatling Gun	3d6/60ft/Sense Ignore 2d6 Armor.	Allows sustained shooting for 6 rounds. Two hands. Reload: 1 action.	500 ⚡	X
Crossbow	1d6/120ft/Sense Ignore 1d6 Armor.	Doesn't reveal position if hidden. Two hands. Reload: 1 action	15 ⚡	6
Dagger	1d6/25ft/Grace	-	30¢	1
Harpoon	1d6/60ft/Power	-	12 ⚡	4
Hunting Bow	1d6/300ft/Sense	Doesn't reveal position if hidden. Two hands.	10 ⚡	4
Musket	2d6/300ft/Sense Ignore 1d6 Armor.	Two hands. Reload: 1 action.	80 ⚡	10
Pistol	1d6/60ft/Sense Ignore 1d6 Armor.	Reload: 1 action.	50 ⚡	8
Repeater Crossbow	1d6/90ft/Sense Ignore 1d6 Armor.	Fires two bolts before reload. Reload: 1 action.	25 ⚡	9

RANGED WEAPONS				
Weapon	Damage Range Attribute	Weapon Trait	Price	Rarity
Revolver	1d6/60ft/Sense Ignore 1d6 Armor.	Fire six times before reload. Reload: 1 action.	200 ₮	X
Skyfire Rod	3d6/30ft/Sense Ignore all Armor.	On a hit, arcs to a second target within 10ft.	3000 ₮	X

ARMOR

DAMAGE REDUCTION

Damage Reduction is subtracted from any damage taken. Some weapons may ignore a part of this armor. When wearing multiple layers of different armor, only the highest value is taken into account, except for the buckler that is added on top of the armor value.

Armor	Damage Reduction	Price	Rarity
Breastplate	4	45 ₮	5
Brigandine Jacket	5	60 ₮	8
Buckler	+1	2 ₮	2

Armor	Damage Reduction	Price	Rarity
Chainmail Hauberk	3	25 ₮	6
Crab Shell Carapace	11	1000 ₮	X
Leather Coat	1	5 ₮	1
Reinforced Jerkin	2	12 ₮	4
Steel Cuirass	6	350 ₮	15
Whalehide Cloak	7	750 ₮	X

SPECIALIZED EQUIPMENT

Item	Description	Price	Rarity
Archaeology Supplies	Pickaxe, Rope (50ft), Lantern, Oil, Shovel, Crowbar	10 ₮	1
Camping Gear	Tent, Bedroll, Backpack	5 ₮	1
Diving Suit	Allows underwater exploration with limited oxygen (1h underwater)	1500 ₮	X
Lab Material	Essential equipment for scientific experiments and alchemy	300 ₮	15

Item	Description	Price	Rarity
Lockpicks	Essential for picking locks	50 ₮	6
Messenger Parrot	Trained parrot to carry messages to familiar locations	250 ₮	6
Soot-Pellet	Creates a thick smoke screen in a 10ft radius	2 ₮	5
Spyglass	<i>Advantage 3</i> to <i>Sense</i> checks over long distances	500 ₮	9
Stormglass	Predicts storms within 24 hours	100 ₮	8
Phenomenometer	Detects supernatural phenomena within 20ft	500 ₮	X
Writing Tools	Ink, quill, and paper	20 ₮	1
Fishing Gear	Fishing rod and net	2 ₮	1
Music Instrument	Lute, Drums, Flute, or any other basic instrument	10 ₮	6

Substances				
Substance	Description	Effects	Price (Dose)	Rarity
Alchemist's Spark	Smoky liquid that stimulates the brain	<i>Advantage 1</i> on next <i>Lore</i> check. Causes jitters. Disadvantage 1 on <i>Grace</i> checks for 5 minutes.	1 ₮	6
Arcane Ash	Powdered remains of an eldritch entity	+5 Salt for 1 hour. Causes nausea, Power and <i>Grace</i> checks cause vomiting.	500 ₮	X
Black Lotus Powder	Rare and potent psychoactive, addictive	<i>Advantage 1</i> on <i>Grace</i> , <i>Disadvantage 1</i> after 1 hour	10 ₮	18
Poison Vial	White Liquid	+d6 Damage on next hit	50 ₮	11
Stiffener	Highly potent venom with a paralyzing effect	Paralyzes target on injury for 2 rounds	70 ₮	18
Etherseed Oil	Light oil that enhances sight in low light	Night vision for 1 hour	40 ₮	9
Burning Tonic	Sharp liquid that heats up the blood	Immune to cold for 1 hour. Causes fatigue.	20 ₮	5


Substance	Description	Effects	Price (Dose)	Rarity
Ghost Mushroom Extract	A rare extract from cave mushrooms	Invisibility for 5 minutes, Unconscious afterwards for d6 minutes.	300 ₮	15
Leviathan Ink	Thick, dark substance from deep-sea creatures	Allows underwater breathing for 10 minutes	200 ₮	16
Moonweed	Hallucinogenic herb	Heightened senses, vivid dreams.	50 ¢	7
Opium	Euphoria-inducing drug, numbs pain	Ignore injury penalties for 2 hours.	2 ₮	8
Red Coral	Potion distilled from rare red coral	Temporary +3 to <i>Nerve</i> for 1 hour.	1 ₮	10
Snuff Powder	Powder extracted from dried urine	Wakes the target from unconsciousness.	30 ₮	4
Sootshine	Powder rubbed onto skin, enhancing stealth	<i>Advantage 1</i> on Grace-based stealth checks until rubbed off	10 ₮	6

Substance	Description	Effects	Price (Dose)	Rarity
Stormdust	Crystalline powder that creates static discharge	Causes sparks; can ignite small fires.	1 ₮	13
Widow's Kiss	Dark powder that causes hallucinations of death	Induces visions of ghosts and spirits for 8 hours	10 ₮	12

SERVICES

Service	Cheap	Decent	Luxury
Lodgings (per night)	50 ¢	2 ₮	10 ₮
Meal	20 ¢	50 ¢	5 ₮
Beer/Wine/Drink	10 ¢	20 ¢	1 ₮
Companion (per night)	1 ₮	10 ₮	100 ₮
Horse Rental (per day)	1 ₮	3 ₮	10 ₮
Passage on Ship (per day)	10 ¢	50 ¢	5 ₮
Mercenary (per day)	4 ₮	10 ₮	20 ₮
Craftsman (per day)	4 ₮	10 ₮	20 ₮
Guided Tour	50 ¢	2 ₮	15 ₮
Alchemist Consultation	2 ₮	4 ₮	30 ₮

CARGO

rading cargo is a lucrative but unpredictable venture. Prices fluctuate based on port conditions, demand, and the ebb and flow of local economies. Whenever a ship docks at a new port, the crew can attempt to assess the market for potential profit.

SUPPLIES		
SUPPLY	PRICE	RARITY
Food	100 ₧	1
Ammo	200 ₧	1
Wood and Cloth for Repairs	100 ₧	1


MARKET CONDITIONS AND PRICE VARIABILITY

When entering a port, the player may make a Tides check (TN 11) to gauge the state of the market. This represents the character's intuition and understanding of market forces and luck.

- ❖ **Success:** On a successful Tides check, the price of available cargo adjusts by 20%—either up or down, depending on the player's choice.
- ❖ **Failure:** If the check fails, the cargo prices remain as listed, without any adjustments.

VALUABLES (RED FOR ILLEGAL)		
CARGO	PRICE	RARITY
Beer/Wine/Drink	100 ₧ - 500 ₧	5
Silk Bolts	1000 ₧	13
Raw Opium	1500 ₧	15
Dried Fish	100 ₧	2
Gunpowder (Barrels)	200 ₧	12
Whale Oil (Barrels)	500 ₧	7
Ebony Wood	700 ₧	10
Tobacco Leaves	600 ₧	6
Spices (Mixed)	2000 ₧	9
Salt	200 ₧	3
Coral and Shells	800 ₧	5
Grain	100 ₧	2
Rare Metal Ore	2000 ₧	18
Exotic Pelts	2000 ₧	15
Medicinal Herbs (Dried)	800 ₧	8
Opalescent Pearls	4000 ₧	19

SHIPS

rews can trade up when coin and circumstance allow. Ports offer ships beyond the starting hulls: lean cutters for pursuit, broad-hulled brigs for war, fat-bellied merchantmen for profit, even rare galleys or drakkars in the right waters.

SCHOONER

Price: 24,000g

Upkeep: 30g/Week

A swift, two-masted vessel favored by smugglers and coastal traders for its speed and maneuverability.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	3	2	2	4	3

CUTTER

Price: 20,000g

Upkeep: 20g/Week

A small, single-masted craft with a deep fore-and-aft rig, prized by navies for patrol and pursuit.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
3	3	1	1	3	2

SLOOP

Price: 22,000g

Upkeep: 30g/Week

A light, single-masted ship that balances nimble handling with modest cargo capacity.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	3	1	3	4	3

DRAKKAR

Price: 13,000g

Upkeep: 30g/Week

A long, narrow Garunn vessel with dragon-headed prow, swift under both sail and oar.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	3	0	2	2	3

WHALER

Price: 30,000g

Upkeep: 40g/Week

A stout, broad-hulled ship designed to endure long voyages and carry vats of oil from the great hunt.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	2	2	4	5	4

BRIGANTINE

Price: 36,000👉

Upkeep: 50👉/Week

A hybrid rig of square and fore-and-aft sails, versatile enough for both trade and raiding.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	2	2	2	4	5

BRIG

Price: 40,000👉

Upkeep: 80👉/Week

A compact two-masted warship with square sails, famed for its punch above its size.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	2	3	5	6	8

MERCHANTMAN

Price: 44,000👉

Upkeep: 100👉/Week

A lumbering but capacious vessel built to haul goods across oceans.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	1	2	5	8	10

QUECTIAN GALLEY

Price: 28,000👉

Upkeep: 50👉/Week

An oared warship with shallow draft, its banks of rowers giving it speed even against wind and tide.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	3	1	3	4	5

FRIGATE

Price: 80,000👉

Upkeep: 200👉/Week

A fast, heavily armed cruiser built to chase, scout, and fight on the open sea.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	2	4	10	6	20

SHIP OF THE LINE

Price: 200,000👉

Upkeep: 600👉/Week

A towering fortress of wood and cannon.

The backbone of naval empires.

SAILS	TURNS	GUNS	HULL	HOLD	CREW
2	1	5	16	8	60

SHIP UPGRADES



ship is more than just a vessel; it's the crew's home, and key to survival on the open seas. Players can invest in upgrades to enhance their ship's capabilities, tailoring it to suit their journey's demands. Whether reinforcing the hull, adding extra cannons, or improving the sails for speed, these upgrades allow captains to prepare for the dangers ahead and shape their ship into a true weapon of the sea.

WEAPON UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Additional Gun Deck	+1 Guns	2	3000 ⚡	12
12-Pound Cannons	Set <i>Guns</i> = 1 if lower	0	1000 ⚡	10
24-Pound Cannons	Set <i>Guns</i> = 2 if lower	0	2000 ⚡	12
32-Pound Cannons	Set <i>Guns</i> = 3 if lower	0	3000 ⚡	15
Quick-Load Carriages	Once per combat, <i>Gun Deck Broadside Volley</i> gains <i>Advantage 1</i>	1	1200 ⚡	10
Powder Press	<i>Powder Magazine – Overcharge</i> checks gain <i>Advantage 1</i>	1	700 ⚡	11

WEAPON UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Mechanical Harpoon Launcher	<i>Forecastle – Grapple & Block</i> checks gain <i>Advantage 1</i>	1	3000 ⚡	X
Swivel Guns	<i>Forecastle – Boarding Assault</i> checks gain <i>Advantage 1</i>	1	600 ⚡	7
Ramming Head	<i>Ramming</i> opposed test gains <i>Advantage 1</i>	0	900 ⚡	10
Magnetic Ballista	<i>Forecastle – Grapple & Block</i> checks gain <i>Advantage 1</i>	1	4000 ⚡	X
Powder Magazine Safety	<i>Powder Magazine – Overcharge</i> and <i>Powder Keg</i> checks gain <i>Advantage 1</i>	0	500 ⚡	7
Tentacular Growths	<i>Forecastle – Grapple & Block</i> and <i>Boarding Assault</i> checks gain <i>Advantage 1</i>	0	4000 ⚡	20
Crystalline Growths	<i>Ramming</i> opposed test gains <i>Advantage 1</i>	0	3500 ⚡	18
Tesla Coil	All <i>Boarding Assaults</i> involving your ship (attack or defend) gain <i>Advantage 1</i> for your side	0	2500 ⚡	X

DEFENSIVE UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Copper Hull	+1 <i>Hull</i>	0	1500 ⚡	15
Steel Hull	+2 <i>Hull</i>	0	2000 ⚡	18
Living Wood Hull	End of Navigation Round or Port Round: restore 1 <i>Hull</i>	0	2500 ⚡	20
Reinforced Bulwarks	When targeted by <i>Forecastle</i> – <i>Boarding Assault</i> , attackers suffer <i>Disadvantage 1</i>	1	900 ⚡	9
Fire Quenching Nozzles	When applying <i>Hull</i> damage from a successful enemy attack, reduce damage by 1 (min 0)	0	4000 ⚡	X
Coral Plating	Reduce <i>Hull</i> damage from monster attacks by 1 (min 0)	0	2000 ⚡	15
Fire Buckets & Lines	<i>Locker</i> – <i>Damage Control</i> checks to clear fire/smoke penalties gain <i>Advantage 1</i>	0	150 ⚡	3
Bilge Pumps	<i>Locker</i> – <i>Damage Control</i> checks against flooding penalties gain <i>Advantage 1</i>	1	500 ⚡	6
Clockwork Repair Bots	End of each <i>Navigation</i> Round: restore 1 <i>Hull</i> (consumes Wood & Cloth if available)	0	8500 ⚡	X

UTILITY UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Gyroscopic Stabilizers	<i>Helm</i> – <i>Full Sail</i> checks in storm/rough-water situations gain <i>Advantage 2</i>	0	2000 ⚡	X
Fitted Kitchen	<i>Navigation</i> : +1 to <i>Food Supply</i> roll	1	300 ⚡	6
Steam Condenser	<i>Navigation</i> : +1 to <i>Food Supply</i> roll (fresh water)	1	2000 ⚡	X
Dry Stores	<i>Navigation</i> : the first <i>Food</i> loss this voyage is ignored	1	250 ⚡	5
Lime Rations & Still	<i>Navigation</i> : the first <i>Morale</i> –1 from <i>Food/Supply</i> loss per voyage is prevented	1	600 ⚡	7
Fitted Hospital	Can treat injuries aboard per Hospital rules	2	2000 ⚡	8
Fitted Laboratory	<i>Lore</i> checks made at any station gain <i>Advantage 2</i>	1	700 ⚡	10
Captain's Study	<i>Lore</i> checks made at any station gain <i>Advantage 1</i>	1	400 ⚡	7
Alchemical Laboratory	Required for alchemical work	1	600 ⚡	12
Carpenter's Workshop	<i>Workshop</i> – <i>Field Repair</i> checks gain <i>Advantage 1</i>	1	1200 ⚡	8

UTILITY UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Signal Flags	Crow's Nest – Spot checks gain Advantage 1	0	300 ₧	6
Echo Locator (Exotic)	<i>Crow's Nest</i> – Spot checks against submerged/hidden threats gain <i>Advantage 2</i> (within 6 hexes)	1	1000 ₧	X
Sounding Gear & Updated Charts	<i>Navigator</i> – Chart Course checks gain <i>Advantage 1</i>	0	200 ₧	6
Barometer & Weather Glass	<i>Navigator</i> – Wind Gauge checks gain <i>Advantage 1</i>	0	400 ₧	6
Spare Sails & Rigging	<i>Workshop</i> – Field Repair (Sails) checks gain <i>Advantage 1</i>	1	400 ₧	5
Storm Trisails & Reefing Gear	<i>Helm</i> – Full Sail checks while moving upwind gain <i>Advantage 1</i>	0	700 ₧	7
Longboat Davits	<i>Bilge</i> – Launch Boarding Party checks gain <i>Advantage 1</i>	1	800 ₧	7
Steam-Powered Engine	+2 Sails; requires 1 Hold of Coal for operation	3	5000 ₧	X

UTILITY UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Chapel or Idol Niche	<i>Navigation</i> : if rites observed, restore +1 Morale if lost during this Navigation round	0	200 ₧	5
Floating-Rock Ballonet	+1 Sails	1	2500 ₧	20
Floating-Rock Skyrig	The ship can fly (movement otherwise uses normal Sails/Turns)	2	20000 ₧	20

SMUGGLING/PIRATE UPGRADES				
UPGRADE	EFFECT	HOLD COST	PRICE	RARITY
Hidden Hold	1 Hidden Hold; found only on special search (GM TN)	0	800 ₧	11
False Nameboards & Figurehead	While disguised, reduce Port inspection frequency/impact; bounties/reputation masked	0	1200 ₧	12
Camouflaged Hull Lines	Enemy <i>Crow's Nest</i> – Spot checks against your ship suffer <i>Disadvantage 1</i>	0	600 ₧	10
Fire-Barrel Rack	<i>Crow's Nest</i> – Smoke Screen checks gain <i>Advantage 1</i> (pre-rigged burners)	1	500 ₧	10



Appendix

SUNKEE PIDGIN

“If fish dey talk, e no go die for hook.”

—Nigerian Pidgin Proverb



unkee Pidgin is the common tongue of Sunken Stars, a lively blend made for swift understanding across cultures. Sailors, traders, and wanderers all share this language of essentials, honed through the exchange of goods, stories, and quick wit. Words flow easily, trimmed to their essence, with phrases that roll off the tongue and carry meaning in a single breath. Every port has its own twist, yet Sunkee Pidgin remains a language anyone can grasp—bridging differences and binding the people of the sea into one vast conversation.

COMMON PHRASES

COMMON PHRASES			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
Salaam-ti	Hello	Warm greeting; portside or aboard	sah-LAHM-tee
Salaam-ha	Peace upon you	More formal greeting, respectful	sah-LAHM-ha
Frate	Friend	Trusted ally, companion	FRAH-tay
Baraké	Safe journey	Sailor’s farewell, implying safe winds and waters	bah-RAH-kay
Halitân	Peace	Farewell blessing meaning “go in peace”	hah-lee-TAHN

COMMON PHRASES			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
Mabrou	Lucky one	Endearing term for a fortunate or clever friend	mah-BROO
Matlah	Dock fee	Payment for port facilities	MAH-tlah
Ya-Lay!	Oh Stars!	Exclamation of wonder, awe, or horror	yah-LAY
Tathar	Tithe	Offering given to the “courts” (deities)	tah-THAR
La’mir	Ship’s master	Term of respect for a captain	lah-MEER
Shouq-barak?	How much is this?	Common in marketplaces	SHO-k bah-RAHK
M’rahk al-Khaz?	Where’s the port?	Port navigation question	m-RACK al-KHAHZ
Saq-lay	Be calm	Soothe tension, often in deals	sahk-LAY
Ayyûn-ak, frate!	Watch out, friend!	Quick alert	ah-YOON-ak FRAH-tay
Basta-te	Enough for you	Telling someone to stop or quit	BAH-stah-teh
Rahm-ha	Help me	Cry for assistance	rahm-HAH
Razna	Drift	To lose control or purpose	RAHZ-nah
Shatala	Dockhand	Worker loading/unloading in ports	SHA-tah-lah
Watra	Overcharge	Refers to excessive charges or greed	WAH-trah
Nafa	Profit	Essential in trade; net gain	NAH-fah

NAUTICAL TERMS

NAUTICAL TERMS			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
Haddou	Cargo	General term for goods onboard	HAH-doo
Khojan	Navigator	Skilled seafarer guiding the ship	KHOH-jahn
Alkan	Old hand	Seasoned sailor or seafarer	AL-kahn
Ramha	Spear	Slang for a fast ship	RAHM-hah
Aqbar	Signal	Message or warning from ship to shore	AHQ-bar
Zerfa	Deck	The deck of a ship	ZER-fah
Rizah	Reef	Treacherous underwater rock formation	REE-zah
Majâl	Deep sea	Open ocean; perilous water	mah-JAHL
Mufraj	Trade wind	Wind that aids in travel for traders	MOF-raj
Meerrah	Sea's grip	Dangerous currents or "the call of the sea"	MEER-rah
Baharin	Seafaring folk	General term for sailors, pirates, or any sea travelers	bah-HAH-reen
Shoufa	Lookout	Vigilant ship position	SHOO-fah
Raqtan	Low tide	Literal or metaphorical lull	rahq-TAHN
Marwah	"Fair wind"	Favorable sailing conditions	MAR-wah
Razza-min	Merchant's fate	Cost of doing business at sea	RAH-zah-min
Rakiz	Anchor point	Stable or safe resting point	RAH-keez

CARGO & TRADE

CARGO & TRADE			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
Bastara	Hidden cache	Concealed smuggling compartment	bahs-TAH-rah
Jambara	Heavy goods	Bulky or cumbersome items	JAM-bah-rah
Borraq	Exquisite ware	Refined or luxury trade goods	BOHR-rahq
Salsiha	Payment in kind	Barter or goods-for-goods trade	SAL-see-hah
Bayna	Trade deal	Agreement for trade or purchase	BAY-nah
Kasad	Bargain	Good deal or fair profit	KAH-sad
Makhra	Bad stock	Spoiled or faulty cargo	MAH-krah
Rahn	Cargo weight	Specific measure of cargo	RAHN
Shibara	Safe shipment	Secure and well-stowed cargo	SHIB-ah-rah
Mazoun	Blessed cargo	Goods believed protected by divine favor	mah-ZOON
Talwan	Honest trade	Fair, equitable trade practice	TAL-wahn
Yassir	Trade pass	Permit for lawful travel and trade	yah-SEER
Dawkhaan	Black market	Hidden trading post for restricted goods	DAW-khan
Boushif	Net profit	Profit after all costs	BOH-sheef
Sawqa	Cut-rate goods	Low-quality or second-rate trade goods	SAW-kah
Gherib	Rare find	Rare or uncommon item, highly prized	GHEH-reeb
Rakhaz	Sea hoard	Legendary hidden treasure beneath the sea	RAH-khaz

INSULTS & SLANG

INSULTS & SLANG			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
La'haq	Traitor	Intense insult; one who betrays kin or crew	lah-HAHK
Zemmê	Lost one	Insult; aimless or purposeless person	ZEHM-may
Drissle-head	Fool	Insult for thoughtless actions	DRIZZ-ul-head
Barmook	Foolhardy one	Reckless or overly bold person	bar-MOOK
Khafir's Ghost	Coward	Implies that one is haunted by a cowardly ancestor	KAH-feer's Ghost
Maksoud	Cheap or worthless	Often spat as an insult at low-value goods	mah-KSOOD
Mer-drek	Sea scum	Insult for the morally corrupt or filthy	mehr-DREK
Souka-Rah	Sellout	Someone who'd trade even their own honor	SOO-kah-rah
Dakkar	Thief	Insult for a sneaky, dishonest person	DAH-kar
Jebkôr	Liar	One who twists words or cheats	JEB-kohr
Khar-tan	Idiot	Insult for a dimwit	khar-TAHN
Karimé	Greedy	Someone overly materialistic	kah-REE-may
Raflé	Ruffian	Rowdy, unsavory character	rah-FLAY
Ith-ka	Scoundrel	Implies both charm and untrustworthiness	ITH-kah

RELIGION

RELIGION			
PHRASE	TRANSLATION	USE/MEANING	PHONETIC
Ya-Lay!	Oh Stars!	Exclamation of wonder or horror	yah-LAY
Lunir	Moon's blessing	Invocation for guidance or protection	loo-NEER
Sole Marah	Wrath of the Sun	Curse upon an enemy or misfortune	SO-lay MAH-rah
Kahla-Ket	Shadow's Watch	Protective chant against unseen foes	kah-LAH ket
Cekhrat	Fortune	"Good luck"; implied respect or envy	CHEH-krat
Zafrah	Gift to the sea	Offering thrown overboard to the sea gods	ZAHF-rah
Taymin-Tay	Dream's Protection	Blessing for safe sleep or newborn protection	TAY-meen TAY