

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

NAME: AVG PC RESOURCES: NPC TYPE:

STR 1
 REF 2
 MOV 3
 FOC 4
 INT 5
 LUCK 6



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 + =

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

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).

Insert Weapons

USED AMMUNITION

NAME: AVG PC RESOURCES: NPC TYPE:

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 REF 2
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BACKGROUND:

VARIATIONS:

TRAITS:

DEF 10 + Ref + Cover + =
 VS TAC Defence + Str + =
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ARMOUR
 VS LUCK DMG
 AT 0 END

END 10 + (Str x5) + =
 RECOVERY Focus + =

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

USED AMMUNITION

FRAGGED SEAS NPC SHIP SHEET

SHIP NAME: _____

RESOURCES COST: _____

HULL

BUL 1
DEC 2
SAI 3
SWA 4
GUN 5
CUT 6

SAILORS

SIZE



BUILD: _____

TRAITS: _____

SHIP SKILL ROLLS

RE-ROLLS PER TURN

CANNON

MAX SPEED

2+ =

1+ =

SIZE + BULK +

MORALE

RESILIENCE

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	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: 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

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.
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	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 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	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 +2	CLOSE COMBAT +2	LOGISTICS +2	GUNNERY +2
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	TO 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

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: 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: 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.

Splash Scatter

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



ADJACENT TO AN ALLY REDUCE ALL END DMG BY 2	1 LIGHT COVER +INT DEFENCE
2 HEAVY COVER +INT x2 DEFENCE	3 ENTRENCHED, +INT x3 DEFENCE Immune to Critical Hits if you have Endurance.

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.	