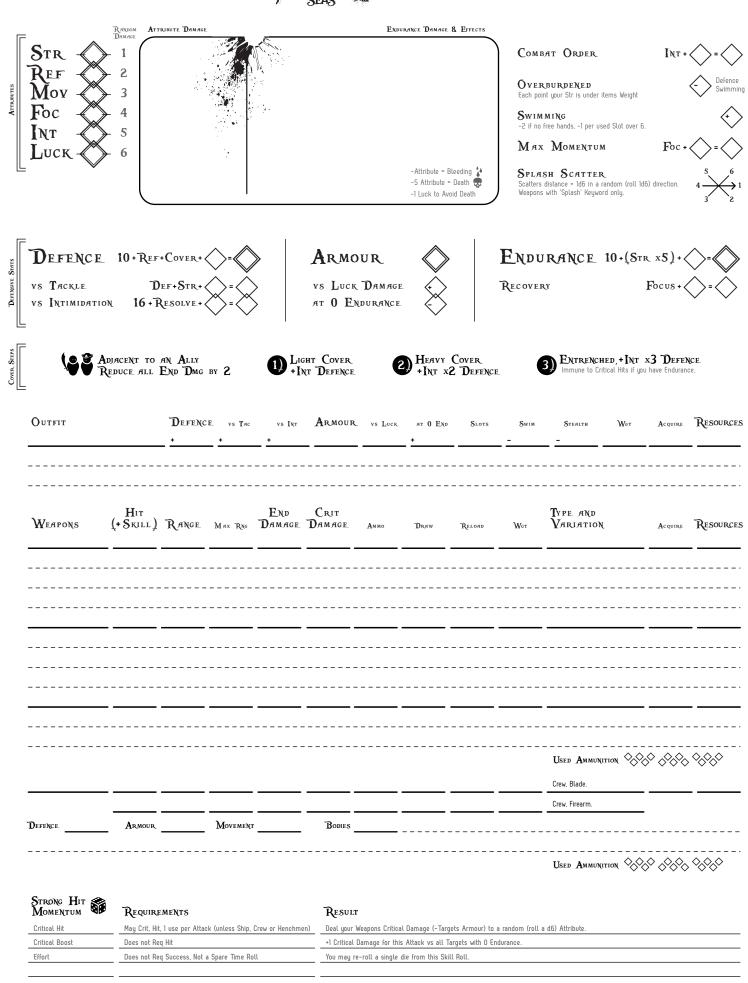


		SEAS Character She	FT						
	Character Name _ Background								
	DACKGROUND _								
Attributes	Strength Reflexes Movement Focus Intelligence Luck	(0-5) Total(18)		Tears					Flag
		3 Sessions 🗘 🔨		Traits			STARTING VALUE	PERK	ICATION 🔷 KNOWLEDGE
Аруяцсемецт	Мах Желітн	trs obob obob o			CURRENT W CURRENT RE GAINED KNOW	Vealth = ' esources wledge	TREASURE TRADE	Boxes -2 A Suc 14w or	cessful Wealth Roll of More = -1 Treasure Box
	PERSUASION (INT)	Untrained Beinge (x6) -2/+1+ =	ggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggrigger Kriggriggrigger Krigger Kriggrig Kr	Thaits	S washbucki		Untrained Trained(x2) Total	л. 	Телт
Skills	LEADERSHIP (STR) INSIGHT (INT)	-2/+1+ =	· . •	ARULS	BRAWLING		-2/+1+ ==	>	
EVERY DAY S		-2/+1+ -2/+1+ -2/+1+ =	×		TACTICS		-2/+1+ =	>	
	PHYSICAL (STR/REF/MOV) AWARENESS (INT)	w w .	\(Firearms		-2/+1+ =	>	
rs	CARPENTRY METALLURGY TAILORING	-2/+1+ ==	\$\\ \$\\	AUMED SKILL.)	CLOSE COMBAT		ship+Seamansh Swashbuckling		\(\rightarrow = \langle \cdot \langle \langle \cdot \langle \cdot
тгох Sк	Wilderness Medicine					Duvsi	CAL+CARPENTRY	MEDICINE + /	_\
Брисятом	CULTURE MERCANTILISM STEALTH (REF/MOV)		\$\\ \$\\	1+) String and			S+METALLURGY		\(\frac{1}{2} = \frac{1}{2} \tag{\frac{1}{2}} \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
	N/	LEQUIREMENTS bes not Req Hit or Success		RESULT You may re-roll a sir	ngle die from this Skill	Roll.			

Character Portrait







Г	Ж еяроңs	(+SKILL)	-			CRIT DAMAGE	Аммо	DRAW	RELOAD	₩ст	Type and \mathbf{V} ariation		Resources
PONS	Personality			20	3		Infinite			-	Intimidate.	Auto	
INNATE WEAPONS	Natural, *May not Hit targ	jets that cannot pe											
NOVATE	Limbs]**]**	Str-2**	1	Infinite			-	Tackle.	Auto	
_	Natural, Small, Blunt, *Hi	t +Str with Tackle	Action, **+2 En	d Dmg OR +2 Rng	g and +7 Max Rno	g if you have a im	provised Weapon	ı (torch, pistol bu	tt, chair).				
		- · 											
													- "-
WEAPONS													
*		- ·											
											Used Ammunition	◇,◇,◇, ◇,◇,	$\Diamond_{\wedge}\Diamond_{\wedge}\Diamond$
											USED AMMORITION	. ♦ , ♦ , ♦ , ♦ , ♦	. ♦. ♦.
											Used A mmunition '		$\Diamond_{\wedge}\Diamond_{\wedge}\Diamond$
	Г										OSED Mamorition	\\	$\Diamond \Diamond$
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SUPPORT													
SнгР											Used A mmunition	 ◇.◇.◇ .◇.◇.	· · · · · · · · · · · · · · · ·
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	11.		12.			13.			14.		15.		
_	EQUIPMENT H	C-		<u> </u>		_							
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	EQUIPMENT ON	Your Sh	IIP				ł	QUIPMENT	IN STORAGE	E			
	_												
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_			$\oplus \oplus \oplus \Box$		Foor	о & W яте	r 🗏				10w Acquire 2 Trade Goods	SELL 2 TRA	DE BOXES OR
Good					⊞ W ∞	OD	ПШ						EALTH ROLL OR
TRADE GOODS	Loot				Cro						12w Acquire 4 Trade Goods		RE TRADE BOX
					-			т тттт	JUTTUTTUTTUTTUTTUTTUTTUTTUTTUTTUTTUTTUTT	ш	16w Acquire 8 TRADE GOODS	Auto Sell 4 Tra	Resource
	Treasure +4v	v			⊞ ME	TAL +2	2w 🖽 🖽		ишшшш		2		
	Study							PERKS		C-	MPLICATIONS	I morran	
	Oloni	<u>,</u> ⇔.∆			›. ተ	b.d		PERKS		Co	MELICATIONS	LANGUAGES Free People	
							Acquire 1					- Tree Leopte	
				\$\psi_0\psi_		. * .	Acquire 1 Study Unit						
		<\footnote{\phi_0}	, °0,00000	\$ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		№ 10т	STUDY WITH ANOTHER						
		^ ^				NA							



	SHIP NAMEBUILD		.D	UPKEEP COST 10 +WEAPONS+(TRAITS XS) +						
Sallors Hull	Bulk Deck Sails Swabbies Gunners Cutthroat	(0-6) Tetal (18)	Тилт	ATTRIBUTE DAMAGE	MORAL DAMAGE 8	CANNON MAX SPEED CARGO (SIZE) CONSUME (SIZE) BOX FOOD & WATER EVER	Size + Bulk + < E x Size)+2) + < 25 OF 7 +	= Davs		
	SIZE	2+ 🔷 = 🔷			-4 Hull = Destruction & -4 Sailors, O Moral = Sui		CE 100%+	= \ %		
DEFENSIVE STATS	DEFENCE 1 REDUCE ALL CANNOTHEY ATTACK YOUR	on Hits by -106 when	ARMO FRONT	ur Armour	3+ = 3	MORALE (S	ıze ×10)+< 4+<	=		
Wrwp		WITH THE WAY OF THE MAX SPEED = 2.4 YOUR	TO +2 -2 SPEED, R. SAILS,	PARALLEL TO THE YOU MAY GAIR UP TO + MAX SPEED = 2 *YOUR SO 1 + 1 - 2 SPEED. SAILS.	E WIND 2 -2 SPEED. IILS. AGAINST THE YOU MAY GAIN U MAX SPEED = 1.	PARALLEL WITH THE) You MAY GAIN UP TO +3 -2 SPEED MAX SPEED = 3 + Your Sails, WIND TO +0 -3 SPEED,	W indd			
	W eapons	HIT (+SKILL) RANGE +Speed* 1, Front	Morale Max RNG DAMAGE Bulk +Speed	~	Ammo Min Size	Type and Variation Ram.	Acquire Auto	Resources		
	Strong Hit (5-6), Crit Location	: 1d3, *On a hit you deal equal Crit Damage	e to yourself (Front Armour) and r	reduce both of your Speeds 4	oy 2. *Auto Hit if your target h	as O Speed. Assault,	Auto			
		· —— -								
тюй, х3		·				Used Ammunition 🤄		<u></u>		
CANNON AMMUNITION,						Used Ammunition	 >>>>	<u></u>		
	 =					Used A mmunition		·		
AUXILIARY	Defence.	Armour Movement	BODIES_							
]	Strong Hit					Used Ammunition		♦ \$\$		
MOMENTUM REQUIREMENTS Critical Hit May Crit, Hit, 1 use per Attack (unless Ship, Crew or Henchmen)			=	RESULT Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.						
	Critical Boost Effort	Does not Req Hit Does not Req Hit or Success		ritical Damage for this Attac may re-roll a single die fror	k vs all Targets with 0 Endurar n this Skill Roll.	ice.				
	Promote	Ship Skill Roll, Success, Combat		Permanently reduce your Swabbies by 1 and gain 1 Gunner OR Cutthroat.						

REPAIR

CHANGE OUT

Upgrade; Gain Trait or Weapon 14w

REARM; REGAIN ALL SHIP AMMO. 12w

RECRUIT; HEAL 6 SWABBIES 10_w

ENLIST; HEAL ANY 2 SAILORS

QUICK FIX: HEAL ANY 2 12_T

Requires: Toolbox. Requires: 1 Wood, & Cloth per Size

MAINTENANCE; HEAL HULL 2

Requires: Workstation. Requires: 2 Wood, & 1 Cloth per Size.

Rebuild; Heal Hull 8 14_T and 1 Condition. Requires: Facility. Requires: 4 Wood, Cloth per Size 14 w

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.

12T

 ${\sf Large}$ ${\sf Wave}$ 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 χ If your Ship is over Size X you Collide with the Shallows*.

Shallows may have Defence 14 and dont count as being at Speed O.

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

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 re. Attack, May Crit

+1 End Dmg per Attacking Body. Momentum 2: +1d6 Hit per Attacking Body.

CREW PREP

Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1, No bonuses from other sources

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

FIRST AID; STOPS BLEEDING 10

Рятсн-Up; Неяг япу 3

12

Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolhox

Extended Care: Heal all 1 12_{.T} and 1 Minor Condi Requires: Toolbox. 12_T

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).

16_T

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...

 $\mathbf{p}_{\mathsf{USH}}$ Target is forced to move 2 spaces directly away from you.

TRIP Target goes Prone.

Target is forced to move I space in any direction.

POST COMBAT PLUNDER

PERSONAL COMBAT No Crew:

Difficult Combat: Gain 2 Trade Boxes. Easy Combat: No Plunder Roll.

You may only make Study Rolls. Defeat:

Gain 2 Trade Boxes.

SHIP Gain 2 Trade Boxes. Capture Ship:

Captured Ship Taken to Land: Gain 4 Trade Boxes.

You may only make Study Rolls.

Personal Combat Actions, 2 per Turn

THOUGHTFUL ACTIONS

SIZE UP Hit +Int Attack

Once per Turn, +1 Momentum

Draw or Reload a Weapon. Skill Roll (eg: Medicine, Stealth). Momentum 2: Two Allies gain +1 Momentum.

Move Recover READY ATTACK

PREP

*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

QUICK STRIKE

Move Attack May Crit

Move +2. Momentum 1: +2 Movement.

Hit +Ref (Hit +Int with Intimidate). On Flanked Hit: +I Momentum. Momentum 2: Attack with a different Weapon. Momentum 2: Your next Attack gains +2d6 Hit.

Cover Step +1. An Attack Misses You: +1 Momentum (up to +2). Momentum 2: +1 Cover Step.

Powerful Actions

Move, Attack, May Crit

TACKLE Move Attack Move +2 (Straight Line). +1 Momentum per Adjacent Enemy.

On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.

BLOCK On Hit: Gain +1 Momentum if any opponent is Move Attack adjacent to you at the start of your next Turn.

SHIP SKILL ROLLS, I PER PERSON PER TURN

COMMAND

PUSH CREW

Тяск

Lowest Speed First (or vest Cutthroats if equal)

Alter your ship's Speed. Rotate 45° OR Rotate 90° and -3 Speed.

A single Ship Roll gains Str Hit +1. *And take 5 Morale Damag

GIVE SPEECH +1 to all Ship Skill Rolls this Turn. Regain Moral

5 Successes = Leave Combat Area. PLOT FSCAPE *No enemy ships within 4 of you.

CLOSE COMBAT

Highest Deck First (or highest Cutthroats if

DODGE

Reduce your, and an adjacent, ship's Speed by 2. And one of GRAPPLE gains or removes a Boarded Effect

Hit: +Gunners. VOLLEY Attack with Assault Crit Attribute location: 1d3+3.

Hit: +Cutthroats. Attack all Boarded ships with Assault, To ARMS No Rng penalties.

An adjacent Boarded ship takes 1 Dmg DUEL (no Armour) to any Sailors Attribute *Failed Roll = YOU take 1 Dmg.

Logistics &

Рятсн Јов

SUPPORT CREW

CATCH WIND

NAVIGATE

Repair 1 Attribute Damage that was dealt since upur last Turn +1 to all Ship Skill Rolls this Turn.

Remove Leaking or On Fire Effect. Deploy an Auxiliary.

Alter your ship's Speed by +1 to -1

Move forward 1d3 spaces, not Directly Against Wind.

Тяке Аім

GUNNERY

Boost next Cannon Attack: Rng +2

Requires no Ammunition

Pot Shot

PORT BROADSIDE vs Defence

Hit: +1d6 per Cannon. Rng: -1d6 per Increment, not -2. Attack with left side Cannon.

Attack with front or side Cannon

Hit: +1d6 per Cannon. Rng: -ld6 per Increment, not -2. Attack with right side Cannon.

Starboard Broadside vs Defence

+3D6 +HIT

TARGETS DEFENCE Gain a free Critical Hit vs Targets with O Endurance