



	Crew	APTAIN	COMMANDER & PROFITEER	PLAYBOOK XP
		SPECIAL ABILITIES		
NAME	Pronouns	• Swashbuckling: Push yourself and choos that defies physics; swoop in to pull another ch anywhere you want within sight; or take two s		
Look		 CINEMATIC ENTRANCE: When you make a the last possible moment to save the day, you Your first Resolve action cannot be worse the make it a 10+. 	a flashy entrance or arrive at a presence freezes the scene. Than a 7-9. Push yourself to	HUNT STUDY SURVEY
BACKGROUND & KNOWLEDGE	HERITAGE: SICA - TERES - ACERBUS IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI		an spend 1 Coin to gain 2 n; they do not count for Crew they will leave.	PROWESS PROWESS
ANGLIOD D	Language David David	 EYE TO THE PRIZE: During an Odyssey, add roll to pick up a random cargo on the way. an additional 2 Coin. 	l +2 to the Odyssey challenge During score loot, you gain	FINESSE PROWL SKIRMISH
STRESS CHA	INS PROFESS - PROVIDE - DEDICATE - FIX	 FOUND FAMILY: When you take a risk to ma or support their anchor, the entire crew spirits. It acts like any advantage from a n 	ake another PC feel welcome gains the advantage "high natural 12. Can only happen	SKIRMISH WRECK
INSIGHT	GLORIFY - ENTERTAIN - COVER - BLEND PROWESS RESOLVE	once per phase. GENIAL HOST: Gain a new downtime actio spent, choose 1 of the following: you befrie rumors of a lucrative opportunity; decrease harbormaster's tithe clock of any segments fro	on "Carouse." For each Coin end a useful NPC; you hear to Notoriety by 2; clear this om non-payment.	ATTUNE COMMAND CONSORT
-3	SPECIAL ARMOR	 GOLDEN TONGUE: When you Sway, you can rolling and the result will be as if you rolled target is openly hostile. 	an spend 1 Coin instead of a 10+. Cannot be used if the	• • • Sway Bonus Die
-2	ARMOR	 LEAD FROM THE FRONT: Mark special arms from a consequence or to push yourself when VETERAN: Choose a special ability from 		Push Yourself (take 2 stress) -OR- TeamworkOR- Use an Advantage
1 -1		State of the State of the Company of	- '	N (5) H (7)
	SPECIALTY: ACTION: Notes:	☐ Gisa, a weather witch ☐ Gisa, a weather witch ☐ ST ☐ FI ☐ Falk, a leviathan hunter ☐ C ☐ Magda, creature of the deep ☐ C ☐ SP ☐ Reto, a shipping magnate	OFFICER'S RAPIER & HAT TAFF WITH WICKED HOOK INE SEA RAIDER PISTOL CAPTAIN'S LEATHERS INERRING COMPASS & PYGLASS ACK OF COMMANDEERED TEMS	□ A BLADE OR TWO □ RANGED WEAPON □ A CUTLASS □ A POLEARM □ AN UNUSUAL WEAPON □ BURGLARY GEAR □ CLIMBING GEAR
	INJURED BROKEN SPECIALTY: ACTION:	XP ◊ Every time you fail a roll, mark xp in that a At the end of session, mark 1 xp or 2 xp (playbe occured multiple times: ◊ Put yourself at risk to protect the crew or sh ◊ Attempted to address a challenge with reckle ◊ Expressed your heritage, background, or con	action's attribute. book or attribute) if that item hip. lessness or bravado.	□ BOARDING TOOL □ MYSTIC IMPLEMENTS □ DOCUMENTS □ SUBTERFUGE SUPPLIES □ □ DEMOLITIONS TOOL □ TINKERING TOOLS □ LANTERN
	Notes:	-		
	Notes:	Long-Term Projects	C	OIN GILDED

R M x/

You'll need help from [X] to use it safely

-Collector

INQUISITIVE FRAVELER & PEDDLER

PL/	AYB	00	K	XP
-----	-----	----	---	----

		Special abilities	A A A A A A A A
N аме	Pronouns	● TENDER OF TRINKETS: You keep a collection of strange and rare trinkets which follow a specific theme, e.g. mechanical replicas, foreign money, ancient toys. Dig through the collection for something useful: tell the GM what you want it to do, the GM adds 1-4 Curio Conditions.	INSIGHT HUNT
Look		 AFICIONADO: When you decide something is valuable, push yourself and expound on its unique qualities. It gains 1 feature similar items do not have. The GM decides its flaw. 	• STUDY • SURVEY • TINKER
IBRIN - ZRI -	: SICA - TERES - ACERBUS KYRION - DAHYUKA - MIHRADI	 BEST FOR LAST: When you check off your last item of load, take +2 whenever your use it. FOR THE RESEARCH: You investigate your crew in your free time. Ask another PC a question about their past; if they answer honestly, give them +2 on a roll. Can only be used twice until downtime refreshes the counter. 	PROWESS FINESSE PROWL
	DATH—BELIEF—REGRET PROVIDE - DEDICATE - FIX ENTERTAIN - COVER - BLEND	+2 on a roll. Can only be used twice until downtime refreshes the counter. • PART-TIME PEDDLER: You can use trinkets as money: use your Study instead of Coin for coin rolls. You can also exchange 2 Coin during looting for a trinket outside your collection's theme.	SKIRMISH WRECK RESOLVE ATTUNE
-3 INSIGHT PROWESS	RESOLVE	 TALKER OF TRINKETS: When you speak to your collection, it listens. You can use Resolve actions with the collection and it will react. WEALTH & TASTE: Flash around a valuable possession and choose a present supporting character: they will do anything they can to obtain in. Take +2 in negotiating with them. 	COMMAND CONSORT SWAY BONUS DIE
-2 -1	ARMOR	WELL STOCKED: Flashbacks related to obtaining an item never cause you stress. VETERAN: Choose a special ability from another playbook.	+ Push Yourself (take 2 stress) -OR- TeamworkOR- Use an Advantage
	CURIO CONDITIONS It is either consumable or faulty, and will only work once	FRIENDS & RIVALS	N(5) ■ H(7) □ A BLADE OR TWO □ RANGED WEAPON □ A CUTLASS □ A POLEARM □ AN UNUSUAL WEAPON
	It was not intended to be used for this	Sepp, an automaton artist AN INTELLIGENT ITEM OR PET MONSTER FEED • • •	☐ Burglary Gear ☐ Climbing Gear ☐ Boarding Tools
	It will take a lot of time and effort to use properly	 ◊ Every time you fail a roll, mark xp in that action's attribute. At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times: ◊ Endanger yourself or your crew for the sake of riches or new knowledge. 	☐ MYSTIC IMPLEMENTS ☐ DOCUMENTS ☐ SUBTERFUGE SUPPLIES ☐ ☐ DEMOLITIONS TOOL
	It won't work unless you [X] The curio's effects are	 ♦ Attempted to address a challenge with wealth or gear. ♦ Expressed your heritage, background, or complicated events with chains. 	☐ TINKERING TOOLS ☐ LANTERN
	incredibly specific You get something close to what you want, but not quite	Long-Term Projects	OIN GILDED

OMPASS UNWAVERING GUIDE & MYSTIC PLAYBOOK XP SPECIAL ABILITIES • SHEPHERD'S STRIKE: Use your staff with mythic force; push yourself to send a threat or object flying back, or cut cleanly through any non-living object. You decide where the target or pieces land, within your line of NAME Pronouns Hunt Look • CLEAR EYES: When you Attune to a new mystical being or power for the STUDY first time, clear 1 stress. SURVEY **GUIDING LIGHT:** When you show a character the best course of action, TINKER with their best interests at heart, take +2 to convince them to act upon it. If it is a PC, give them +2 on a related roll instead, but they must tell you something they value about their anchor or share a memory of their BACKGROUND & KNOWLEDGE HERITAGE: SICA - TERES - ACERBUS IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI • • FINESSE • PROWL PAST SHADOWS: Gain a second anchor, Regret. You can seek this anchor during downtime at sea; if you get the homesick effect, you always have the raid "memories" as a result. SKIRMISH ANCHOR: Person—Place—Institution—Oath—Belief—Regret WRECK CHAINS PROFESS - PROVIDE - DEDICATE - FIX **PIERCE THE DARKNESS:** When you protect a teammate, you can ask the GM one question about a threat you face; the GM must answer honestly. **STRESS** GLORIFY - ENTERTAIN - COVER - BLEND ATTUNE STEADY COURSE: If a PC would mark their last stress box, you can gain 1 stress to prevent that final box of stress. Each PC can only benefit from Command your ability once per session. INSIGHT **PROWESS** RESOLVE Consort **TAKING CHANCES:** When you speak frankly or reveal your own flaws, take +2 against the person listening or clear 1 stress; you will take -1d to resist any related consequence. Sway **SPECIAL** -3 BONUS DIE **TIES THAT BIND:** You can Attune to the history of a place or person, revealing significant events or relationships. You can **push yourself** while attuning to hone in on a specific memory or time. ARMOR Push Yourself (Take 2 -2 STRESS) -OR- TEAMWORK. • **VETERAN:** Choose a special ability from another playbook. -OR- USE AN ADVANTAGE LOAD \square L(3) \square N(5) \square H(7) FRIENDS & RIVALS ITEMS △ Ferey, an apostate priestess Fine Shepherd's Staff ☐ Purification Tools □ A BLADE OR TWO ☐ RANGED WEAPON **∧**∇ Baya, a quartermaster \square Memento of a Darker Life ☐ A CUTLASS **△ Episteme**, a monster slayer ☐ A POLEARM ☐ KEEPSAKE OF LOVED ONE □ AN UNUSUAL WEAPON **△ V** Landolfo, an assassin ☐ Spirit Bane Lantern ☐ BURGLARY GEAR **∧**∇ Kaysar, a zealot \Box Collection of Maps & ☐ CLIMBING GEAR STAR CHARTS ■ □ BOARDING TOOLS ☐ MYSTIC IMPLEMENTS ♦ Every time you fail a roll, mark xp in that action's attribute. ☐ DOCUMENTS At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times: ☐ SUBTERFUGE SUPPLIES ♦ Ease the suffering of a person or place. THO DEMOLITIONS TOOLS ♦ Attempted to address a challenge with honesty or sacrifice. TINKERING TOOLS ♦ Expressed your heritage, background, or complicated events with chains. ☐ LANTERN

LONG-TERM PROJECTS







COIN GILDED

	• 1	1	A IA		1 1
1	1 d	es	of	J0	ld
_		4			

Crew

EXILE DISPLACED CAST-OFF & OBSERVANT SEEKER

PLAY	YBO	OK	XI
------	------------	----	----

				SPECIAL ABILITIES				
NA Lo BA		Pronouns : SICA - TERES - AC KYRION - DAHYUK		 On Guard: Attune to tensions in the choose 1; 10+, choose 2: what does who really has the upper hand; or we answer honestly. BURNING PURPOSE: When you act anchor, it only takes 1 stress to push EARNING A PLACE: If you use a fluctionable associate, it never takes 	t in line with or in defe yourself. ashback to fulfill an obl s stress.	ense of your igation to a	INSIGHT HUNT STUD SURV TINKI PROWESS	Y EY
H -3 A -2 R	 CHAINS PROFESS -		те - F ix	 EAR TO THE GROUND: Pay 1 Co downtime. You listened to rumors the based on how you sought them out the GM chooses the fault, 7-9, you answers. Faults: incomplete, tangenti NEW HOME: Gain a new down crewmember +2 on their downtime how did you help me feel welcome; whanchor connect to my past; or what he lowest. NO ONE TRUSTS OUTSIDERS: Expfrom locals. Push yourself to make the lowest. NONE LEFT BEHIND: Gain 1 stress to outnumbered crewmember. USED TO BE FRIENDS: Mark specharacter who can help with an obappear near your current scene, but VETERAN: Choose a special about the contraction of the property of the property of the payment of the property of	time action "Accompane action roll. You answer to do you remind me of; he is have I told you? berience prepared you fee the GM reroll a raid do to appear at the side of an exital armor to know a stacle. Push yourself to your relationship is tens	ny." Give a 1 question: ow does your or the worst ie and keep in isolated or supporting behave them e.	RESOLVE ATTU COMI CONS SWAY BONUS DIE Push Your STRESS) -OR	VL MISH CK JNE MAND SORT
M -1				FRIENDS & RIVALS Os, harbormaster's assistant for the prime of the pr	READY BRIBE READY BRIBE REGISTER FOREIGN WAS TOOLS VIALS OF ILLUSTOR TO THE PROPERTY OF THE	IOMELAND Y ITEM S ON of that item you. ork.	N (5) A BLADE (1) RANGED V A CUTLAS: A POLEAR! AN UNUSU BURGLARY CLIMBING BOA MYSTIC IN DOCUMENT SUBTERFUC	H (7) OR TWO WEAPON SS MM UAL WEAPON C GEAR GEAR ARDING TOOLS MPLEMENTS JTS GE SUPPLIES LITIONS TOOLS
				Long-Term Proj	ECTS	C	OIN	GILDED

	A.	
Tid	1	1 1
110	1, 29	
		L

FIREBRAND

RECKLESS & PASSIONATE REBEL

REBEL	 ATTROOTS	

CILLW			PLAYBOOK XP
		SPECIAL ABILITIES	
Name Pronouns		• RADICAL ACTION: When you escalate a situation, clear 1d6 stress. If you roll higher than your total stress, the situation spins out of control.	INSIGHT
Look		 AWESTRUCK: Tell an outrageous lie and mark special armor; your target will believe it and nothing can change their mindeven you. Create a 4-segment progress clock "unintented consequences"; the GM can 	HUNT STUDY SURVEY
BACKGROUND & KNOWLEDGE HERITAGE: SICA - TERES - ACI IBRIN - ZRI - KYRION - DAHYUK.	ERBUS	complete a segment for any complication and describe a new consequence of this belief. When the clock is full, the belief is broken.	TINKER PROWESS
IBRIN - ZRI - RTRION - DANTUR.	A - MIRKADI	you Consort in their name, take +2.	FINESSE PROWL
ANCHOR: Person—Place—Institution—Oath—Belief—Rec		• Drop The Mask: Reveal your doubts to a crewmember and gain 1 stress; they can reduce an Insight or Resolve harm.	SKIRMISH WRECK
STRESS CHAINS PROFESS - PROVIDE - DEDICATE GLORIFY - ENTERTAIN - COVE		• MOBILIZE: Push yourself and make a call to action. A nearby supporting character joins in and choose 1: acts as a distraction, backs you up, or blocks a hostile character. Take +1 on your next roll.	RESOLVE ATTUNE
INSIGHT PROWESS RESOLVE		• PROVOKE: Push yourself to anger someone and choose 1: they only focus on you; they blurt out a secret; or they betray an ally in anger.	COMMAND CONSORT
-3	SPECIAL ARMOR	 QUESTIONABLE PAST: You also have the heritage "underworld" and can make additional Connect rolls with it if you gain 1 stress. 	● ● ● SWAY BONUS DIE
-2 -1		 RIDE THE WAVE: When conflict breaks out, you act first. VETERAN: Choose a special ability from another playbook. 	Push Yourself (Take 2 stress) -OR- TeamworkOR- Use an Advantage
-1		FRIENDS & RIVALS ITEMS LOAD L(3)	
		Aura, a disgraced magistrate Cult Texts & Secrets Intimidating Pet Intimidating Pet Laborate Jewelry or Decorative Fashion Exaggerated Reputation Alternate Identity Simin, a soldier of fortune Pack of Contraband Items	□ A BLADE OR TWO □ RANGED WEAPON □ A CUILASS
		 ♦ Every time you fail a roll, mark xp in that action's attribute. At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times: ♦ Put yourself at risk for the sake of your beliefs or a crewmember's anchor. ♦ Attempted to address a challenge with charm or confrontation. ♦ Expressed your heritage, background, or complicated events with chains. 	
		LONG-TERM PROJECTS C	OIN GILDED
			4======

OLD TIMER GRIZZLED & HAUNTED SURVIVOR

	CREW		Sanvivon	PLAYBOOK XP
		SPECIAL ABILITIES		
Name	Pronouns	 Scarred & Burned: The great branded you. Choose an unfading sca 	at tragedy of your life permanently ar.	VVVVVVV Insight
L оок		 CHILLING ACCOUNT: When you recoff past horrors, take +2. 	luce Notoriety by spreading stories	HUNT
		 Echoes of A Former Life: When or person, you can tell the GM wher GM will answer 1 question about how 	the crew encounters a new location n you came across them before; the w they have changed.	STUDY SURVEY TINKER
	: SICA - TERES - ACERBUS KYRION - DAHYUKA - MIHRADI	• Impervious: When you take physicone: their weapon breaks against you stress; or take +2 for your counteratta	cal harm without resisting, choose u; an enemy runs in fear; regain 1	PROWESS FINESSE
ANCHOR: PERSON—PLACE—INSTITUTION—		 Lone Survivor: You lost everyth dealing with sympathetic or guilty your haunted past instead of using st 	ing to the cruelty of men. When NPCs, you can push yourself with ress.	PROWL SKIRMISH WRECK
	Provide - Dedicate - Fix Entertain - Cover - Blend	• SPARE THE INNOCENT: Gain a new X or tragedy. If the crew helps, gain crew	KP trigger: Stop a massacre, disaster, w XP.	RESOLVE
INSIGHT PROWESS	RESOLVE	 STAY A WHILE: You can use a downtin past. Until the next downtime, they conform of your unfading scars. 	me action to tell a PC a story of your arry your pain and gain the benefits	ATTUNE COMMAND CONSORT
-3	SPECIAL	 Unstoppable: Gain 1 stress to ignoduring a scene. 		Sway Bonus Die
-2	ARMOR	 WHITE WHALE: You lost a former of you fight against a beast or monster of crew, take +2. Monster type: 	rew to a terrifying monster. When of a similar type, that threatens your	Push Yourself (take 2 stress) -OR- Teamwork.
1 -1	L	The Old Timer does not g	,	-OR- USE AN ADVANTAGE
		Friends & Rivals	ITEMS LOAD ■ L (3)	and the same of th
	Unfading Scars	△▽ Severino, a military officer	WEAPON OF YOUR MENTOR	☐ A BLADE OR TWO
	 Scarred Hands: Your hands are a bludegoning weapon. Take +1 	△▽ Lavrentios, a travelling sage	FAMILY HEIRLOOM	☐ RANGED WEAPON☐ A CUTLASS
	when you Wreck with them.	△▽ Veltry, a pirate queen	☐ BANDAGES & POULTICES	☐ A CUILASS ☐ A POLEARM
	Scarred Body: You have		☐ MEMENTO FROM YOUR TRAGEDY	\square an U nusual W eapon
	special armor against physical	△ Taavi, a nomadic artist	☐ TOOL OF YOUR VENDETTA	Burglary Gear
	consequence.		☐ SURVIVAL PACK • • •	☐ CLIMBING GEAR ☐ BOARDING TOOLS
	Scarred Mind: You have	XP		☐ MYSTIC IMPLEMENTS
	special armor against mental consequences.	◊ Every time you fail a roll, mark xp i At the end of session, mark 1 xp or 2 xp occured multiple times:		☐ DOCUMENTS ☐ SUBTERFUGE SUPPLIES
	Scarred Heart: Roll with	♦ Obtain something for your home that	at is yours and only yours.	☐ SUBTERFUGE SUPPLIES ☐ □ DEMOLITIONS TOOLS
	advantage against any who	♦ Attempted to address a challenge wit	h nonviolence or knowledge.	☐ TINKERING TOOLS
	insult your past.	♦ Expressed your heritage, background	, or complicated events with chains.	Lantern
	Scarred Soul: Your chest burns when you are in danger; when threatened, you act first.	Long-Term Proje	ECTS C	OIN GILDED
	 Scarred Conscience: Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt." 			

T. 1			1 1
1 1d	.es of	Go	ld

NAME

Look

STRESS

BACKGROUND & KNOWLEDGE

Crew

PRONOUNS

HERITAGE: SICA - TERES - ACERBUS

CHAINS PROFESS - PROVIDE - DEDICATE - FIX

IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

GLORIFY - ENTERTAIN - COVER - BLEND

NIMBLE & UNREPENTANT MISCHIEF MAKER PLAYBOOK XP SPECIAL ABILITIES • WALL WALKER: You can climb solid walls and ceilings as quickly as you can walk or run. ARCANE BLESSING: You can use WALL WALKER on the surface of any Hunt body of water. STUDY SURVEY CHEERFUL RESPITE: Mark special armor and share a story of a past • | • • TINKER escapade with the crew. They each gain a downtime action for any phase; they can flashback immediately to use it, or save it for later. DAZZLE & DASH: You can make a Coin roll even if you have no Coin. • FINESSE Describe your misdirection. You will always succeed initially, but they • PROWL will realize your trickery in moments. SKIRMISH **DEAD DROP:** When you attack from above, choose one before rolling WRECK the action: take +1 for the attack; kidnap them and retreat; or the attack RESOLVE ATTUNE • GRANDSTAND: When you you draw attention to yourself before attempting a risky athletic stunt, take +2. Command

	INSIGHT	PROWESS	RESOLVE	
-3				SPECIAL
-2				- ARMOR - □
-1				

ANCHOR: Person—Place—Institution—Oath—Belief—Regret

- PRANKSTER: Gain 1 stress to prepare a trap in any environment. When an enemy moves into the area, pick 1: the trap pins them in place; attack with Tinker; or you can suddenly appear anywhere in the nearby area.
- WHO, ME?: When someone has spotted you, you can push yourself to instantly hide successfully or escape unnoticed.
- **VETERAN:** Choose a special ability from another playbook.

and the state of t	
FRIENDS & RIVALS	ITEMS LOAD \blacksquare L (
AV Coloster a starrellar	☐ Miscellaneous Charms
△∇ Celestyn, a storyteller	☐⊢☐ FINE CLIMBING SPEAR
△▽ Xabi, an artificer	☐ DISTRACTION TOOLS
△▽ Dejan, an academic	
△∇ Aili, a street thief	\square Stolen Badge of Rank
Am, a street tiller	TEINE DISCUISE

- ☐ FINE DISGUISE PACK OF "BORROWED" Luxury Items • • • ♦ Every time you fail a roll, mark xp in that action's attribute. At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item
- N(5) H(7)

• CONSORT

Sway

BONUS DIE

□ A BLADE OR TWO ☐ RANGED WEAPON ☐ A CUTLASS ☐ A POLEARM

Push Yourself (Take 2

STRESS) -OR- TEAMWORK.

-OR- USE AN ADVANTAGE

- □ AN UNUSUAL WEAPON ☐ BURGLARY GEAR
- CLIMBING GEAR
- □ BOARDING TOOLS ☐ MYSTIC IMPLEMENTS
- ☐ DOCUMENTS
- ☐ SUBTERFUGE SUPPLIES THO DEMOLITIONS TOOLS
- ☐ TINKERING TOOLS
- ☐ LANTERN

LONG-TERM PROJECTS

♦ Attempted to address a challenge with trickery or athletic feats.

♦ Expressed your heritage, background, or complicated events with chains.

♦ Enact justice against an authority figure.



△ ∀ Katicar, a bodyguard

occured multiple times:





COIN GILDED

Scoundrel & Brawler & Fortune Hunter PLAYBOOK XP SPECIAL ABILITIES NAME **PRONOUNS** • DIRTY FIGHTING: Push yourself and choose 1: turn a nearby item into a +1 weapon; you attack first even if surprised; or you summon an enemy of your opponent to the scene. Hunt DEAD OR ALIVE: When you reduce Notoriety by pointing attention Look STUDY towards another outlaw, roll with advantage. SURVEY GAME OF CHANCE: Gain a new port downtime action "Gamehouse." TINKER Each Coin you wager increases your dice pool by 1. Roll the d6's and BACKGROUND & KNOWLEDGE HERITAGE: SICA - TERES - ACERBUS look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2: IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby • FINESSE • PROWL PRICE ON MY HEAD: You are used to evading bounties. When you choose ANCHOR: Person—Place—Institution—Oath—Belief—Regret SKIRMISH light load, take +2 when you pass yourself off as a mundane person. WRECK CHAINS PROFESS - PROVIDE - DEDICATE - FIX **STRESS** • STEADFAST: Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit. GLORIFY - ENTERTAIN - COVER - BLEND ATTUNE • **TOUCH OF FATE:** Mark special armor to reroll a failed action. Command WASN'T PART OF THE DEAL: Push yourself and flashback to describe Consort INSIGHT **PROWESS** RESOLVE a time you told a crewmember about a past betrayal; negate a Resolve ● I ● SWAY complication for that crewmember in the present. -3 **SPECIAL** Bonus Die WON IT IN A GAME: You have no Wealth limits when you acquire an ARMOR asset. If you reach outside your current Wealth, the asset must come from Push Yourself (Take 2 -2 a specific faction. STRESS) -OR- TEAMWORK. • **VETERAN:** Choose a special ability from another playbook. -OR- USE AN ADVANTAGE LOAD \square L(3) \square N(5) \square H(7) FRIENDS & RIVALS ITEMS ☐ Lucky Coin □ A BLADE OR TWO **∧** Ale, a gamehouse owner THT WORN DOWN VEHICLE ☐ RANGED WEAPON **∧**∇ Rufino, a retired pirate ☐ A CUTLASS OVERLY POLISHED PISTOLS △∇ Elettra, a bounty hunter ☐ A POLEARM ☐ **U**NTAPPED **F**AVOR □ AN UNUSUAL WEAPON **△** Sirin, a naive trader ☐ SIGNATURE LOOK □ BURGLARY GEAR PACK OF COUNTERFEIT **△ Zdan**, a corrupt advisor ☐ CLIMBING GEAR ■ □ BOARDING TOOLS ☐ MYSTIC IMPLEMENTS ♦ Every time you fail a roll, mark xp in that action's attribute. ☐ DOCUMENTS At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occured multiple times: ☐ SUBTERFUGE SUPPLIES ♦ Pursue a risky proposal or profit opportunity without hesitation. THO DEMOLITIONS TOOLS ♦ Attempted to address a challenge with intimidation or negotiation. ☐ TINKERING TOOLS ♦ Expressed your heritage, background, or complicated events with chains. ☐ LANTERN LONG-TERM PROJECTS COIN GILDED



Tides of Gold PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

ESSENTIAL GOODS 0

							CI THE CEAS		□ £ XPERT
	Name	Repu	ITATION		SPECIAL ABILITIES				
	FLAG / COLORS		1EPORT		 Black Iron Ammo: Ca attack each round, roll 3de 	annons cannot be bloom of and keep the 2 high	ocked by armor. The finest dice.	est	
				/ Strong	 GHOST SHIP: Ship has an for the first round of a sur 	n aura of dark fog. Ta rprise attack.	ake +2 to lose pursuers a	nd	<u> </u>
		$\bigvee\bigvee$ \bigvee \bigvee \bigvee \bigvee \bigvee \bigvee \bigvee \bigvee \bigvee	V V	□ BLACK	 HAUNTED: The ship has g The spirit takes +1 whene 	gained a guardian spi	rit. Create it like an expe the ship.	rt.	
		IER	OFFICIAL	MARKET (Wealth roll)-	• Locker in the Deep: Youring that score, Coin ca			0.1113300	Broken
	-1 Not	toriety +1 for Rooks oin paid	+1 on deception engagements	Notoriety= Coin in downtime	one PC's next downtime a	actions by 1.		□GANG	☐ Expert
					 Former Lives: None of action rating to Study, Tin 	f you were born piranker, or Finesse (up to	ates; each PC may add on a max of 3).	+1	<u></u>
	SERPENTS	HOME POPT	PROTECTED COVE	TURF	 SPREAD THE WORD: WI Notoriety and Investment 		d survivors, increase bo	th	
	reduce notoriety after killing	PORT	+1 to Survey & Tinker on site	10.0	• • VETERAN: Choose a	special ability from a	another crew.		
					SHIP ABILITIES			Tours of	Decrees
	SLIPSTREAM UNDE	ERSEA PATRON IN		SALVAGE	• CAPABLE CREW: Ship's cor		-	w. Injured	BROKEN
	Move +1 hex SHR	RINE THE DEEP	TURF	SITE +2 coin for	• GENERIC: Ship is assumed	•		GANG	□ Expert
		Attune gain a leviathan ing expert or gang	10111	destruction	RIGGED TO KILL: Incr	- '			
	NOTORIETY	COIN Gilded	COIN	scores Gilded	RECRUIT: Increase CreRENOVATE: Increase Si	•			
1794	\/\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	COIN GRACU	COIN		STURDY: Use special armor	•			
	VVVVVVVV				Commence of the State of the Commence of the C	TH EXPANSIONS	combat.		
	STORMFRONT □□□□□□□				The second secon				
	And the second control of the second section of the second section of the second section of the second section				SPARE: second ship FLEET SQUADRON: if man		ound. +1 unkeen phases	Injured	Broken
	FALLOUT				FLOTILLA: no raid	ls for sea downtime	, ·	GANG	□ Expert
	-3		()	ARMOR	SPY: choose 1 faction	on; you always know v	what they have stocked		
		51-1-196	A VA	ARMOR	BRIBE INNER CIRCLE: knot factions stock	ow a continent's Institu	ution or Underworld		
	-2		\times	ARMOR	Pocket of Power	R: choose 1 port; you	cannot be raided there		
	-1	/#	*		FEARED: additional FAME SEA STORY: gain Se		equal to Fame attribute		
							ies do not apply to its port	3	
	Fallout starts with 2 sections filled; fill a new section each round		REPAII	RS (CREW XP	_		Injured	BROKEN
	,	MIN			♦ Every time you defeat a	ship mark ship yn It	f they have greater Wealt	GANG	☐ Expert
	The BRIG is the classic	/ / / / / / / / / / / / / / / / / / / /			mark 2 xp.		, 0		
	jack-of-all-trades.				At the end of session, mark I ♦ Execute a successful raid.	1 xp or 2 xp if that ite	m occured multiple time	S:	
	es everything moderately		X		♦ Contend with challenges				
	rell and nothing extremely It is equally popular with		2		♦ Bolster your crew's reput		ew one.		
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	merchants and pirates.				♦ Work towards the crew's c				
					CREW UPGRADES			ABLE ASSOCIATES	
					☐ Elite Thugs	☐ HARPOON LAU ☐ DECEPTIVE RIG		∧∇ Miko, a weaן	oons dealer
	SHIP XP	CARGO			PRIVATE BAR	☐ ALTAR	QUALITI	△▽ Hidi, a disgr	•
	● ● ● CREW	Precious Gems Luxury Food		+3 +2 If you have 2+	SECRET PORT LEGIT MERCHANT FLAGS	SAWBONES		∆∨ Anysia, an ir	
	◆ ◆ ◆ ◆ SIZE◆ ◆ ◆ ◆ SPEED	Fashion		+2 of same cargo		□□ SECURE □□ VAULT	☐ Implements		
	• • • FIREPOWER	ARMAMENTS		+1 type, add the	PIRATE SASH	J□ VAULT H□ VEHICLE		△∇ Edem, a ship	•
	• • • DURABILITY	Knowledge		+1 modifier for raids	(2 free load of weapons or items)	■ Workshop	☐ Tools ☐ Weapons	∆∇ Idiger, an arc	initect
		CRAFTING ELEMENTS		0 14145	, , ,	☐ SAIL GLIDES			

COHORTS

■ BROKEN

Injured

Tides of Gold PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

			A DESCRIPTION OF THE PARTY OF T	Of THE CEAS	☐ GANG	LXPERT
NAME	REPUTATION		SPECIAL ABILITIES			
FLAG / COLORS	Homeport		 BLACK IRON AMMO: Cannattack each round, roll 3d6 a 	nons cannot be blocked by armor. The fund keep the 2 highest dice.	first	
		Weak / Strong	 GHOST SHIP: Ship has an are for the first round of a surpr 	ura of dark fog. Take +2 to lose pursuers ise attack.	and	
VVVVVVVVVV □ _{GAMING} □ TOV	· · · <u> </u>	□ □ BLACK	 HAUNTED: The ship has gain The spirit takes +1 whenever 	ned a guardian spirit. Create it like an exp r it acts to protect the ship.	ert.	
HALL +1 for Rovers -1 Note per 2 Co	ER OFFICIA oriety +1 for Rooks +1 on decep	L (Wealth roll)- tion Notoriety=	_	a can flashback to visiting a hidden safel not be lost from fallout. This flashback redu	10,1111313(1)	BROKEN EXPERT
	in paid engageme	Coin in downtime	• Former Lives: None of y action rating to Study. Tinke	ou were born pirates; each PC may add er, or Finesse (up to a max of 3).	+1	
SALT SERPENTS consuming; +1 to TUI	HOME COVE	TURF		n you leave behind survivors, increase b		
reduce notoriety after killing	PORT +1 to Surve Tinker on s	ey &		ecial ability from another crew.		
			SHIP ABILITIES		Injured	BROKEN
SLIPSTREAM UNDER	$\Box_{PATRONIN}$	SALVAGE SITE	•	hip conflicts, you Wealth is considered +1	·	DROKEN
Move +1 hex SHR		+2 coin for	-	painting catches the eye of all nearby.	GANG	□ Expert
without needing +1 to A an Odyssey rati		destruction scores		en compartments which can store all your	gear.	
NOTORIETY	COIN Gilded COIN	Gilded	RECRUIT: Increase CrewRENOVATE: Increase Size	•		
$\frac{1}{1}$			• STURDY: Use special armor	•		
V V V V V V V V V V V STORMFRONT			the second control of the second control of the second control	EXPANSIONS		
			SPARE: second ship		INJURED	
A STATE OF THE PARTY OF THE PAR				d get +2 once per round, +1 upkeep phases	Injured	BROKEN
FALLOUT			FLOTILLA: no raids for	or sea downtime	GANG	☐ EXPERT
-3			SPY: choose 1 faction;	you always know what they have stocked		
		ARMOR	Bribe Inner Circle: know factions' stock	a continent's Institution or Underworld		
-2	1	ARMOR □	Pocket of Power:	choose 1 port; you cannot be raided there		
-1	4			oin when you loot equal to Fame attribute		
4		SPECIAL		Raider artifact when you loot instead of carg ntinent; war penalties do not apply to its por	rts	
Fallout starts with 2 sections filled;		REPAIRS (Injured	Broken
fill a new section each round				ip mark sнір хр. If they have greater Weal	M _n , □GANG	□ Expert
he MERCHANTMAN			mark 2 xp. At the end of session, mark 1 x	p or 2 xp if that item occured multiple tim	es:	
is the standard trade ship.		1	♦ Execute a successful raid, k	idnapping, holdup, or fraud operation.		
It has plenty of space			♦ Contend with challenges ab♦ Bolster your crew's reputati			
for hauling goods but is	The state of the s	<i>C</i>	♦ Work towards the crew's cur			
vulnerable to attack.			CREW UPGRADES	· ·	NABLE ASSOCIATES	
			_	Harpoon Launcher		
	2			DECEPTIVE RIGGING QUALITY	△♥ Miko, a weap	ons dealer
SHIP XP	CARGO			ALTAR Documents	△ Hidi, a disgr	
 ● ● ● CREW 	Precious Gems Luxury Food		SECRET PORT	SAWBONES Gear	△ Anysia, an in	
• • • • Size	Fashion	+2 If you have 2+ of +2 same cargo type,		SECURE Implements		
SPEEDFIREPOWER	ARMAMENTS	+1 add the Wealth	I ☐ PIRATE SASH ☐ ☐	VAULT Supplies VEHICLE Tools	△∇ Edem, a ship	•
• • • DURABILITY	Knowledge	+1 modifier for	■ C2 free load of \ □ =	7 XV/ 10018	△∇ Idiger, an arc	chitect
- DOMIDIDITI	CRAFTING ELEMENTS			SAIL GLIDES Weapons		
	Essential Goods	0				

COHORTS

BROKEN

Tides of Gold PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

ESSENTIAL GOODS 0

			OF THE SEAS	\Box Gang	□ Expert
Name	REPUTATION		SPECIAL ABILITIES		
FLAG / COLORS	Номерокт		 BLACK IRON AMMO: Cannons cannot be blocked by armor. The firs attack each round, roll 3d6 and keep the 2 highest dice. 	t	
<u> </u>	V V _ V V <u>V</u> V	Weak / Strong	 GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack. HAUNTED: The ship has gained a guardian spirit. Create it like an expert The spirit takes +1 whenever it acts to protect the ship. 		
☐ GAMING ☐ TO	TAVERN CORRUP	WARREI			Broken
+1 for Rovers +1 for Rovers +2 Co	toriety +1 for Rooks +1 on decer	otion Notoriety=	• LOCKER IN THE DEEP: You can flashback to visiting a hidden safebox during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.	□ GANG	□ Expert
			• FORMER LIVES: None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).		
SALT SERPENTS consuming; +1 to	HOME COVE	TURF	 SPREAD THE WORD: When you leave behind survivors, increase both Notoriety and Investment by +1. 	1	
reduce notoriety after killing	PORT +1 to Surve	ey &	• • VETERAN: Choose a special ability from another crew.		
arter Kinning			Ship abilities	INJURED	Do overv
SLIPSTREAM Move +1 hex without needing an Odyssey SHR +1 to A rati	THE DEEP Attune gain a leviathan	SALVAGE SITE +2 coin for destruction	 COMBAT READY: Gun deck gets a free round at the start of combat. AGILE: Can take 2 Helm actions per round if one was evade. WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers. 	□ GANG	BROKEN EXPERT
an Odyssey rati	coin expert or gang Coin Gilded Coin	scores Gilded	• • RECRUIT: Increase Crew by 1, with a max of 4.		
\/\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	COIN Glided COIN	Gilded	 RIGGED TO KILL: Increase Firepower by 1, with a max of 4. STURDY: Use special armor to avoid damage in combat. 		
STORMFRONT			WEALTH EXPANSIONS		
			SPARE: second ship	Injured	BROKEN
FALLOUT			FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases		
-3		ARMOR	FLOTILLA: no raids for sea downtime SPY: choose 1 faction; you always know what they have stocked BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock	GANG	EXPERT
-2		☆	POCKET OF POWER: choose 1 port; you cannot be raided there		
-1		\$PECIAL □	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo Legend: choose 1 continent; war penalties do not apply to its ports		
Fallout starts with 2 sections filled; fill a new section each round		REPAIRS (Steered St. E. St., Lot of Concession, March	Injured	Broken
jiii a new section each rouna			© Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.	□GANG	☐ Expert
e SLOOP is a small, agile			At the end of session, mark 1 xp or 2 xp if that item occured multiple times:		 ,
essel with unmatched speed and deadly firepower. Its			 ♦ Execute a successful raid, kidnapping, holdup, or fraud operation. ♦ Contend with challenges above your current station. 		<u> </u>
lightness comes at a cost:			♦ Bolster your crew's reputation or develop a new one.		
no armor.			♦ Work towards the crew's current goal:		
				BLE ASSOCIATES	
SHIP XP VVVVV	Cargo		☐ ELITE THUGS ☐ HARPOON LAUNCHER ☐ PRIVATE BAR ☐ DECEPTIVE RIGGING QUALITY	∆√ Miko, a wea r	pons dealer
VVVVV	Precious Gems	+3	SECRET PORT STATE Documents	∆♥ Hidi, a disgr	aced chef
• • • CREW • • • SIZE	Luxury Food	+2 If you have 2+ of	LEGIT MERCHANT FLAGS	∆♥ Anysia, an ir	mpoverished nobl
$\bullet \bullet \bullet \bullet$ Speed	FASHION ARMAMENTS	+2 same cargo type,	VAULT Supplies	△ ✓ Edem, a ship	wright
• • • FIREPOWER	Armaments Knowledge	+1 add the Wealth +1 modifier for	1 PIRATE SASH VEHICLE Tools		
• • • Durability	CRAFTING ELEMENTS	o raids	weapons or items) WORKSHOP Weapons SAIL GLIDES		

COHORTS

Tides of Gold PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

	Na ₂		SPECIAL ABILITIES	□ GANG	L EXPERT
Name	Reputation			1	
Flag / Colors	Номерогт		BLACK IRON AMMO: Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.		
	IRF WEALTH	Weak / Strong	 GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack. 		
		BLACK	 HAUNTED: The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship. 		
□ GAMING □ TOW HALL CRIE	IAVERN CORRU	MARKET			Broken
+1 for Rovers -1 Noto per 2 Coi	riety +1 for Rooks +1 on dece	ption Notoriety=	• LOCKER IN THE DEEP: You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.	□GANG	□ Expert
		_	• Former Lives: None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).		
SERPENTS consuming; +1 to TUR	HOME COVI	E TURF	 SPREAD THE WORD: When you leave behind survivors, increase both Notoriety and Investment by +1. 		
reduce notoriety	PORT +1 to Surv Tinker on		• • Veteran: Choose a special ability from another crew.		
after killing			Ship abilities		
SLIPSTREAM UNDER		☐ SALVAGE SITE	• Down with the Ship: PC's can take harm in the place of the ship; harm level increases by 1.		Broken
Move +1 hex without needing +1 to At	ttune gain a leviathan		 MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take a 2nd action that round. 	GANG	□ Expert
an Odyssey ratin		scores	 SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final. RECRUIT: Increase Crew by 1, with a max of 4. 		
NOTORIETY	COIN Gilded COIN	Gilded	REINFORCED: Use +Heavy armor to avoid damage in combat.		
V V V V V V V V V V	:======H	H	• STURDY: Use special armor to avoid damage in combat.		
STORMFRONT	::::::::::::::::::::::::::::::::::::::		WEALTH EXPANSIONS		
			SPARE: second ship	Injured	BROKEN
FALLOUT	patrick All Access		FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases	_ ~	-
			FLOTILLA: no raids for sea downtime	GANG	☐ EXPERT
-3		ARMOR	SPY: choose 1 faction; you always know what they have stocked		
		ARMOR	BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock		
-2		+HEAVY	POCKET OF POWER: choose 1 port; you cannot be raided there		
-1	A	46	FEARED: additional Coin when you loot equal to Fame attribute		
1	*	SPECIAL	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo Legend: choose 1 continent; war penalties do not apply to its ports		
Fallout starts with 2 sections filled;		REPAIRS (the seal of the se	Injured	Broken
fill a new section each round		W 0.11	CREW XP	□GANG	□ Expert
		War Galley can take two	♦ Every time you defeat a ship mark sнip xp. If they have greater Wealth, mark 2 xp.	LIGANG	LAPERI
The WAR GALLEY is a		level-1 Fallout	At the end of session, mark 1 xp or 2 xp if that item occured multiple times:		
front-line combat ship.			♦ Execute a successful raid, kidnapping, holdup, or fraud operation.		
As a dedicated military ship,		agg.	 ♦ Contend with challenges above your current station. ♦ Bolster your crew's reputation or develop a new one. 		
t focuses on destruction, not		Wales.	♦ Work towards the crew's current goal:		
running away.///	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		C	LE ASSOCIATES	
	2020 400			LE ASSOCIATES	
			☐ ELITE THUGS ☐ HARPOON LAUNCHER ☐ PRIVATE BAR ☐ DECEPTIVE RIGGING QUALITY	Miko, a weap	oons dealer
SHIP XP	CARGO		PRIVATE BAR DALTAR — QUALITI	Hidi, a disgra	
• • • CREW	Precious Gems		SECRET PORT SAWBONES Gear		
• • • Size	Luxury Food Fashion		☐ LEGIT MERCHANT FLAGS ☐ SECURE ☐ Implements		npoverished noble
• • • SPEED	ARMAMENTS	+2 same cargo type, +1 add the Wealth	DIDATE SASH LILL VAULT Supplies	▼ Edem, a ship	
● ● ● FIREPOWER● ● ● DURABILITY	Knowledge	+1 modifier for	(2 free load of Windows 100ls	√ Idiger, an arc	chitect
DURABILITY	CRAFTING ELEMENTS	o raids	weapons or items) WORKSHOP Weapons SAIL GLIDES		
	Essential Goods	0	_ C.III GLIDIC		

COHORTS

Name	REPUTATION		Special abilities	arcane.
FLAG / COLORS	HOMEPORT		• ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.	Strictures: protect, acquire, destro discover, hide, pursue, or sacrifice.
	ENA TURF TURI	GOVERNOR'S MANOR -2 notoriety per score	 GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway. FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime. MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route. 	COHORTS ■ INJURED ■ BROKEN □ GANG □ EXPERT
	RMANT Inipulate kets HOME SERVI +1 to ga info for a	CE +2 coin for higher class	 RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning. BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location VETERAN: Choose a special ability from another crew. SHIP ABILITIES	
DOCK SECURITY War does not affect dock tithe rates NOTORIETY SECURITY SOCI	spend 1 coin for an expert in any	nt & +2 coin for	 CAPABLE CREW: Ship's company can assist a number of times equal to Crew. GENERIC: Ship is assumed to be insignificant until at close distance. RIGGED TO KILL: Increase Firepower by 1, with a max of 4. RECRUIT: Increase Crew by 1, with a max of 4. 	INJURED BROKEN GANG EXPERT
STORMFRONT	COIN Gladed COIN		RENOVATE: Increase Size by 1, with a max of 4. STURDY: Use special armor to avoid damage in combat. WEALTH EXPANSIONS SPARE: second ship	■ Injured ■ Broken
-3 -2 -1		ARMOR ARMOR ARMOR SPECIAL	FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases FLOTILLA: no raids for sea downtime SPY: choose 1 faction; you always know what they have stocked INNER CIRCLE: know a continent's Institution or Underworld factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there FEARED: additional Coin when you loot equal to Fame attribute FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo	□GANG □EXPERT
Fallout starts with 2 sections filled; fill a new section each round The BRIG is the classic jack-of-all-trades. It does everything moderately well and nothing extremely		REPAIRS	CREW XP ♦ Every time you defeat a ship mark ship xp. If they have greater Wealth, mark 2 xp. At the end of session, mark 1 xp or 2 xp if that item occured multiple times: ♦ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official. ♦ Contend with challenges above your current station.	Injured Broken □GANG □EXPERT
well. It is equally popular with merchants and pirates.			☐ UNBREAKABLE JAIL CELL ☐ HARPOON LAUNCHER	LE Associates Touya, a prison guard
SHIP XP CREW SIZE SPEED FIREPOWER DURABILITY	CARGO PRECIOUS GEMS LUXURY FOOD FASHION ARMAMENTS KNOWLEDGE CRAFTING ELEMENTS ESSENTIAL GOODS	+2 If you have 2+ +2 of same cargo +1 type, add the +1 modifier for raids	☐ OFFICIAL IN YOUR POCKET ☐ SAWBONES ☐ Gear ☐ SMALL ARMY (EACH PC ☐ SECURE ☐ Implements FOR I ATTRIBUTE) ☐ VAULT ☐ Supplies ☐ Supplies	Not, a former gang underboss Sona, a scout Agazio, a money changer Giovone, a wealthy explorer

PIRATE

Hunters

POLICE & JUDGES OF THE DEPTHS COMMUNITY: criminal, government institution, religious, labor, trade, or

юy,

of	□GANG	□ EXPERT
of est		
nfo		
w.	Injured	Broken
	□GANG	☐ EXPERT
		
	Injured	BROKEN
	_ INDONED	DRUKEN
	GANG	□ Expert
es.	GANG	EXPERT
n,		EXPERT
h,	GANG INJURED	□ EXPERT BROKEN
h,	GANG INJURED	□ EXPERT BROKEN
h,	GANG INJURED	□ EXPERT BROKEN

1 10	ACS of CO	iu	I IUNIERS OF THE BEPTHS	COMMUNITY: criminal, government institution, religious, labor, trade, or
Name	REPUTATION		SPECIAL ABILITIES	arcane.
FLAG / COLORS	HOMEPORT URF WEALTH	Weak / Strong	 ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture. GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway. 	STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice. COHORTS
DEBTOR'S GLADI PRISON GLADI +2 coin for lower class targets +1 for	IATOR TURF TU	GOVERNOR'S MANOR -2 notoriety per score	 FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime. MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route. RIGHTEOUS STORM: Your ship runs on electricity and has an aura of 	INJURED BROKEN □ GANG □ EXPERT
TURF +1 to ma	RMANT Anipulate rkets HOME PORT Home serve +1 to g info for	ICE +2 coin for ather higher class	 RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning. BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location VETERAN: Choose a special ability from another crew. 	
		D POLINEY	 SHIP ABILITIES ELITE UPGRADES: During ship conflicts, you Wealth is considered +1. 	Injured Broken
SECURITY War does not affect dock tithe rates SECURITY War puppet	spend 1 coin for a 2nd an expert in any master port for a phase LIGHTF +1 to H Study in	unt & +2 coin for kidnap scores	 FLASHY: The ship's colorful painting catches the eye of all nearby. FALSE DECK: You have hidden compartments which can store all your gear. RECRUIT: Increase Crew by 1, with a max of 4. 	☐GANG ☐EXPERT
NOTORIETY	COIN Gilded COIN	Gilded	RENOVATE: Increase Size by 1, with a max limit of 4.STURDY: Use special armor to avoid damage in combat.	
STORMFRONT			Wealth Expansions	
FALLOUT			SPARE: second ship FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases FLOTILLA: no raids for sea downtime	■ INJURED ■ BROKEN □ GANG □ EXPERT
-3 -2		ARMOR ARMOR	BRIBE SPY: choose 1 faction; you always know what they have stocked INNER CIRCLE: know a continent's Institution or Underworld factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there	
-1 Fallout starts with 2 sections filled;		SPECIAL REPAIRS	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo Legend: choose 1 continent; war penalties do not apply to its ports	Injured ■ Broken
fill a new section each round			 CREW XP ♦ Every time you defeat a ship mark ship xp. If they have greater Wealth, mark 2 xp. At the end of session, mark 1 xp or 2 xp if that item occured multiple times: 	☐GANG ☐EXPERT
The MERCHANTMAN is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.			 ◊ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official. ◊ Contend with challenges above your current station. ◊ Bolster your crew's reputation or develop a new one. ◊ Work towards the crew's current goal: 	
	1111			LE ASSOCIATES
SHIP XP CREW SIZE SPEED FIREPOWER DURABILITY	CARGO PRECIOUS GEMS LUXURY FOOD FASHION ARMAMENTS KNOWLEDGE CRAFTING ELEMENTS ESSENTIAL GOODS	+2 If you have 2+ of +2 same cargo type, +1 add the Wealth +1 modifier for 0 raids	FORGED WARRANTS	Touya, a prison guard Rot, a former gang underboss Sona, a scout Agazio, a money changer Giovone, a wealthy explorer

PIRATE

Hunters

POLICE & JUDGES OF THE DEPTHS

					SPECIAL ABILITIES	arcane.	iruuc, o
	Name Flag / Colors	REPUTA HOMEF			● Any Price: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.	Strictures: protect, acquir discover, hide, pursue, or s	
	INVESTMENTS V V V V V V V DEBTOR'S PRISON +2 coin for lower class targets +1 for	AATOR TURF		GOVERNOR'S MANOR -2 notoriety per score	 will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture. GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway. FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime. MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route. RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest 	COHORTS INJURED BROKE	EN
		RMANT Anipulate	MESSAGE SERVICE +1 to gather info for a score	BITTER JUDGE +2 coin for higher class targets	lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning. BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location VETERAN: Choose a special ability from another crew. SHIP ABILITIES		
	DOCK SECURITY War does not affect dock tithe rates NOTORIETY SECURITY SOCI add a puppet	spend 1 coin for an expert in any	LIGHTHOUSE +1 to Hunt & Study in port	BOUNTY HUNTERS +2 coin for kidnap scores	 COMBAT READY: Gun deck gets a free round at the start of combat. AGILE: Can take 2 Helm actions per round if one was evade. WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers. RECRUIT: Increase Crew by 1, with a max of 4. RIGGED TO KILL: Increase Firepower by 1, with a max of 4. 	GANG □ EXI	
	VVVVVVVVV STORMFRONT				STURDY: Use special armor to avoid damage in combat. WEALTH EXPANSIONS		
	FALLOUT -3 -2		+	ARMOR	SPARE: second ship FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases FLOTILLA: no raids for sea downtime SPY: choose 1 faction; you always know what they have stocked INNER CIRCLE: know a continent's Institution or Underworld factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there	☐ GANG ☐ EXE	
	Fallout starts with 2 sections filled; fill a new section each round		REPAIRS	SPECIAL	FEARED: additional Coin when you loot equal to Fame attribute FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo LEGEND: choose 1 continent; war penalties do not apply to its ports CREW XP	■ INJURED ■ BROKE	
vess	SLOOP is a small, agile sel with unmatched speed and deadly firepower. Its lightness comes at a cost:				 ♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp. At the end of session, mark 1 xp or 2 xp if that item occured multiple times: ♦ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official. ♦ Contend with challenges above your current station. ♦ Bolster your crew's reputation or develop a new one. ♦ Work towards the crew's current goal: 	GANG EXI	PERT
	no armor.				□ Unbreakable Jail Cell □ Harpoon Launcher	LE ASSOCIATES	
	SHIP XP CREW SIZE SPEED FIREPOWER DURABILITY	CARGO PRECIOUS GEMS LUXURY FOOD FASHION ARMAMENTS KNOWLEDGE CRAFTING ELEMENTS ESSENTIAL GOODS		+2 If you have 2+ of +2 same cargo type, +1 add the Wealth +1 modifier for 0 raids	☐ FORGED WARRANTS ☐ DECEPTIVE RIGGING QUALITY ☐ ALTAR ☐ Documents ☐ SAWBONES ☐ Gear ☐ SECURE ☐ Implements FOR I ATTRIBUTE) ☐ VAULT ☐ Supplies ☐ Supplies	 ∇ Touya, a prison guard ∇ Rot, a former gang und ∇ Sona, a scout ∇ Agazio, a money chang ∇ Giovone, a wealthy exp 	ger

PIRATE

Hunters

POLICE & JUDGES OF THE DEPTHS COMMUNITY: criminal, government institution religious labor trade or

оy,

OI	_	
ı a	Injured	Broken
of	□GANG	□ E XPERT
of		— _
est		
fo		
	Injured	BROKEN
ve	□GANG	☐ Expert
	Injured	BROKEN
	Injured □GANG	BROKEN EXPERT
S	GANG	□ Expert
S	GANG INJURED	□ EXPERT
s 1,	GANG	□ Expert
1,	GANG INJURED	□ EXPERT
	GANG INJURED	□ EXPERT
n, s:	GANG INJURED	□ EXPERT
n, s:	GANG INJURED	□ EXPERT

ESSENTIAL GOODS 0

Name	REPUTATION		SPECIAL ABILITIES	arcane.
FLAG / COLORS	HOMEPORT		• ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls: the GM	Strictures: protect, acquire, destro discover, hide, pursue, or sacrifice.
INVESTMENTS TUI	RF WEALTH W	EAK / STRONG	● ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.	discover, mue, parsue, or sucrifice.
-			GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway. FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of	Cohorts
☐ DEBTOR'S ☐ GLADIA'	TOR \square	GOVERNOR'S	the GM's choice for the remainder of that downtime.	Injured Broken
+2 coin for AREN lower class +1 for Th	A TURF TURF	MANOR -2 notoriety per score	 MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route. 	☐GANG ☐EXPERT
targets			• RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest	
TURF +1 to man	ipulate HOME SERVICE	JUDGE	can attack with lightning. BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location	
marke		r higher class	• • VETERAN: Choose a special ability from another crew.	
		targets	SHIP ABILITIES	INJURED BROKEN
DOCK SECURITY SECRE	PAYOUTS D	BOUNTY HUNTERS	• Down with the Ship: PC's can take harm in the place of the ship; harm level increases by 1.	
War does not SOCIE	nd an expert in any +1 to Hunt	& +2 coin for	MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take a 2nd action that round.	☐GANG ☐EXPERT
rates puppet m	coln Gilded Coln	Gilded	 SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final. RECRUIT: Increase Crew by 1, with a max of 4. 	
	COIN Glided COIN	Onded	REINFORCED: Use +Heavy armor to avoid damage in combat.	
V V V V V V V V			STURDY: Use special armor to avoid damage in combat. WEALTH BXPANSIONS	
			The state of the s	
A STATE OF THE PARTY OF THE PAR	VII. 18 10 10 10 10 10 10 10 10 10 10 10 10 10		SPARE: second ship FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases	Injured Broken
FALLOUT			FLOTILLA: no raids for sea downtime	☐GANG ☐EXPERT
-3		ARMOR	SPY: choose 1 faction; you always know what they have stocked	
		ARMOR ARMOR	BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock	
-2		+HEAVY	POCKET OF POWER: choose 1 port; you cannot be raided there	
-1	*	SPECIAL	FEARED: additional Coin when you loot equal to Fame attribute FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo	
Fallout starts with 2 sections filled;		EPAIRS —	LEGEND: choose 1 continent; war penalties do not apply to its ports	■ Injured ■ Broken
fill a new section each round		EPAIKS (CREW XP	
		War Galley can take two	♦ Every time you defeat a ship mark sнip xp. If the have greater Wealth, mark 2 xp.	☐GANG ☐EXPERT
The WAR GALLEY is a		level-1 Fallout	At the end of session, mark 1 xp or 2 xp if that item occured multiple times:	
front-line combat ship.			Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.	
As a dedicated military ship, it focuses on destruction, not		off.	 ♦ Contend with challenges above your current station. ♦ Bolster your crew's reputation or develop a new one. 	
running away.///	The state of the s		♦ Work towards the crew's current goal:	
	A 4999 4989 888		CREW UPGRADES QUESTIONABI	E ASSOCIATES
	9.4.2		☐ UNBREAKABLE JAIL CELL ☐ HARPOON LAUNCHER	7 T1
SHIP XP	CARGO		Forged Warrants Deceptive Rigging Quality	√ Touya, a prison guard √ Rot, a former gang underboss
● ● CREW	Precious Gems		SAWBONES Gear	
• • • SIZE	Luxury Food Fashion	+2 If you have 2+ of +2 same cargo type,	GAINS SPECIAL ARMOR COLOR SECURE Implements	Sona, a scout
SPEEDFIREPOWER	ARMAMENTS	+1 add the Wealth		Agazio, a money changer
● ● ● DURABILITY	Knowledge Charles Char	+1 modifier for	NEW BLOOD WORKSHOP Weapons	
	CRAFTING ELEMENTS ESSENTIAL GOODS	o raids	different type to a gang)	

PIRATE

Hunters

POLICE & JUDGES OF THE DEPTHS COMMUNITY: criminal, government institution, religious, labor, trade, or ane.

n an expert of	COH	ORTS
n route with a	Injured	Broken
threat level of	GANG	□ E XPERT
s an aura of e Crow's Nest		
gathering info		
he ship; harm	Injured	Broken
Crew can take	GANG	□ E XPERT
result is final.		
	INTUDED	RECKEN
ep phases	Injured □ Gang	■ BROKEN ■ EXPERT
ep phases stocked world	INJURED GANG	BROKEN EXPERT
stocked		
stocked world ed there attribute		
stocked world	GANG	EXPERT
stocked world ed there attribute ead of cargo		□ EXPERT
stocked world ed there attribute ead of cargo	GANG	EXPERT
stocked world ed there attribute ead of cargo y to its ports atter Wealth, altiple times:	GANG INJURED	□ EXPERT
stocked world ed there attribute and of cargo y to its ports	GANG INJURED	□ EXPERT
stocked world ed there attribute ead of cargo y to its ports atter Wealth, altiple times:	GANG INJURED	□ EXPERT

ESSENTIAL GOODS 0

		WARD WARD	\Box Gang	□ Expert
NAME REPUTATION		SPECIAL ABILITIES		
FLAG / COLORS HOMEPORT		 BOMBARDMENT: Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time. 		
	/ Strong	 BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one. 	l 	
$\overline{}$		• LUXURY CRUISE: Your ship is decorated with lavish furnishings and art		
\square Gaming \square Harbor \square Infirmary \square	$\square_{MERCHANT}$	• LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.	Injured	BROKEN
HALL MASTER 1 PC gets a free	ROUTE	PART OF THE JOB: When you are at war with a faction, you take the normal	INSORED	
+1 for Rovers +1 to acquire assets recovery action per downtime	+2 Coin for theft operations	amount of downtime actions and gain +2 Coin per downtime.	\Box Gang	☐ EXPERT
per downtime	1	 SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3). 		
□ □ CHUMMING □ PRISON		 DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port. 		
TIDE +1 to reduce HOME BRIBES	TURF	they will wait faithfully for your return to port.		
notoriety thru PORT	TORF	• • VETERAN: Choose a special ability from another crew.		
body disposal		Ship abilities		
☐ UPSCALE ☐ NEGLECTED ☐ POPED ☐ WAR		• CAPABLE CREW: Ship's company can assist a number of times equal to Crew.	Injured	Broken
PARLOR THEATRE ADISTOCRAT COMMISSION	TRADE HOUSE	• Generic: Ship is assumed to be insignificant until at close distance.	ПС	
+2 for gossip +2 coin for	PATRON -2 notoriety per	• RIGGED TO KILL: Increase Firepower by 1, with a max of 4.	□GANG	☐ Expert
trade phase or Sway on site expert or gang higher class targets	score	• • RECRUIT: Increase Crew by 1, with a max of 4.		
The state of the s	Gilded	• RENOVATE: Increase Size by 1, with a max of 4.		
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		• STURDY: Use special armor to avoid damage in combat.		
STORMFRONT		Wealth Expansions		
		SPARE: second ship	Injured	Broken
		FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases	Injured	DRUKEN
FALLOUT		FLOTILLA: no raids for sea downtime	□Gang	\Box E XPERT
-3	4.004.00	SPY: choose 1 faction; you always know what they have stocked		
4	ARMOR	Bribe Inner Circle: know a continent's Institution or Underworld		
-2	ARMOR	POCKET OF POWER: choose 1 port; you cannot be raided there		
		_ FEARED: additional Coin when you loot equal to Fame attribute		
-1	SPECIAL	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo Legend: choose 1 continent; war penalties do not apply to its ports		
Fallout starts with 2 sections filled;	s —	to the state of th	Injured	Broken
fill a new section each round		CREW XP	GANG	□ E XPERT
		◊ Every time you defeat a ship mark sнір хр. If they have greater We alth, mark 2 хр.	L GANG	L EXPERI
The BRIG is the classic		At the end of session, mark 1 xp or 2 xp if that item occured multiple times:		
jack-of-all-trades.		♦ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.		
It does everything moderately well and nothing extremely		♦ Contend with challenges above your current station.		
well. It is equally popular with		 ◊ Bolster your crew's reputation or develop a new one. ◊ Work towards the crew's current goal: 		
merchants and pirates.	222	C	г Ассостатьс	
			ET-SSUCIATES -	
		☐ ELITE SKULKS ☐ HARPOON LAUNCHER ☐ DECEPTIVE RIGGING QUALITY △ ☐ DECEPTIVE RIGGING QUALITY	▽ Wagguten, a 1	manservant
SHIP XP CARGO PRECIOUS GEMS		LUXURY ITEMS QUALITY — QUALITY	V Ghasem, an u	
• • • CREW		FAVOR OF THE PEOPLE SAWDONES	•	
• • SIZE LUXURY FOOD FASHION FASHION	+2 If you have 2+ +2 of same cargo	I TIME BOARDING RIGGING LILY SECURE Implements	Eoled, a forei	
A DM A MENTE	+1 type, add the	I I I I Supplies Supplies	🗸 Ashkin, a pas	
• • • FIREPOWER • • • DURABILITY ARMAMENTS KNOWLEDGE	+1 modifier for	TRADE ROUTES DIVIGING DIOUS	🗸 Rine, a blackı	market dealer
CRAFTING ELEMENTS	o ^{raids}	WORKSHOP Weapons Weapons		

COHORTS

Broken

				2721 11011 12 771 1100	□GANG	□ £ XPERT
Name	REPUTATION		SPECIAL ABILITIES		4	
FLAG / COLORS	Homeport		 BOMBARDMENT: Your cannons fire at to 2 targets at one time. 			
INVESTMENTS TO	URF WEALTH	Weak / Strong	 BROTHERS: When the crew are place can take two damage control actions in 	d at risk by fallout, the Ship's Crew		
			• Luxury Cruise: Your ship is decora	ted with lavish furnishings and art		
□ _{GAMING} □ HARI		$\square_{MERCHANT}$	of far away lands. Increase the Crew's located on the ship and gain +2 Coin	Wealth for social interactions while		Broken
HALL MAS'	TER 1 PC gets a free TURF	ROUTE	• PART OF THE JOB: When you are at wa		Injured	BROKEN
+1 for Rovers +1 to ac	cquire recovery action	+2 Coin for theft operations	amount of downtime actions and gain	+2 Coin per downtime.	GANG	□ Expert
4350	per downtime	their operations	 Soldiers of Fortune: Each PC ma Hunt, or Wreck (up to a max of 3). 	,		
	IMING PRISO	N \square	 Dashing Scoundrels: You have a ki in port, your Crew is +1. If you gain they will wait faithfully for your return 	nack for drawing in lost souls. While cohorts that exceed your Crew size.		
TURF +1 to re		S TURF				
notoriet body di			 Veteran: Choose a special ability 	ty from another crew.		
			SHIP ABILITIES			
☐ UPSCALE ☐ NEGLI	ECTED BORED WAR		ELITE UPGRADES: During ship confli	cts, you Wealth is considered +1.	Injured	Broken
	ATRE ARISTOCRAT COMMISS	1101010	• FLASHY: The ship's colorful painting of	atches the eye of all nearby.	GANG	□ Expert
actions during +1 to Co	onsort gain a royal higher cla		• FALSE DECK: You have hidden compare	rtments which can store all your gear.	, Grave	— 2 /11 2/11
trade phase or Sway	1 c c targets		• RECRUIT: Increase Crew by 1, with			
NOTORIETY	COIN Gilded COIN	Gilded	• RENOVATE: Increase Size by 1, with			
V V V V V V V V V	H	H	• STURDY: Use special armor to avoid d	amage in combat.		
STORMFRONT			WEALTH EXPANS	IONS		
			SPARE: second ship		Injured	Broken
FALLOUT			FLEET SQUADRON: if manned get +2 or FLOTILLA: no raids for sea dow	nce per round, +1 upkeep phases	ПС	Пr
					GANG	\Box E XPERT
-3		ARMOR	Bribe Spy: choose 1 faction; you alway Inner Circle: know a continer factions' stock	s know what they have stocked		
		*	BRIBE I factions stock			
-2	- Commence of	ARMOR	POCKET OF POWER: choose 1 p	•		
-1		SPECIAL	FEARED: additional Coin when FAME SEA STORY: gain Sea Raider arti			
		SPECIAL L		ar penalties do not apply to its ports		
Fallout starts with 2 sections filled; fill a new section each round		REPAIRS (CREW XP		Injured	Broken
jii a new section each round			♦ Every time you defeat a ship mark s	нір хр. If they have greater Wealth,	$\Box G$ ANG	□ E XPERT
. 1 (FDCI I 1 1 17) (1 1 1			mark 2 xp. At the end of session, mark 1 xp or 2 xp is	f that item occured multiple times:		
he MERCHANTMAN is the standard trade ship.			♦ Execute a successful battle, recruitment	nt, or subversion operation, or gain		
It has plenty of space			a new patron. ◊ Contend with challenges above your	current station		
for hauling goods but is	THE THE PARTY OF T	7	♦ Bolster your crew's reputation or dev	elop a new one.		
vulnerable to attack.			♦ Work towards the crew's current goal:			F-FT - 232 2011-1-1-1-1-1
	TIII		Crew Upgrades	Questionab	LE ASSOCIATES	
				OON LAUNCHER	7 747	
SHIP XP	CARGO		LUXURY ITEMS	QUALITI	∇ Wagguten, a	
• • • • CREW	Precious Gems	+3	FAVOR OF THE PEOPLE SAWBO		∇ Ghasem, an	
• • • • Size	Luxury Food	+2 If you have 2+ of	Fine Boarding Rigging Section		Deled, a fore	eign official
• • • SPEED	FASHION	+2 same cargo type,		□ implements	√ Ashkin, a pa	storal farmer
Firepower	Armaments Knowledge	+1 add the Wealth	UPDATED MAPS OF VALLEY VEHICLE	E Tools A	Rine, a black	
Durability	CRAFTING ELEMENTS	+1 modifier for or raids	TRADE ROUTES WORKS	SHOP Weapons	, v	
	ESSENTIAL GOODS		☐ SAIL G	LIDES		

COHORTS

BROKEN

ESSENTIAL GOODS 0

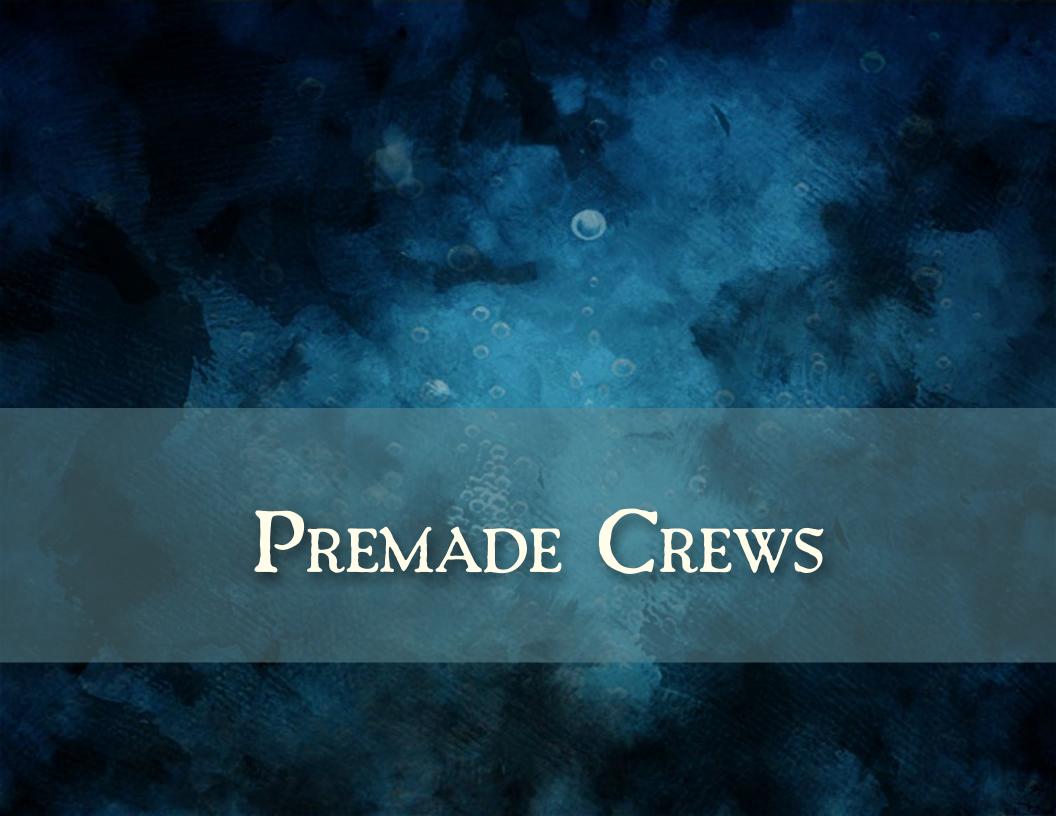
				WAIG	\Box Gang	□ Expert
١	JAME	REPUTA	TION	SPECIAL ABILITIES	4	
_	LAG / COLORS	Номеро		 BOMBARDMENT: Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time. 		
	NVESTMENTS T	URF WEALT	H WEAK / STRONG	 BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one. 		
		VV V	/ 	 LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while 		
	GAMING	RBOR $\square_{ ext{INFIRMARY}}$	$\Box_{MERCHANT}$	of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.	Injured	BROKEN
	NALL	STER 1 PC gets a free recovery action	TURF ROUTE +2 Coin for	 PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime. 		
		recovery action per downtime	theft operations	 Soldiers of Fortune: Each PC may add +1 action rating to Skirmish, 	GANG	☐ Expert
				Hunt, or Wreck (up to a max of 3).		
	□ _{CHU}	MMING	PRISON	 Dashing Scoundrels: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port. 		
		reduce HOME PORT	BRIBES TURF	they will wait faithfully for your return to port.		
		lisposal	+1 Skulks	• • Veteran: Choose a special ability from another crew.		
				SHIP ABILITIES		
	UPSCALE NEGI		WAR TRADE HOUSE	COMBAT READY: Gun deck gets a free round at the start of combat.	Injured	Broken
	+2 for gossip	EATRE ARISTOCKAT	+2 coin for PATRON	 AGILE: Can take 2 Helm actions per round if one was evade. WINDLESS: The ship does not need wind to move. Helm ignores negative 	☐ Gang	☐ Expert
í		Consort gain a royal y on site expert or gang	higher class -2 notoriety per score	modifiers.		
-	NOTORIETY		targets score	• • RECRUIT: Increase Crew by 1, with a max of 4.		
L/III	\/\/\ / \/\/\/			 RIGGED TO KILL: Increase Firepower by 1, with a max of 4. STURDY: Use special armor to avoid damage in combat. 		
	STORMFRONT			WEALTH EXPANSIONS		
		======		Spare: second ship	Injured	■ Broken
	DATE ON THE			FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases	INJURED	DROKEN
	FALLOUT			FLOTILLA: no raids for sea downtime	GANG	☐ Expert
-3			ARMOR	SPY: choose 1 faction; you always know what they have stocked		
				BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions stock		
-2			₩	POCKET OF POWER: choose 1 port; you cannot be raided there		
-1			SPECIAL	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo		
- 1				Legend: choose 1 continent; war penalties do not apply to its ports	Injured	Da avenu
	out starts with 2 sections filled; a new section each round		REPAIRS	CREW XP	INJURED	Broken
-			T	♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,	GANG	☐ Expert
				mark 2 xp. At the end of session, mark 1 xp or 2 xp if that item occured multiple times:		
The SL	OOP is a small, agile with unmatched speed			♦ Execute a successful battle, recruitment, or subversion operation, or gain		
	d deadly firepower. Its			a new patron. ◊ Contend with challenges above your current station.		
	htness comes at a cost:			♦ Bolster your crew's reputation or develop a new one.		
	no armor. ¹			♦ Work towards the crew's current goal:		
					LE ASSOCIATES	
				ELITE SKULKS HARPOON LAUNCHER DECEPTIVE RIGGING QUALITY	₩agguten, a	manservant
	SHIP XP	CARGO		LUXURY TIEMS ALTAR — QUALITY	√ Ghasem, an i	
•	CREW	Precious Gems Luxury Food	+3 +2 If you have 2-	SAWBONES GOAT	Eoled, a fore	
•	● ● ● SIZE ● ● ● SPEED	Fashion		pe, I Implements I	∇ Ashkin, a pas	
	• • • FIREPOWER	ARMAMENTS	+1 add the Wea	th UPDATED MAPS OF VEHICLE Supplies	XV Asnkin, a pas	
•	• • DURABILITY	Knowledge Crafting Elements	+1 modifier fo 0 raids	TRADE ROUTES WORKSHOP Weapons	√ Kille, a black	anarket dealer
		ORALIING ELEMENIS	U Talas	SAIL GLIDES Weapons		

COHORTS

Broken

Tides of Gold PRIVATEERS MERCENARIES OF THE MARINE WARS GANG COHORTS INJURED BROKEN GANG EXPERIM

			WIARRY WARS	\Box Gang	$\Box \mathbf{E}_{XPERT}$
Name	Reputation		SPECIAL ABILITIES		
FLAG / COLORS	Homeport		 BOMBARDMENT: Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time. 		
INVESTMENTS	URF WEALTH V	Veak / Strong	 BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one. 		
	ŸŸ VVVV		• LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while		
□ _{GAMING} □ HARI		$\square_{MERCHANT}$	of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.	Injured	BROKEN
HALL MAS	TER 1 PC gets a free TIRE	ROUTE	• PART OF THE JOB: When you are at war with a faction, you take the normal	INJURED	DROKEN
+1 for Rovers +1 to a	recovery action	+2 Coin for theft operations	amount of downtime actions and gain +2 Coin per downtime.	□GANG	\Box E XPERT
	per downtime		Hunt, or Wreck (up to a max of 3).		
	AMING PRISON		 Dashing Scoundrels: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port. 		
TURF +1 to r	educe HOME BRIBES				
notoriet body di			• • VETERAN: Choose a special ability from another crew.		
			Ship abilities	<u>-</u>	
☐ UPSCALE ☐ NEGL	ECTED BORED WAR		 Down with the Ship: PC's can take harm in the place of the ship; harm level increases by 1. 	Injured	Broken
PARLOR +2 for gossip THE	ATRE ARISTOCRAT COMMISSI		• MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take	□GANG	□ Expert
actions during +1 to C	onsort gain a royal higher clas	-2 notoriety per	a 2nd action that round. SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final.		— _ ~
trade phase or Sway	i o o targets	score	RECRUIT: Increase Crew by 1, with a max of 4.		
NOTORIETY	COIN Gilded COIN	Gilded	REINFORCED: Use +Heavy armor to avoid damage in combat.		
V V V V V V V V V	H	H	• STURDY: Use special armor to avoid damage in combat.		
STORMFRONT			Wealth Expansions		
			SPARE: second ship	Injured	Broken
FALLOUT	Control of the state of the sta		FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases		
				GANG	□ Expert
-3		ARMOR	SPY: choose 1 faction; you always know what they have stocked		
-2		ARMOR	BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there		
-2		+HEAVY			
-1	*	SPECIAL	FEARED: additional Coin when you loot equal to Fame attribute FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo		
			LEGEND: choose 1 continent; war penalties do not apply to its ports		
Fallout starts with 2 sections filled; fill a new section each round	R	EPAIRS (CREW XP	Injured	Broken
y		War Galley	♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth,	□GANG	□ E XPERT
		can take two	mark 2 xp.		
The WAR GALLEY is a		level-1 Fallout	At the end of session, mark 1 xp or 2 xp if that item occured multiple times: ◊ Execute a successful battle, recruitment, or subversion operation, or gain		
front-line combat ship.			a new patron.		
s a dedicated military ship, focuses on destruction, not		age.	 ♦ Contend with challenges above your current station. ♦ Bolster your crew's reputation or develop a new one. 		
running away.	The state of the s		♦ Work towards the crew's current goal:		
8///	A PARA PARA PARA		Crew Upgrades Questionabi	E ASSOCIATES	-
V.	20,200		☐ ELITE SKULKS ☐ HARPOON LAUNCHER		
SHIP XP	CARGO		DECEPTIVE RIGGING QUALITY \triangle	▽ Wagguten, a	n manservant
	Precious Gems	+3	FAVOR OF THE PEOPLE ALTAR Documents		undertaker
● ● ● CREW ● ● ● SIZE	Luxury Food	+2 If you have 2+ of	Gran Roadboard Dicense GG ~ GGai	Eoled, a fore	eign official
• • • SPEED	Fashion	+2 same cargo type,	DDD VALUE Implements	√ √ Ashkin, a pa	
● ● ● FIREPOWER	ARMAMENTS	+1 add the Wealth	UPDATED MAPS OF VEHICLE		kmarket dealer
● ● ● ■ DURABILITY	Knowledge Crafting Elements	+1 modifier for	TRADE ROUTES WORKSHOP Weapons	V Kille, a black	Rinai Ket Utaiti
	Essential Goods	o raids	☐ SAIL GLIDES ☐ WCapons		



PREMADE CREW CREATION

- **1. PICK YOUR CREW TYPE:** Pick from the three crew types and use its premade playbook for the rest of crew creation.
 - ♦ **Pirates** are raiders and highwaymen of the seas
 - ♦ **Pirate Hunters** act as maritime police, judges, and executioners
 - ♦ **Privateers** are mercenaries for legitimate companies who desire plausible deniability
- **2. CHOOSE A REPUTATION AND FLAG:** Your crew will be known by its reputation, and recognized by its flag. Pick a starting reputation: *Ambitious; Brutal; Daring; Honorable; Professional; Savvy; Subtle;* or *Strange.*

Describe your flag's basic design and colors.

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

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

PIRATES

HOMEPORT: Taymust, Tazwara

FIRST OPERATION: Mallius, Velia

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

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

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

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

SUMMARY

Ship: sloop

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

Factions: +2 to raid rolls in Mallius

» The Curse (+2)
» Timeworn Blades (-2)

» Black Reef (+2)
» Mallius Inquisitors (-2)

» Drusa Family (+1)

PIRATE HUNTERS

Homeport: Dexius, Velia

FIRST OPERATION: Phaenna, Argyros

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

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

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

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

SUMMARY

Ship: war galley

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

Factions: +2 to raid rolls in Phaenna

» Annunziato League (+2)
» War Merchant Co. (-2)

» Mallius Inquisitor (+2)
» Drusa Family (-2)

» King Trade Company (+1)

PRIVATEERS

Homeport: Alkyon, Argyros

FIRST OPERATION: Sdaqa, Tazwara

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

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

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

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

SUMMARY

Ship: merchantman

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

Factions: +2 to raid rolls in Sdaqa

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

» Itri Charter (+1)

Tides of Gold PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

ESSENTIAL GOODS 0

			Or The Seas	\Box Gang	\Box E XPERT
Name	Reputation		SPECIAL ABILITIES		
FLAG / COLORS	Homeport		 Black Iron Ammo: Cannons cannot be blocked by armor. The fi attack each round, roll 3d6 and keep the 2 highest dice. 	rst	
	URF WEALTH	Weak / Strong	 GHOST SHIP: Ship has an aura of dark fog. Take +2 to lose pursuers a for the first round of a surprise attack. 	nd	
$\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee\bigvee$	$\bigvee\bigvee$ $\bigvee\bigvee\bigvee$ $\bigvee\bigvee\bigvee$ $\bigvee\bigvee$ $\bigvee\bigvee$ $\bigvee\bigvee$ \bigvee \bigvee	PT BLACK MARKET	 HAUNTED: The ship has gained a guardian spirit. Create it like an expe The spirit takes +1 whenever it acts to protect the ship. 	rt. Injured	■ Broken
HALL CRI	IER OFFICIA	AL (Wealth roll)-	 LOCKER IN THE DEEP: You can flashback to visiting a hidden safeb during that score, Coin cannot be lost from fallout. This flashback reduce 	OX;	
	oin paid engageme		one PC's next downtime actions by 1.	☐ GANG	□ Expert
□ SALT □	PROTEC	TED	 FORMER LIVES: None of you were born pirates; each PC may add action rating to Study, Tinker, or Finesse (up to a max of 3). SPREAD THE WORD: When you leave behind survivors, increase both 		
SERPENTS consuming; +1 to TU	HOME	E TURF	Notoriety and Investment by +1.		
reduce notoriety after killing	Tinker on		• • VETERAN: Choose a special ability from another crew. Ship abilities	_	
				Injured	Broken
LSLIPSTREAM LUNDE		☐ SALVAGE SITE	 COMBAT READY: Gun deck gets a free round at the start of combat. AGILE: Can take 2 Helm actions per round if one was evade. 		
Move +1 hex without needing +1 to A	Attune gain a leviathan	+2 coin for destruction	WINDLESS: The ship does not need wind to move. Helm ignores negat modifiers.	ive GANG	☐ Expert
an Odyssey rati	coin expert or gang Coin Gilded Coin	scores Gilded	• • RECRUIT: Increase Crew by 1, with a max of 4.		
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	COIN GIRLER COIN	Gilded	 RIGGED TO KILL: Increase Firepower by 1, with a max of 4. STURDY: Use special armor to avoid damage in combat. 		
STORMFRONT			Wealth Expansions		
	H	H	SPARE: second ship	Injured	BROKEN
FALLOUT			FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases		
			FLOTILLA: no raids for sea downtime	GANG	☐ Expert
-3		ARMOR	Bribe Inner Circle: know a continent's Institution or Underworld		
- 2		\Rightarrow	factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there		
1		SPECIAL	FEARED: additional Coin when you loot equal to Fame attribute	·	
-1		*	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo Legend: choose 1 continent; war penalties do not apply to its port	S	
Fallout starts with 2 sections filled; fill a new section each round		REPAIRS	CREW XP	Injured	BROKEN
<i>y</i>			♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth	GANG	☐ Expert
CI OOD:			mark 2 xp.		
ne SLOOP is a small, agile essel with unmatched speed			At the end of session, mark 1 xp or 2 xp if that item occured multiple time \$\delta\$ Execute a successful raid, kidnapping, holdup, or fraud operation.	s:	
and deadly firepower. Its			♦ Contend with challenges above your current station.		
lightness comes at a cost:			 ◊ Bolster your crew's reputation or develop a new one. ◊ Work towards the crew's current goal: 		
no armor. 🗖					
				ABLE ASSOCIATES	
			ELITE THUGS HARPOON LAUNCHER DECEPTIVE RIGGING QUALITY	∧∇ Miko, a wea	ons dealer
SHIP XP	CARGO		PRIVATE BAR ALTAR Documents	△V Hidi, a disgr	•
• CREW	Precious Gems Luxury Food		SAWBONES Gear	△▽ Anysia, an ii	
• • • SIZE	FASHION FASHION	+2 If you have 2+ of +2 same cargo type,	& ID SECURE Implements	 ·	
 ● ● ● SPEED ● ● ● FIREPOWER 	ARMAMENTS	+1 add the Wealth	DIDATE SACI D T. L Supplies	△∇ Edem, a ship	
• • • DURABILITY	Knowledge William	+1 modifier for	(2 free load of weapons or items) WORKSHOP Weapons	△▽ Idiger, an ar	chitect
	CRAFTING ELEMENTS	o raids	weapons of items/		

COHORTS

BROKEN

1 IC	es of Co	IU	I IUNIERS OF THE DEPTHS	Community: cr institution, relig	riminal, government gious, labor, trade, or
Name	REPUTATION		SPECIAL ABILITIES		rcane.
FLAG / COLORS	Номерогт	Weak / Strong	● ANY PRICE: The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.		otect, acquire, destroy, pursue, or sacrifice.
INVESTMENTS TURE		WEAR / STRONG	 GRUDGE: Each PC may add +1 action rating to Prowl, Wreck, or Sway. 	Col	IORTS
☐ DEBTOR'S ☐			 FRIENDS IN LOW PLACE: When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime. 		
PRISON +2 coin for lower class targets GLADIATO ARENA +1 for Thu	TURF TU	GOVERNOR'S MANOR -2 notoriety per score	 MASTER & COMMANDER: When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route. RIGHTEOUS STORM: Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest 	INJURED GANG	BROKEN EXPERT
TURF +1 to manip markets	ulate PORT SER +1 to	SAGE JUDGE VICE +2 coin for higher class ra score targets	 can attack with lightning. BLOOD IN THE WATER: Take +2 when tailing a target, or when gathering info at a target's previous location VETERAN: Choose a special ability from another crew. 		
			SHIP ABILITIES Down with the Ship: PC's can take harm in the place of the ship; harm	Injured	Broken
DOCK SECURITY War does not affect dock tithe rates SECRET SOCIETY add a 2nc puppet mas	spend I coin for an expert in any +1 to 1	HOUSE Hunt & +2 coin for kidnap scores	level increases by 1. MILITARY DISCIPLINE: When the ship takes harm, the Ship's Crew can take a 2nd action that round. SEASONED INSTINCTS: You can reroll a fallout die, but the 2nd result is final.		□ Expert
NOTORIETY	OIN Gilded COIN	Gilded	RECRUIT: Increase Crew by 1, with a max of 4.		
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			 REINFORCED: Use +Heavy armor to avoid damage in combat. STURDY: Use special armor to avoid damage in combat. 		
STORMFRONT			Wealth Expansions		
			Spare: second ship	Injured	Broken
FALLOUT			FLEET SQUADRON: if manned get +2 once per round, +1 upkeep phases FLOTILLA: no raids for sea downtime	□GANG	□ Expert
-3		ARMOR ARMOR +HEAVY	BRIBE SPY: choose 1 faction; you always know what they have stocked factions' stock POCKET OF POWER: choose 1 port; you cannot be raided there		L EXPERT
-1		SPECIAL	FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo		
Fallout starts with 2 sections filled;			LEGEND: choose 1 continent; war penalties do not apply to its ports	Injured	BROKEN
fill a new section each round	177	REPAIRS	CREW XP		
The WAR GALLEY is a front-line combat ship. As a dedicated military ship,		War Galley can take two level-1 Fallout	 ♦ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp. At the end of session, mark 1 xp or 2 xp if that item occured multiple times: ♦ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official. ♦ Contend with challenges above your current station. 	□GANG	EXPERT
it focuses on destruction, not		Car apper	♦ Bolster your crew's reputation or develop a new one.		
running away.///	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		♦ Work towards the crew's current goal:	E ASSOCIATES	-
	dadda asa			LE ASSOCIATES	
Supply WWW	CARGO		UNBREAKABLE JAIL CELL HARPOON LAUNCHER FORGED WARRANTS DECEPTIVE RIGGING QUALITY	▼ Touya, a priso	on guard
SHIP XP CREW	Precious Gems		OFFICIAL IN YOUR POCKET ALTAR Documents	Rot, a former	gang underboss
● ● ● CREW● ● ● SIZE	Luxury Food	+3 +2 If you have 2+ of	SAWBONES Gear	Sona, a scout	
• • • SPEED	Fashion	+2 same cargo type,	GAINS SPECIAL ARMOR	Agazio, a mor	
● ● ● FIREPOWER	ARMAMENTS	+1 add the Wealth		Giovone, a we	, .
● ● ● ■ Durability	Knowledge Crafting Elements	+1 modifier for O raids	(-11 - WORKSHOP Weapons —	y Giovone, a we	curity explorer
`	Essential Goods		different type to a gang)		

PIRATE

Hunters

POLICE & JUDGES OF THE DEPTHS

				2721 11011 12 17 1 1100	□GANG	□ £ XPERT
Name	REPUTATION		SPECIAL ABILITIES			
FLAG / COLORS	Homeport		 BOMBARDMENT: Your cannons fire a to 2 targets at one time. 	t wide spread. You attacks can hit up		
INVESTMENTS TO	URF WEALTH I	Weak / Strong	 BROTHERS: When the crew are place can take two damage control actions 	ed at risk by fallout, the Ship's Crew		
			• LUXURY CRUISE: Your ship is decor	ated with lavish furnishings and art		
□ _{GAMING} □ HARI		$\square_{MERCHANT}$	of far away lands. Increase the Crew's located on the ship and gain +2 Coin	Wealth for social interactions while		BROKEN
HALL MAS'	TER 1 PC gets a free TURF	ROUTE	• PART OF THE JOB: When you are at wa		Injured	BROKEN
+1 for Rovers +1 to ac	cquire recovery action	+2 Coin for theft operations	amount of downtime actions and gain	n +2 Coin per downtime.	GANG	☐ EXPERT
4350	per downtime	their operations	• SOLDIERS OF FORTUNE: Each PC m Hunt, or Wreck (up to a max of 3).	,		
	AMING PRISON	, D	 Dashing Scoundrels: You have a k in port, your Crew is +1. If you gain they will wait faithfully for your return 	cnack for drawing in lost souls. While cohorts that exceed your Crew size.		
TURF +1 to re		TURF				
notoriet body di			 Veteran: Choose a special abil 	ity from another crew.		
			SHIP ABILITIES			
☐ UPSCALE ☐ NEGLI	ECTED BORED WAR		• ELITE UPGRADES: During ship confl	icts, you Wealth is considered +1.	Injured	Broken
	ATRE ARISTOCRAT COMMISS:	1101010	• FLASHY: The ship's colorful painting	catches the eye of all nearby.	GANG	□ Expert
actions during +1 to Co	onsort gain a royal higher cla		• FALSE DECK: You have hidden compa	artments which can store all your gear	· Grave	<u> </u>
trade phase or Sway	1 0 0 targets	score	• • RECRUIT: Increase Crew by 1, with			
NOTORIETY	COIN Gilded COIN	Gilded	• RENOVATE: Increase Size by 1, with			
V	H	H	• STURDY: Use special armor to avoid	damage in combat.		
STORMFRONT			Wealth Expans	SIONS		
			SPARE: second ship		Injured	Broken
FALLOUT	ATT TE ST. TAKEN MAN		FLEET SQUADRON: if manned get +2 of FLOTILLA: no raids for sea down	once per round, +1 upkeep phases	ПС	
					GANG	□ Expert
-3		ARMOR	SPY: choose 1 faction; you alwa	ys know what they have stocked		
		*	BRIBE INNER CIRCLE: know a contine			
-2		ARMOR	POCKET OF POWER: choose 1	- •		
-1		SPECIAL	FEARED: additional Coin when FAME SEA STORY: gain Sea Raider art			
		SFECIAL L		var penalties do not apply to its ports		
Fallout starts with 2 sections filled; fill a new section each round	F	REPAIRS (CREW XP		Injured	Broken
jii u new section each round			♦ Every time you defeat a ship mark s	sнір хр. If they have greater Wealth,	$\Box G$ ANG	□ E XPERT
. 1 (FDCI I 1 1 17) (1 1 1			mark 2 xp. At the end of session, mark 1 xp or 2 xp	if that item occured multiple times:		
he MERCHANTMAN is the standard trade ship.			♦ Execute a successful battle, recruitme	ent, or subversion operation, or gain		
It has plenty of space		\	a new patron. ◊ Contend with challenges above your	current station		
for hauling goods but is	THE THE PARTY OF T	7	♦ Bolster your crew's reputation or dev	velop a new one.		
vulnerable to attack.			♦ Work towards the crew's current goal	•		
	1111		CREW UPGRADES	Questionae	LE ASSOCIATES	
				OON LAUNCHER	T M	_
SHIP XP	CARGO		DECER	QUALITI	Wagguten, a	
• • • • CREW	Precious Gems	+3	FAVOR OF THE PEOPLE SAWBO		∇ Ghasem, an	
• • • • Size	Luxury Food	+2 If you have 2+ of	FINE BOARDING RIGGING SEC		Deled, a fore	eign official
• • • SPEED	FASHION	+2 same cargo type,		" Imbiements	√ Ashkin, a pa	storal farmer
Firepower	Armaments Knowledge	+1 add the Wealth	UPDATED MAPS OF VEHIC	LE Trools	Rine, a blacl	
Durability	CRAFTING ELEMENTS	+1 modifier for calls	TRADE ROUTES WORK	(SHOP Weapons -	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	
	ESSENTIAL GOODS		■ SAIL (SLIDES -		

COHORTS

BROKEN