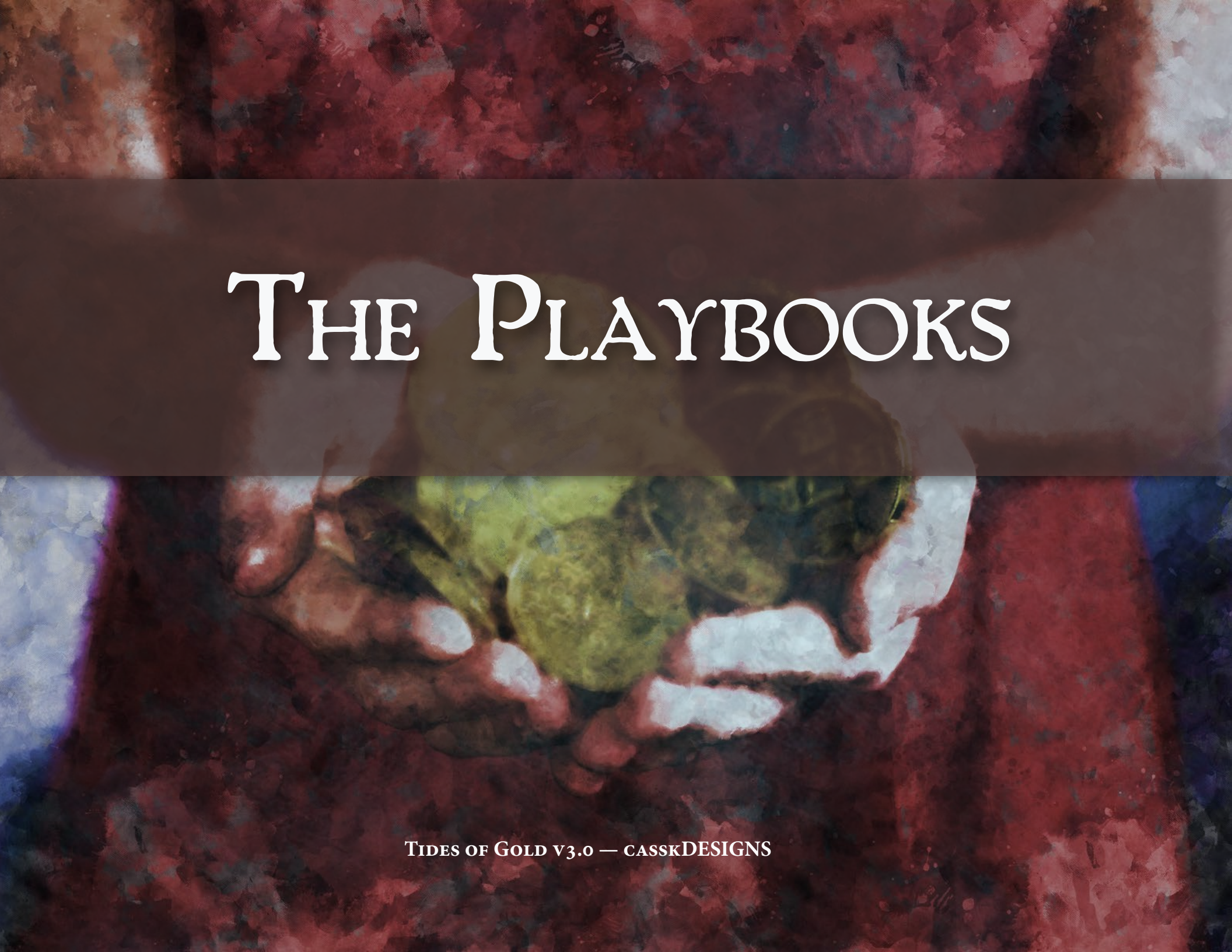
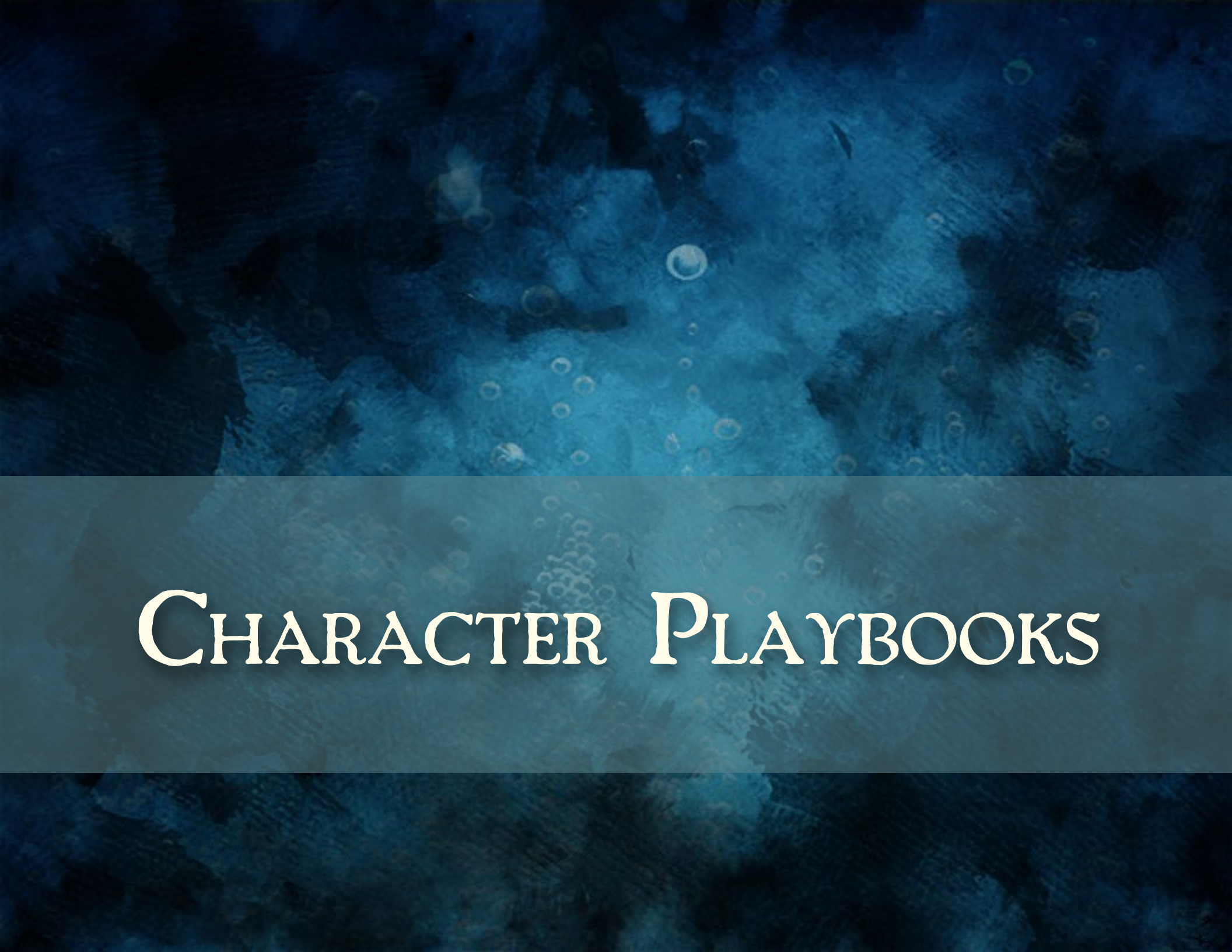


The background of the entire page is a textured, painterly illustration. It features a hand holding a large, green, oval-shaped gemstone. The hand is rendered in shades of brown and white, with visible brushstrokes. The gemstone has a mottled green and yellow-green color. The background is a mix of dark red, brown, and white, with a rough, marbled texture. A semi-transparent dark brown horizontal band is positioned across the middle of the image, serving as a backdrop for the title text.

THE PLAYBOOKS

TIDES OF GOLD v3.0 — CASSKDESIGNS

The background is a deep blue, textured surface resembling water or a painted canvas. Numerous small, light blue bubbles are scattered throughout, particularly concentrated in the center and lower half. The overall effect is a moody, aquatic atmosphere.

CHARACTER PLAYBOOKS

Tides of Gold

CREW

CAPTAIN

A DASHING
COMMANDER &
PROFITEER

PLAYBOOK XP

NAME PRONOUNS

LOOK

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS VVVVVVVVVV **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

H
A
R
M

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
-3				☐
-2				
-1				

☐ INJURED ☐ BROKEN

SPECIALTY: _____

ACTION: _____

NOTES: _____

☐ INJURED ☐ BROKEN

SPECIALTY: _____

ACTION: _____

NOTES: _____

SPECIAL ABILITIES

- **SWASHBUCKLING:** Push yourself and choose 1: *perform a dueling move that defies physics; swoop in to pull another character from harm and land anywhere you want within sight; or take two shipboard actions in a round.*
- **CINEMATIC ENTRANCE:** When you make a flashy entrance or arrive at the last possible moment to save the day, your presence freezes the scene. Your first Resolve action cannot be worse than a 7-9. Push yourself to make it a 10+.
- **COMMISSION CREW:** When in port, you can spend 1 Coin to gain 2 hirelines. They are experts limited to 1 action; they do not count for Crew limits. They must be paid each downtime or they will leave.
- **EYE TO THE PRIZE:** During an Odyssey, add +2 to the Odyssey challenge roll to pick up a random cargo on the way. During score loot, you gain an additional 2 Coin.
- **FOUND FAMILY:** When you take a risk to make another PC feel welcome or support their anchor, the entire crew gains the advantage "high spirits." It acts like any advantage from a natural 12. Can only happen once per phase.
- **GENIAL HOST:** Gain a new downtime action "Carouse." For each Coin spent, choose 1 of the following: *you befriend a useful NPC; you hear rumors of a lucrative opportunity; decrease Notoriety by 2; clear this harbormaster's tithe clock of any segments from non-payment.*
- **GOLDEN TONGUE:** When you Sway, you can spend 1 Coin instead of rolling and the result will be as if you rolled a 10+. Cannot be used if the target is openly hostile.
- **LEAD FROM THE FRONT:** Mark special armor to protect a crewmember from a consequence or to push yourself when outnumbered.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Gisa, a weather witch ☐
- △▽ Benno, a forgotten war hero ☐
- △▽ Falk, a leviathan hunter
- △▽ Magda, creature of the deep
- △▽ Reto, a shipping magnate

ITEMS LOAD ☐ L (3)

- ☐ OFFICER'S RAPIER & HAT
- ☐ STAFF WITH WICKED HOOK
- ☐ FINE SEA RAIDER PISTOL
- ☐ CAPTAIN'S LEATHERS
- ☐ UNERRING COMPASS & SPYGLASS
- ☐ PACK OF COMMANDEERED ITEMS ● ● ●

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Put yourself at risk to protect the crew or ship.
- ◇ Attempted to address a challenge with recklessness or bravado.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

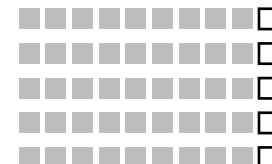
+ PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

N (5) H (7)

- ☐ A BLADE OR TWO
- ☐ RANGED WEAPON
- ☐ A CUTLASS
- ☐ A POLEARM
- ☐ AN UNUSUAL WEAPON
- ☐ BURGLARY GEAR
- ☐ CLIMBING GEAR
- ☐ BOARDING TOOLS
- ☐ MYSTIC IMPLEMENTS
- ☐ DOCUMENTS
- ☐ SUBTERFUGE SUPPLIES
- ☐ DEMOLITIONS TOOLS
- ☐ TINKERING TOOLS
- ☐ LANTERN

COIN

GILDED



Tides of Gold

CREW

COLLECTOR

INQUISITIVE
TRAVELER &
PEDDLER

PLAYBOOK XP

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS VVVVVVVVVV **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

H
A
R
M

	INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
-3				☐
-2				
-1				

CURIO CONDITIONS

It is either consumable or faulty, and will only work once

It was not intended to be used for this

It will take a lot of time and effort to use properly

It won't work unless you [X]

The curio's effects are incredibly specific

You get something close to what you want, but not quite

You'll need help from [X] to use it safely

SPECIAL ABILITIES

- **TENDER OF TRINKETS:** You keep a collection of strange and rare trinkets which follow a specific theme, e.g. mechanical replicas, foreign money, ancient toys. Dig through the collection for something useful: tell the GM what you want it to do, the GM adds 1-4 Curio Conditions.
- **AFICIONADO:** When you decide something is valuable, **push yourself** and expound on its unique qualities. It gains 1 feature similar items do not have. The GM decides its flaw.
- **BEST FOR LAST:** When you check off your last item of load, take +2 whenever you use it.
- **FOR THE RESEARCH:** You investigate your crew in your free time. Ask another PC a question about their past; if they answer honestly, give them +2 on a roll. Can only be used twice until downtime refreshes the counter.
- **PART-TIME PEDDLER:** You can use trinkets as money: use your Study instead of Coin for coin rolls. You can also exchange 2 Coin during looting for a trinket outside your collection's theme.
- **TALKER OF TRINKETS:** When you speak to your collection, it listens. You can use Resolve actions with the collection and it will react.
- **WEALTH & TASTE:** Flash around a valuable possession and choose a present supporting character: they will do anything they can to obtain in. Take +2 in negotiating with them.
- **WELL STOCKED:** Flashbacks related to obtaining an item never cause you stress.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Traudle, an inventor
- △▽ Priska, a possessed item
- △▽ Achim, a cartographer
- △▽ Rike, an academic
- △▽ Sepp, an automaton artist

XP

◇ Every time you fail a roll, mark xp in that action's attribute.
At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:

- ◇ Endanger yourself or your crew for the sake of riches or new knowledge.
- ◇ Attempted to address a challenge with wealth or gear.
- ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



ITEMS LOAD ■ L (3)

- ☐ APPRAISAL KIT
- ☐ VEHICLE OR MOUNT THAT MATCHES COLLECTION
- ☐ CATALOGUE OF STRANGE & MYSTERIOUS
- ☐ MEMBERSHIP CARD
- ☐ AN INTELLIGENT ITEM OR PET
- ☐ MONSTER FEED ● ● ●

INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

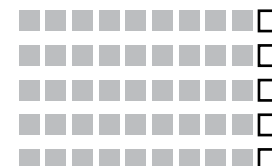
- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

■ N (5) ■ H (7)

- ☐ A BLADE OR TWO
- ☐ RANGED WEAPON
- ☐ A CUTLASS
- ☐ A POLEARM
- ☐ AN UNUSUAL WEAPON
- ☐ BURGLARY GEAR
- ☐ CLIMBING GEAR
- ☐ BOARDING TOOLS
- ☐ MYSTIC IMPLEMENTS
- ☐ DOCUMENTS
- ☐ SUBTHERFUGE SUPPLIES
- ☐ DEMOLITIONS TOOLS
- ☐ TINKERING TOOLS
- ☐ LANTERN

COIN

GILDED



es of

CREW

PRONOUNS

LOOK

HERITAGE: SICA - TERES - ACERBUS
IBRIN - ZBI - KYBION - DAHYUKA - MIHBADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET



PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

HARM

-3
-2
-1

INSIGHT

PROWESS

RESOLVE

SPECIAL ARMOR

☐

UNWAVERING GUIDE & MYSTIC

- **SHEPHERD'S STRIKE:** Use your staff with mythic force; **push yourself** to send a threat or object flying back, or cut cleanly through any non-living object. You decide where the target or pieces land, within your line of sight.
- **CLEAR EYES:** When you Attune to a new mystical being or power for the first time, clear 1 stress.
- **GUIDING LIGHT:** When you show a character the best course of action, with their best interests at heart, take +2 to convince them to act upon it. If it is a PC, give them +2 on a related roll instead, but they must tell you something they value about their anchor or share a memory of their anchor.
- **PAST SHADOWS:** Gain a second anchor, Regret. You can seek this anchor during downtime at sea; if you get the homesick effect, you always have the raid "memories" as a result.
- **PIERCE THE DARKNESS:** When you protect a teammate, you can ask the GM one question about a threat you face; the GM must answer honestly.
- **STEADY COURSE:** If a PC would mark their last stress box, you can gain 1 stress to prevent that final box of stress. Each PC can only benefit from your ability once per session.
- **TAKING CHANCES:** When you speak frankly or reveal your own flaws, take +2 against the person listening or clear 1 stress; you will take -1d to resist any related consequence.
- **TIES THAT BIND:** You can Attune to the history of a place or person, revealing significant events or relationships. You can **push yourself** while attuning to hone in on a specific memory or time.
- ● ● **VETERAN:** Choose a special ability from another playbook.

- △▽ Ferey, an apostate priestess
- △▽ Baya, a quartermaster
- △▽ Episteme, a monster slayer
- △▽ Landolfo, an assassin
- △▽ Kaysar, a zealot

ITEMS	LOAD	$\square$ L (3)
-------	------	-----------------

- ☐ *PURIFICATION TOOLS*
- ☒ FINE SHEPHERD'S STAFF
- ☐ MEMENTO OF A DARKER LIFE
- ☐ *KEEPSAKE OF LOVED ONE*
- ☐ SPIRIT BANE LANTERN
- ☐ COLLECTION OF MAPS & STAR CHARTS ● ● ●

XP

◇ Every time you fail a roll, mark xp in that action's attribute.
 At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
 ◇ Ease the suffering of a person or place.
 ◇ Attempted to address a challenge with honesty or sacrifice.
 ◇ Expressed your heritage, background, or complicated events with chains.

INSIGHT

● ● ● HUNT
● ● ● STUDY
● ● ● SURVEY
● ● ● TINKER

PROWESS

● ● ● FINESSE
● ● ● PROWL
● ● ● SKIRMISH
● ● ● WRECK

RESOLVE

- ● ATTUNE
- ● COMMAND
- ● CONSORT
- ● SWAY

BONUS DIE

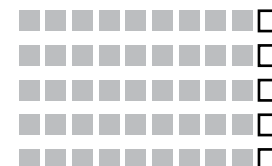
+ PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

LONG-TERM PROJECTS



COIN

GILDED



CREW

NAME _____

PRONOUNS

LOOK

BACKGROUND & KNOWLEDGE

HERITAGE: SICA - TERES - ACERBUS
IBRIN - ZBI - KYBION - DAHYUKA - MIHBADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS

CHAINS

PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

HARM

-3
-2
-1

INSIGHT

PROWESS

RESOLVE

SPECIAL ARMOR

☐

EXILE

DISPLACED CAST-OFF &
OBSERVANT SEEKER

SPECIAL ABILITIES

- **ON GUARD:** Attune to tensions in the scene. **6 or less**, GM chooses 1; **7-9**, choose 1; **10+**, choose 2: *what does [X] really want; what is out of place; who really has the upper hand; or who is most vulnerable?* The GM must answer honestly.
- **BURNING PURPOSE:** When you act in line with or in defense of your anchor, it only takes 1 stress to push yourself.
- **EARNING A PLACE:** If you use a flashback to fulfill an obligation to a questionable associate, it never takes stress.
- **EAR TO THE GROUND:** Pay 1 Coin to flashback to your last port downtime. You listened to rumors that can help you now. Roll an action based on how you sought them out and ask any two questions. **6 or less**, the GM chooses the fault, **7-9**, you choose the fault, **10+** get complete answers. *Faults: incomplete, tangential, or 2 conflicting answers.*
- **NEW HOME:** Gain a new downtime action "Accompany." Give a crewmember +2 on their downtime action roll. You answer 1 question: *how did you help me feel welcome; who do you remind me of; how does your anchor connect to my past; or what lie have I told you?*
- **NO ONE TRUSTS OUTSIDERS:** Experience prepared you for the worst from locals. **Push yourself** to make the GM reroll a raid die and keep the lowest.
- **NONE LEFT BEHIND:** Gain 1 stress to appear at the side of an isolated or outnumbered crewmember.
- **USED TO BE FRIENDS:** Mark special armor to know a supporting character who can help with an obstacle. **Push yourself** to have them appear near your current scene, but your relationship is tense.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △△ Gos, harbormaster's assistant
- △△ Phaidyme, an exiled royal
- △△ Sear, a cult recruiter
- △△ Primo, a smuggler
- △△ Tiyya, a spy

ITEMS	LOAD	$\square$ L (3)
-------	------	-----------------

- ☐ *READY BRIBE*
- ☒ **FRIGHTENING WEAPON**
- ☐ MEMENTO OF HOMELAND
- ☐ FOREIGN LUXURY ITEM
- ☐ TAILOR'S TOOLS
- ☐ VIALS OF ILLUSION ● ● ●

XP

♦ Every time you fail a roll, mark xp in that action's attribute.
At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:

- ◇ Improve a crewmember or associate's sense of trust towards you.
- ◇ Attempted to address a challenge with calculation or teamwork.
- ◇ Expressed your heritage, background, or complicated events with chains.

PLAYBOOK XP



INSIGHT



- ● ● HUNT
● ● ● STUDY
● ● ● SURVEY
● ● ● TINKER

PROWESS



- ● ● FINESSE
● ● ● PROWL
● ● ● SKIRMISH
● ● ● WRECK

RESOLVE



- ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

BONUS DIE

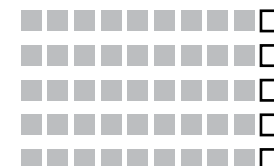
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LONG-TERM PROJECTS



COIN

GILDED



Tides of Gold

CREW

NAME PRONOUNS

LOOK

BACKGROUND & KNOWLEDGE **HERITAGE:** SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS VVVVVVVVVV **CHAINS** PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

		INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H	-3				☐
A	-2				
R	-1				
M					

FIREBRAND

RECKLESS &
PASSIONATE
REBEL

SPECIAL ABILITIES

- **RADICAL ACTION:** When you escalate a situation, clear 1d6 stress. If you roll higher than your total stress, the situation spins out of control.
- **AWESTRUCK:** Tell an outrageous lie and mark special armor; your target will believe it and nothing can change their mind...even you. Create a 4-segment progress clock "unintended consequences"; the GM can complete a segment for any complication and describe a new consequence of this belief. When the clock is full, the belief is broken.
- **DIVINE DEVOTEE:** You act in service of a deity or mystical force. When you Consort in their name, take +2.
- **DROP THE MASK:** Reveal your doubts to a crewmember and gain 1 stress; they can reduce an Insight or Resolve harm.
- **MOBILIZE:** Push yourself and make a call to action. A nearby supporting character joins in and choose 1: *acts as a distraction, backs you up, or blocks a hostile character.* Take +1 on your next roll.
- **PROVOKE:** Push yourself to anger someone and choose 1: *they only focus on you; they blurt out a secret; or they betray an ally in anger.*
- **QUESTIONABLE PAST:** You also have the heritage "underworld" and can make additional Connect rolls with it if you gain 1 stress.
- **RIDE THE WAVE:** When conflict breaks out, you act first.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Aura, a disgraced magistrate
- △▽ Mahvash, a rising performer
- △▽ Orsino, an infamous betrayer
- △▽ Charis, a reluctant oracle
- △▽ Simin, a soldier of fortune

ITEMS LOAD ■ L (3)

- ☐ CULT TEXTS & SECRETS
- ☐ INTIMIDATING PET
- ☐ ELABORATE JEWELRY OR DECORATIVE FASHION
- ☐ EXAGGERATED REPUTATION
- ☐ ALTERNATE IDENTITY
- ☐ PACK OF CONTRABAND ITEMS ● ● ●

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Put yourself at risk for the sake of your beliefs or a crewmember's anchor.
- ◇ Attempted to address a challenge with charm or confrontation.
- ◇ Expressed your heritage, background, or complicated events with chains.

PLAYBOOK XP



INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
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- ● ● WRECK

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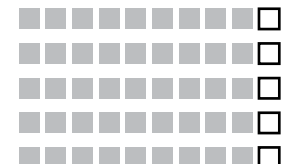
BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

LONG-TERM PROJECTS



COIN



GILDED

Tides of Gold

CREW

NAME _____ PRONOUNS _____

LOOK _____

BACKGROUND & KNOWLEDGE HERITAGE: SICA - TERES - ACERBUS
IBRIN - ZRI - KYRION - DAHYUKA - MIHRADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

STRESS VVVVVVVVVV **CHAINS** ▽▽▽ PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

		INSIGHT	PROWESS	RESOLVE	SPECIAL ARMOR
H A R M	-3				☐
	-2				
	-1				

UNFADING SCARS

- ☐ **Scarred Hands:** Your hands are a bludgeoning weapon. Take +1 when you Wreck with them.
- ☐ **Scarred Body:** You have special armor against physical consequence.
- ☐ **Scarred Mind:** You have special armor against mental consequences.
- ☐ **Scarred Heart:** Roll with advantage against any who insult your past.
- ☐ **Scarred Soul:** Your chest burns when you are in danger; when threatened, you act first.
- ☐ **Scarred Conscience:** Gain a second anchor, Vengeance. Use Wreck to recover stress during any phase but take level 1 harm "guilt."

OLD TIMER

GRIZZLED &
HAUNTED
SURVIVOR

SPECIAL ABILITIES

- ● ● **SCARRED & BURNED:** The great tragedy of your life permanently branded you. Choose an unfading scar.
- **CHILLING ACCOUNT:** When you reduce Notoriety by spreading stories of past horrors, take +2.
- **ECHOES OF A FORMER LIFE:** When the crew encounters a new location or person, you can tell the GM when you came across them before; the GM will answer 1 question about how they have changed.
- **IMPERVIOUS:** When you take physical harm without resisting, choose one: *their weapon breaks against you; an enemy runs in fear; regain 1 stress; or take +2 for your counterattack.*
- **LONE SURVIVOR:** You lost everything to the cruelty of men. When dealing with sympathetic or guilty NPCs, you can push yourself with your haunted past instead of using stress.
- **SPARE THE INNOCENT:** Gain a new XP trigger: *Stop a massacre, disaster, or tragedy.* If the crew helps, gain crew XP.
- **STAY A WHILE:** You can use a downtime action to tell a PC a story of your past. Until the next downtime, they carry your pain and gain the benefits of one of your unfading scars.
- **UNSTOPPABLE:** Gain 1 stress to ignore the negative modifiers of harm during a scene.
- **WHITE WHALE:** You lost a former crew to a terrifying monster. When you fight against a beast or monster of a similar type, that threatens your crew, take +2. Monster type: _____

The Old Timer does not get a Veteran ability

FRIENDS & RIVALS

- △▽ Severino, a military officer
- △▽ Lavrentios, a travelling sage
- △▽ Veltry, a pirate queen
- △▽ Maire, a fortune teller
- △▽ Taavi, a nomadic artist

XP

- ◇ Every time you fail a roll, mark xp in that action's attribute.
- At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
- ◇ Obtain something for your home that is yours and only yours.
 - ◇ Attempted to address a challenge with nonviolence or knowledge.
 - ◇ Expressed your heritage, background, or complicated events with chains.

LONG-TERM PROJECTS



ITEMS LOAD ■ L (3)

- ☐ WEAPON OF YOUR MENTOR
- ☐ FAMILY HEIRLOOM
- ☐ BANDAGES & POULTICES
- ☐ MEMENTO FROM YOUR TRAGEDY
- ☐ TOOL OF YOUR VENDETTA
- ☐ SURVIVAL PACK ● ● ●

PLAYBOOK XP

INSIGHT

- ● ● HUNT
- ● ● STUDY
- ● ● SURVEY
- ● ● TINKER

PROWESS

- ● ● FINESSE
- ● ● PROWL
- ● ● SKIRMISH
- ● ● WRECK

RESOLVE

- ● ● ATTUNE
- ● ● COMMAND
- ● ● CONSORT
- ● ● SWAY

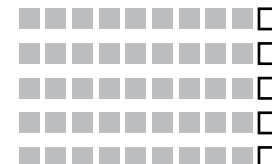
BONUS DIE

- + PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

■ N (5) ■ H (7)

- ☐ A BLADE OR TWO
- ☐ RANGED WEAPON
- ☐ A CUTLASS
- ☐ A POLEARM
- ☐ AN UNUSUAL WEAPON
- ☐ BURGLARY GEAR
- ☐ CLIMBING GEAR
- ☐ BOARDING TOOLS
- ☐ MYSTIC IMPLEMENTS
- ☐ DOCUMENTS
- ☐ SUBTHERFUGE SUPPLIES
- ☐ DEMOLITIONS TOOLS
- ☐ TINKERING TOOLS
- ☐ LANTERN

COIN



GILDED



es of

CREW

PRONOUNS

LOOK

HERITAGE: SICA - TERES - ACERBUS
IBRIN - ZBI - KYBION - DAHYUKA - MIHBADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

HARM

-3
-2
-1

INSIGHT

PROWESS

RESOLVE

SPECIAL ARMOR

☐

NIMBLE & UNREPENTANT MISCHIEF MAKER

- **WALL WALKER:** You can climb solid walls and ceilings as quickly as you can walk or run.
- **ARCANE BLESSING:** You can use WALL WALKER on the surface of any body of water.
- **CHEERFUL RESPITE:** Mark special armor and share a story of a past escapade with the crew. They each gain a downtime action for any phase; they can flashback immediately to use it, or save it for later.
- **DAZZLE & DASH:** You can make a Coin roll even if you have no Coin. Describe your misdirection. You will always succeed initially, but they will realize your trickery in moments.
- **DEAD DROP:** When you attack from above, choose one before rolling the action: *take +1 for the attack; kidnap them and retreat; or the attack is silent.*
- **GRANDSTAND:** When you you draw attention to yourself before attempting a risky athletic stunt, take +2.
- **PRANKSTER:** Gain 1 stress to prepare a trap in any environment. When an enemy moves into the area, pick 1: *the trap pins them in place; attack with Tinker; or you can suddenly appear anywhere in the nearby area.*
- **WHO, ME?:** When someone has spotted you, you can **push yourself** to instantly hide successfully or escape unnoticed.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Celestyn, a storyteller
- △▽ Xabi, an artificer
- △▽ Dejan, an academic
- △▽ Aili, a street thief
- △▽ Katicar, a bodyguard

XP

◇ Every time you fail a roll, mark xp in that action's attribute.

At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:

- ◇ Enact justice against an authority figure.
- ◇ Attempted to address a challenge with trickery or athletic feats.
- ◇ Expressed your heritage, background, or complicated events with chains.

ITEMS	LOAD	$\square$ L (3)
-------	------	-----------------

- ☐ MISCELLANEOUS CHARMS
- ☒ FINE CLIMBING SPEAR
- ☐ DISTRACTION TOOLS
- ☐ STOLEN BADGE OF RANK
- ☐ FINE DISGUISE
- ☐ PACK OF "BORROWED"
LUXURY ITEMS ● ● ●

LONG-TERM PROJECTS



PLAYBOOK XP



INSIGHT



● ● ● HUNT
● ● ● STUDY
● ● ● SURVEY
● ● ● TINKER

PROWESS



● ● ● FINESSE
 ● ● ● PROWL
 ● ● ● SKIRMISH
 ● ● ● WRECK

RESOLVE



- ● ATTUNE
- ● COMMAND
- ● CONSORT
- ● SWAY

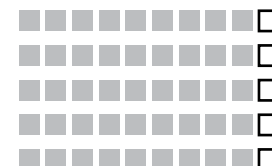
BONUS DIE

+ PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

■ N (5) ■ H (7)

- ☐ A BLADE OR TWO
- ☐ RANGED WEAPON
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- ☐ CLIMBING GEAR
- ☐ BOARDING TOOLS
- ☐ MYSTIC IMPLEMENTS
- ☐ DOCUMENTS
- ☐ SUBTERFUGE SUPPLIES
- ☐ ☐ DEMOLITIONS TOOLS
- ☐ TINKERING TOOLS
- ☐ LANTERN

COIN



GILDED

es of

CREW

PRONOUNS

LOOK

HERITAGE: SICA - TERES - ACERBUS
IBRIN - ZBI - KYBION - DAHYUKA - MIHBADI

ANCHOR: PERSON—PLACE—INSTITUTION—OATH—BELIEF—REGRET

PROFESS - PROVIDE - DEDICATE - FIX
GLORIFY - ENTERTAIN - COVER - BLEND

HARM

-3
-2
-1

INSIGHT

PROWESS

RESOLVE

SPECIAL ARMOR

☐

SCOUNDREL

BRAWLER & FORTUNE HUNTER

- **DIRTY FIGHTING: Push yourself** and choose 1: *turn a nearby item into a +1 weapon; you attack first even if surprised; or you summon an enemy of your opponent to the scene.*
- **DEAD OR ALIVE:** When you reduce Notoriety by pointing attention towards another outlaw, roll with advantage.
- **GAME OF CHANCE:** Gain a new port downtime action “Gamehouse.” Each Coin you wager increases your dice pool by 1. Roll the d6’s and look at the highest result: **1-3**, lose everything; **4/5**, choose 1; **6**, choose 2: *gain 2 Coin, gain 1 overflowing Cargo, or learn 2 rumors about a nearby faction.*
- **PRICE ON MY HEAD:** You are used to evading bounties. When you choose light load, take +2 when you pass yourself off as a mundane person.
- **STEADFAST:** Gain a new xp trigger: *Sacrifice profit or an opportunity for a crewmember’s benefit.*
- **TOUCH OF FATE:** Mark special armor to reroll a failed action.
- **WASN’T PART OF THE DEAL: Push yourself** and flashback to describe a time you told a crewmember about a past betrayal; negate a Resolve complication for that crewmember in the present.
- **WON IT IN A GAME:** You have no Wealth limits when you acquire an asset. If you reach outside your current Wealth, the asset must come from a specific faction.
- ● ● **VETERAN:** Choose a special ability from another playbook.

FRIENDS & RIVALS

- △▽ Ale, a gamehouse owner
- △▽ Rufino, a retired pirate
- △▽ Elettra, a bounty hunter
- △▽ Sirin, a naive trader
- △▽ Zdan, a corrupt advisor

ITEMS	LOAD	$\square$ L (3)
-------	------	-----------------

- ☐ LUCKY COIN
- ☒ WORN DOWN VEHICLE
- ☐ OVERLY POLISHED PISTOLS
- ☐ UNTAPPED FAVOR
- ☐ SIGNATURE LOOK
- ☐ PACK OF COUNTERFEIT ITEMS

XP

◇ Every time you fail a roll, mark xp in that action's attribute.
 At the end of session, mark 1 xp or 2 xp (playbook or attribute) if that item occurred multiple times:
 ◇ Pursue a risky proposal or profit opportunity without hesitation.
 ◇ Attempted to address a challenge with intimidation or negotiation.
 ◇ Expressed your heritage, background, or complicated events with chains.

PLAYBOOK XP

INSIGHT

● ● ● HUNT
● ● ● STUDY
● ● ● SURVEY
● ● ● TINKER

PROWESS

● ● ● FINESSE
 ● ● ● PROWL
 ● ● ● SKIRMISH
 ● ● ● WRECK

RESOLVE

● ● ● ATTUNE
● ● ● COMMAND
● ● ● CONSORT
● ● ● SWAY

BONUS DIE

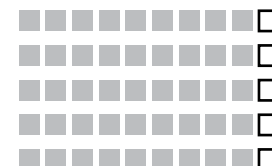
+ PUSH YOURSELF (TAKE 2 STRESS) -OR- TEAMWORK. -OR- USE AN ADVANTAGE

LONG-TERM PROJECTS



COIN

GILDED



The background is a deep blue, textured image resembling an underwater scene. Numerous small, light blue bubbles are scattered throughout, with a denser cluster rising from the bottom center. The overall effect is ethereal and aquatic.

CREW PLAYBOOKS

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN
OF THE SEAS

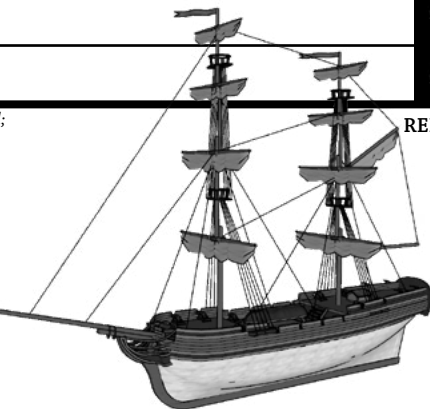
COHORTS

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		TURF	
☐ GAMING HALL +1 for Rovers	☐ TOWN CRIER -1 Notoriety per 2 Coin paid	☐ TAVERN +1 for Rooks	☐ CORRUPT OFFICIAL +1 on deception engagements
☐ SALT SERPENTS consuming; +1 to reduce notoriety after killing	☐ TURF	☐ HOME PORT	☐ PROTECTED COVE +1 to Survey & Tinker on site
☐ SLIPSTREAM Move +1 hex without needing an Odyssey	☐ UNDERSEA SHRINE +1 to Attune rating	☐ PATRON IN THE DEEP gain a leviathan expert or gang	☐ SALVAGE SITE +2 coin for destruction scores
NOTORIETY		COIN	
STORMFRONT		Gilded	

FALLOUT		ARMOR	
-3		ARMOR ☐	
-2		SPECIAL ☐	
-1		REPAIRS ☐	

Fallout starts with 2 sections filled; fill a new section each round

The BRIG is the classic jack-of-all-trades. It does everything moderately well and nothing extremely well. It is equally popular with merchants and pirates.



SHIP XP	CARGO	
● ● ● ● CREW	PRECIOUS GEMS	+3
● ● ● ● SIZE	LUXURY FOOD	+2
● ● ● ● SPEED	FASHION	+2
● ● ● ● FIREPOWER	ARMAMENTS	+1
● ● ● ● DURABILITY	KNOWLEDGE	+1
	CRAFTING ELEMENTS	0
	ESSENTIAL GOODS	0

If you have 2+ of same cargo type, add the modifier for raids

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **CAPABLE CREW:** Ship's company can assist a number of times equal to Crew.
- **GENERIC:** Ship is assumed to be insignificant until at close distance.
- ● **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **SPARE:** second ship
- ☐ **FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| ☐ ELITE THUGS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ PRIVATE BAR | ☐ DECEPTIVE RIGGING | |
| ☐ SECRET PORT | ☐ ALTAR | ☐ Documents |
| ☐ LEGIT MERCHANT FLAGS & ID | ☐ SAWBONES | ☐ Gear |
| ☐ PIRATE SASH (2 free load of weapons or items) | ☐ SECURE VAULT | ☐ Implements |
| | ☐ VEHICLE | ☐ Supplies |
| | ☐ WORKSHOP | ☐ Tools |
| | ☐ SAIL GLIDES | ☐ Weapons |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

Tides of Gold

NAME	REPUTATION
FLAG / COLORS	HOMEPORT

INVESTMENTS						TURF	WEALTH							WEAK / STRONG							
☐ GAMING HALL +1 for Rovers						☐ TOWN CRIER -1 Notoriety per 2 Coin paid	☐ TAVERN +1 for Rooks	☐ CORRUPT OFFICIAL +1 on deception engagements	☐ BLACK MARKET (Wealth roll)- Notoriety=Coin in downtime												
☐ SALT SERPENTS consuming; +1 to reduce notoriety after killing						☐ TURF	☒ HOME PORT	☐ PROTECTED COVE +1 to Survey & Tinker on site	☐ TURF												
☐ SLIPSTREAM Move +1 hex without needing an Odyssey						☐ UNDERSEA SHRINE +1 to Attune rating	☐ PATRON IN THE DEEP gain a leviathan expert or gang	☐ TURF	☐ SALVAGE SITE +2 coin for destruction scores												
NOTORIETY						COIN	Gilded	COIN	Gilded												
 STORMFRONT □ □ □ □ □ □																					

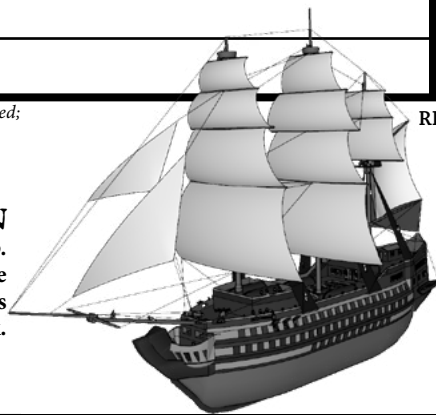
FALLOUT		
-3		
-2		
-1		

ARMOR

ARMOR ☐

SPECIAL ☐

*Fallout starts with 2 sections filled;
fill a new section each round*



The MERCHANTMAN
is the standard trade ship.
It has plenty of space
for hauling goods but is
vulnerable to attack.

SHIP XP		CARGO	
● ● ● ●	CREW	PRECIOUS GEMS	+3
● ● ● ●	SIZE	LUXURY FOOD	+2
● ● ● ●	SPEED	FASHION	+2
● ● ● ●	FIREPOWER	ARMAMENTS	+1
● ● ● ●	DURABILITY	KNOWLEDGE	+1
		CRAFTING ELEMENTS	0
		ESSENTIAL GOODS	0

If you have 2+ of same cargo type, add the Wealth modifier for raids

PIRATES

RAIDERS & HIGHWAYMEN OF THE SEAS

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **FLASHY:** The ship's colorful painting catches the eye of all nearby.
- **FALSE DECK:** You have hidden compartments which can store all your gear.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- | | |
|-------|--|
| FLEET | ☐ SPARE: second ship |
| | ☐ SQUADRON: if manned get +2 once per round, +1 upkeep phases |
| | ☐ FLOTILLA: no raids for sea downtime |
| BRIBE | ☐ SPY: choose 1 faction; you always know what they have stocked |
| | ☐ INNER CIRCLE: know a continent's Institution or Underworld factions' stock |
| | ☐ POCKET OF POWER: choose 1 port; you cannot be raided there |
| FAME | ☐ FEARED: additional Coin when you loot equal to Fame attribute |
| | ☐ SEA STORY: gain Sea Raider artifact when you loot instead of cargo |
| | ☐ LEGEND: choose 1 continent; war penalties do not apply to its ports |

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
 At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
 ◇ Contend with challenges above your current station.
 ◇ Bolster your crew's reputation or develop a new one.
 ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|---|--|-------------------------------------|
| ☐ ELITE THUGS | ☐ HARPOON LAUNCHER | |
| ☐ PRIVATE BAR | ☐ DECEPTIVE RIGGING | QUALITY |
| ☐ SECRET PORT | ☐ ALTAR | ☐ Documents |
| ☐ LEGIT MERCHANT FLAGS | ☐ SAWBONES | ☐ Gear |
| & ID | ☐ SECURE | ☐ Implements |
| ☐ PIRATE SASH | ☐ VAULT | ☐ Supplies |
| (2 free load of weapons or items) | ☐ VEHICLE | ☐ Tools |
| | ☐ WORKSHOP | ☐ Weapons |
| | ☐ SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anysia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

COHORTS

☐ INJURED ☐ BROKEN
☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN
☐ GANG ☐ EXPERT

☒ INJURED	☒ BROKEN
☐ GANG	☐ EXPERT

☐ INJURED ☐ BROKEN
☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN
☐ GANG ☐ EXPERT

Tides of Gold

PIRATES

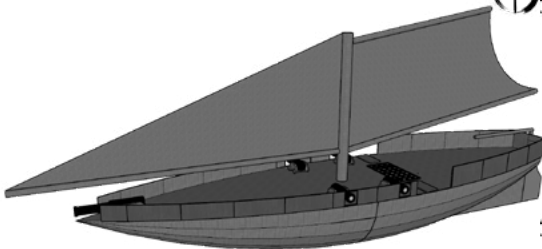
RAIDERS & HIGHWAYMEN
OF THE SEAS

COHORTS

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
TURF		WEAK / STRONG	
☐ GAMING HALL +1 for Rovers	☐ TOWN CRIER -1 Notoriety per 2 Coin paid	☐ TAVERN +1 for Rooks	☐ CORRUPT OFFICIAL +1 on deception engagements
☐ BLACK MARKET (Wealth roll)- Notoriety= Coin in downtime	☐ SALT SERPENTS consuming; +1 to reduce notoriety after killing	☐ TURF	☐ HOME PORT
☐ PROTECTED COVE +1 to Survey & Tinker on site	☐ TURF	☐ SLIPSTREAM Move +1 hex without needing an Odyssey	☐ UNDERSEA SHRINE +1 to Attune rating
☐ PATRON IN THE DEEP gain a leviathan expert or gang	☐ TURF	☐ SALVAGE SITE +2 coin for destruction scores	☐ NOTORIETY
COIN		Gilded	
STORMFRONT		COIN	
FALLOUT		Gilded	
-3		ARMOR	
-2		SPECIAL ☐	
-1		REPAIRS	

Fallout starts with 2 sections filled; fill a new section each round

The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.



SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- • • **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evade.
- **WINDLESS:** The ship does not need wind to move. Helm ignores negative modifiers.
- • • **RECRUIT:** Increase Crew by 1, with a max of 4.
- **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **FLEET** ☐ **SPARE:** second ship
- ☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **BRIBE** ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FAME** ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◊ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◊ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◊ Contend with challenges above your current station.
- ◊ Bolster your crew's reputation or develop a new one.
- ◊ Work towards the crew's current goal: _____

CREW UPGRADES

- ☐ ELITE THUGS
- ☐ PRIVATE BAR
- ☐ SECRET PORT
- ☐ LEGIT MERCHANT FLAGS & ID
- ☐ PIRATE SASH (2 free load of weapons or items)
- ☐ HARPOON LAUNCHER
- ☐ DECEPTIVE RIGGING
- ☐ ALTAR
- ☐ SAWBONES
- ☐ SECURE VAULT
- ☐ VEHICLE
- ☐ WORKSHOP
- ☐ SAIL GLIDES
- ☐ QUALITY Documents
- ☐ Gear
- ☐ Implements
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT

SHIP XP

- • • • CREW
- • • • SIZE
- • • • SPEED
- • • • FIREPOWER
- • • • DURABILITY

CARGO

- PRECIOUS GEMS +3
 - LUXURY FOOD +2
 - FASHION +2
 - ARMAMENTS +1
 - KNOWLEDGE +1
 - CRAFTING ELEMENTS 0
 - ESSENTIAL GOODS 0
- If you have 2+ of same cargo type, add the Wealth modifier for raids

Tides of Gold

PIRATES

RAIDERS & HIGHWAYMEN
OF THE SEAS

COHORTS

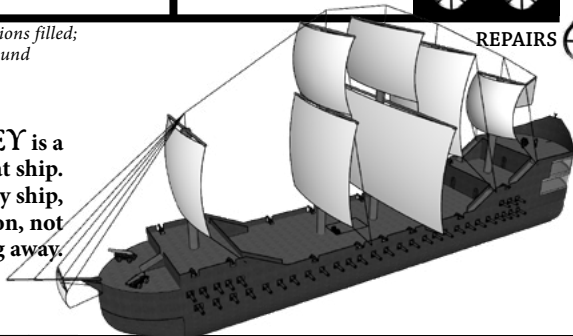
NAME _____ REPUTATION _____
FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS	TURF	WEALTH	WEAK / STRONG
☐ GAMING HALL +1 for Rovers	☐ TOWN CRIER -1 Notoriety per 2 Coin paid	☐ TAVERN +1 for Rooks	☐ CORRUPT OFFICIAL +1 on deception engagements
☐ BLACK MARKET (Wealth roll)- Notoriety= Coin in downtime	☐ SALT SERPENTS consuming; +1 to reduce notoriety after killing	☐ TURF	☐ HOME PORT
☐ SLIPSTREAM Move +1 hex without needing an Odyssey	☐ UNDERSEA SHRINE +1 to Attune rating	☐ PATRON IN THE DEEP gain a leviathan expert or gang	☐ PROTECTED COVE +1 to Survey & Tinker on site
☐ TURF	☐ SALVAGE SITE +2 coin for destruction scores	☐ TURF	☐ TURF
NOTORIETY	COIN	Gilded	COIN
STORMFRONT			

FALLOUT	ARMOR
-3	☐
-2	☐
-1	☐

Fallout starts with 2 sections filled; fill a new section each round

The WAR GALLEY is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.



REPAIRS

War Galley can take two level-1 Fallout

SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS
● ● ● ● SIZE	LUXURY FOOD
● ● ● ● SPEED	FASHION
● ● ● ● FIREPOWER	ARMAMENTS
● ● ● ● DURABILITY	KNOWLEDGE
	CRAFTING ELEMENTS
	ESSENTIAL GOODS

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **DOWN WITH THE SHIP:** PC's can take harm in the place of the ship; harm level increases by 1.
- **MILITARY DISCIPLINE:** When the ship takes harm, the Ship's Crew can take a 2nd action that round.
- **SEASONED INSTINCTS:** You can reroll a fallout die, but the 2nd result is final.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **REINFORCED:** Use +Heavy armor to avoid damage in combat.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **FLEET** ☐ SPARE: second ship
- ☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **BRIBE** ☐ SPY: choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FAME** ☐ FEARED: additional Coin when you loot equal to Fame attribute
- ☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| ☐ ELITE THUGS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ PRIVATE BAR | ☐ DECEPTIVE RIGGING | |
| ☐ SECRET PORT | ☐ ALTAR | ☐ Documents |
| ☐ LEGIT MERCHANT FLAGS & ID | ☐ SAWBONES | ☐ Gear |
| ☐ PIRATE SASH (2 free load of weapons or items) | ☐ SECURE | ☐ Implements |
| | ☐ VAULT | ☐ Supplies |
| | ☐ VEHICLE | ☐ Tools |
| | ☐ WORKSHOP | ☐ Weapons |
| | ☐ SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

INJURED	BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES
OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

COHORTS

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

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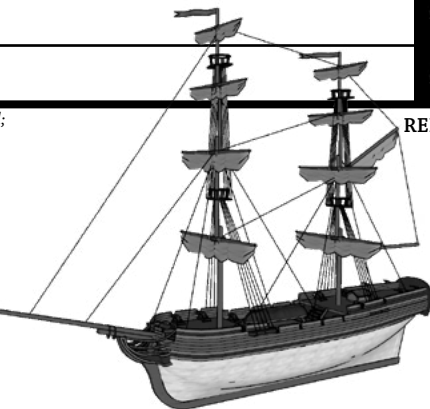
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☐ GANG ☐ EXPERT

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
TURF		WEAK / STRONG	
☐ DEBTOR'S PRISON +2 coin for lower class targets	☐ GLADIATOR ARENA +1 for Thugs	☐ TURF	☐ TURF
☐ TURF	☐ INFORMANT +1 to manipulate markets	☐ HOME PORT	☐ MESSAGE SERVICE +1 to gather info for a score
☐ DOCK SECURITY War does not affect dock tithe rates	☐ SECRET SOCIETY add a 2nd puppet master	☐ PAYOUTS spend 1 coin for an expert in any port for a phase	☐ LIGHTHOUSE +1 to Hunt & Study in port
☐ GOVERNOR'S MANOR -2 notoriety per score		☐ BITTER JUDGE +2 coin for higher class targets	
NOTORIETY		COIN	
STORMFRONT		Gilded	
FALLOUT		REPAIRS	
ARMOR		ARMOR	
SPECIAL		SPECIAL	

Fallout starts with 2 sections filled; fill a new section each round

The BRIG is the classic jack-of-all-trades. It does everything moderately well and nothing extremely well. It is equally popular with merchants and pirates.



SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS
● ● ● ● SIZE	LUXURY FOOD
● ● ● ● SPEED	FASHION
● ● ● ● FIREPOWER	ARMAMENTS
● ● ● ● DURABILITY	KNOWLEDGE
	CRAFTING ELEMENTS
	ESSENTIAL GOODS

If you have 2+ of same cargo type, add the modifier for raids

SPECIAL ABILITIES

- **ANY PRICE:** The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.
- **GRUDGE:** Each PC may add +1 action rating to Prowl, Wreck, or Sway.
- **FRIENDS IN LOW PLACE:** When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.
- **MASTER & COMMANDER:** When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.
- **RIGHTEOUS STORM:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- **BLOOD IN THE WATER:** Take +2 when tailing a target, or when gathering info at a target's previous location..
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **CAPABLE CREW:** Ship's company can assist a number of times equal to Crew.
- **GENERIC:** Ship is assumed to be insignificant until at close distance.
- ● **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **SPARE:** second ship
- ☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark ship xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- ☐ UNBREAKABLE JAIL CELL
- ☐ FORGED WARRANTS
- ☐ OFFICIAL IN YOUR POCKET
- ☐ SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR 1 ATTRIBUTE)
- ☐ NEW BLOOD (add an expert of a different type to a gang)
- ☐ HARPOON LAUNCHER
- ☐ DECEPTIVE RIGGING QUALITY
- ☐ ALTAR
- ☐ SAWBONES
- ☐ SECURE VAULT
- ☐ VEHICLE
- ☐ WORKSHOP
- ☐ SAIL GLIDES
- ☐ Documents
- ☐ Gear
- ☐ Implements
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

QUESTIONABLE ASSOCIATES

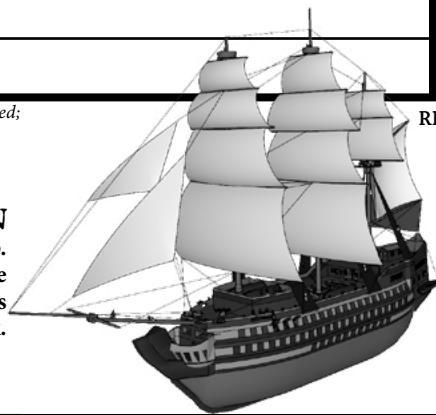
- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

Tides of Gold

[illegible]

*Fallout starts with 2 sections filled;
fill a new section each round*

The MERCHANTMAN
is the standard trade ship.
It has plenty of space
for hauling goods but is
vulnerable to attack.



SHIP XP		CARGO		
● ● ● ● CREW		PRECIOUS GEMS		+3
● ● ● ● SIZE		LUXURY FOOD		+2
● ● ● ● SPEED		FASHION		+2
● ● ● ● FIREPOWER		ARMAMENTS		+1
● ● ● ● DURABILITY		KNOWLEDGE		+1
		CRAFTING ELEMENTS		0
		ESSENTIAL GOODS		0

If you have 2+ of same cargo type, add the Wealth modifier for raids

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane

STRICTURES: *protect, acquire, destroy, discover, hide, pursue, or sacrifice.*

COHORTS

☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT

☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT

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SPECIAL ABILITIES

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- **GRUDGE:** Each PC may add +1 action rating to Prowl, Wreck, or Sway.
- **FRIENDS IN LOW PLACE:** When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.
- **MASTER & COMMANDER:** When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.
- **RIGHTEOUS STORM:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- **BLOOD IN THE WATER:** Take +2 when tailing a target, or when gathering info at a target's previous location..
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **FLASHY:** The ship's colorful painting catches the eye of all nearby.
- **FALSE DECK:** You have hidden compartments which can store all your gear.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- | | |
|--------------|--|
| FLEET | ☐ SPARE: second ship |
| | ☐ SQUADRON: if manned get +2 once per round, +1 upkeep phases |
| | ☐ FLOTILLA: no raids for sea downtime |
| BRIBE | ☐ SPY: choose 1 faction; you always know what they have stocked |
| | ☐ INNER CIRCLE: know a continent's Institution or Underworld factions' stock |
| | ☐ POCKET OF POWER: choose 1 port; you cannot be raided there |
| FAME | ☐ FEARED: additional Coin when you loot equal to Fame attribute |
| | ☐ SEA STORY: gain Sea Raider artifact when you loot instead of cargo |
| | ☐ LEGEND: choose 1 continent; war penalties do not apply to its ports |

CREW XP

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 - ◇ Contend with challenges above your current station.
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 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | | |
|---|--|-------------------------------------|
| ☐ UNBREAKABLE JAIL CELL | ☐ HARPOON LAUNCHER | |
| ☐ FORGED WARRANTS | ☐ DECEPTIVE RIGGING QUALITY | |
| ☐ OFFICIAL IN YOUR POCKET | ☐ ALTAR | ☐ Documents |
| ☐ SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR 1 ATTRIBUTE) | ☐ SAWBONES | ☐ Gear |
| ☐ NEW BLOOD (add an expert of a different type to a gang) | ☐ SECURE | ☐ Implements |
| | ☐ VAULT | ☐ Supplies |
| | ☐ VEHICLE | ☐ Tools |
| | ☐ WORKSHOP | ☐ Weapons |
| | ☐ SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

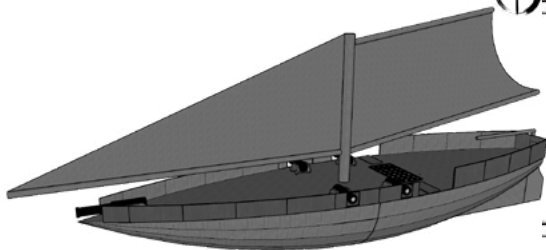
- △▽ Touya, a prison guard
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- △▽ Sona, a scout
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- △▽ Giovone, a wealthy explorer

Tides of Gold

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
TURF		WEAK / STRONG	
☐ DEBTOR'S PRISON +2 coin for lower class targets	☐ GLADIATOR ARENA +1 for Thugs	☐ TURF	☐ GOVERNOR'S MANOR -2 notoriety per score
☐ TURF	☐ INFORMANT +1 to manipulate markets	☐ HOME PORT	☐ MESSAGE SERVICE +1 to gather info for a score
☐ DOCK SECURITY War does not affect dock tithe rates	☐ SECRET SOCIETY add a 2nd puppet master	☐ PAYOUTS spend 1 coin for an expert in any port for a phase	☐ BOUNTY HUNTERS +2 coin for kidnap scores
NOTORIETY		Gilded	
COIN		COIN	
Gilded		Gilded	
☐ STORMFRONT ☐ ☐ ☐ ☐ ☐ ☐		☐ ☐ ☐ ☐ ☐ ☐	
FALLOUT		ARMOR	
-3		☐ ☐ ☐ ☐ ☐ ☐	
-2		☐ ☐ ☐ ☐ ☐ ☐	
-1		☐ ☐ ☐ ☐ ☐ ☐	
		SPECIAL ☐	

*Fallout starts with 2 sections filled;
fill a new section each round*

The SLOOP is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: **no armor.**

[illegible]

PIRATE HUNTERS

POLICE & JUDGES OF THE DEPTHS

COMMUNITY: *criminal, government institution, religious, labor, trade, or arcane.*

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COHORTS

☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
_____	_____
_____	_____
_____	_____

☐ INJURED	☐ BROKEN
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- **RIGHTEOUS STORM:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- **BLOOD IN THE WATER:** Take +2 when tailing a target, or when gathering info at a target's previous location..
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evaded.
- **WINDLESS:** The ship does not need wind to move. Helm ignores negative modifiers.
- ● ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- | | |
|-------|--|
| FLEET | ☐ SPARE: second ship |
| | ☐ SQUADRON: if manned get +2 once per round, +1 upkeep phases |
| | ☐ FLOTILLA: no raids for sea downtime |
| BRIBE | ☐ SPY: choose 1 faction; you always know what they have stocked |
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| FAME | ☐ FEARED: additional Coin when you loot equal to Fame attribute |
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CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| ☐ UNBREAKABLE JAIL CELL | ☐ HARPOON LAUNCHER | |
| ☐ FORGED WARRANTS | ☐ DECEPTIVE RIGGING QUALITY | |
| ☐ OFFICIAL IN YOUR POCKET | ☐ ALTAR | ☐ Documents |
| ☐ SMALL ARMY (EACH PC | ☐ SAWBONES | ☐ Gear |
| GAINS SPECIAL ARMOR | ☐ SECURE | ☐ Implements |
| FOR 1 ATTRIBUTE) | ☐ VAULT | ☐ Supplies |
| | ☐ VEHICLE | ☐ Tools |
| ☐ NEW BLOOD | ☐ WORKSHOP | ☐ Weapons |
| (add an expert of a | ☐ SAIL GLIDES | |
| different type to a gang) | | |

QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
- △▽ Rot, a former gang underboss
- △▽ Sona, a scout
- △▽ Agazio, a money changer
- △▽ Giovone, a wealthy explorer

Tides of Gold

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SHIP ABILITIES

- **DOWN WITH THE SHIP:** PC's can take harm in the place of the ship; harm level increases by 1.
- **MILITARY DISCIPLINE:** When the ship takes harm, the Ship's Crew can take a 2nd action that round.
- **SEASONED INSTINCTS:** You can reroll a fallout die, but the 2nd result is final.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **REINFORCED:** Use +Heavy armor to avoid damage in combat.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

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|---|--|
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△▽ Sona, a scout
△▽ Agazio, a money changer
△▽ Giovone, a wealthy explorer

COHORTS

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

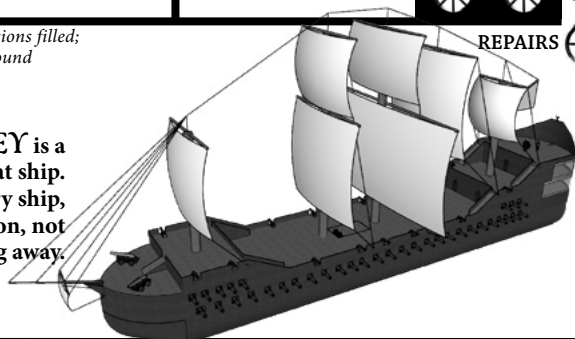
☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
☐ DEBTOR'S PRISON +2 coin for lower class targets	☐ GLADIATOR ARENA +1 for Thugs	☐ TURF	☐ GOVERNOR'S MANOR -2 notoriety per score
☐ TURF	☐ INFORMANT +1 to manipulate markets	☐ HOME PORT	☐ MESSAGE SERVICE +1 to gather info for a score
☐ DOCK SECURITY War does not affect dock tithe rates	☐ SECRET SOCIETY add a 2nd puppet master	☐ PAYOUTS spend 1 coin for an expert in any port for a phase	☐ BOUNTY HUNTERS +2 coin for kidnap scores
NOTORIETY		COIN	
STORMFRONT		Gilded	
FALLOUT		Gilded	
-3		ARMOR	
-2		ARMOR ☐	
-1		+HEAVY ☐	
		SPECIAL ☐	

Fallout starts with 2 sections filled;
fill a new section each round

The **WAR GALLEY** is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.



REPAIRS

War Galley can take two level-1 Fallout

SHIP XP

- ● ● ● CREW
● ● ● ● SIZE
● ● ● ● SPEED
● ● ● ● FIREPOWER
● ● ● ● DURABILITY

CARGO

- | | | |
|-------------------|--|----|
| PRECIOUS GEMS | | +3 |
| LUXURY FOOD | | +2 |
| FASHION | | +2 |
| ARMAMENTS | | +1 |
| KNOWLEDGE | | +1 |
| CRAFTING ELEMENTS | | 0 |
| ESSENTIAL GOODS | | 0 |
- If you have 2+ of same cargo type, add the Wealth modifier for raids

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

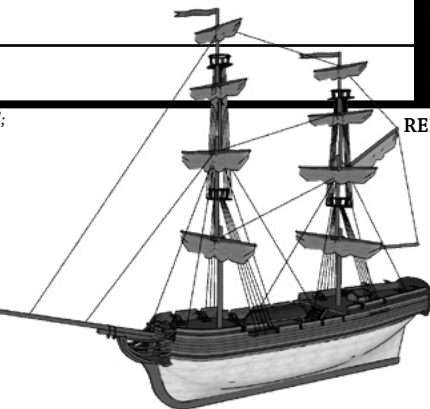
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS		TURF	WEALTH		WEAK / STRONG
☐ GAMING HALL +1 for Rovers	☐ HARBOR MASTER +1 to acquire assets	☐ INFIRMARY 1 PC gets a free recovery action per downtime	☐ TURF	☐ MERCHANT ROUTE +2 Coin for theft operations	
☐ TURF	☐ CHUMMING +1 to reduce notoriety thru body disposal	☐ HOME PORT	☐ PRISON BRIBES +1 Skulks	☐ TURF	
☐ UPSCALE PARLOR +2 for gossip actions during trade phase	☐ NEGLECTED THEATRE +1 to Consort or Sway on site	☐ BORED ARISTOCRAT gain a royal expert or gang	☐ WAR COMMISSION +2 coin for higher class targets	☐ TRADE HOUSE PATRON -2 notoriety per score	
NOTORIETY		COIN	Gilded	COIN	Gilded
STORMFRONT					

FALLOUT		ARMOR	
-3		ARMOR	☐
-2		SPECIAL	☐
-1		REPAIRS	☐

Fallout starts with 2 sections filled; fill a new section each round

The BRIG is the classic jack-of-all-trades. It does everything moderately well and nothing extremely well. It is equally popular with merchants and pirates.



SHIP XP	CARGO	
● ● ● ● CREW	PRECIOUS GEMS	+3
● ● ● ● SIZE	LUXURY FOOD	+2
● ● ● ● SPEED	FASHION	+2
● ● ● ● FIREPOWER	ARMAMENTS	+1
● ● ● ● DURABILITY	KNOWLEDGE	+1
	CRAFTING ELEMENTS	0
	ESSENTIAL GOODS	0

If you have 2+ of same cargo type, add the modifier for raids

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **LUXURY CRUISE:** Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.
- **PART OF THE JOB:** When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **DASHING SCOUNDRELS:** You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **CAPABLE CREW:** Ship's company can assist a number of times equal to Crew.
- **GENERIC:** Ship is assumed to be insignificant until at close distance.
- ● **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **FLEET** ☐ SPARE: second ship
- ☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **BRIBE** ☐ SPY: choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FAME** ☐ FEARED: additional Coin when you loot equal to Fame attribute
- ☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- | | | |
|--|--|-------------------------------------|
| ☐ ELITE SKULKS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ LUXURY ITEMS | ☐ DECEPTIVE RIGGING | |
| ☐ FAVOR OF THE PEOPLE | ☐ ALTAR | ☐ Documents |
| ☐ FINE BOARDING RIGGING | ☐ SAWBONES | ☐ Gear |
| ☐ UPDATED MAPS OF | ☐ SECURE | ☐ Implements |
| TRADE ROUTES | ☐ VAULT | ☐ Supplies |
| | ☐ VEHICLE | ☐ Tools |
| | ☐ WORKSHOP | ☐ Weapons |
| | ☐ SAIL GLIDES | |

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

COHORTS

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

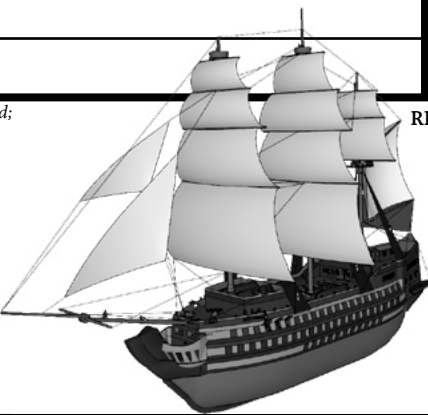
NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS		TURF	WEALTH		WEAK / STRONG
☐ GAMING HALL +1 for Rovers	☐ HARBOR MASTER +1 to acquire assets	☐ INFIRMARY 1 PC gets a free recovery action per downtime	☐ TURF	☐ MERCHANT ROUTE +2 Coin for theft operations	
☐ TURF	☐ CHUMMING +1 to reduce notoriety thru body disposal	☐ HOME PORT	☐ PRISON BRIBES +1 Skulks	☐ TURF	
☐ UPSCALE PARLOR +2 for gossip actions during trade phase	☐ NEGLECTED THEATRE +1 to Consort or Sway on site	☐ BORED ARISTOCRAT gain a royal expert or gang	☐ WAR COMMISSION +2 coin for higher class targets	☐ TRADE HOUSE PATRON -2 notoriety per score	
NOTORIETY		COIN	Gilded	COIN	Gilded
STORMFRONT					

FALLOUT		ARMOR
-3		ARMOR ☐
-2		SPECIAL ☐
-1		

Fallout starts with 2 sections filled; fill a new section each round

The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.



SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS +3
● ● ● ● SIZE	LUXURY FOOD +2
● ● ● ● SPEED	FASHION +2
● ● ● ● FIREPOWER	ARMAMENTS +1
● ● ● ● DURABILITY	KNOWLEDGE +1
	CRAFTING ELEMENTS 0
	ESSENTIAL GOODS 0

If you have 2+ of same cargo type, add the Wealth modifier for raids

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **LUXURY CRUISE:** Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.
- **PART OF THE JOB:** When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **DASHING SCOUNDRELS:** You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **FLASHY:** The ship's colorful painting catches the eye of all nearby.
- **FALSE DECK:** You have hidden compartments which can store all your gear.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** ☐ **SPARE:** second ship
☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
☐ **FLOTILLA:** no raids for sea downtime
- BRIBE** ☐ **SPY:** choose 1 faction; you always know what they have stocked
☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME** ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | | |
|---|--|-------------------------------------|
| ☐ ELITE SKULKS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ LUXURY ITEMS | ☐ DECEPTIVE RIGGING | |
| ☐ FAVOR OF THE PEOPLE | ☐ ALTAR | |
| ☐ FINE BOARDING RIGGING | ☐ SAWBONES | |
| ☐ UPDATED MAPS OF TRADE ROUTES | ☐ SECURE VAULT | ☐ Documents |
| | ☐ VEHICLE | ☐ Gear |
| | ☐ WORKSHOP | ☐ Implements |
| | ☐ SAIL GLIDES | ☐ Supplies |
| | | ☐ Tools |
| | | ☐ Weapons |

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

COHORTS

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

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☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

☐ INJURED ☐ BROKEN

☐ GANG ☐ EXPERT

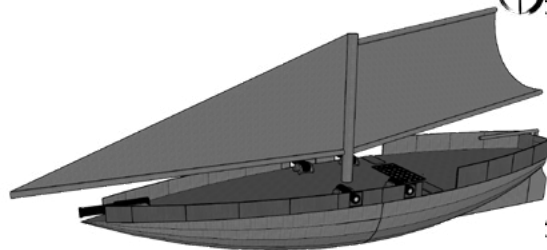
Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
TURF		WEAK / STRONG	
☐ GAMING HALL +1 for Rovers	☐ HARBOR MASTER +1 to acquire assets	☐ INFIRMARY 1 PC gets a free recovery action per downtime	☐ MERCHANT ROUTE +2 Coin for theft operations
☐ TURF	☐ CHUMMING +1 to reduce notoriety thru body disposal	☐ HOME PORT	☐ PRISON BRIBES +1 Skulks
☐ UPSCALE PARLOR +2 for gossip actions during trade phase	☐ NEGLECTED THEATRE +1 to Consort or Sway on site	☐ BORED ARISTOCRAT gain a royal expert or gang	☐ WAR COMMISSION +2 coin for higher class targets
☐ TRADE HOUSE PATRON -2 notoriety per score			
NOTORIETY		Gilded	
COIN		Gilded	
STORMFRONT			
FALLOUT		ARMOR	
-3		SPECIAL ☐	
-2			
-1		REPAIRS	

Fallout starts with 2 sections filled; fill a new section each round



The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP		CARGO	
CREW		PRECIOUS GEMS	
SIZE		LUXURY FOOD	
SPEED		FASHION	
FIREPOWER		ARMAMENTS	
DURABILITY		KNOWLEDGE	
		CRAFTING ELEMENTS	
		ESSENTIAL GOODS	

SPECIAL ABILITIES	
BOMBARDMENT: Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time. BROTHERS: When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one. LUXURY CRUISE: Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port. PART OF THE JOB: When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime. SOLDIERS OF FORTUNE: Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3). DASHING SCOUNDRELS: You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port. VETERAN: Choose a special ability from another crew.	
SHIP ABILITIES	
COMBAT READY: Gun deck gets a free round at the start of combat. AGILE: Can take 2 Helm actions per round if one was evade. WINDLESS: The ship does not need wind to move. Helm ignores negative modifiers. RECRUIT: Increase Crew by 1, with a max of 4. RIGGED TO KILL: Increase Firepower by 1, with a max of 4. STURDY: Use special armor to avoid damage in combat.	
WEALTH EXPANSIONS	
FLEET ☐ SPARE: second ship ☐ SQUADRON: if manned get +2 once per round, +1 upkeep phases ☐ FLOTILLA: no raids for sea downtime BRIBE ☐ SPY: choose 1 faction; you always know what they have stocked ☐ INNER CIRCLE: know a continent's Institution or Underworld factions' stock ☐ POCKET OF POWER: choose 1 port; you cannot be raided there FAME ☐ FEARED: additional Coin when you loot equal to Fame attribute ☐ SEA STORY: gain Sea Raider artifact when you loot instead of cargo ☐ LEGEND: choose 1 continent; war penalties do not apply to its ports	
CREW XP	
- Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp. - At the end of session, mark 1 xp or 2 xp if that item occurred multiple times: - Execute a successful battle, recruitment, or subversion operation, or gain a new patron. - Contend with challenges above your current station. - Bolster your crew's reputation or develop a new one. - Work towards the crew's current goal:	

Crew Upgrades	
☐ ELITE SKULKS ☐ LUXURY ITEMS ☐ FAVOR OF THE PEOPLE ☐ FINE BOARDING RIGGING ☐ UPDATED MAPS OF TRADE ROUTES ☐ HARPOON LAUNCHER ☐ DECEPTIVE RIGGING ☐ ALTAR ☐ SAWBONES ☐ SECURE VAULT ☐ VEHICLE ☐ WORKSHOP ☐ SAIL GLIDES	
QUESTIONABLE ASSOCIATES	
☐ Documents ☐ Gear ☐ Implements ☐ Supplies ☐ Tools ☐ Weapons	

COHORTS

INJURED		BROKEN	
GANG		EXPERT	
INJURED		BROKEN	
GANG		EXPERT	
INJURED		BROKEN	
GANG		EXPERT	
INJURED		BROKEN	
GANG		EXPERT	
INJURED		BROKEN	
GANG		EXPERT	

- Wagguten, a manservant
- Ghasem, an undertaker
- Eoled, a foreign official
- Ashkin, a pastoral farmer
- Rine, a blackmarket dealer

Tides of Gold

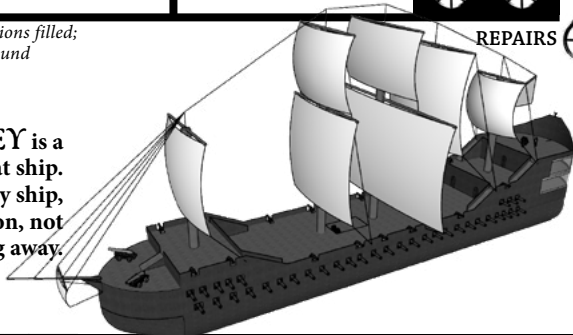
NAME _____ REPUTATION _____
FLAG / COLORS _____ HOMEPORT _____

INVESTMENTS		TURF	WEALTH		WEAK / STRONG
☐ GAMING HALL +1 for Rovers	☐ HARBOR MASTER +1 to acquire assets	☐ INFIRMARY 1 PC gets a free recovery action per downtime	☐ TURF	☐ MERCHANT ROUTE +2 Coin for theft operations	
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NOTORIETY		COIN	Gilded	COIN	Gilded
STORMFRONT					

FALLOUT		ARMOR
-3		ARMOR ☐
-2		+HEAVY ☐
-1		SPECIAL ☐

Fallout starts with 2 sections filled; fill a new section each round

The WAR GALLEY is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.



REPAIRS

War Galley can take two level-1 Fallout

SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS
● ● ● ● SIZE	LUXURY FOOD
● ● ● ● SPEED	FASHION
● ● ● ● FIREPOWER	ARMAMENTS
● ● ● ● DURABILITY	KNOWLEDGE
	CRAFTING ELEMENTS
	ESSENTIAL GOODS

PRIVATEERS

MERCENARIES OF THE MARINE WARS

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **LUXURY CRUISE:** Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.
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- **DASHING SCOUNDRELS:** You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **DOWN WITH THE SHIP:** PC's can take harm in the place of the ship; harm level increases by 1.
- **MILITARY DISCIPLINE:** When the ship takes harm, the Ship's Crew can take a 2nd action that round.
- **SEASONED INSTINCTS:** You can reroll a fallout die, but the 2nd result is final.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **REINFORCED:** Use +Heavy armor to avoid damage in combat.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **SPARE:** second ship
- ☐ **FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

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 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | | |
|---|--|-------------------------------------|
| ☐ ELITE SKULKS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ LUXURY ITEMS | ☐ DECEPTIVE RIGGING | |
| ☐ FAVOR OF THE PEOPLE | ☐ ALTAR | |
| ☐ FINE BOARDING RIGGING | ☐ SAWBONES | |
| ☐ UPDATED MAPS OF TRADE ROUTES | ☐ SECURE VAULT | ☐ Documents |
| | ☐ VEHICLE | ☐ Gear |
| | ☐ WORKSHOP | ☐ Implements |
| | ☐ SAIL GLIDES | ☐ Supplies |
| | | ☐ Tools |
| | | ☐ Weapons |

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

COHORTS

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

The background is a deep blue, textured surface resembling water or a night sky. Numerous small, light blue bubbles or droplets are scattered throughout, particularly concentrated in the center. The overall effect is a moody, atmospheric scene.

PREMADE CREWS

PREMADE CREW CREATION

1. PICK YOUR CREW TYPE: Pick from the three crew types and use its premade playbook for the rest of crew creation.

- ◇ **Pirates** are raiders and highwaymen of the seas
- ◇ **Pirate Hunters** act as maritime police, judges, and executioners
- ◇ **Privateers** are mercenaries for legitimate companies who desire plausible deniability

2. CHOOSE A REPUTATION AND FLAG: Your crew will be known by its reputation, and recognized by its flag. Pick a starting reputation: *Ambitious; Brutal; Daring; Honorable; Professional; Savvy; Subtle; or Strange.*

Describe your flag's basic design and colors.

3. PICK A SPECIAL ABILITY: Look at the special abilities listed for your crew type and ship type. Pick one now.

4. PICK A LOYAL ASSOCIATE: Every crew type has a different list of supporting characters. Narratively, these characters live on your ship and can be brought into a scene as an asset or an obligation (indicated by the up and down arrow respectively). One of these associates is a long-term ally, close friend, or partner in crime. They will always be an asset with the up-arrow filled in and can always be brought in a scene regardless of asset/obligation level. Underline this associate and fill in the upwards arrow for them.

Your loyal associate has entanglements of their own. Look at the five factions you already have a status with as part of your premade. Improve one by +1 status; worsen one by -1 status. You can decide how your associate is related to those factions as it comes up in play.

PIRATES

HOMEPORT: Taymust, Tazwara

FIRST OPERATION: Mallius, Velia

UPGRADES: Starting with the agile and deadly sloop, your ship has been upgraded to support your secretive raiding. Your disguised rigging will make you look like a plain merchant class vessel, while the harpoon launcher will allow you to capture a fleeing ship and your high quality weapons make you lethal raiders. You can store your spoils in a vault to avoid drawing attention.

FACTIONS: The Curse and Black Reef helped improve your ship (+2 with each), but their assistance drew the jealousy of the Timeworn Blades (-2). Stealing the equipment from Mallius also drew the wrath of the Mallius Inquisitors (-2).

As Mallius was the site of your first major score, you will always be at higher risk for raids when you dock there. You earned the support of the Drusa Family (+1) for making the Inquisitors look ineffectual.

STARTING SITUATION: The Black Reef wants to offer you access to their pirate haven on the coast of a reef island. But first you must prove worthy by stealing a shipment of precious gems from the Royal Society of Architects. The cargo is expected to travel from Sdaqa to Idukan. You can strike outside (or in) either port.

SUMMARY

Ship: sloop

Upgrades: harpoon launcher; deceptive rigging; vault; quality weapons

Factions: +2 to raid rolls in Mallius

» The Curse (+2)

» Timeworn Blades (-2)

» Black Reef (+2)

» Mallius Inquisitors (-2)

» Drusa Family (+1)

PIRATE HUNTERS

HOMEPORT: Dexius, Velia

FIRST OPERATION: Phaenna, Argyros

UPGRADES: Starting with the imposing and deadly war galley, your crew has secured a Sawbones to treat your wounded and top-tier documents to prove your professionalism. You also added an agile boarding boat for when you want to close in on a criminal without drawing attention.

FACTIONS: The Annunziato League and Mallius Inquisitors helped your crew improve your ship (+2 with each), but their favoritism drew the suspicion from War Merchant Co and Drusa Family (-2 with each).

Your first operation in Phaenna lacked subtly, and you will always draw more attention for raids when you dock there. However, you made the King Trade Company look like it cared about security, earning their favor (+1).

STARTING SITUATION: Your patron has received word of a planned jail break in Taymust, Tazwara which would threaten many of their secret interests. They want it stopped. You can search for the associated pirate haven along the Tazwara coast and strike them directly, or intercept the criminals near the prison itself. The break is being led by members of the Black Reef.

SUMMARY

Ship: war galley

Upgrades: sawbones; quality documents; vehicle: agile boarding boat

Factions: +2 to raid rolls in Phaenna

- » Annunziato League (+2)
- » War Merchant Co. (-2)
- » Mallius Inquisitor (+2)
- » Drusa Family (-2)
- » King Trade Company (+1)

PRIVATEERS

HOMEPORT: Alkyon, Argyros

FIRST OPERATION: Sdaqa, Tazwara

UPGRADES: Starting with a typical merchant vessel, your ship has been upgraded to go toe-to-toe with some of the biggest trade companies. Your elite upgrades will make you equal to wealthier factions, while you updated maps and trade routes make you some of the finest navigators in the sea. The experimental sea glides allow you to navigate uneven river waters, allowing you to hide and trade where no one else goes.

FACTIONS: The Office of Commerce and Naturalization Consulate helped your crew improve their ship (+2 with each), but their assistance drew ill will of the Jalali Band and Sages Fund (-2 with each).

When you raided a military stronghold outside Sdaqa it earned you a dangerous rep with the locals and raids against you will always be worse there. However, the Itri Charter appreciated the elimination of those naysayers (+1 status).

STARTING SITUATION: The Itri Charter's attempts to open Sdaqa to more foreign trade are being blocked by a group within the Tazwaran Navy. They want you to make the Navy look ineffectual by raiding a the estate of an official who sponsors the lumber for their ships. Their estate lies several days east of Idukan.

SUMMARY

Ship: merchantman

Upgrades: elite upgrades; updated maps and trade routes; sail glides

Factions: +2 to raid rolls in Sdaqa

- » Office of Commerce (+2)
- » Jalali Band (-2)
- » Naturalization Consulate (+2)
- » Sages Fund (-2)
- » Itri Charter (+1)

Tides of Gold

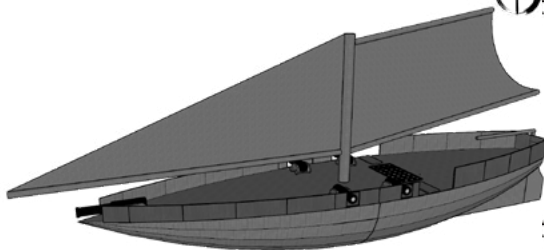
PIRATES

RAIDERS & HIGHWAYMEN
OF THE SEAS

COHORTS

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
TURF		WEAK / STRONG	
☐ GAMING HALL +1 for Rovers	☐ TOWN CRIER -1 Notoriety per 2 Coin paid	☐ TAVERN +1 for Rooks	☐ CORRUPT OFFICIAL +1 on deception engagements
☐ BLACK MARKET (Wealth roll)- Notoriety= Coin in downtime	☐ SALT SERPENTS consuming; +1 to reduce notoriety after killing	☐ TURF	☐ HOME PORT
☐ PROTECTED COVE +1 to Survey & Tinker on site	☐ TURF	☐ TURF	☐ SALVAGE SITE +2 coin for destruction scores
☐ SLIPSTREAM Move +1 hex without needing an Odyssey	☐ UNDERSEA SHRINE +1 to Attune rating	☐ PATRON IN THE DEEP gain a leviathan expert or gang	☐ TURF
NOTORIETY		Gilded	
STORMFRONT		Gilded	
FALLOUT		ARMOR	
-3		SPECIAL ☐	
-2		REPAIRS	
-1			

Fallout starts with 2 sections filled; fill a new section each round



The **SLOOP** is a small, agile vessel with unmatched speed and deadly firepower. Its lightness comes at a cost: no armor.

SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS
● ● ● ● SIZE	LUXURY FOOD
● ● ● ● SPEED	FASHION
● ● ● ● FIREPOWER	ARMAMENTS
● ● ● ● DURABILITY	KNOWLEDGE
	CRAFTING ELEMENTS
	ESSENTIAL GOODS

SPECIAL ABILITIES

- **BLACK IRON AMMO:** Cannons cannot be blocked by armor. The first attack each round, roll 3d6 and keep the 2 highest dice.
- **GHOST SHIP:** Ship has an aura of dark fog. Take +2 to lose pursuers and for the first round of a surprise attack.
- **HAUNTED:** The ship has gained a guardian spirit. Create it like an expert. The spirit takes +1 whenever it acts to protect the ship.
- **LOCKER IN THE DEEP:** You can flashback to visiting a hidden safebox; during that score, Coin cannot be lost from fallout. This flashback reduces one PC's next downtime actions by 1.
- **FORMER LIVES:** None of you were born pirates; each PC may add +1 action rating to Study, Tinker, or Finesse (up to a max of 3).
- **SPREAD THE WORD:** When you leave behind survivors, increase both Notoriety and Investment by +1.
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **COMBAT READY:** Gun deck gets a free round at the start of combat.
- **AGILE:** Can take 2 Helm actions per round if one was evade.
- **WINDLESS:** The ship does not need wind to move. Helm ignores negative modifiers.
- ● ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **RIGGED TO KILL:** Increase Firepower by 1, with a max of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **FLEET** ☐ **SPARE:** second ship
- ☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **BRIBE** ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FAME** ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Execute a successful raid, kidnapping, holdup, or fraud operation.
- ◇ Contend with challenges above your current station.
- ◇ Bolster your crew's reputation or develop a new one.
- ◇ Work towards the crew's current goal: _____

CREW UPGRADES

- ☐ ELITE THUGS
- ☐ PRIVATE BAR
- ☐ SECRET PORT
- ☐ LEGIT MERCHANT FLAGS & ID
- ☐ PIRATE SASH (2 free load of weapons or items)
- ☐ HARPOON LAUNCHER
- ☐ DECEPTIVE RIGGING
- ☐ ALTAR
- ☐ SAWBONES
- ☐ SECURE VAULT
- ☐ VEHICLE
- ☐ WORKSHOP
- ☐ SAIL GLIDES
- ☐ QUALITY Documents
- ☐ Gear
- ☐ Implements
- ☐ Supplies
- ☐ Tools
- ☐ Weapons

QUESTIONABLE ASSOCIATES

- △▽ Miko, a weapons dealer
- △▽ Hidi, a disgraced chef
- △▽ Anyisia, an impoverished noble
- △▽ Edem, a shipwright
- △▽ Idiger, an architect

☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT
☐ INJURED	☐ BROKEN
☐ GANG	☐ EXPERT

Tides of Gold

PIRATE HUNTERS

POLICE & JUDGES
OF THE DEPTHS

COMMUNITY: criminal, government institution, religious, labor, trade, or arcane.

STRICTURES: protect, acquire, destroy, discover, hide, pursue, or sacrifice.

SPECIAL ABILITIES

- **ANY PRICE:** The Crew sold their loyalty to a puppet master hidden from public awareness. Choose a community that puppet master controls; the GM will tell you the stricture. Take +2 on engagement for operations related to your master and gain +2 Coin for scores that align with its stricture.
- **GRUDGE:** Each PC may add +1 action rating to Prowl, Wreck, or Sway.
- **FRIENDS IN LOW PLACE:** When you are raided, you can also gain an expert of the GM's choice for the remainder of that downtime.
- **MASTER & COMMANDER:** When you make it through an ocean route with a Zone 4 hex, the ocean will remember your success; reduce the threat level of future challenges by 1 along that route.
- **RIGHTEOUS STORM:** Your ship runs on electricity and has an aura of lightning. You cannot be boarded by hostiles, and the PC in the Crow's Nest can attack with lightning.
- **BLOOD IN THE WATER:** Take +2 when tailing a target, or when gathering info at a target's previous location..
- ● ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **DOWN WITH THE SHIP:** PC's can take harm in the place of the ship; harm level increases by 1.
- **MILITARY DISCIPLINE:** When the ship takes harm, the Ship's Crew can take a 2nd action that round.
- **SEASONED INSTINCTS:** You can reroll a fallout die, but the 2nd result is final.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- **REINFORCED:** Use +Heavy armor to avoid damage in combat.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- FLEET** ☐ **SPARE:** second ship
☐ **SQUADRON:** if manned get +2 once per round, +1 upkeep phases
☐ **FLOTILLA:** no raids for sea downtime
- BRIBE** ☐ **SPY:** choose 1 faction; you always know what they have stocked
☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- FAME** ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
☐ **SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
- ◇ Apprehend a criminal, rescue citizens in distress, severely damage a criminal operation. or further the interests of an official.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- ☐ UNBREAKABLE JAIL CELL
☐ FORGED WARRANTS
☐ OFFICIAL IN YOUR POCKET
☐ SMALL ARMY (EACH PC GAINS SPECIAL ARMOR FOR 1 ATTRIBUTE)
☐ NEW BLOOD (add an expert of a different type to a gang)
- ☐ HARPOON LAUNCHER
☐ DECEPTIVE RIGGING QUALITY
☐ ALTAR
☐ SAWBONES
☐ SECURE
☐ VAULT
☐ VEHICLE
☐ WORKSHOP
☐ SAIL GLIDES
- Documents
☐ Gear
☐ Implements
☐ Supplies
☐ Tools
☐ Weapons

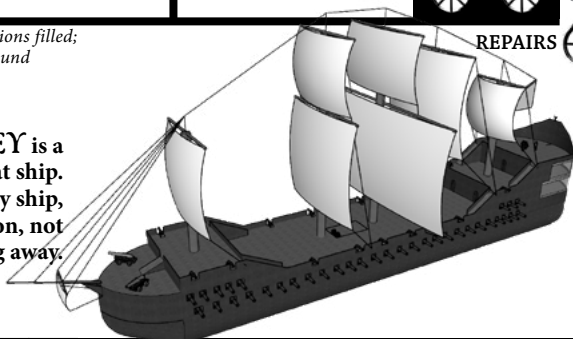
QUESTIONABLE ASSOCIATES

- △▽ Touya, a prison guard
 △▽ Rot, a former gang underboss
 △▽ Sona, a scout
 △▽ Agazio, a money changer
 △▽ Giovone, a wealthy explorer

NAME		REPUTATION	
FLAG / COLORS		HOMEPORT	
INVESTMENTS		WEALTH	
☐ DEBTOR'S PRISON +2 coin for lower class targets		☐ GOVERNOR'S MANOR -2 notoriety per score	
☐ GLADIATOR ARENA +1 for Thugs		☐ BITTER JUDGE +2 coin for higher class targets	
☐ TURF		☐ MESSAGE SERVICE +1 to gather info for a score	
☐ INFORMANT +1 to manipulate markets		☐ HOME PORT	
☐ DOCK SECURITY War does not affect dock tithe rates		☐ BOUNTY HUNTERS +2 coin for kidnap scores	
☐ SECRET SOCIETY add a 2nd puppet master		☐ PAYMENTS spend 1 coin for an expert in any port for a phase	
☐ LIGHTHOUSE +1 to Hunt & Study in port			
NOTORIETY		COIN	
WWWW STORMFRONT □□□□□		Gilded □□□□□ Gilded □□□□□	
FALLOUT			
-3			
-2			
-1			

Fallout starts with 2 sections filled; fill a new section each round

The **WAR GALLEY** is a front-line combat ship. As a dedicated military ship, it focuses on destruction, not running away.



REPAIRS

War Galley can take two level-1 Fallout

SHIP XP

- ● ● ● CREW
 ● ● ● ● SIZE
 ● ● ● ● SPEED
 ● ● ● ● FIREPOWER
 ● ● ● ● DURABILITY

CARGO

- PRECIOUS GEMS +3
 LUXURY FOOD +2
 FASHION +2
 ARMAMENTS +1
 KNOWLEDGE +1
 CRAFTING ELEMENTS 0
 ESSENTIAL GOODS 0
- If you have 2+ of same cargo type, add the Wealth modifier for raids

Tides of Gold

PRIVATEERS

MERCENARIES OF THE MARINE WARS

NAME _____ REPUTATION _____
 FLAG / COLORS _____ HOMEPORT _____

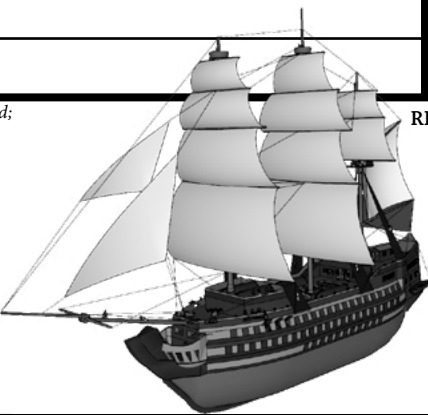
INVESTMENTS	TURF	WEALTH	WEAK / STRONG
☐ GAMING HALL +1 for Rovers	☐ HARBOR MASTER +1 to acquire assets	☐ INFIRMARY 1 PC gets a free recovery action per downtime	☐ TURF
☐ TURF	☐ CHUMMING +1 to reduce notoriety thru body disposal	☐ HOME PORT	☐ PRISON BRIBES +1 Skulks
☐ UPSCALE PARLOR +2 for gossip actions during trade phase	☐ NEGLECTED THEATRE +1 to Consort or Sway on site	☐ BORED ARISTOCRAT gain a royal expert or gang	☐ WAR COMMISSION +2 coin for higher class targets
☐ TRADE HOUSE PATRON -2 notoriety per score			

NOTORIETY	COIN	Gilded	COIN	Gilded
STORMFRONT				

FALLOUT	ARMOR
-3	
-2	
-1	

Fallout starts with 2 sections filled; fill a new section each round

The **MERCHANTMAN** is the standard trade ship. It has plenty of space for hauling goods but is vulnerable to attack.



SHIP XP	CARGO
● ● ● ● CREW	PRECIOUS GEMS
● ● ● ● SIZE	LUXURY FOOD
● ● ● ● SPEED	FASHION
● ● ● ● FIREPOWER	ARMAMENTS
● ● ● ● DURABILITY	KNOWLEDGE
	CRAFTING ELEMENTS
	ESSENTIAL GOODS

SPECIAL ABILITIES

- **BOMBARDMENT:** Your cannons fire at wide spread. You attacks can hit up to 2 targets at one time.
- **BROTHERS:** When the crew are placed at risk by fallout, the Ship's Crew can take two damage control actions instead of one.
- **LUXURY CRUISE:** Your ship is decorated with lavish furnishings and art of far away lands. Increase the Crew's Wealth for social interactions while located on the ship and gain +2 Coin when you enter a new port.
- **PART OF THE JOB:** When you are at war with a faction, you take the normal amount of downtime actions and gain +2 Coin per downtime.
- **SOLDIERS OF FORTUNE:** Each PC may add +1 action rating to Skirmish, Hunt, or Wreck (up to a max of 3).
- **DASHING SCOUNDRELS:** You have a knack for drawing in lost souls. While in port, your Crew is +1. If you gain cohorts that exceed your Crew size, they will wait faithfully for your return to port.
- ● **VETERAN:** Choose a special ability from another crew.

SHIP ABILITIES

- **ELITE UPGRADES:** During ship conflicts, you Wealth is considered +1.
- **FLASHY:** The ship's colorful painting catches the eye of all nearby.
- **FALSE DECK:** You have hidden compartments which can store all your gear.
- ● **RECRUIT:** Increase Crew by 1, with a max of 4.
- ● **RENOVATE:** Increase Size by 1, with a max limit of 4.
- **STURDY:** Use special armor to avoid damage in combat.

WEALTH EXPANSIONS

- ☐ **SPARE:** second ship
- ☐ **FLEET SQUADRON:** if manned get +2 once per round, +1 upkeep phases
- ☐ **FLOTILLA:** no raids for sea downtime
- ☐ **SPY:** choose 1 faction; you always know what they have stocked
- ☐ **INNER CIRCLE:** know a continent's Institution or Underworld factions' stock
- ☐ **POCKET OF POWER:** choose 1 port; you cannot be raided there
- ☐ **FEARED:** additional Coin when you loot equal to Fame attribute
- ☐ **FAME SEA STORY:** gain Sea Raider artifact when you loot instead of cargo
- ☐ **LEGEND:** choose 1 continent; war penalties do not apply to its ports

CREW XP

- ◇ Every time you defeat a ship mark SHIP xp. If they have greater Wealth, mark 2 xp.
- At the end of session, mark 1 xp or 2 xp if that item occurred multiple times:
 - ◇ Execute a successful battle, recruitment, or subversion operation, or gain a new patron.
 - ◇ Contend with challenges above your current station.
 - ◇ Bolster your crew's reputation or develop a new one.
 - ◇ Work towards the crew's current goal:

CREW UPGRADES

- | | | |
|---|--|-------------------------------------|
| ☐ ELITE SKULKS | ☐ HARPOON LAUNCHER | QUALITY |
| ☐ LUXURY ITEMS | ☐ DECEPTIVE RIGGING | |
| ☐ FAVOR OF THE PEOPLE | ☐ ALTAR | |
| ☐ FINE BOARDING RIGGING | ☐ SAWBONES | |
| ☐ SECURE | ☐ VAULT | ☐ Documents |
| ☐ UPDATED MAPS OF TRADE ROUTES | ☐ VEHICLE | ☐ Gear |
| | ☐ WORKSHOP | ☐ Implements |
| | ☐ SAIL GLIDES | ☐ Supplies |
| | | ☐ Tools |
| | | ☐ Weapons |

QUESTIONABLE ASSOCIATES

- △▽ Wagguten, a manservant
- △▽ Ghasem, an undertaker
- △▽ Eoled, a foreign official
- △▽ Ashkin, a pastoral farmer
- △▽ Rine, a blackmarket dealer

COHORTS

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT

INJURED	BROKEN
☐ GANG	☐ EXPERT