

A close-up, artistic photograph of a hand holding several gold coins. The hand is positioned in the center, with fingers slightly curled around the coins. The background is a textured, reddish-brown surface, possibly a piece of fabric or paper, with some darker, blueish-grey areas. The lighting is dramatic, highlighting the metallic sheen of the coins and the skin of the hand.

THE PLAYBOOKS

TIDES OF GOLD v3.0 — CASSKDESIGNS



CHARACTER PLAYBOOKS

Tides of Gold

CREW

CAPTAIN

A DASHING
COMMANDER &
PROFITEER

PLAYBOOK XP



INSIGHT

- HUNT
- STUDY
- SURVEY
- TINKER

PROWESS

- FINESSE
- PROWL
- SKIRMISH
- WRECK

RESOLVE

- ATTUNE
- COMMAND
- CONSORT
- SWAY

BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK.
- OR- USE AN ADVANTAGE

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS VVVVVVVVVV **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

H
A
R
M

	INSIGHT	PROWESS	RESOLVE
-3			
-2			
-1			

SPECIAL ARMOR

SPECIAL ABILITIES

- **SWASHBUCKLING:** Push yourself and choose 1: perform a dueling move that defies physics; swoop in to pull another character from harm and land anywhere you want within sight; or take two shipboard actions in a round.
- **CINEMATIC ENTRANCE:** When you make a flashy entrance or arrive at the last possible moment to save the day, your presence freezes the scene. Your first Resolve action cannot be worse than a 7-9. Push yourself to make it a 10+.
- **COMMISSION CREW:** When in port, you can spend 1 Coin to gain 2 hirelings. They are experts limited to 1 action; they do not count for Crew limits. They must be paid each downtime or they will leave.
- **EYE TO THE PRIZE:** During an Odyssey, add +2 to the Odyssey challenge roll to pick up a random cargo on the way. During score loot, you gain an additional 2 Coin.
- **FOUND FAMILY:** When you take a risk to make another PC feel welcome or support their anchor, the entire crew gains the advantage "high spirits." It acts like any advantage from a natural 12. Can only happen once per phase.
- **GENIAL HOST:** Gain a new downtime action "Carouse." For each Coin spent, choose 1 of the following: you befriend a useful NPC; you hear rumors of a lucrative opportunity; decrease Notoriety by 2; clear this harbormaster's tithe clock of any segments from non-payment.
- **GOLDEN TONGUE:** When you Sway, you can spend 1 Coin instead of rolling and the result will be as if you rolled a 10+. Cannot be used if the target is openly hostile.
- **LEAD FROM THE FRONT:** Mark special armor to protect a crewmember from a consequence or to push yourself when outnumbered.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Gisa, a weather witch
- △▽ Benno, a forgotten war hero
- △▽ Falk, a leviathan hunter
- △▽ Magda, creature of the deep
- △▽ Reto, a shipping magnate

ITEMS LOAD ■ L (3)

- OFFICER'S RAPIER & HAT
- STAFF WITH WICKED HOOK
- FINE SEA RAIDER PISTOL
- CAPTAIN'S LEATHERS
- UNERRING COMPASS & SPYGLASS
- PACK OF COMMANDEERED ITEMS ● ● ●

■ N (5) ■ H (7)

- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

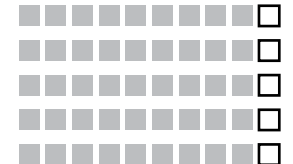
XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Put yourself at risk to protect the crew or ship.
- ◇ Attempted to address a challenge with recklessness or bravado.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



COIN _____ GILDED _____



Tides of Gold

CREW

COLLECTOR

INQUISITIVE
TRAVELER &
PEDDLER

PLAYBOOK XP

NAME _____ PRONOUNS _____

LOOK _____

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GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

	CURIO CONDITIONS
_____	It is either consumable or faulty, and will only work once
_____	It was not intended to be used for this
_____	It will take a lot of time and effort to use properly
_____	It won't work unless you [X]
_____	The curio's effects are incredibly specific
_____	You get something close to what you want, but not quite
_____	You'll need help from [X] to use it safely

SPECIAL ABILITIES

- **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.
- **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.
- **BEST FOR LAST:** When you check off your last item of load, take +2 whenever you 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.
- **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.
- **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 it. Take +2 in negotiating with them.
- **WELL STOCKED:** Flashbacks related to obtaining an item never cause you stress.
- ● ● **VETERAN:** Choose a special ability from another playbook.

INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

FRIENDS & RIVALS

- △▽ Traudle, an inventor
- △▽ Priska, a possessed item
- △▽ Achim, a cartographer
- △▽ Rike, an academic
- △▽ Sepp, an automaton artist

ITEMS **LOAD** **L (3)** **N (5)** **H (7)**

- APPRAISAL KIT
- VEHICLE OR MOUNT THAT MATCHES COLLECTION
- CATALOGUE OF STRANGE & MYSTERIOUS
- MEMBERSHIP CARD
- AN INTELLIGENT ITEM OR PET
- MONSTER FEED ● ● ●

- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
 - ◇ Endanger yourself or your crew for the sake of riches or new knowledge.
 - ◇ Attempted to address a challenge with wealth or gear.
 - ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



COIN **GILDED**

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<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Tides of Gold

CREW

COMPASS

UNWAVERING GUIDE & MYSTIC

NAME _____ PRONOUNS _____

LOOK _____

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STRESS **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

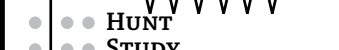
SPECIAL ABILITIES

- **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 sight.
- **CLEAR EYES:** When you Attune to a new mystical being or power for the first time, clear 1 stress.
- **GUIDING LIGHT:** When you show a character the best course of action, 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 anchor.
- **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.
- **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.
- **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 your ability once per session.
- **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.
- **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.
- ● ● **VETERAN:** Choose a special ability from another playbook.

PLAYBOOK XP

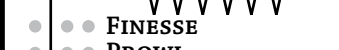


INSIGHT



- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS



- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE



- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

+ PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

FRIENDS & RIVALS

- Ferey, an apostate priestess
- Baya, a quartermaster
- Episteme, a monster slayer
- Landolfo, an assassin
- Kaysar, a zealot

ITEMS LOAD L (3)

- PURIFICATION TOOLS
- FINE SHEPHERD'S STAFF
- MEMENTO OF A DARKER LIFE
- KEEPSAKE OF LOVED ONE
- SPIRIT BANE LANTERN
- COLLECTION OF MAPS & STAR CHARTS ● ● ●

N (5) H (7)

- A BLADE OR TWO
- RANGED WEAPON
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XP

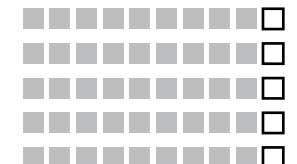
◇ Every time you fail a roll, mark xp in that action's attribute. At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:

- ◇ Ease the suffering of a person or place.
- ◇ Attempted to address a challenge with honesty or sacrifice.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



COIN GILDED



Tides of Gold

CREW

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
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STRESS VVVVVVVVVV **CHAINS** ▽▽▽ PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

EXILE

DISPLACED CAST-OFF & OBSERVANT SEEKER

SPECIAL ABILITIES

- **ON GUARD:** Attune to tensions in the scene. **6 or less**, GM chooses 1; **7-9**, choose 1; **10+**, choose 2: *what does [X] really want; what is out of place; who really has the upper hand; or who is most vulnerable?* The GM must answer honestly.
- **BURNING PURPOSE:** When you act in line with or in defense of your anchor, it only takes 1 stress to push yourself.
- **EARNING A PLACE:** If you use a flashback to fulfill an obligation to a questionable associate, it never takes stress.
- **EAR TO THE GROUND:** Pay 1 Coin to flashback to your last port downtime. You listened to rumors that can help you now. Roll an action based on how you sought them out and ask any two questions. **6 or less**, the GM chooses the fault, **7-9**, you choose the fault, **10+** get complete answers. *Faults: incomplete, tangential, or 2 conflicting answers.*
- **NEW HOME:** Gain a new downtime action "Accompany." Give a crewmember +2 on their downtime action roll. You answer 1 question: *how did you help me feel welcome; who do you remind me of; how does your anchor connect to my past; or what lie have I told you?*
- **NO ONE TRUSTS OUTSIDERS:** Experience prepared you for the worst from locals. **Push yourself** to make the GM reroll a raid die and keep the lowest.
- **NONE LEFT BEHIND:** Gain 1 stress to appear at the side of an isolated or outnumbered crewmember.
- **USED TO BE FRIENDS:** Mark special armor to know a supporting character who can help with an obstacle. **Push yourself** to have them appear near your current scene, but your relationship is tense.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Gos, harbormaster's assistant
- △▽ Phaidyme, an exiled royal
- △▽ Sear, a cult recruiter
- △▽ Primo, a smuggler
- △▽ Tiyya, a spy

ITEMS

- READY BRIBE**
- FRIGHTENING WEAPON**
- MEMENTO OF HOMELAND**
- FOREIGN LUXURY ITEM**
- TAILOR'S TOOLS**
- VIALS OF ILLUSION** ● ● ●

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
 - ◇ Improve a crewmember or associate's sense of trust towards you.
 - ◇ Attempted to address a challenge with calculation or teamwork.
 - ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



PLAYBOOK XP



INSIGHT

- ● ● **HUNT**
- ● ● **STUDY**
- ● ● **SURVEY**
- ● ● **TINKER**

PROWESS

- ● ● **FINESSE**
- ● ● **PROWL**
- ● ● **SKIRMISH**
- ● ● **WRECK**

RESOLVE

- ● ● **ATTUNE**
- ● ● **COMMAND**
- ● ● **CONSORT**
- ● ● **SWAY**

BONUS DIE

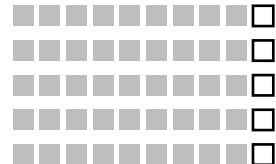
+ **PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE**

LOAD

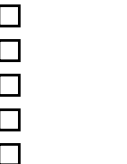
■ L (3) ■ N (5) ■ H (7)

- A BLADE OR TWO**
- RANGED WEAPON**
- A CUTLASS**
- A POLEARM**
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- BURGLARY GEAR**
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- LANTERN**

COIN



GILDED



Tides of Gold

CREW

FIREBRAND

RECKLESS &
PASSIONATE
REBEL

NAME _____ PRONOUNS _____

LOOK _____

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PROFESS - PROVIDE - DEDICATE - FIX
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	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

SPECIAL ABILITIES

- **RADICAL ACTION:** When you escalate a situation, clear 1d6 stress. If you roll higher than your total stress, the situation spins out of control.
- **AWESTRUCK:** Tell an outrageous lie and mark special armor; your target will believe it and nothing can change their mind...even you. Create a 4-segment progress clock "unintended consequences"; the GM can complete a segment for any complication and describe a new consequence of this belief. When the clock is full, the belief is broken.
- **DIVINE DEVOTEE:** You act in service of a deity or mystical force. When you Consort in their name, take +2.
- **DROP THE MASK:** Reveal your doubts to a crewmember and gain 1 stress; they can reduce an Insight or Resolve harm.
- **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.
- **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.*
- **QUESTIONABLE PAST:** You also have the heritage "underworld" and can make additional Connect rolls with it if you gain 1 stress.
- **RIDE THE WAVE:** When conflict breaks out, you act first.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Aura, a disgraced magistrate
- △▽ Mahvash, a rising performer
- △▽ Orsino, an infamous betrayer
- △▽ Charis, a reluctant oracle
- △▽ Simin, a soldier of fortune

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
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- ◇ 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



PLAYBOOK XP



INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
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PROWESS

- ● ● FINESSE
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RESOLVE

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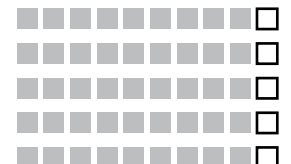
BONUS DIE

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ITEMS LOAD ■ L (3) ■ N (5) ■ H (7)

- CULT TEXTS & SECRETS
- INTIMIDATING PET
- ELABORATE JEWELRY OR DECORATIVE FASHION
- EXAGGERATED REPUTATION
- ALTERNATE IDENTITY
- PACK OF CONTRABAND ITEMS ● ● ●
- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
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COIN GILDED



Tides of Gold

CREW

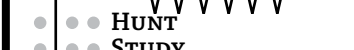
OLD TIMER

GRIZZLED &
HAUNTED
SURVIVOR

PLAYBOOK XP

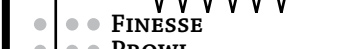


INSIGHT



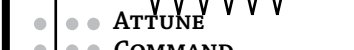
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	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

- ### UNEADING SCARS
- Scarred Hands:** Your hands are a bludgeoning weapon. Take +1 when you Wreck with them.
 - Scarred Body:** You have special armor against physical consequence.
 - Scarred Mind:** You have special armor against mental consequences.
 - Scarred Heart:** Roll with advantage against any who insult your past.
 - Scarred Soul:** Your chest burns when you are in danger; when threatened, you act first.
 - Scarred Conscience:** Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt."

SPECIAL ABILITIES

- ● ● **SCARRED & BURNED:** The great tragedy of your life permanently branded you. Choose an unfading scar.
- **CHILLING ACCOUNT:** When you reduce Notoriety by spreading stories of past horrors, take +2.
- **ECHOES OF A FORMER LIFE:** When the crew encounters a new location or person, you can tell the GM when you came across them before; the GM will answer 1 question about how they have changed.
- **IMPERVIOUS:** When you take physical harm without resisting, choose one: *their weapon breaks against you; an enemy runs in fear; regain 1 stress; or take +2 for your counterattack.*
- **LONE SURVIVOR:** You lost everything to the cruelty of men. When dealing with sympathetic or guilty NPCs, you can push yourself with your haunted past instead of using stress.
- **SPARE THE INNOCENT:** Gain a new XP trigger: *Stop a massacre, disaster, or tragedy.* If the crew helps, gain crew XP.
- **STAY A WHILE:** You can use a downtime action to tell a PC a story of your past. Until the next downtime, they carry your pain and gain the benefits of one of your unfading scars.
- **UNSTOPPABLE:** Gain 1 stress to ignore the negative modifiers of harm during a scene.
- **WHITE WHALE:** You lost a former crew to a terrifying monster. When you fight against a beast or monster of a similar type, that threatens your crew, take +2. Monster type: _____

The Old Timer does not get a Veteran ability

FRIENDS & RIVALS

- △▽ Severino, a military officer
- △▽ Lavrentios, a travelling sage
- △▽ Veltry, a pirate queen
- △▽ Maire, a fortune teller
- △▽ Taavi, a nomadic artist

ITEMS LOAD ■ L (3)

- WEAPON OF YOUR MENTOR
- FAMILY HEIRLOOM
- BANDAGES & POULTICES
- MEMENTO FROM YOUR TRAGEDY
- TOOL OF YOUR VENDETTA
- SURVIVAL PACK ● ● ●

■ N (5) ■ H (7)

- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

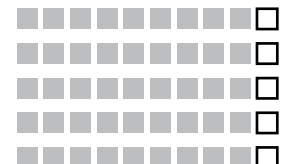
XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Obtain something for your home that is yours and only yours.
- ◇ Attempted to address a challenge with nonviolence or knowledge.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



COIN GILDED



Tides of Gold

CREW

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

SCAMP

NIMBLE & UNREPENTANT
MISCHIEF MAKER

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 body of water.
- **CHEERFUL RESPITE:** Mark special armor and share a story of a past 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. Describe your misdirection. You will always succeed initially, but they will realize your trickery in moments.
- **DEAD DROP:** When you attack from above, choose one before rolling the action: *take +1 for the attack; kidnap them and retreat; or the attack is silent.*
- **GRANDSTAND:** When you you draw attention to yourself before attempting a risky athletic stunt, take +2.
- **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.

FRIENDS & RIVALS

- △▽ Celestyn, a storyteller
- △▽ Xabi, an artificer
- △▽ Dejan, an academic
- △▽ Aili, a street thief
- △▽ Katicar, a bodyguard

ITEMS LOAD ■ L (3) ■ N (5) ■ H (7)

- MISCELLANEOUS CHARMS
- FINE CLIMBING SPEAR
- DISTRACTION TOOLS
- STOLEN BADGE OF RANK
- FINE DISGUISE
- PACK OF "BORROWED" LUXURY ITEMS ● ● ●
- A BLADE OR TWO
- RANGED WEAPON
- A CUTLASS
- A POLEARM
- AN UNUSUAL WEAPON
- BURGLARY GEAR
- CLIMBING GEAR
- BOARDING TOOLS
- MYSTIC IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITIONS TOOLS
- TINKERING TOOLS
- LANTERN

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
 - ◇ Enact justice against an authority figure.
 - ◇ Attempted to address a challenge with trickery or athletic feats.
 - ◇ Expressed your heritage, background, or complicated events with chains.

PLAYBOOK XP



INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

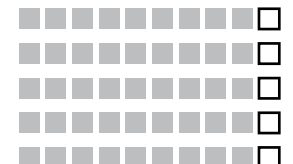
BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

LONG-TERM PROJECTS



COIN GILDED



Tides of Gold

CREW

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS  **CHAINS**  PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3			<input type="checkbox"/>
A	-2			
R	-1			

SCOUNDREL

BRAWLER
& FORTUNE
HUNTER

SPECIAL ABILITIES

- **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.
- **DEAD OR ALIVE:** When you reduce Notoriety by pointing attention towards another outlaw, roll with advantage.
- **GAME OF CHANCE:** Gain a new port downtime action "Gamehouse." Each Coin you wager increases your dice pool by 1. Roll the d6's and look at the highest result: 1-3, lose everything; 4/5, choose 1; 6, choose 2: gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby faction.
- **PRICE ON MY HEAD:** You are used to evading bounties. When you choose light load, take +2 when you pass yourself off as a mundane person.
- **STEADFAST:** Gain a new xp trigger: Sacrifice profit or an opportunity for a crewmember's benefit.
- **TOUCH OF FATE:** Mark special armor to reroll a failed action.
- **WASN'T PART OF THE DEAL:** Push yourself and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.
- **WON IT IN A GAME:** You have no Wealth limits when you acquire an asset. If you reach outside your current Wealth, the asset must come from a specific faction.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- Ale, a gamehouse owner
- Rufino, a retired pirate
- Elettra, a bounty hunter
- Sirin, a naive trader
- Zdan, a corrupt advisor

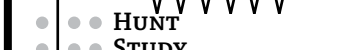
ITEMS LOAD L (3) N (5) H (7)

- LUCKY COIN
- WORN DOWN VEHICLE
- OVERLY POLISHED PISTOLS
- UNTAPPED FAVOR
- SIGNATURE LOOK
- PACK OF COUNTERFEIT ITEMS ● ● ●

PLAYBOOK XP

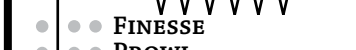


INSIGHT



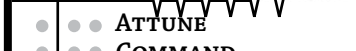
- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS



- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE



- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

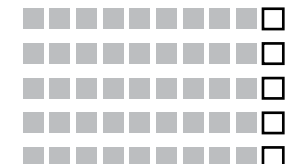
XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Pursue a risky proposal or profit opportunity without hesitation.
- ◇ Attempted to address a challenge with intimidation or negotiation.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



COIN GILDED





CREW PLAYBOOKS

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN OF THE SEAS

COHORTS

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **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.
- **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.
- **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).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **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.
- ● **RENOVATE:** Increase Size by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
 SQUADRON: if manned get +2 once per round, +1 upkeep phases
 FLOTILLA: no raids for sea downtime
- 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
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
 SEA STORY: gain Sea Raider artifact when you loot instead of cargo
 LEGEND: choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> ELITE THUGS | <input type="checkbox"/> HARPOON LAUNCHER | QUALITY |
| <input type="checkbox"/> PRIVATE BAR | <input type="checkbox"/> DECEPTIVE RIGGING | |
| <input type="checkbox"/> SECRET PORT | <input type="checkbox"/> ALTAR | <input type="checkbox"/> Documents |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID | <input type="checkbox"/> SAWBONES | <input type="checkbox"/> Gear |
| <input type="checkbox"/> PIRATE SASH (2 free load of weapons or items) | <input type="checkbox"/> SECURE | <input type="checkbox"/> Implements |
| | <input type="checkbox"/> VAULT | <input type="checkbox"/> Supplies |
| | <input type="checkbox"/> VEHICLE | <input type="checkbox"/> Tools |
| | <input type="checkbox"/> WORKSHOP | <input type="checkbox"/> Weapons |
| | <input type="checkbox"/> SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

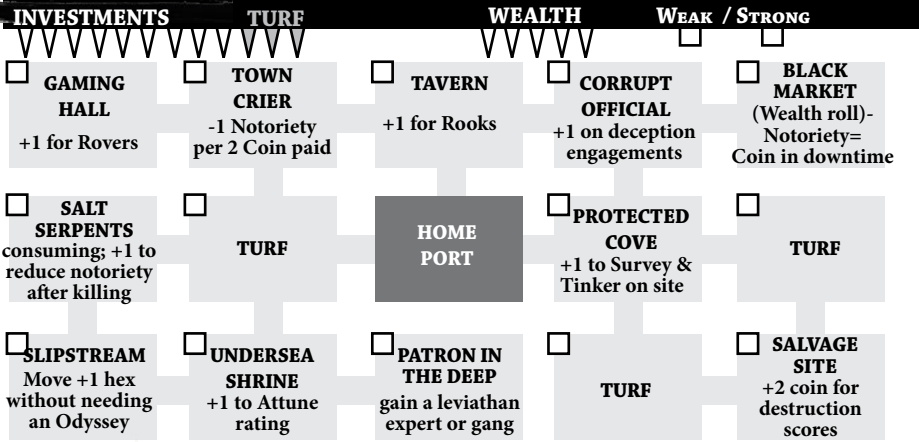
INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT



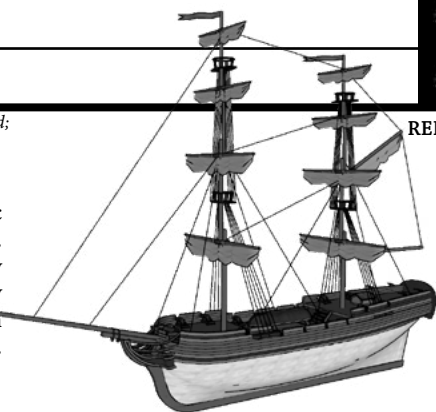
NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT

-3	□□□□□□	⊕
-2	□□□□□□	⊗
-1	□□□□□□	⊙

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 well. It is equally popular with merchants and pirates.



REPAIRS ⊕

SHIP XP

- ● ● ● CREW
- ● ● ● SIZE
- ● ● ● SPEED
- ● ● ● FIREPOWER
- ● ● ● DURABILITY

CARGO

PRECIOUS GEMS	□□□□□□□□	+3
LUXURY FOOD	□□□□□□□□	+2
FASHION	□□□□□□□□	+2
ARMAMENTS	□□□□□□□□	+1
KNOWLEDGE	□□□□□□□□	+1
CRAFTING ELEMENTS	□□□□□□□□	0
ESSENTIAL GOODS	□□□□□□□□	0

If you have 2+ of same cargo type, add the modifier for raids

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN OF THE SEAS

COHORTS

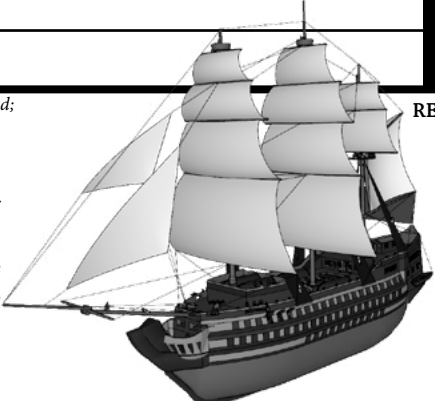
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG	
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> TOWN CRIER -1 Notoriety per 2 Coin paid	<input type="checkbox"/> TAVERN +1 for Rooks	<input type="checkbox"/> CORRUPT OFFICIAL +1 on deception engagements	<input type="checkbox"/> BLACK MARKET (Wealth roll)- Notoriety=Coin in downtime
<input type="checkbox"/> SALT SERPENTS consuming; +1 to reduce notoriety after killing	<input type="checkbox"/> TURF	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> PROTECTED COVE +1 to Survey & Tinker on site	<input type="checkbox"/> TURF
<input type="checkbox"/> SLIPSTREAM Move +1 hex without needing an Odyssey	<input type="checkbox"/> UNDERSEA SHRINE +1 to Attune rating	<input type="checkbox"/> PATRON IN THE DEEP gain a leviathan expert or gang	<input type="checkbox"/> TURF	<input type="checkbox"/> SALVAGE SITE +2 coin for destruction scores

NOTORIETY	COIN	Gilded	COIN	Gilded
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

FALLOUT	ARMOR
-3	<input type="checkbox"/>
-2	<input type="checkbox"/>
-1	<input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round



The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

SHIP XP	CARGO																					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<table border="1"> <tr> <td>PRECIOUS GEMS</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>+3</td> </tr> <tr> <td>LUXURY FOOD</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>+2</td> </tr> <tr> <td>FASHION</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>+2</td> </tr> <tr> <td>ARMAMENTS</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>+1</td> </tr> <tr> <td>KNOWLEDGE</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>+1</td> </tr> <tr> <td>CRAFTING ELEMENTS</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>0</td> </tr> <tr> <td>ESSENTIAL GOODS</td> <td><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></td> <td>0</td> </tr> </table>	PRECIOUS GEMS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	LUXURY FOOD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	FASHION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	ARMAMENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	KNOWLEDGE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	CRAFTING ELEMENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0	ESSENTIAL GOODS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0
PRECIOUS GEMS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3																				
LUXURY FOOD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2																				
FASHION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2																				
ARMAMENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1																				
KNOWLEDGE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1																				
CRAFTING ELEMENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0																				
ESSENTIAL GOODS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	0																				

- ### SPECIAL ABILITIES
- BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
 - 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.
 - 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.
 - 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).
 - SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
 - VETERAN:** Choose a special ability from another crew.

- ### SHIP ABILITIES
- ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
 - 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.
 - RENOVATE:** Increase Size by 1, with a max limit of 4.
 - STURDY:** Use special armor to avoid damage in combat.

- ### WEALTH EXPANSIONS
- FLEET:**
 - SPARE:** second ship
 - SQUADRON:** if manned get +2 once per round, +1 upkeep phases
 - FLOTILLA:** no raids for sea downtime
 - 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
 - FAME:**
 - FEARED:** additional Coin when you loot equal to Fame attribute
 - SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
 - LEGEND:** choose 1 continent; war penalties do not apply to its ports

- ### CREW XP
- Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
 - At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - Execute a successful raid, kidnapping, holdup, or fraud operation.
 - Contend with challenges above your current station.
 - Bolster your crew's reputation or develop a new one.
 - Work towards the crew's current goal: _____

- ### CREW UPGRADES
- | | |
|--|--|
| <input type="checkbox"/> ELITE THUGS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> PRIVATE BAR | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> SECRET PORT | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> PIRATE SASH (2 free load of weapons or items) | <input type="checkbox"/> SECURE |
| | <input type="checkbox"/> VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

- ### QUESTIONABLE ASSOCIATES
- Miko, a weapons dealer
 - Hidi, a disgraced chef
 - Anysia, an impoverished noble
 - Edem, a shipwright
 - Idiger, an architect

- ### QUALITY
- Documents
 - Gear
 - Implements
 - Supplies
 - Tools
 - Weapons

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN OF THE SEAS

COHORTS

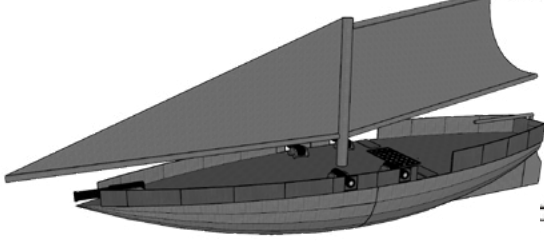
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> TOWN CRIER -1 Notoriety per 2 Coin paid	<input type="checkbox"/> TAVERN +1 for Rooks	<input type="checkbox"/> CORRUPT OFFICIAL +1 on deception engagements
<input type="checkbox"/> SALT SERPENTS consuming; +1 to reduce notoriety after killing	<input type="checkbox"/> TURF	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> BLACK MARKET (Wealth roll)- Notoriety=Coin in downtime
<input type="checkbox"/> SLIPSTREAM Move +1 hex without needing an Odyssey	<input type="checkbox"/> UNDERSEA SHRINE +1 to Attune rating	<input type="checkbox"/> PATRON IN THE DEEP gain a leviathan expert or gang	<input type="checkbox"/> PROTECTED COVE +1 to Survey & Tinker on site
<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> SALVAGE SITE +2 coin for destruction scores			

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	⊕
-2	⊗
-1	⊗

Fallout starts with 2 sections filled; fill a new section each round



The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□ +3
●●● SIZE	LUXURY FOOD □□□□ +2
●●●● SPEED	FASHION □□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□ +1
●●● DURABILITY	KNOWLEDGE □□□□ +1
	CRAFTING ELEMENTS □□□□ 0
	ESSENTIAL GOODS □□□□ 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **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.
- **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.
- **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).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evaded.
- **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.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
- SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLOTILLA:** no raids for sea downtime
- 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
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
- SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | |
|--|--|
| <input type="checkbox"/> ELITE THUGS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> PRIVATE BAR | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> SECRET PORT | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> PIRATE SASH (2 free load of weapons or items) | <input type="checkbox"/> SECURE |
| | <input type="checkbox"/> VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

Tides of Gold

PIRATES RAIDERS & HIGHWAYMEN OF THE SEAS

COHORTS

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG	
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> TOWN CRIER -1 Notoriety per 2 Coin paid	<input type="checkbox"/> TAVERN +1 for Rooks	<input type="checkbox"/> CORRUPT OFFICIAL +1 on deception engagements	<input type="checkbox"/> BLACK MARKET (Wealth roll)- Notoriety=Coin in downtime
<input type="checkbox"/> SALT SERPENTS consuming; +1 to reduce notoriety after killing	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> PROTECTED COVE +1 to Survey & Tinker on site	<input type="checkbox"/> TURF
<input type="checkbox"/> SLIPSTREAM Move +1 hex without needing an Odyssey	<input type="checkbox"/> UNDERSEA SHRINE +1 to Attune rating	<input type="checkbox"/> PATRON IN THE DEEP gain a Leviathan expert or gang	<input type="checkbox"/> TURF	<input type="checkbox"/> SALVAGE SITE +2 coin for destruction scores

NOTORIETY	COIN	Gilded	COIN	Gilded
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> STORMFRONT				

FALLOUT

-3		<input type="checkbox"/>
-2		<input type="checkbox"/>
-1		<input type="checkbox"/>

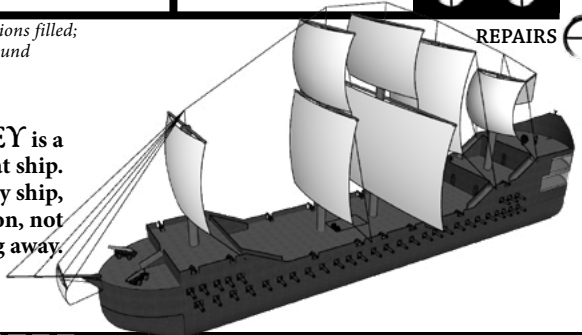
ARMOR

ARMOR

+HEAVY

SPECIAL

Fallout starts with 2 sections filled; fill a new section each round



The **WAR GALLEY** is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.

REPAIRS

War Galley can take two level-1 Fallout

SHIP XP

CARGO		
<input type="checkbox"/> PRECIOUS GEMS	<input type="checkbox"/>	+3
<input type="checkbox"/> LUXURY FOOD	<input type="checkbox"/>	+2
<input type="checkbox"/> FASHION	<input type="checkbox"/>	+2
<input type="checkbox"/> ARMAMENTS	<input type="checkbox"/>	+1
<input type="checkbox"/> KNOWLEDGE	<input type="checkbox"/>	+1
<input type="checkbox"/> CRAFTING ELEMENTS	<input type="checkbox"/>	0
<input type="checkbox"/> ESSENTIAL GOODS	<input type="checkbox"/>	0

•••• **CREW**

•••• **SIZE**

•••• **SPEED**

•••• **FIREPOWER**

•••• **DURABILITY**

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- 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.
- 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.
- 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).
- SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- **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 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.
- **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.

WEALTH EXPANSIONS

- FLEET**
- SPARE:** second ship
 - SQUADRON:** if manned get +2 once per round, +1 upkeep phases
 - FLOTILLA:** no raids for sea downtime
- 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
- FAME**
- FEARED:** additional Coin when you loot equal to Fame attribute
 - SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
 - LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|---|--|
| <input type="checkbox"/> ELITE THUGS | <input type="checkbox"/> HARPOON LAUNCHER | QUALITY |
| <input type="checkbox"/> PRIVATE BAR | <input type="checkbox"/> DECEPTIVE RIGGING | |
| <input type="checkbox"/> SECRET PORT | <input type="checkbox"/> ALTAR | <input type="checkbox"/> Documents |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID | <input type="checkbox"/> SAWBONES | <input type="checkbox"/> Gear |
| <input type="checkbox"/> PIRATE SASH
(2 free load of weapons or items) | <input type="checkbox"/> SECURE | <input type="checkbox"/> Implements |
| | <input type="checkbox"/> VAULT | <input type="checkbox"/> Supplies |
| | <input type="checkbox"/> VEHICLE | <input type="checkbox"/> Tools |
| | <input type="checkbox"/> WORKSHOP | <input type="checkbox"/> Weapons |
| | <input type="checkbox"/> SAIL GLIDES | |

INJURED **BROKEN**

GANG **EXPERT**

INJURED **BROKEN**

GANG **EXPERT**

INJURED **BROKEN**

GANG **EXPERT**

INJURED **BROKEN**

GANG **EXPERT**

INJURED **BROKEN**

GANG **EXPERT**

- △▽ **Miko**, a weapons dealer
- △▽ **Hidi**, a disgraced chef
- △▽ **Anysia**, an impoverished noble
- △▽ **Edem**, a shipwright
- △▽ **Idiger**, an architect

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

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

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

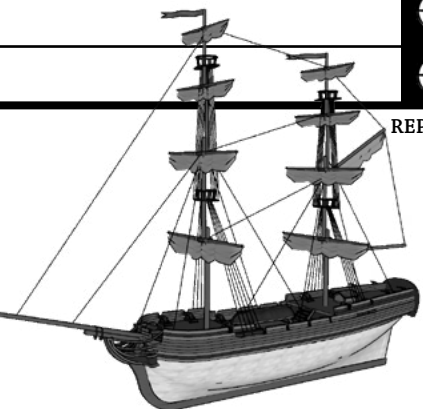
INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score
<input type="checkbox"/> GOVERNOR'S MANOR -2 notoriety per score	<input type="checkbox"/> BITTER JUDGE +2 coin for higher class targets	<input type="checkbox"/> DOCK SECURITY War does not affect dock tith rates	<input type="checkbox"/> SECRET SOCIETY add a 2nd puppet master
<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in any port for a phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port	<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores	

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	ARMOR <input type="checkbox"/>
-2	SPECIAL <input type="checkbox"/>
-1	REPAIRS <input type="checkbox"/>

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 well. It is equally popular with merchants and pirates.



SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□ +3
●●●● SIZE	LUXURY FOOD □□□□ +2
●●●● SPEED	FASHION □□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□ +1
	CRAFTING ELEMENTS □□□□ 0
	ESSENTIAL GOODS □□□□ 0

If you have 2+ of same cargo type, add the modifier for raids

SPECIAL ABILITIES

- 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.
- 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 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

- 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.
- RENOVATE: Increase Size by 1, with a max of 4.
- STURDY: Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- 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
- BRIBE INNER CIRCLE: know a continent's Institution or Underworld factions' stock
- POCKET OF POWER: choose 1 port; you cannot be raided there
- FAME FEARED: additional Coin when you loot equal to Fame attribute
- FAME SEA STORY: gain Sea Raider artifact when you loot instead of cargo
- FAME LEGEND: choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> UNBREAKABLE JAIL CELL | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> FORGED WARRANTS | <input type="checkbox"/> DECEPTIVE RIGGING QUALITY |
| <input type="checkbox"/> OFFICIAL IN YOUR POCKET | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> NEW BLOOD (add an expert of a different type to a gang) | <input type="checkbox"/> SECURE |
| | <input type="checkbox"/> VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

COHORTS

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

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

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

SPECIAL ABILITIES

- **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.
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- **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

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **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.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET SPARE:** second ship
- FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLEET FLOTILLA:** no raids for sea downtime
- BRIBE SPY:** choose 1 faction; you always know what they have stocked
- BRIBE INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- BRIBE POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME FEARED:** additional Coin when you loot equal to Fame attribute
- FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
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CREW XP

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- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
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 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- UNBREAKABLE JAIL CELL
- FORGED WARRANTS
- OFFICIAL IN YOUR POCKET
- SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR 1 ATTRIBUTE)
- NEW BLOOD (add an expert of a different type to a gang)
- HARPOON LAUNCHER
- DECEPTIVE RIGGING QUALITY
- ALTAR
- SAWBONES
- SECURE
- VAULT
- VEHICLE
- WORKSHOP
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- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

COHORTS

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

NAME _____ REPUTATION _____

FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS _____ TURF _____ WEALTH _____ WEAK / STRONG _____

<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> GOVERNOR'S MANOR -2 notoriety per score
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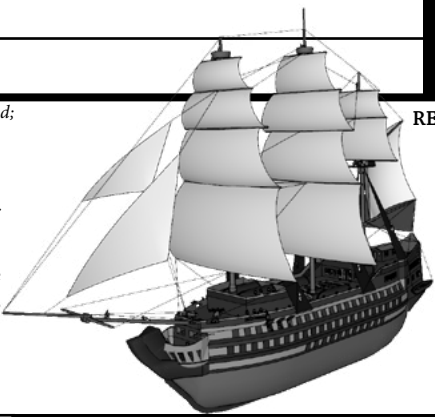
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score	<input type="checkbox"/> BITTER JUDGE +2 coin for higher class targets
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<input type="checkbox"/> DOCK SECURITY War does not affect dock tith rates	<input type="checkbox"/> SECRET SOCIETY add a 2nd puppet master	<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in any port for a phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port	<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores
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NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT				

FALLOUT	ARMOR
-3	ARMOR <input type="checkbox"/>
-2	SPECIAL <input type="checkbox"/>
-1	

Fallout starts with 2 sections filled; fill a new section each round



The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS +3
● ● ● ● SIZE	LUXURY FOOD +2
● ● ● ● SPEED	FASHION +2
● ● ● ● FIREPOWER	ARMAMENTS +1
● ● ● ● DURABILITY	KNOWLEDGE +1
	CRAFTING ELEMENTS 0
	ESSENTIAL GOODS 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

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

STRICTURES: *protect, acquire, destroy, discover, hide, pursue, or sacrifice.*

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

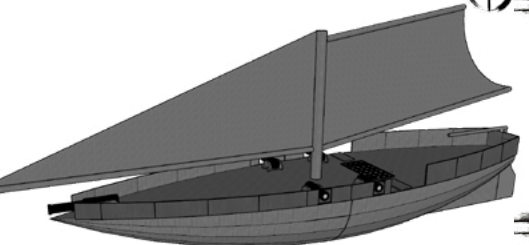
INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score
<input type="checkbox"/> DOCK SECURITY War does not affect dock tith rates	<input type="checkbox"/> SECRET SOCIETY add a 2nd puppet master	<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in any phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port
			<input type="checkbox"/> BITTER JUDGE +2 coin for higher class targets
			<input type="checkbox"/> GOVERNOR'S MANOR -2 notoriety per score
			<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□	□□□□□	□□□□□	□□□□□	□□□□□

FALLOUT	ARMOR
-3	⊕
-2	⊗
-1	⊗

Fallout starts with 2 sections filled; fill a new section each round

The SLOOP is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.



SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□□ +3
●●●● SIZE	LUXURY FOOD □□□□□ +2
●●●● SPEED	FASHION □□□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□□ +1
	CRAFTING ELEMENTS □□□□□ 0
	ESSENTIAL GOODS □□□□□ 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **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.
- **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 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

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evaded.
- **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.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** SPARE: second ship
 SQUADRON: if manned get +2 once per round, +1 upkeep phases
 FLOTILLA: no raids for sea downtime
- 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
- FAME** FEARED: additional Coin when you loot equal to Fame attribute
 SEA STORY: gain Sea Raider artifact when you loot instead of cargo
 LEGEND: choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark ship xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> UNBREAKABLE JAIL CELL | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> FORGED WARRANTS | <input type="checkbox"/> DECEPTIVE RIGGING QUALITY |
| <input type="checkbox"/> OFFICIAL IN YOUR POCKET | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> NEW BLOOD (add an expert of a different type to a gang) | <input type="checkbox"/> SECURE |
| | <input type="checkbox"/> VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

COHORTS

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

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

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS **TURF** **WEALTH** **WEAK / STRONG**

DEBTOR'S PRISON
+2 coin for lower class targets

GLADIATOR ARENA
+1 for Thugs

TURF

TURF

GOVERNOR'S MANOR
-2 notoriety per score

TURF

INFORMANT
+1 to manipulate markets

HOME PORT

MESSAGE SERVICE
+1 to gather info for a score

BITTER JUDGE
+2 coin for higher class targets

DOCK SECURITY
War does not affect dock tithes rates

SECRET SOCIETY
add a 2nd puppet master

PAYOUTS
spend 1 coin for an expert in a phase

LIGHTHOUSE
+1 to Hunt & Study in port

BOUNTY HUNTERS
+2 coin for kidnap scores

NOTORIETY **COIN** **Gilded** **COIN** **Gilded**

STORMFRONT

REPAIRS

FALLOUT

-3				
-2				
-1				

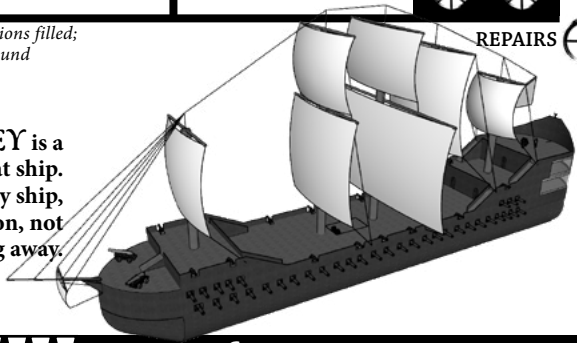
ARMOR

ARMOR

+HEAVY

SPECIAL

Fallout starts with 2 sections filled; fill a new section each round



The WAR GALLEY is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.

War Galley can take two level-1 Fallout

SHIP XP **CARGO**

●●● CREW PRECIOUS GEMS +3

●●● SIZE LUXURY FOOD +2

●●● SPEED FASHION +2

●●● FIREPOWER ARMAMENTS +1

●●● DURABILITY KNOWLEDGE +1

CRAFTING ELEMENTS 0

ESSENTIAL GOODS 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **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.
- **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 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 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.
- ● **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.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
- SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLOTILLA:** no raids for sea downtime
- 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
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
- SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- UNBREAKABLE JAIL CELL HARPOON LAUNCHER
- FORGED WARRANTS DECEPTIVE RIGGING QUALITY
- OFFICIAL IN YOUR POCKET ALTAR
- SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) SAWBONES
- NEW BLOOD (add an expert of a different type to a gang) SECURE
- VAULT
- VEHICLE
- WORKSHOP
- SAIL GLIDES
- Documents
- Gear
- Implements
- Supplies
- Tools
- Weapons

COHORTS

INJURED BROKEN

GANG EXPERT

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GANG EXPERT

QUESTIONABLE ASSOCIATES

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- △▽ Giovone, a wealthy explorer

Tides of Gold

PRIVATEERS MERCENARIES OF THE MARINE WARS

COHORTS

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG	
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> HARBOR MASTER +1 to acquire assets	<input type="checkbox"/> INFIRMARY 1 PC gets a free recovery action per downtime	<input type="checkbox"/> TURF	<input type="checkbox"/> MERCHANT ROUTE +2 Coin for theft operations
<input type="checkbox"/> TURF	<input type="checkbox"/> CHUMMING +1 to reduce notoriety thru body disposal	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> PRISON BRIBES +1 Skulks	<input type="checkbox"/> TURF
<input type="checkbox"/> UPSCALE PARLOR +2 for gossip actions during trade phase	<input type="checkbox"/> NEGLECTED THEATRE +1 to Consort or Sway on site	<input type="checkbox"/> BORED ARISTOCRAT gain a royal expert or gang	<input type="checkbox"/> WAR COMMISSION +2 coin for higher class targets	<input type="checkbox"/> TRADE HOUSE PATRON -2 notoriety per score

NOTORIETY	COIN	Gilded	COIN	Gilded																												
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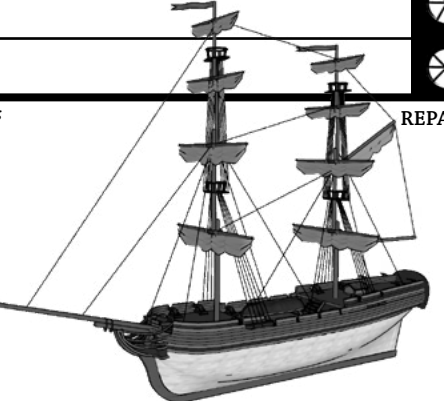
FALLOUT

-3		ARMOR <input type="checkbox"/> ARMOR <input type="checkbox"/> SPECIAL
-2		
-1		

REPAIRS

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 well. It is equally popular with merchants and pirates.



SHIP XP

● ● ● ● ● CREW	PRECIOUS GEMS	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									+3
● ● ● ● ● SIZE	LUXURY FOOD	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									+2
● ● ● ● ● SPEED	FASHION	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									+2
● ● ● ● ● FIREPOWER	ARMAMENTS	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									+1
● ● ● ● ● DURABILITY	KNOWLEDGE	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									+1
	CRAFTING ELEMENTS	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									0
	ESSENTIAL GOODS	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>									0

If you have 2+ of same cargo type, add the modifier for raids

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **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.
- **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.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **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.
- **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **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.
- **RENOVATE:** Increase Size by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
 SQUADRON: if manned get +2 once per round, +1 upkeep phases
 FLOTILLA: no raids for sea downtime
- 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
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
 SEA STORY: gain Sea Raider artifact when you loot instead of cargo
 LEGEND: choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◊ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◊ Contend with challenges above your current station.
 - ◊ Bolster your crew's reputation or develop a new one.
 - ◊ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> ELITE SKULKS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> LUXURY ITEMS | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> FAVOR OF THE PEOPLE | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> FINE BOARDING RIGGING | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> UPDATED MAPS OF TRADE ROUTES | <input type="checkbox"/> SECURE VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |
- QUALITY
- Documents
 - Gear
 - Implements
 - Supplies
 - Tools
 - Weapons

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

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 GANG EXPERT

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 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

QUESTIONABLE ASSOCIATES

- Wagguten, a manservant
- Ghasem, an undertaker
- Eoled, a foreign official
- Ashkin, a pastoral farmer
- Rine, a blackmarket dealer

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

COHORTS

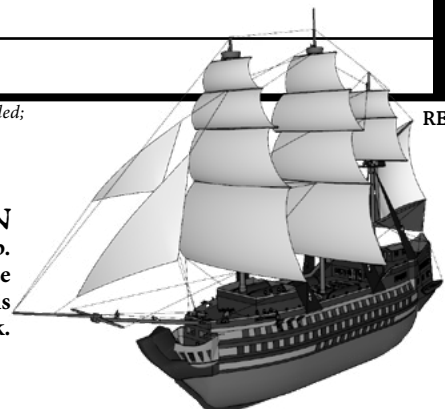
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> HARBOR MASTER +1 to acquire assets	<input type="checkbox"/> INFIRMARY 1 PC gets a free recovery action per downtime	<input type="checkbox"/> MERCHANT ROUTE +2 Coin for theft operations
<input type="checkbox"/> TURF	<input type="checkbox"/> CHUMMING +1 to reduce notoriety thru body disposal	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> PRISON BRIBES +1 Skulks
<input type="checkbox"/> UPSCALE PARLOR +2 for gossip actions during trade phase	<input type="checkbox"/> NEGLECTED THEATRE +1 to Consort or Sway on site	<input type="checkbox"/> BORED ARISTOCRAT gain a royal expert or gang	<input type="checkbox"/> WAR COMMISSION +2 coin for higher class targets
<input type="checkbox"/> TRADE HOUSE PATRON -2 notoriety per score			

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR	ARMOR	SPECIAL
-3	☉	☉	☉
-2	☉	☉	☉
-1	☉	☉	☉

Fallout starts with 2 sections filled; fill a new section each round



The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

SHIP XP	CARGO	REPAIRS
●●●● CREW	PRECIOUS GEMS □□□□□□ +3	☉
●●●● SIZE	LUXURY FOOD □□□□□□ +2	☉
●●●● SPEED	FASHION □□□□□□ +2	☉
●●●● FIREPOWER	ARMAMENTS □□□□□□ +1	☉
●●●● DURABILITY	KNOWLEDGE □□□□□□ +1	☉
	CRAFTING ELEMENTS □□□□□□ 0	☉
	ESSENTIAL GOODS □□□□□□ 0	☉

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **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.
- **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.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **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.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **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.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET SPARE:** second ship
- FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLEET FLOTILLA:** no raids for sea downtime
- BRIBE SPY:** choose 1 faction; you always know what they have stocked
- BRIBE INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- BRIBE POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME FEARED:** additional Coin when you loot equal to Fame attribute
- FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- FAME LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> ELITE SKULKS | <input type="checkbox"/> HARPOON LAUNCHER | <input type="checkbox"/> QUALITY |
| <input type="checkbox"/> LUXURY ITEMS | <input type="checkbox"/> DECEPTIVE RIGGING | <input type="checkbox"/> Documents |
| <input type="checkbox"/> FAVOR OF THE PEOPLE | <input type="checkbox"/> ALTAR | <input type="checkbox"/> Gear |
| <input type="checkbox"/> FINE BOARDING RIGGING | <input type="checkbox"/> SAWBONES | <input type="checkbox"/> Implements |
| <input type="checkbox"/> SECURE | <input type="checkbox"/> VAULT | <input type="checkbox"/> Supplies |
| <input type="checkbox"/> VEHICLE | <input type="checkbox"/> WORKSHOP | <input type="checkbox"/> Tools |
| <input type="checkbox"/> SAIL GLIDES | <input type="checkbox"/> WEAPONS | |

INJURED BROKEN
 GANG EXPERT

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- △▽ Rine, a blackmarket dealer

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

COHORTS

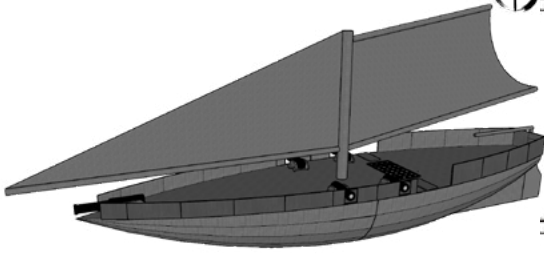
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> HARBOR MASTER +1 to acquire assets	<input type="checkbox"/> INFIRMARY 1 PC gets a free recovery action per downtime	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> CHUMMING +1 to reduce notoriety thru body disposal	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> PRISON BRIBES +1 Skulks
<input type="checkbox"/> UPSCALE PARLOR +2 for gossip actions during trade phase	<input type="checkbox"/> NEGLECTED THEATRE +1 to Consort or Sway on site	<input type="checkbox"/> BORED ARISTOCRAT gain a royal expert or gang	<input type="checkbox"/> WAR COMMISSION +2 coin for higher class targets
<input type="checkbox"/> TRADE HOUSE PATRON -2 notoriety per score			

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□□□	□□□□□□□□□□	□□□□□□□□□□	□□□□□□□□□□

FALLOUT	ARMOR
-3	○
-2	○
-1	○

Fallout starts with 2 sections filled; fill a new section each round



The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP	CARGO																					
●●●● CREW ●●●● SIZE ●●●● SPEED ●●●● FIREPOWER ●●●● DURABILITY	<table border="1"> <tr> <td>PRECIOUS GEMS</td> <td>□□□□□□□□□□</td> <td>+3</td> </tr> <tr> <td>LUXURY FOOD</td> <td>□□□□□□□□□□</td> <td>+2</td> </tr> <tr> <td>FASHION</td> <td>□□□□□□□□□□</td> <td>+2</td> </tr> <tr> <td>ARMAMENTS</td> <td>□□□□□□□□□□</td> <td>+1</td> </tr> <tr> <td>KNOWLEDGE</td> <td>□□□□□□□□□□</td> <td>+1</td> </tr> <tr> <td>CRAFTING ELEMENTS</td> <td>□□□□□□□□□□</td> <td>0</td> </tr> <tr> <td>ESSENTIAL GOODS</td> <td>□□□□□□□□□□</td> <td>0</td> </tr> </table>	PRECIOUS GEMS	□□□□□□□□□□	+3	LUXURY FOOD	□□□□□□□□□□	+2	FASHION	□□□□□□□□□□	+2	ARMAMENTS	□□□□□□□□□□	+1	KNOWLEDGE	□□□□□□□□□□	+1	CRAFTING ELEMENTS	□□□□□□□□□□	0	ESSENTIAL GOODS	□□□□□□□□□□	0
PRECIOUS GEMS	□□□□□□□□□□	+3																				
LUXURY FOOD	□□□□□□□□□□	+2																				
FASHION	□□□□□□□□□□	+2																				
ARMAMENTS	□□□□□□□□□□	+1																				
KNOWLEDGE	□□□□□□□□□□	+1																				
CRAFTING ELEMENTS	□□□□□□□□□□	0																				
ESSENTIAL GOODS	□□□□□□□□□□	0																				

SPECIAL ABILITIES

- BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- 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.
- 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.
- SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- 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.
- VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- 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.
- STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET**
 - SPARE:** second ship
 - SQUADRON:** if manned get +2 once per round, +1 upkeep phases
 - FLOTILLA:** no raids for sea downtime
- 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
- FAME**
 - FEARED:** additional Coin when you loot equal to Fame attribute
 - SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
 - LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> ELITE SKULKS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> LUXURY ITEMS | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> FAVOR OF THE PEOPLE | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> FINE BOARDING RIGGING | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> UPDATED MAPS OF TRADE ROUTES | <input type="checkbox"/> SECURE VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

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Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

COHORTS

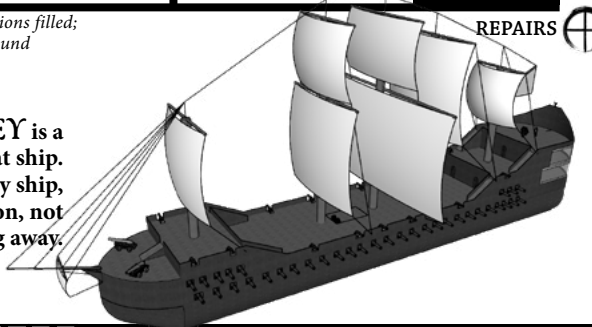
NAME _____	REPUTATION _____
FLAG / COLORS _____	HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> HARBOR MASTER +1 to acquire assets	<input type="checkbox"/> INFIRMARY 1 PC gets a free recovery action per downtime	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> CHUMMING +1 to reduce notoriety thru body disposal	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> PRISON BRIBES +1 Skulks
<input type="checkbox"/> UPSCALE PARLOR +2 for gossip actions during trade phase	<input type="checkbox"/> NEGLECTED THEATRE +1 to Consort or Sway on site	<input type="checkbox"/> BORED ARISTOCRAT gain a royal expert or gang	<input type="checkbox"/> WAR COMMISSION +2 coin for higher class targets

NOTORIETY	COIN	Gilded	COIN	Gilded
W V W V W V W V W V W V W V				
STORMFRONT □ □ □ □ □				

FALLOUT		ARMOR
-3		ARMOR <input type="checkbox"/>
-2		+HEAVY <input type="checkbox"/>
-1		SPECIAL <input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round



The WAR GALLEY is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.

REPAIRS
War Galley can take two level-1 Fallout

SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS 4x4 grid +3
● ● ● SIZE	LUXURY FOOD 4x4 grid +2
● ● ● SPEED	FASHION 4x4 grid +2
● ● ● FIREPOWER	ARMAMENTS 4x4 grid +1
● ● ● DURABILITY	KNOWLEDGE 4x4 grid +1
	CRAFTING ELEMENTS 4x4 grid 0
	ESSENTIAL GOODS 4x4 grid 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- 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.
- 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.
- SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- 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.
- 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 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.
- 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.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
- SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLOTILLA:** no raids for sea downtime
- SPY:** choose 1 faction; you always know what they have stocked
- INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
- SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> ELITE SKULKS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> LUXURY ITEMS | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> FAVOR OF THE PEOPLE | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> FINE BOARDING RIGGING | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> UPDATED MAPS OF TRADE ROUTES | <input type="checkbox"/> SECURE VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |
- QUALITY Documents Gear Implements Supplies Tools Weapons

<input type="checkbox"/> INJURED	<input type="checkbox"/> BROKEN
<input type="checkbox"/> GANG	<input type="checkbox"/> EXPERT

<input type="checkbox"/> INJURED	<input type="checkbox"/> BROKEN
<input type="checkbox"/> GANG	<input type="checkbox"/> EXPERT

<input type="checkbox"/> INJURED	<input type="checkbox"/> BROKEN
<input type="checkbox"/> GANG	<input type="checkbox"/> EXPERT

<input type="checkbox"/> INJURED	<input type="checkbox"/> BROKEN
<input type="checkbox"/> GANG	<input type="checkbox"/> EXPERT

<input type="checkbox"/> INJURED	<input type="checkbox"/> BROKEN
<input type="checkbox"/> GANG	<input type="checkbox"/> EXPERT

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

The background is a dark, textured blue with a painterly, watercolor-like appearance. It features numerous small, light blue bubbles of varying sizes scattered throughout, creating an underwater atmosphere. The lighting is dim, with some brighter spots where the bubbles are more concentrated.

PREMADE CREWS

PREMADE CREW CREATION

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

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

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

Describe your flag's basic design and colors.

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

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

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

PIRATES

HOMEPORT: Taymust, Tazwara

FIRST OPERATION: Mallius, Velia

UPGRADES: Starting with the agile and deadly sloop, your ship has been upgraded to support your secretive raiding. Your disguised rigging will make you look like a plain merchant 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 Architects. 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 favoritism 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)
- » Naturalization Consulate (+2)
- » Sages Fund (-2)
- » Itri Charter (+1)

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN OF THE SEAS

COHORTS

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

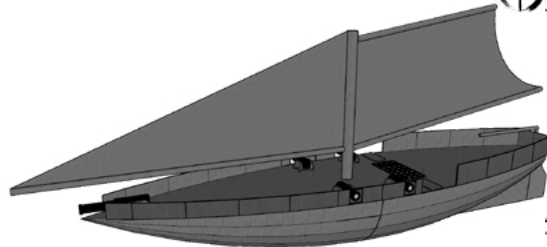
INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> TOWN CRIER -1 Notoriety per 2 Coin paid	<input type="checkbox"/> TAVERN +1 for Rooks	<input type="checkbox"/> CORRUPT OFFICIAL +1 on deception engagements
<input type="checkbox"/> SALT SERPENTS consuming; +1 to reduce notoriety after killing	<input type="checkbox"/> TURF	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> PROTECTED COVE +1 to Survey & Tinker on site
<input type="checkbox"/> SLIPSTREAM Move +1 hex without needing an Odyssey	<input type="checkbox"/> UNDERSEA SHRINE +1 to Attune rating	<input type="checkbox"/> PATRON IN THE DEEP gain a leviathan expert or gang	<input type="checkbox"/> TURF
<input type="checkbox"/> BLACK MARKET (Wealth roll) - Notoriety = Coin in downtime	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF	<input type="checkbox"/> SALVAGE SITE +2 coin for destruction scores

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FALLOUT	ARMOR
-3	<input type="checkbox"/>
-2	<input type="checkbox"/>
-1	<input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round

REPAIRS



The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS □□□□ +3
●●●● SIZE	LUXURY FOOD □□□□ +2
●●●● SPEED	FASHION □□□□ +2
●●●● FIREPOWER	ARMAMENTS □□□□ +1
●●●● DURABILITY	KNOWLEDGE □□□□ +1
	CRAFTING ELEMENTS □□□□ 0
	ESSENTIAL GOODS □□□□ 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **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.
- **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.
- **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).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evaded.
- **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.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET**
- SPARE:** second ship
 - SQUADRON:** if manned get +2 once per round, +1 upkeep phases
 - FLOTILLA:** no raids for sea downtime
- 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
- FAME**
- FEARED:** additional Coin when you loot equal to Fame attribute
 - SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
 - LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|---|---|
| <input type="checkbox"/> ELITE THUGS | <input checked="" type="checkbox"/> HARPOON LAUNCHER | QUALITY |
| <input type="checkbox"/> PRIVATE BAR | <input checked="" type="checkbox"/> DECEPTIVE RIGGING | |
| <input type="checkbox"/> SECRET PORT | <input type="checkbox"/> ALTAR | <input type="checkbox"/> Documents |
| <input type="checkbox"/> LEGIT MERCHANT FLAGS & ID | <input type="checkbox"/> SAWBONES | <input type="checkbox"/> Gear |
| <input type="checkbox"/> PIRATE SASH (2 free load of weapons or items) | <input type="checkbox"/> SECURE | <input type="checkbox"/> Implements |
| | <input type="checkbox"/> VAULT | <input type="checkbox"/> Supplies |
| | <input type="checkbox"/> VEHICLE | <input type="checkbox"/> Tools |
| | <input type="checkbox"/> WORKSHOP | <input checked="" type="checkbox"/> Weapons |
| | <input type="checkbox"/> SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

INJURED BROKEN
 GANG EXPERT

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

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

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

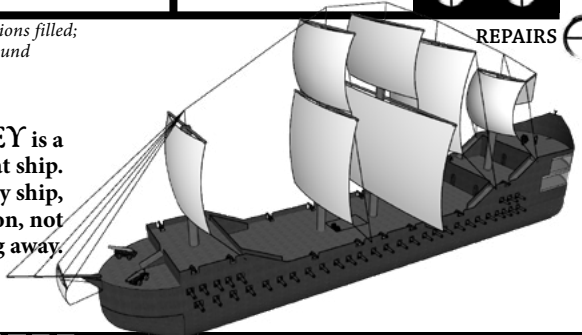
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> DEBTOR'S PRISON +2 coin for lower class targets	<input type="checkbox"/> GLADIATOR ARENA +1 for Thugs	<input type="checkbox"/> TURF	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> INFORMANT +1 to manipulate markets	<input type="checkbox"/> HOME PORT	<input type="checkbox"/> MESSAGE SERVICE +1 to gather info for a score
<input type="checkbox"/> DOCK SECURITY War does not affect dock tithes rates	<input type="checkbox"/> SECRET SOCIETY add a 2nd puppet master	<input type="checkbox"/> PAYOUTS spend 1 coin for an expert in a phase	<input type="checkbox"/> LIGHTHOUSE +1 to Hunt & Study in port
			<input type="checkbox"/> GOVERNOR'S MANOR -2 notoriety per score
			<input type="checkbox"/> BITTER JUDGE +2 coin for higher class targets
			<input type="checkbox"/> BOUNTY HUNTERS +2 coin for kidnap scores

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT □□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□

FALLOUT	ARMOR
-3	ARMOR <input type="checkbox"/>
-2	+HEAVY <input type="checkbox"/>
-1	SPECIAL <input type="checkbox"/>

Fallout starts with 2 sections filled; fill a new section each round



The WAR GALLEY is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.

REPAIRS
 War Galley can take two level-1 Fallout

SHIP XP	CARGO
●●● CREW	PRECIOUS GEMS □□□□□□ +3
●●● SIZE	LUXURY FOOD □□□□□□ +2
●●● SPEED	FASHION □□□□□□ +2
●●● FIREPOWER	ARMAMENTS □□□□□□ +1
●●● DURABILITY	KNOWLEDGE □□□□□□ +1
	CRAFTING ELEMENTS □□□□□□ 0
	ESSENTIAL GOODS □□□□□□ 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **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.
- **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 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 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.
- ● **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.

WEALTH EXPANSIONS

- FLEET SPARE:** second ship
- FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLEET FLOTILLA:** no raids for sea downtime
- BRIBE SPY:** choose 1 faction; you always know what they have stocked
- BRIBE INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- BRIBE POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME FEARED:** additional Coin when you loot equal to Fame attribute
- FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- FAME LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|--|
| <input type="checkbox"/> UNBREAKABLE JAIL CELL | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> FORGED WARRANTS | <input type="checkbox"/> DECEPTIVE RIGGING QUALITY |
| <input type="checkbox"/> OFFICIAL IN YOUR POCKET | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR I ATTRIBUTE) | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> NEW BLOOD (add an expert of a different type to a gang) | <input type="checkbox"/> SECURE |
| | <input type="checkbox"/> VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input type="checkbox"/> SAIL GLIDES |

COHORTS

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

COHORTS

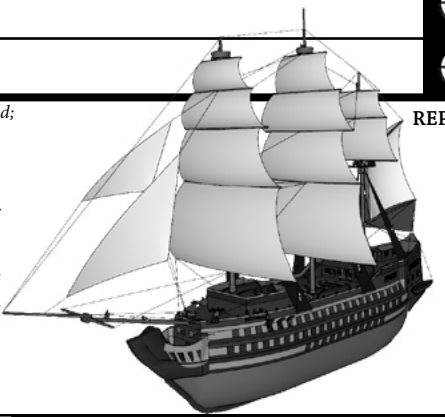
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
<input type="checkbox"/> GAMING HALL +1 for Rovers	<input type="checkbox"/> HARBOR MASTER +1 to acquire assets	<input type="checkbox"/> INFIRMARY 1 PC gets a free recovery action per downtime	<input type="checkbox"/> TURF
<input type="checkbox"/> TURF	<input type="checkbox"/> CHUMMING +1 to reduce notoriety thru body disposal	<input checked="" type="checkbox"/> HOME PORT	<input type="checkbox"/> PRISON BRIBES +1 Skulks
<input type="checkbox"/> UPSCALE PARLOR +2 for gossip actions during trade phase	<input type="checkbox"/> NEGLECTED THEATRE +1 to Consort or Sway on site	<input type="checkbox"/> BORED ARISTOCRAT gain a royal expert or gang	<input type="checkbox"/> WAR COMMISSION +2 coin for higher class targets
			<input type="checkbox"/> TRADE HOUSE PATRON -2 notoriety per score

NOTORIETY	COIN	Gilded	COIN	Gilded																																																												
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FALLOUT	ARMOR
-3	⊕
-2	⊗
-1	⊗

Fallout starts with 2 sections filled; fill a new section each round



The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.

SHIP XP	CARGO
●●●● CREW	PRECIOUS GEMS [] [] [] [] [] [] [] [] [] [] +3
●●●● SIZE	LUXURY FOOD [] [] [] [] [] [] [] [] [] [] +2
●●●● SPEED	FASHION [] [] [] [] [] [] [] [] [] [] +2
●●●● FIREPOWER	ARMAMENTS [] [] [] [] [] [] [] [] [] [] +1
●●●● DURABILITY	KNOWLEDGE [] [] [] [] [] [] [] [] [] [] +1
	CRAFTING ELEMENTS [] [] [] [] [] [] [] [] [] [] 0
	ESSENTIAL GOODS [] [] [] [] [] [] [] [] [] [] 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **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.
- **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.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **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.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **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.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** **SPARE:** second ship
- SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- FLOTILLA:** no raids for sea downtime
- 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
- FAME** **FEARED:** additional Coin when you loot equal to Fame attribute
- SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | |
|---|---|
| <input type="checkbox"/> ELITE SKULKS | <input type="checkbox"/> HARPOON LAUNCHER |
| <input type="checkbox"/> LUXURY ITEMS | <input type="checkbox"/> DECEPTIVE RIGGING |
| <input type="checkbox"/> FAVOR OF THE PEOPLE | <input type="checkbox"/> ALTAR |
| <input type="checkbox"/> FINE BOARDING RIGGING | <input type="checkbox"/> SAWBONES |
| <input type="checkbox"/> UPDATED MAPS OF TRADE ROUTES | <input type="checkbox"/> SECURE VAULT |
| | <input type="checkbox"/> VEHICLE |
| | <input type="checkbox"/> WORKSHOP |
| | <input checked="" type="checkbox"/> SAIL GLIDES |
- QUALITY
- Documents
 - Gear
 - Implements
 - Supplies
 - Tools
 - Weapons

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

INJURED BROKEN

GANG EXPERT

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer