Forged on the High Seas

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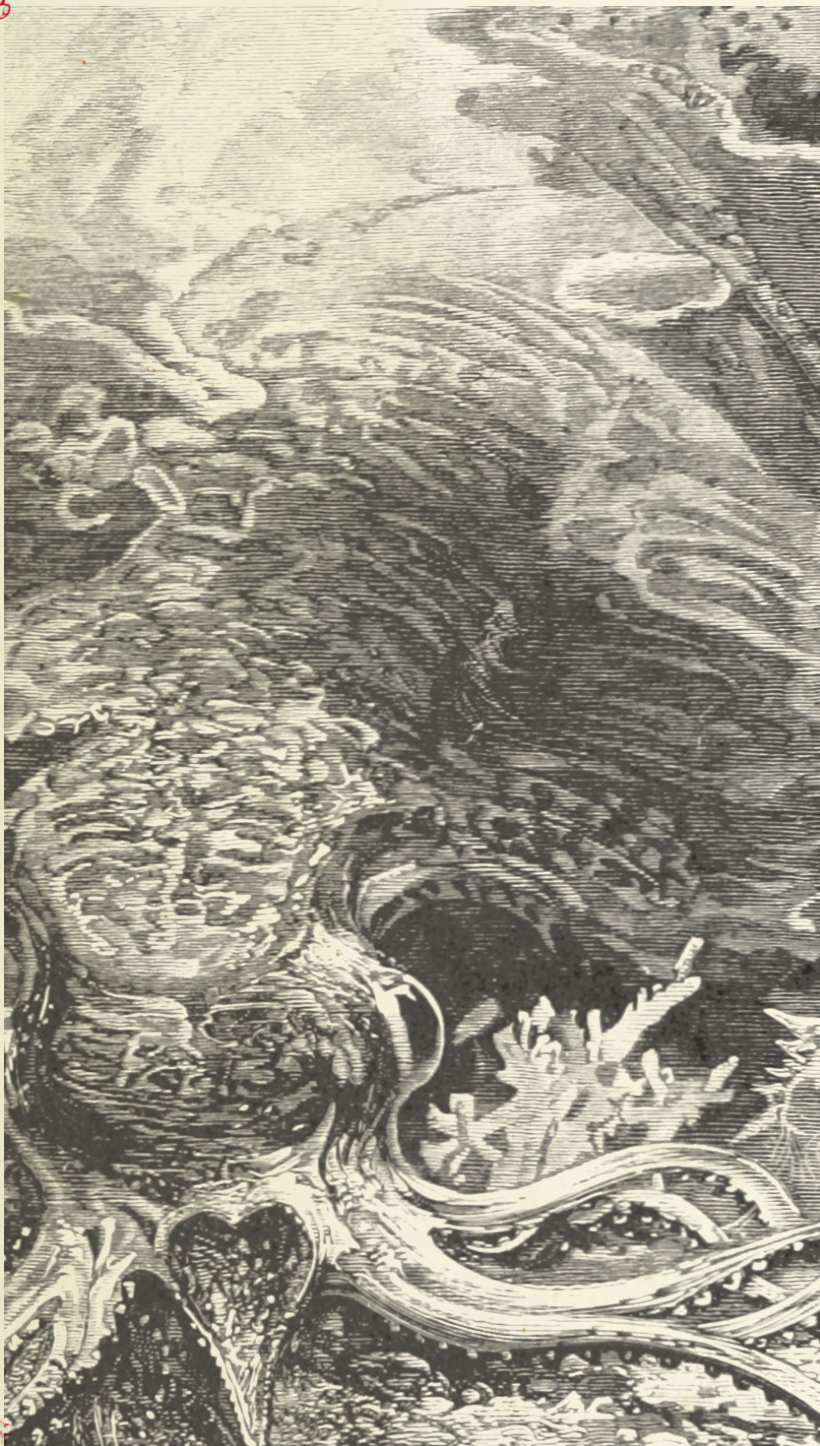
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It is the ties we form with others that drive us to be who we are, where we go, and what we do.

Forged on the High Seas

Forged on the High Seas is a sea-faring, treasure hunting, and mythical adventure module for the [Forged Ties](#) system.

This module provides the crew creation and Forged on the High Seas ties required to run this module. Follow the Opening Questions and Bonds when you are creating your crew as a group.

Opening Questions

Choose a reputation:
- Daring adventurers who will brave any challenge the sea brings
- Sly consorts who are well connected across the seas
- Dastardly pirates who take no quarter and give no mercy
- Create your own

Your ship is not just a vessel for your crew to travel across the sea, but a vessel for the stories and jouries you will embark upon. Answer the following questions as a group.

Choose a ship:
- Black, torn sails and built of dark, cursed wood. Quick and fast.
- Born of barnacles and coral. A ship from the depths, unnatural.
- A regal galleon, brightly decorated and maybe a bit too big.
- Create your own

Choose a name for your ship:
- The Black Pearl
- Calypso
- Rum Runner
- Wind Breaker
- Create your own

Determine rank. Everyone roll **Forge,** forking in **Consort.** Starting with the highest roll, assign rank. A tie indicates the rank is in contention.
- Captain
- First Mate
- Quartermaster
- Sailing Master

Bonds

Every player chooses two, consider your previous accomplishments while answering these:
- Choose another player. Ask them 'where were we when I showed up for you just in time?'
- Choose another player. Ask them 'what did I give you recently?'
- Choose another player. Ask 'why was I the right person to help you recently?'
- Choose another player. Ask 'who did I introduce you to recently?'
- Choose another player. Ask 'when was the last time we fought together?'
- Choose another player. Ask 'how did I solve a problem you had recently?'
- Create your own by choosing a player and asking them a question.

For each player you choose, mark your Bond with their character.

Advances

When a character chooses a module advance, they gain the trait *Crewmember*.

Crewmember
When you help a member of your crew _____, the die you give counts as one size larger.

When you choose this advance, choose one to fill in the blank:
- Act with piracy
- Face the supernatural forces of the sea
- Uncover riches beyond glory
- Create your own based off of the core nature of your crew

Skills

The ties on Forged on the High Seas offer new skills.

Appraisal

Appraisal is used when examining riches and trying to determine their worth.

Botany

Botany is the study of plants and their uses. Botany is used whenever the use of plants is applicable.

Commune

Commune is the ability to interact with places of power or channel with the supernatural, like spirits or spells. Commune is used when you're trying to harness those powers. The nature of the power determines the nature of what is capable with communing. For example, a storm wraith summoning a tornado may let you commune and alter the flow of wind. Commune is not used to manifest magic when there is none.

Cutlass

Cutlass is used when you wield a cutlass against foes.

Dancing

Dancing is used for... Dancing!

Defy Rule

Defy is used when you're opposing institutional rule.

Drinking

A group of pirates sing shanties and drink rum on a rainy night. Drinking is used whenever merriment is involved. It need not be an alcoholic beverage.

Greed

Greed is used when you're acting on the most base instinct to take something that you want because you want it.

Inconspicuous

Inconspicuous is your ability to go unnoticed in a crowd.

Intimidation

Intimidation is used when you're conversing with someone and using threats to get what you want. Remember, if there isn't a threat, then it's just roleplaying. Either offer a threat, or keep roleplaying.

Knot Tying

Knot tying is used when you're taking rope and fashioning it into a restraining device or other configuration.

Logistics

Logistics is used when coordinating complex plans.

Reading

Reading is used to understand or memorize test.

Research

Research is used to compile data into useful conclusions or to find difficult information from volumes of text.

Resources

Resources is used when you try to purchase something. It's your ability to buy things when you're paying with what you have.

Seduction

Seduction is used when you're courting or romancing someone.

Sailing

Sailing is used when you're taking your ship to the limit, whether to make speed or do a daring maneuver.
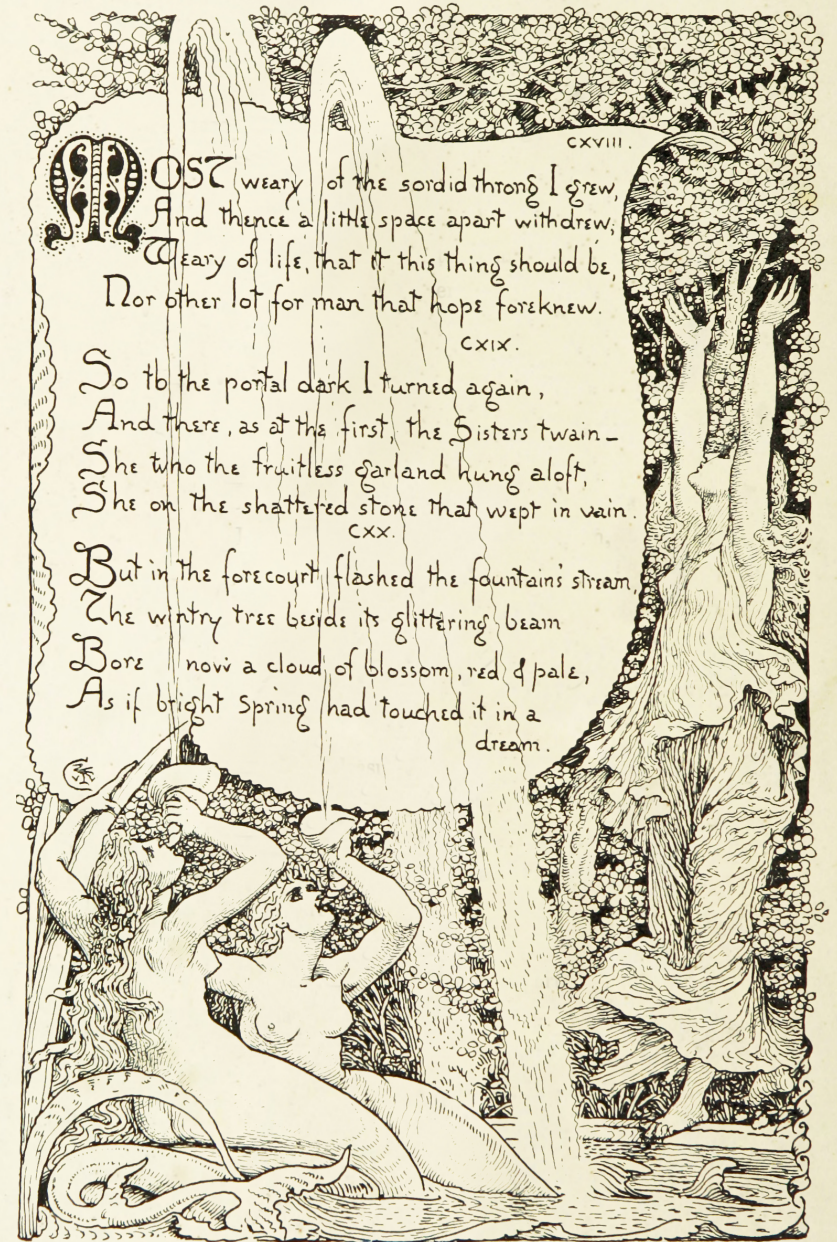
Swashbuckle

Swashbuckle is rolled when you're wielding some kind of cutlass as you leap and dance around an uncertain terrain.

Symbology

Symbology is used when symbols on an artifact or some surface convey meaning or answer.

Tracking

Tracking is used when trying to find something or someone, following what they've left behind.

CXVIII.

Most weary of the sordid throng I grew,
And thence a little space apart withdrew;
Weary of life, that it this thing should be,
Nor other lot for man that hope foreknew.

CXIX.

So to the portal dark I turned again,
And there, as at the first, the Sisters twain—
She who the fruitless garland hung aloft,
She on the shattered stone that wept in vain.

CXX.

But in the forecourt flashed the fountain's stream
The wintry tree beside its glittering beam
Bore now a cloud of blossom, red & pale,
As if bright Spring had touched it in a dream.

Forged on the High Seas is tabletop roleplaying module for Forged Ties about sea-faring, treasure hunting, and mythical adventures.

Play with a game runner and a handful of players in whichever module you choose, or create your own. Play for a couple sessions or play an extended game.