# Fragged SEAS NPC Sheet

| Henchmen | Hit (+2) | Range | Max Rng | End Dmg | Crit Dmg | Ammo | Draw | Reload | Wgt | Type | Resources |
|---|---|---|---|---|---|---|---|---|---|---|---|
| _____ | ___ | ___ | ___ | ___ | ___ | ___ | ___ | ___ | ___ | ___ | ___ |
| | | | | | | | | | | | |

| Defence _____ | Armour _____ | Movement _____ | Bodies _____ | Max Momentum = Number of Attacking Bodies |
|---|---|---|---|---|

Def vs Tac   16    Def vs Int   16    Weapon Attribute Value   3    Stealth   +2    Cmb Order   0    Avg PC Resources _____

Weapon Notes: ----------------------------------------

Traits: ----------------------------------------

Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇ ◇◇◇

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## Name: _____

| Str | ◇ 1 |
| Ref | ◇ 2 |
| Mov | ◇ 3 |
| Foc | ◇ 4 |
| Int | ◇ 5 |
| Luck | ◇ 6 |

0 Attribute = Death ☠

### Avg PC Resources: _____

Background: ----------------------------

Variations: ----------------------------

Traits: ----------------------------

Def   10 + Ref + Cover + ◇ = ◇
vs Tac   Defence + Str + ◇ = ◇
vs Int   18 + ◇ = ◇

Armour ◇
vs Luck Dmg +
at 0 End −

End   10 + (Str x5) + ◇ = ◇
Recovery   Focus + ◇ = ◇

### NPC Type: _____

Combat Order
Maximum Momentum
Stealth   2 + ◇ = +

Int + ◇ = ◇
Foc + ◇ = ◇
Swimming +

**Innate Weapons**

| Weapons | Hit (+2) | Range | Max Rng | End Dmg | Crit Dmg | Ammo | Draw | Reload | Wgt | Type | Acquire | Resources |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Personality | * | 4 | 20 | 4 | - | Infinite | - | - | - | Intimidate. | Auto | - |
| Natural, *May not Hit targets that cannot perceive you. | | | | | | | | | | | | |
| Limbs | * | 1** | 1** | Str-2** | 1 | Infinite | - | - | - | Tackle. | Auto | - |
| Natural, Small, Blunt, *Hit +Str with Tackle Action, **+2 End Dmg OR +2 Rng and +7 Max Rng if you have a improvised Weapon (torch, pistol butt, chair). | | | | | | | | | | | | |

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Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

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## Name: _____

| Str | ◇ 1 |
| Ref | ◇ 2 |
| Mov | ◇ 3 |
| Foc | ◇ 4 |
| Int | ◇ 5 |
| Luck | ◇ 6 |

0 Attribute = Death ☠

### Avg PC Resources: _____

Background: ----------------------------

Variations: ----------------------------

Traits: ----------------------------

Def   10 + Ref + Cover + ◇ = ◇
vs Tac   Defence + Str + ◇ = ◇
vs Int   18 + ◇ = ◇

Armour ◇
vs Luck Dmg +
at 0 End −

End   10 + (Str x5) + ◇ = ◇
Recovery   Focus + ◇ = ◇

### NPC Type: _____

Combat Order
Maximum Momentum
Stealth   2 + ◇ = +

Int + ◇ = ◇
Foc + ◇ = ◇
Swimming +

| Weapons | Hit (+2) | Range | Max Rng | End Dmg | Crit Dmg | Ammo | Draw | Reload | Wgt | Type | Acquire | Resources |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |

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Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

# Fragged Seas NPC Ship Sheet

## Ship Name: _____

### Hull
| Sailors | Hull | | |
|---|---|---|---|
| | Bul | ◇ | 1 |
| | Dec | ◇ | 2 |
| | Sai | ◇ | 3 |
| | Swa | ◇ | 4 |
| | Gun | ◇ | 5 |
| | Cut | ◇ | 6 |

Size ◇

-Hull = Leaking
-4 Hull = Destruction ☠
-4 Sailors, 0 Moral = Surrender

## Resources Cost: ◇

Build: _____

Traits: _____
_____
_____

| | | |
|---|---|---|
| Ship Skill Rolls | 2 + ◇ = ◇ |
| Re-Rolls per Turn | 1 + ◇ = ◇ |
| Cannon | Size + Bulk + ◇ = ◇ |
| Max Speed | ◇ |

### Defensive Stats

**Defence** ◇

Reduce all Cannon Hits by -1d6 when they Attack your Front or Rear.

**Armour** ◇
**Front Armour** ◇

**Morale** ◇
**Resilience** ◇

## Wind

**With the Wind** — You May Gain up to +2 -2 Speed. Max Speed = 2 + Your Sails.

**Parallel to the Wind** — You May Gain up to +2 -2 Speed. Max Speed = 2 + Your Sails.

**Parallel With the Wind** — You May Gain up to +3 -2 Speed. Max Speed = 3 + Your Sails.

**Parallel Against the Wind** — You May Gain up to +1 -2 Speed. Max Speed = 1 + Your Sails.

**Against the Wind** — You May Gain up to +0 -3 Speed. Max Speed = 1.

## Weapons

| Weapons | Hit (+2) | Range | Max Rng | Mor Dmg | Crit Dmg | Ammo | Min Size | Type and Variation | Acquire | Resources |
|---|---|---|---|---|---|---|---|---|---|---|
| Ram | +Speed* | 1, Front | 1 | Bulk +Speed | Size** | – | – | Ram. | Auto | – |
| Strong Hit (5-6), Crit Location: 1d3. *On a hit you deal equal Crit Damage to yourself (Front Armour) and reduce both of your Speeds by 2. *Auto Hit if your target has 0 Speed. | | | | | | | | | | |
| Assault | | 1 | 4 | Cutthroats | 4 | – | – | Assault. | Auto | – |

## Cannon Ammunition, x3

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | |

Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

## Auxiliary

Auxiliary _____

| Defence ___ | Armour ___ | Movement ___ | Bodies ___ |
|---|---|---|---|

Used Ammunition ◇◇◇ ◇◇◇ ◇◇◇

## Strong Hit Momentum 🎲

| | Requirements | Result |
|---|---|---|
| Critical Hit | May Crit OR vs 0 Moral, Hit, 1 use per Attack (unless Ship) | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute. |
| Critical Boost | Does not Req Hit | +1 Critical Damage for this Attack vs all Targets with 0 Endurance. |
| Effort | Does not Req Hit or Success | You may re-roll a single die from this Skill Roll. |
| Promote | Ship Skill Roll, Success, Combat | Reduce your Swabbies by 1 and gain 1 Gunner OR Cutthroat. |
| | | |
| | | |
| | | |

# Repair

| | | | | |
|---|---|---|---|---|
| **14w** | **Change Out.** Change 1 Attribute, Wpn or Trait. | **12t** | **Quick Fix; Heal any 2** Requires: Toolkit. Requires: 1 Wood, & Cloth per Size. |
| **14w** | **Upgrade; Gain Trait or Weapon.** Requires 1 Wood, Cloth, & Metal per Size. | **12t** | **Maintenance; Heal Hull 2** Requires: Workstation. Requires: 2 Wood, & 1 Cloth per Size. |
| **12w** | **Rearm; Regain all Ship Ammo.** Requires 1 Metal per 2 Cannons. | | |
| **10w** | **Recruit; Heal 6 Swabbies** May Retro Gunners or Cutthroats to Swabbies. | **14t** **14w** | **Rebuild; Heal Hull 8** and 1 Condition. Requires: Facility. Requires: 4 Wood, Cloth per Size. |
| **14w** | **Enlist; Heal any 2 Sailors** May Retro Swabbies to Gunners or Cutthroats. | | |

## Ship Environments

| | |
|---|---|
| **Collision** | Make a free Ram Attack against the object you have Collided with. |
| **Behind Ship** | If your ship is directly behind another ship and within 2: reduce their Speed by 4 if you are larger, 2 if you have equal size or 1 if you are smaller. |
| **Large Wave** | This Wave moves forward 3 spaces at the start of each Turn. If you cross this Wave: –2 to all Ship Skill Rolls for the Turn. If you dont cross this Wave head on, take 10 Moral Damage. |
| **Storm** | Take 1d6 Moral Damage at the Start of your Turn. |
| **Shallows X** | If your Ship is over Size X you Collide with the Shallows*. Shallows may have Defence 14 and dont count as being at Speed 0. |

## Ship Effects (Do not Stack)

| | |
|---|---|
| **Boarded** | –2 to all Ship Skill Rolls. Enemy may make Assault Attacks against you. If you take Crew Damage you may lose Boarded (GM discretion). |
| **Leaking** | 1 Dmg to a random (1d2) Attribute (no Armour) at the start of your Turn. |
| **On Fire** | 1 Dmg to a random (1d6) Attribute (no Armour) at the end of your Turn. |

# Auxiliary Action, 1 per Turn

| | |
|---|---|
| **Auxiliary Manoeuvre** vs Defence | Move, not Against Wind. Attack with your Weapon. Hit +1d6 per Attacking Body. +1 Mor Dmg per Attacking Body. |

# Crew Combat Actions, 1 per Turn

| | |
|---|---|
| **Crew Attack** Move, Attack, May Crit | Hit +Int. +1 End Dmg per Attacking Body. Momentum 1: Your next Attack gains +(your Current Momentum)d6 Hit. |
| **Crew Prep** Move | Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1. No bonuses from other sources. |

# Personal Combat Actions, 2 per Turn

### Thoughtful Actions

| | |
|---|---|
| **Size Up** Attack | Hit +Int. Once per Turn, +1 Momentum. |
| **Prep** Move, Recover | Draw or Reload a Weapon. Skill Roll (eg: Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum. |
| **Ready Attack** Attack*, May Crit | *In a 180° Arc in response to any Action. Momentum 2: Attack with a Ship Support Weapon. Momentum 2: Your next Attack gains +2d6 Hit. |

### Swift Actions

| | |
|---|---|
| **Full Move** Move | Move +2. Momentum 1: +2 Movement. |
| **Quick Strike** Move, Attack, May Crit | Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +1 Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit. |
| **Dodge** Move | Cover Step +1. An Attack Misses You: +1 Momentum (up to 2). Momentum 2: +1 Cover Step. |

### Powerful Actions

| | |
|---|---|
| **Charge** Move, Attack, May Crit | Move +2 (Straight Line). +1 Momentum per Adjacent Enemy. |
| **Tackle** Move, Attack | Hit +Ref (Hit +Str +Ref with Limbs). On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit. |
| **Block** Move, Attack | Hit +Ref. On Hit: Gain +1 Momentum if any opponent is adjacent to you at the start of your next Turn. |

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# Healing
Luck cannot be Healed by a Healing Roll. Heal all Luck at the end of each Session.

| | | | | |
|---|---|---|---|---|
| **10** | **First Aid; Stops Bleeding** May be performed during Combat. | **12t** **12t** | **Extended Care; Heal all 1** and 1 Minor Condition. Requires: Toolkit. |
| **12** | **Patch-Up; Heal any 3** Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolkit. | **16t** | **Surgery; Heal one 8** and 1 Condition. Requires: Workstation. Requires: 1 Cloth. |

## Personal Combat Environments

| | |
|---|---|
| **Swim** (Prep Action) | Take 4 Endurance Damage or 1 Attribute Damage (no Armour). Swim Roll of 10 to Move (Difficult Terrain). |
| **Tread Water** | +2 to Swimming Roll, may not move during your Turn. |
| **Swing** | Gain +2 Move with Full Move or Charge Action. |

## Personal Combat Effects

| | |
|---|---|
| **Grabbing** | As with Grabbed Effect but may remove as a Free Action, and –2 to your Swimming (not –4). |
| **Limited Vision** | Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black). |
| **Prone** | Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. –1 Push distance. |
| **Stealthed** | May not be Targeted. Lost if you make a visible attack or lose Cover. |

## Tackle Effects

| | |
|---|---|
| **Escape** | Remove Grabbing Character Effect from your Target. |
| **Grabbed** | –1 Action per Turn. May Move with Target if you have higher Str. –4 to Swimming. |
| **Push** | Target is forced to move 2 spaces directly away from you. |
| **Trip** | Target goes Prone. Target is forced to move 1 space in any direction. |

## Post Combat Plunder

| | | |
|---|---|---|
| **Personal Combat** | No Crew: | Gain 2 Trade Boxes. |
| | Difficult Combat: | Gain 2 Trade Boxes. |
| | Easy Combat: | No Plunder Roll. |
| | Defeat: | You may only make Study Rolls. |
| **Ship** | Capture Ship: | Gain 2 Trade Boxes. |
| | Captured Ship Taken to Land: | Gain 4 Trade Boxes. |
| | Defeat: | You may only make Study Rolls. |

## Splash Scatter
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.

```
    5     6
4 ←  ✕  → 1
    3     2
```

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# Ship Skill Rolls, 1 per Person per Turn

### Command +2
Lowest Speed First (or lowest Cutthroats if equal).

| | |
|---|---|
| **Tack** 15-Speed | Alter your ship's Speed. Rotate 45° OR Rotate 90° and –3 Speed. |
| **Push Crew** 14-Deck* | A single Ship Roll gains Str Hit +1. *And take 5 Morale Damage. |
| **Give Speech** 14-Swabbies | +1 to all Ship Skill Rolls this Turn. Regain Moral. |
| **Plot Escape** 12-Sails* | ☐☐☐☐☐ 5 Successes = Leave Combat Area. *No enemy ships within 4 of you. |

### Close Combat +2
Highest Deck First (or highest Cutthroats if equal).

| | |
|---|---|
| **Grapple** 12-Cutthroats | Reduce your, and an adjacent, ship's Speed by 2. And one of you gains or removes a Boarded Effect. |
| **Volley** vs Defence | Hit: +Gunners. Attack with Assault. Crit Attribute location: 1d3+3. |
| **To Arms!** vs 12+Size | Hit: +Cutthroats. Attack all Boarded ships with Assault, No Rng penalties. |
| **Duel** vs 4d6* | An adjacent Boarded ship takes 1 Dmg (no Armour) to any Sailors Attribute. *Failed Roll = YOU take 1 Dmg. |

### Logistics +2

| | |
|---|---|
| **Patch Job** 12-Bulk | Repair 1 Attribute Damage that was dealt since your last Turn. |
| **Support Crew** 12-Deck | +1 to all Ship Skill Rolls this Turn. Remove Leaking or On Fire Effect. Deploy an Auxiliary. |
| **Catch Wind** 14-Sails | Move forward 1d3 spaces, not Directly Against Wind. |
| **Navigate** 15-Deck | Alter your ship's Speed by +1 to –1. Rotate 45°. |

### Gunnery +2

| | |
|---|---|
| **Take Aim** 12-Gunners | Boost next Cannon Attack: Rng +2. |
| **Pot Shot** vs Defence | Attack with front or side Cannon. Requires no Ammunition. |
| **Port Broadside** vs Defence | Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with left side Cannon. |
| **Starboard Broadside** vs Defence | Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with right side Cannon. |

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**Cover Steps**

1. 👥 **Adjacent to an Ally** Reduce all End Dmg by 2
2. **Heavy Cover** +Int x2 Defence
1. ① **Light Cover** +Int Defence
3. ③ **Entrenched,** +Int x3 Defence Immune to Critical Hits if you have Endurance

**Wind**

| **With the Wind** You May Gain up to +2 –2 Speed. Max Speed = 2 +Your Sails. | **Parallel to the Wind** You May Gain up to +2 –2 Speed. Max Speed = 2 +Your Sails. | **Parallel With the Wind** You May Gain up to +3 –2 Speed. Max Speed = 3 +Your Sails. |
|---|---|---|
| **Parallel Against the Wind** You May Gain up to +1 –2 Speed. Max Speed = 1 +Your Sails. | | **Against the Wind** You May Gain up to +0 –3 Speed. Max Speed = 1. |