

FRAGGED SEAS

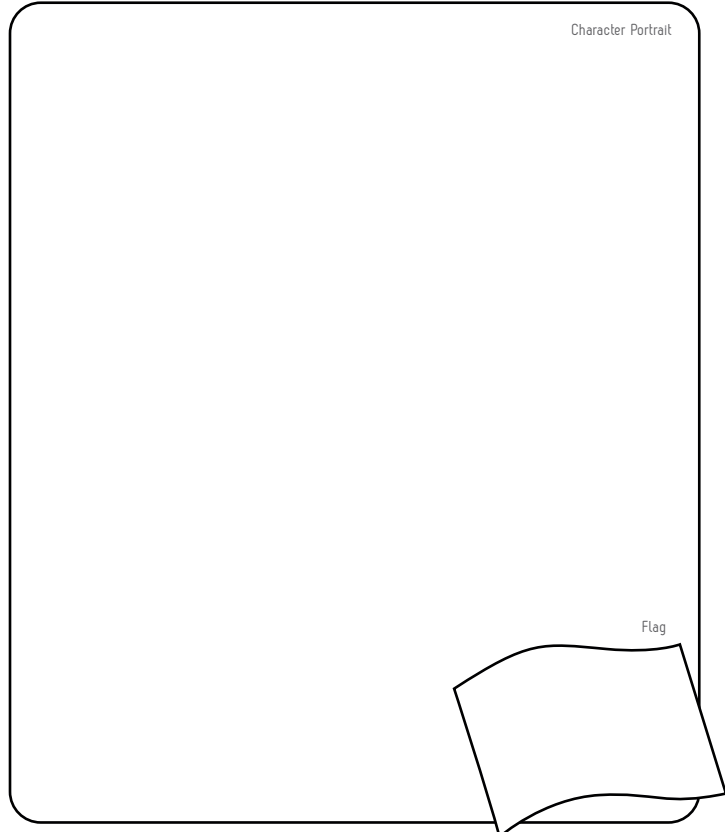
CHARACTER SHEET

Character Portrait

CHARACTER NAME _____
 BACKGROUND _____

ATTRIBUTES

	(0-5)	TOTAL (18)	TRAITS
STRENGTH	◆◆◆	◆◆◆◆	_____
REFLEXES	◆◆◆	◆◆◆◆	_____
MOVEMENT	◆◆◆	◆◆◆◆	_____
FOCUS	◆◆◆	◆◆◆◆	_____
INTELLIGENCE	◆◆◆	◆◆◆◆	_____
LUCK	◆◆◆	◆◆◆◆	_____



ADVANCEMENT

LEVEL +1 per 3 Sessions
 1 Trait per Lv

MAX WEALTH INT + $\diamond = \diamond$

MAX RESOURCES Level + 3 + $\diamond = \diamond$

GAINED SPARE TIME POINTS $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

SPENT SPARE TIME POINTS $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

Max Unspent STP = 10
 Gain 1 STP each Session

SPARE TIME ROLLS * PLUNDER * STUDY * TRADE GOODS *

STARTING VALUE \diamond **PERK** \diamond **COMPLICATION** \diamond **KNOWLEDGE** \diamond

CURRENT WEALTH = **TREASURE TRADE BOXES** - 2 A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

CURRENT RESOURCES $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

GAINED KNOWLEDGE $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

SPENT KNOWLEDGE $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

EVERYDAY SKILLS

	UNTRAINED / TRAINED (x6)	TOTAL	1- ATTRIBUTE FOR EACH KNOWLEDGE POINT	TRAITS
PERSUASION (INT)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
LEADERSHIP (STR)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
INSIGHT (INT)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
SEAMANSHIP (INT)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
STREETWISE (LUC)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
RESOLVE (FOC)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
PHYSICAL (STR/REF/MOV)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
AWARENESS (INT)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____

EDUCATION SKILLS

	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
CARPENTRY	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
METALLURGY	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
TAILORING	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
WILDERNESS	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
MEDICINE	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
CULTURE	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
MERCANTILISM	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____
STEALTH (REF/MOV)	-2/+1	$\diamond = \diamond$	◆◆◆◆◆◆	_____

PERSONAL COMBAT SKILLS

	UNTRAINED / TRAINED (x2)	TOTAL	TRAITS
SWASHBUCKLING	-2/+1	$\diamond = \diamond$	_____
BRAWLING	-2/+1	$\diamond = \diamond$	_____
TACTICS	-2/+1	$\diamond = \diamond$	_____
FIREARMS	-2/+1	$\diamond = \diamond$	_____

SHIP SKILLS (1 PER TRAINED SKILL)

COMMAND	LEADERSHIP + SEAMANSHIP + TACTICS + $\diamond = \diamond$	◆◆◆◆◆◆
CLOSE COMBAT	RESOLVE + SWASHBUCKLING + BRAWLING + $\diamond = \diamond$	◆◆◆◆◆◆
LOGISTICS	PHYSICAL + CARPENTRY + MEDICINE + $\diamond = \diamond$	◆◆◆◆◆◆
GUNNERY	AWARENESS + METALLURGY + FIREARMS + $\diamond = \diamond$	◆◆◆◆◆◆

STRONG HIT

REQUIREMENTS

RESULT

Effort _____ Does not Req Hit or Success _____ You may re-roll a single die from this Skill Roll. _____

FRAGGED SEAS SHIP SHEET

SHIP NAME _____ BUILD _____

UPKEEP COST 10 * WEAPONS * (TRAITS x 5) + =

HULL	BULK	(0-6)	Total (18)	TRAITS	RANDOM DAMAGE	ATTRIBUTE DAMAGE	MORAL DAMAGE & EFFECTS
	DECK			_____	1		-Hull = Leaking -4 Hull = Destruction -4 Sailors, 0 Moral = Surrender
	SAILS			_____	2		
	SWABBIES			_____	3		
	GUNNERS			_____	4		
	CUTTHROATS			_____	5		
SIZE	2 +		_____	6			

CANNON SIZE + BULK + =

MAX SPEED

CARGO (SIZE x SIZE) + 2 + =

CONSUME (SIZE) BOXES OF FOOD & WATER EVERY 7 + = DAYS

DAILY TRAVEL DISTANCE 100% + = %

DEFENCE 16 - (SIZE x 2) + =

REDUCE ALL CANNON HITS BY -1d6 WHEN THEY ATTACK YOUR FRONT OR REAR.

ARMOUR 3 + =

FRONT ARMOUR 3 + =

MORALE (SIZE x 10) + =

RESILIENCE 4 + =

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	HIT (+SKILL)	RANGE	MAX RNG	MORALE DAMAGE	CRIT DAMAGE	AMMO	MIN SIZE	TYPE AND VARIATION	ACQUIRE	RESOURCES
Ram	+Speed*	1. Front	1	Bulk + Speed	Size	-	-	Ram.	Auto	-
Strong Hit (5-6), Crit Location: Id3, *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

DEFENCE _____ **ARMOUR** _____ **MOVEMENT** _____ **BODIES** _____

USED AMMUNITION

STRONG HIT MOMENTUM	REQUIREMENTS	RESULT
Critical Hit	May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)	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	Permanently 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: Toolbox. 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.	14T	REBUILD; HEAL HULL 8 and 1 Condition. Requires: Facility. Requires: 4 Wood, Cloth per Size.
10W	RECRUIT; HEAL 6 SWABBIES May Retro Gunners or Cutthroats to Swabbies.	14W	
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.
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CREW COMBAT ACTIONS, 1 PER TURN

CREW ATTACK Move, Attack, May Crit	Hit +Int. +1 End Dmg per Attacking Body. Momentum 2: +1d6 Hit per Attacking Body.
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	SWIFT ACTIONS	POWERFUL ACTIONS
SIZE UP Attack	FULL MOVE Move	CHARGE Move, Attack, May Crit
PREP Move, Recover	QUICK STRIKE Move, Attack, May Crit	TACKLE Move, Attack
READY ATTACK Attack*, May Crit	DODGE Move	BLOCK Move, Attack

SHIP SKILL ROLLS, 1 PER PERSON PER TURN

COMMAND	CLOSE COMBAT	LOGISTICS	GUNNERY
TACK 15-Speed	GRAPPLE 12-Cutthroats	PATCH JOB 12-Bulk	TAKE AIM 12-Gunners
PUSH CREW 14-Deck*	VOLLEY vs Defence	SUPPORT CREW 12-Deck	POT SHOT vs Defence
GIVE SPEECH 14-Swabbies	TB ARMS vs 12+Size	CATCH WIND 14-Sails	PORT BROADSIDE vs Defence
PLOT ESCAPE 12-Sails*	DUEL vs 4d6*	NAVIGATE 15-Deck	STARBOARD BROADSIDE vs Defence

ATTACK ROLL FORMULA

+3d6 +HIT
-2 per Rng Increment beyond the first.

VS

TARGETS DEFENCE
Gain a free Critical Hit vs Targets with 0 Endurance.

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	EXTENDED CARE; HEAL ALL 1 and 1 Minor Condition. Requires: Toolbox.
12	PATCH-UP; HEAL ANY 3 Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox.	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: Difficult Combat: Easy Combat: Defeat:	Gain 2 Trade Boxes. Gain 2 Trade Boxes. No Plunder Roll. You may only make Study Rolls.
SHIP	Capture Ship: Captured Ship Taken to Land: Defeat:	Gain 2 Trade Boxes. Gain 4 Trade Boxes. You may only make Study Rolls.