

# FRAGGED SEAS

## CHARACTER SHEET

Character Portrait

CHARACTER NAME \_\_\_\_\_  
 BACKGROUND \_\_\_\_\_

**ATTRIBUTES**

(0-5) TOTAL (18) TRAITS

**STRENGTH** \_\_\_\_\_

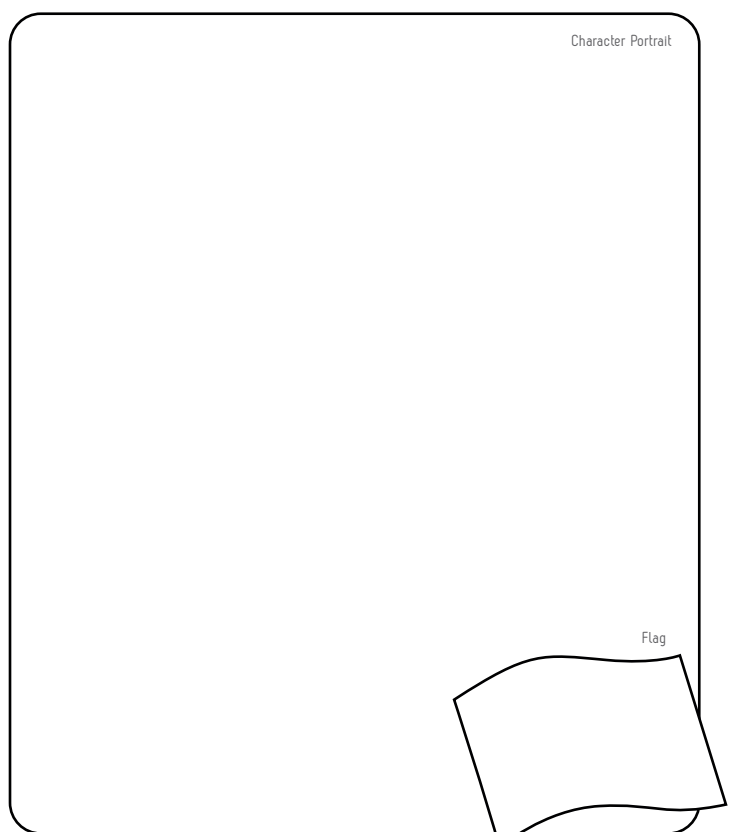
**REFLEXES** \_\_\_\_\_

**MOVEMENT** \_\_\_\_\_

**FOCUS** \_\_\_\_\_

**INTELLIGENCE** \_\_\_\_\_

**LUCK** \_\_\_\_\_



**LEVEL** +1 per 3 Sessions, 1 Trait per Lv. \_\_\_\_\_

**MAX WEALTH** INT + \_\_\_\_\_

**MAX RESOURCES** Level + 3 + \_\_\_\_\_

**GAINED SPARE TIME POINTS** \_\_\_\_\_

**SPENT SPARE TIME POINTS** \_\_\_\_\_

Max Unspent STP = 10  
Gain 1 STP each Session

SPARE TIME ROLLS: \* PLUNDER \* STUDY \* TRADE GOODS \*

STARTING VALUE PERK COMPLICATION KNOWLEDGE

**CURRENT WEALTH** = **TREASURE TRADE BOXES** - 2

**CURRENT RESOURCES** \_\_\_\_\_

A SUCCESSFUL WEALTH ROLL OF 14W OR MORE = -1 TREASURE BOX.

**GAINED KNOWLEDGE** \_\_\_\_\_

**SPENT KNOWLEDGE** \_\_\_\_\_

**EVERYDAY SKILLS**

UNTRAINED/TRAINED(x6) TOTAL 1- ATTRIBUTE, 4+ ATTRIBUTE, 5+ ATTRIBUTE, 6+ ATTRIBUTE, 7+ ATTRIBUTE, 8+ ATTRIBUTE, 9+ ATTRIBUTE, 10+ ATTRIBUTE

**PERSUASION (INT)** -2/+1+ \_\_\_\_\_

**LEADERSHIP (STR)** -2/+1+ \_\_\_\_\_

**INSIGHT (INT)** -2/+1+ \_\_\_\_\_

**SEAMANSHIP (INT)** -2/+1+ \_\_\_\_\_

**STREETWISE (LUC)** -2/+1+ \_\_\_\_\_

**RESOLVE (FOC)** -2/+1+ \_\_\_\_\_

**PHYSICAL (STR/REF/MOV)** -2/+1+ \_\_\_\_\_

**AWARENESS (INT)** -2/+1+ \_\_\_\_\_

**EDUCATION SKILLS**

**CARPENTRY** -2/+1+ \_\_\_\_\_

**METALLURGY** -2/+1+ \_\_\_\_\_

**TAILORING** -2/+1+ \_\_\_\_\_

**WILDERNESS** -2/+1+ \_\_\_\_\_

**MEDICINE** -2/+1+ \_\_\_\_\_

**CULTURE** -2/+1+ \_\_\_\_\_

**MERCANTILISM** -2/+1+ \_\_\_\_\_

**STEALTH (REF/MOV)** -2/+1+ \_\_\_\_\_

**PERSONAL COMBAT SKILLS**

UNTRAINED/TRAINED(x2) TOTAL TRAITS

**SWASHBUCKLING** -2/+1+ \_\_\_\_\_

**BRAWLING** -2/+1+ \_\_\_\_\_

**TACTICS** -2/+1+ \_\_\_\_\_

**FIREARMS** -2/+1+ \_\_\_\_\_

**SHIP SKILLS (1 PER TRAINED SKILL)**

**COMMAND** LEADERSHIP + SEAMANSHIP + TACTICS + \_\_\_\_\_

**CLOSE COMBAT** RESOLVE + SWASHBUCKLING + BRAWLING + \_\_\_\_\_

**LOGISTICS** PHYSICAL + CARPENTRY + MEDICINE + \_\_\_\_\_

**GUNNERY** AWARENESS + METALLURGY + FIREARMS + \_\_\_\_\_

**STRONG HIT**

Effort

**REQUIREMENTS**

Does not Req Hit or Success

**RESULT**

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) + =

	(0-6)	Total (18)		
HULL	BULK		_____	
	DECK		_____	
	SAILS		_____	
	SAILORS	SWABBIES		_____
		GUNNERS		_____
	CUTTHROATS		_____	
SIZE	2 +	=	_____	

TRAITS	RANDOM DAMAGE	ATTRIBUTE DAMAGE	MORAL DAMAGE & EFFECTS
_____	1		<p>-Hull = Leaking                  -4 Hull = Destruction                   -4 Sailors, 0 Moral = Surrender </p>
_____	2		
_____	3		
_____	4		
_____	5		
_____	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	-
Assault		1	4	Cutthroats	4	-	-	Assault.	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.

**CANNON AMMUNITION** x3

USED AMMUNITION

USED AMMUNITION

USED AMMUNITION

Auxiliary

**AUXILIARY**

DEFENCE \_\_\_\_\_ ARMOUR \_\_\_\_\_ MOVEMENT \_\_\_\_\_ BODIES \_\_\_\_\_

USED AMMUNITION

<b>STRONG HIT MOMENTUM</b>	<b>REQUIREMENTS</b>	<b>RESULT</b>
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

<b>14W</b>	<b>CHANGE OUT.</b> Change 1 Attribute, Wpn or Trait.	<b>12T</b>	<b>QUICK FIX; HEAL ANY 2</b> Requires: Toolbox. Requires: 1 Wood, & Cloth per Size.
<b>14W</b>	<b>UPGRADE; GAIN TRAIT OR WEAPON.</b> Requires 1 Wood, Cloth, & Metal per Size.	<b>12T</b>	<b>MAINTENANCE; HEAL HULL 2</b> Requires: Workstation. Requires: 2 Wood, & 1 Cloth per Size.
<b>12W</b>	<b>REARM; REGAIN ALL SHIP AMMO.</b> Requires 1 Metal per 2 Cannons.	<b>12T</b>	<b>REBUILD; HEAL HULL 8</b> and 1 Condition. Requires: Facility. Requires: 4 Wood, Cloth per Size.
<b>10W</b>	<b>RECRUIT; HEAL 6 SWABBIES</b> May Retro Gunners or Cutthroats to Swabbies.	<b>14T</b>	
<b>14W</b>	<b>ENLIST; HEAL ANY 2 SAILORS</b> May Retro Swabbies to Gunners or Cutthroats.	<b>14W</b>	

## SHIP ENVIRONMENTS

<b>COLLISION</b>	Make a free Ram Attack against the object you have Collided with.
<b>BEHIND SHIP</b>	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.
<b>LARGE WAVE</b>	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.
<b>STORM</b>	Take 1d6 Moral Damage at the Start of your Turn.
<b>SHALLOWS X</b>	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)

<b>BOARDED</b>	-2 to all Ship Skill Rolls. Enemy may make Assault Attacks against you. If you take Crew Damage you may lose Boarded (GM discretion).
<b>LEAKING</b>	1 Dmg to a random (1d2) Attribute (no Armour) at the start of your Turn.
<b>ON FIRE</b>	1 Dmg to a random (1d6) Attribute (no Armour) at the end of your Turn.

## AUXILIARY ACTION, 1 PER TURN

<b>AUXILIARY MANOEUVRE</b> 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

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

## SHIP SKILL ROLLS, 1 PER PERSON PER TURN

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

ATTACK ROLL FORMULA
+3d6 +HIT
VS
TARGETS DEFENCE

-2 per Rng Increment beyond the first.      Gain a free Critical Hit vs Targets with 0 Endurance.

# HEALING

<b>10</b>	<b>FIRST AID; STOPS BLEEDING</b> May be performed during Combat.	<b>12T</b>	<b>EXTENDED CARE; HEAL ALL 1</b> and 1 Minor Condition. Requires: Toolbox.
<b>12</b>	<b>PATCH-UP; HEAL ANY 3</b> Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox.	<b>16T</b>	<b>SURGERY; HEAL ONE 8</b> and 1 Condition. Requires: Workstation. Requires: 1 Cloth.

## PERSONAL COMBAT ENVIRONMENTS

<b>SWIM (PREP ACTION)</b>	Take 4 Endurance Damage or 1 Attribute Damage (no Armour). Swim Roll of 10 to Move (Difficult Terrain).
<b>TREAD WATER</b>	+2 to Swimming Roll, may not move during your Turn.
<b>SWING</b>	Gain +2 Move with Full Move or Charge Action.

## PERSONAL COMBAT EFFECTS

<b>GRABBING</b>	As with Grabbed Effect but may remove as a Free Action, and -2 to your Swimming (not -4).
<b>LIMITED VISION</b>	Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black).
<b>PRONE</b>	Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. -1 Push distance.
<b>STEALTHED</b>	May not be Targeted. Lost if you make a visible attack or lose Cover.

## TACKLE EFFECTS

<b>ESCAPE</b>	Remove Grabbing Character Effect from your Target.
<b>GRABBED</b>	-1 Action per Turn. May Move with Target if you have higher Str. -4 to Swimming.
<b>PUSH</b>	Target is forced to move 2 spaces directly away from you.
<b>TRIP</b>	Target goes Prone. Target is forced to move 1 space in any direction.

## POST COMBAT PLUNDER

<b>PERSONAL COMBAT</b>	No Crew: Difficult Combat: Easy Combat: Defeat:	Gain 2 Trade Boxes. Gain 2 Trade Boxes. No Plunder Roll. You may only make Study Rolls.
<b>SHIP</b>	Capture Ship: Captured Ship Taken to Land: Defeat:	Gain 2 Trade Boxes. Gain 4 Trade Boxes. You may only make Study Rolls.