

Archipelago

Alpha Playtest Rule Set

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Character Creation

Brute, Finesse, Cunning

In Archipelago there are three stats that will be used. These are prescriptive of your character and let you know at a glance where their strengths and weaknesses lie. These three stats are **Brute**, **Finesse**, and **Cunning**.

Brute

This is the measure of your physical strength, endurance, and ability. Whether this is being able to deadlift an ancient tree trunk, pull up your anchor quickly, or row for an extended period of time, **Brute** is the measure of how well your character can tackle these types of challenges. In combat, you may use the **Brute** stat for many melee weapons.

Finesse

This is the measure of your physical agility, flexibility, and dexterity. Whether this is swinging on a rope to escape pursuers, pick someone's purse, or balance on the mainmast during a storm, **Finesse** is the measure of how well your character can tackle these types of challenges. In combat, you may use the **Finesse** stat for some smaller weapons or some ranged attacks.

Cunning

This is the measure of your mental capacity, wilyness, and quick thinking. Whether this means fast talking the guards, navigating using the stars at sea, or cast a spell. **Cunning** is the measure of how well your character can tackle these more mental challenges. In combat, you may use the **Cunning** stat for some ranged weapons or when using magic.

Class & Generic Skill Trees

Your character has access to five different **skill trees** to build into. The **class tree** of the class you have chosen, and also the 4 **generic skill trees** that everyone has access to. These allow you to build one character many different ways and also to get many mechanically different characters even if they are all the same class.

When making your character you will be able to choose from one of the following four classes: **Academic**, **Juggernaut**, **Occultist**, and **Swashbuckler**. Once you

decide your character's class, you will determine their **stat modifiers**, and using the modifiers you will calculate how many points you have to purchase **skill nodes**. These points can be spent to buy **nodes** in your **class tree** or in one of the **generic skill trees**. The **generic skill trees** are: **Attack**, **Defense**, **Mobility**, and **Utility**. Each of these have **nodes** that give your character additional buffs or abilities that augment that aspect of their character. These **nodes** can only be purchased once and they each cost one **Perk Point** to purchase. For all **trees** you start at the bottommost node and work your way upwards. You can only buy a **node** if you have a **node** connected to that one.

Making a Character

Creating your character has a fundamental impact on your playstyle by picking not only what **class** you are, but also utilizing other **generic skill trees** to augment your character and playstyle. However, it all comes back to your 3 main **stats**: **Brute**, **Finesse**, and **Cunning**, and to how you allocate your **points**.

To start, you decide which way you would like to create your character's **statistics**. The first option is rolling and the second is point buy. To generate your **stats** by rolling roll 3d12. Each of these three represent one each of your **Brute**, **Finesse**, or **Cunning**. You may assign the relevant mod for each number rolled once to the **stats** in any order you want (See **Table A** below). For example, if for your character you rolled a 4, 1, and 12, you could assign the relevant mods (-1, -2, +2) in any order you wish as the modifiers for your **statistics**. Note, you must reroll if the sum of your **stats** is less than -1 or greater than +1. Alternatively, with point buy all skills start at a -2 and you have 6 points to allocate. You can spend one point to increase one **stat** by one point. Note that no stat can increase above 2.

Table A	
Roll	Modifier
1	-2
2	-1
3	
4	
5	0
6	
7	
8	
9	+1
10	
11	
12	+2

Table B		
	Stable Modifier	Unstable Modifier
Academic	+2	+0
Juggernaut	+2	+2
Occultist	+0	+2
Swashbuckler	+1	+1

More information about the differences between these pools of health and how they come into play can be found in the **Combat** section.

XP and Character Advancement

Across your adventures you will struggle and strive to be better. Instead of using numerical experience points acquired from killing creatures or from arbitrary story beats, instead you will decide your own goals for character advancement. You have 3 short and 3 long term **goals** as a character, although some abilities may allow you to have more than this active at once. Short term goals might include “Find a new Chef Crewmate” or “Escape the storm alive” and are chosen or swapped out at the end of each session. A long term goal is something that might span weeks to find and complete like “Get revenge for my father at the hands of the Count” or “Find the long lost legendary ship of the Skeleton King”. These goals can be swapped out each time you enter port. A **short term goal** awards you one **Perk Point** to spend on your **skill trees** whereas a **long term goal** awards 3.

Now, once you have calculated your modifiers for each **stat**, you are awarded points to spend on the **skill trees**. During character creation you are awarded 3 - (the sum of your **stat** modifiers). This means that if you used point buy you will always have 3 points to use, but if you used the rolling method you could have anywhere from 4 to 2 points to spend.

Health

Your character will come across dangers during their adventures and to survive them they will have **health points (HP)**. Your character has two pools of health, **stable health** and **unstable health**. While your character is still within their **stable health** they may be hurt but are still very much able to function and keep on going without much issue. However, **unstable health** represents your character being much closer to death and in greater danger. When creating your character, your initial stable and unstable health will be decided based on a roll of a D6 and adding a modifier for whichever class you chose (See **Table B**).

Combat

Sometimes, you've just got to fight. Pirates are a lively sort, and that can manifest in bar brawls, spats in port, or duels over buried treasure. While fighting is messy and confusing, there are some rules that govern it.

Turn Order

While in real life very few people will wait their turn in a sword fight, combat in *Archipelago* is a bit more measured. At the start of a fight, every character rolls 1d12 and adds their **Cunning** stat (players roll for themselves while the Skipper rolls for any non-player characters). Once everyone has rolled, the players then decide which character should be assigned to which number and the Skipper assigns non-player characters to the numbers that they rolled.

As an example, let's say that Nissa, Clem, and Stewart are about to fight some skeletons. Nissa rolls a 12 and adds her **Cunning**, which is a +1, giving her 13. Stewart rolls a 5 and also has a +1, which gives him a 6. Clem rolls a 4 and has a 0, which means that he contributes a 4. The three of them now have a 13, 6, and 4 to spread around. Clem is a Juggernaut, so they decide that he should run in first and give him the 13. Nissa is an Occultist and wants to go next so that she can attempt to get some spirits to help them in the battle, so she takes the 6. Stewart is happy to wait to go last and so takes the 4.

Once these numbers have been assigned, combat begins, starting from the person with the highest number (whether that be a player or non-player character) and proceeding in descending order. When the final person has gone, the turn order restarts from the highest number and continues as before.

Action Points

The number of things that you can do on your turn is dictated by your pool of **action points**, or **AP** for short. You can spend these points to perform a variety of actions, some of which are basic and available to all characters and others of which you gain by purchasing them in your perk trees.

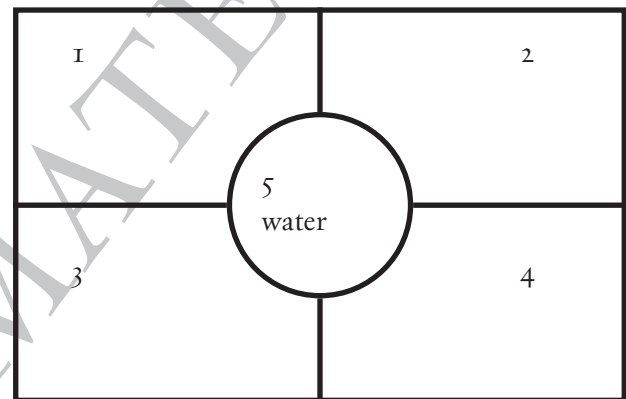
Your total number of **AP** is written on your sheet under your health pools. When you first create a character, you have a total of 3 **AP** to use on each turn. This number can be increased by purchasing specific nodes in the Mobility tree.

Your **AP pool** refreshes at the start of your turn. You can

spend up to this number of points to take actions on your turn (which are detailed below) or save some to react to what other characters do between your turns.

Zones and Movement

Every battlefield is split up into **Zones**. These **Zones** are areas that share similar characteristics. Take, for example, the diagram of a market below:



The market itself is split into 4 **Zones** (numbered 1 through 4) while the fountain in the center of it is a **Zone** in and of itself because it has a different terrain than the area around it.

You'll also notice that Zone 5 has the word "water" written in it. This is the **Zone's Tag**. A **Tag** is an attribute of a **Zone** and affect how characters can interact with it. Some examples of **Zone Tags** are "water," "high," and "dark." A **Zone** with the "water" **Tag** might allow an Occultist to shock anyone in the **Zone**, while a "dark" **Tag** might mean that it is impossible to see people in the **Zone** from outside of it.

Because battlefields are abstracted into **Zones**, your exact position in a space does not matter. If you would like to make a melee attack against someone, for example, you need only be in the same **Zone** as them. While it is recommended that you use a token of some sort to mark which zone you are in, it does not matter where in the **Zone** you place your token.

In general, movement between **Zones** costs 1 **AP** per zone that you move into. There are a few ways that this cost can be modified, however. If there is an elevation change (indicated by a zone having a tag such as "high" or "low"),

you must spend an extra **AP** to move into or out of that **zone** if you are moving out of/into a **zone** that does not have that tag. Additionally, **zones** may have tags such as “rough” that require an extra **AP** to move into/out of. You can purchase nodes in the Mobility tree to make movement easier.

Attacking

The most basic move you can make against an enemy is attacking them. Whether this be with a sword, your fists, or a rock lobbed across a room, the way that you approach it is the same.

Making a basic attack costs **2 AP**. When you spend these **AP** to make the attack, roll a d12 and add your **Brute**, **Finesse**, or **Cunning** bonus, depending on what you are doing. A sword or fist might be based on your **Brute**, a garrote or dagger may be more a matter of **Finesse**, and a pistol or magic will use your **Cunning**.

If your attack connects, you then have the opportunity to roll **damage**. The most basic weapons deal damage equal to 1 d4 plus the stat that you used to make the attack. The damage that you deal subtracts from the enemy’s health (but more on that later).

You may buy into nodes that give you more options in combat. You can use these nodes instead of a basic attack. While the **AP** cost and effect may differ the basic principle is the same: roll a d12, add a stat bonus, and resolve the effect if you are successful.

There are two types of attacks. Melee attacks are made when the attacker and defender are in the same **Zone**, while ranged attacks are made when they are in different zones. If the zones do not share a side, ranged attacks have a cumulative -1 penalty for every **Zone** that must be passed through to connect the attacker’s and defender’s **Zones**.

Defending

But how do you know whether you were successful? The answer to that question is based on your **Brute**, **Finesse**, and **Cunning**. When you attack someone or someone attacks you, the person being attacked has a fixed ability to defend against the harm being brought to them. Your **Defense** number is 6 plus whichever stat the attacker is using to attack. So, for example, a skeleton attacking you with a sword would be using **Brute**, and thus your **Defense** against that attack would be 6 + your **Brute** stat.

There are nodes that you can buy that can increase your **Defense** either across the board or in specific circumstances. If you have purchased such a node and it applies, your **Defense** is 6 + the relevant stat + the bonus.

Life and Death

As a character in *Archipelago*, you have two health pools: **Stable** and **Unstable**. Your **Stable** health represents how much punishment you can take before you start to feel the strain. It isn’t usually that much of a problem to take **Stable** damage, but this health pool is difficult to recover. Your **Unstable** health is how much damage you can take once you’ve been worn down. It’s easier to recover this health,

Table C	
Roll	Unstable Complication
1	You have 1 fewer AP to spend during the first round of combat.

but losing it comes with some consequences (see **Table C**).

If you run out of **Unstable** health, you pass out and are at risk of death. On your turn, instead of spending **AP**, you roll a d6. If you roll a 1, you die, while if you roll a 6, you come to with 1 **Unstable** health. On each subsequent turn, the threshold for death creeps higher (so on the second turn that you are unconscious, you die on a 1 and a 2, while the third turn sees you die on a roll of 1 to 3).

If one of your companions is dying, you can attempt to save them. If you are in the same **Zone** as them, you can spend 2 **AP** to attempt to save them. When you take this action, you roll a d6. On a result of 6, your companion regains consciousness with 1 **Unstable** health. However, your companion cannot die from a low result when you make this roll. If you make this roll, the unconscious character does not have to roll on their next turn.

Damage Over Time

Some abilities have effects that last beyond the moment that the ability is used. These effects occur at the start of the affected character’s turns and can fit into one of five categories: **healing**, **bleed**, **blight**, **poison**, and **elemental**.

When one of these effects occurs, the affected creature rolls a d6, takes that much damage (or heals that many points of health), and then subtracts the number rolled from the total number of the DoT. When the number reaches 0, the DoT effect has run its course. If the number rolled is greater than the remaining number of the DoT, the number rolled on the die is used to resolve the damage/healing and then the DoT ends as normal.

Ships

What is a pirate without a ship? Nothin, that's what. Ships are an important part of any good pirate crew (how else are you gonna bring home all that treasure?). They come in many different shapes and sizes, each with their own benefits, fallbacks, quirks, and untapped possibilities.

Ship Size and Speed

The hull of a ship has two main stats: **size** and **speed**. The size of a ship can be **Small**, **Medium**, **Large**, or **Humongous**. A ship's speed can be **Slow**, **Average**, and **Fast**. The combination of these properties create the overall maneuverability of a ship. By default, a ship has a 1:1 **Move:Turn ratio (MTR)**, and a speed of 1. These are modified by the **Size (Table D)** and **Speed (Table E)**.

Size	Move: Turn Ratio modifier
Small	+0 : +1
Medium	+0 : +0
Large	+1 : +0
Humongous	+2 : +0

Speed	Modifier
Slow	+0
Average	+1
Fast	+2

For example, let us build a basic Small Fast Ship. Working off of the base model (1:1 ratio, 1 speed), we apply the +0:+1 modifier that comes with the hull being Small, thus giving the ship a 1:2 MTR. Next, as a fast ship, we add +2 to the ship's default speed of 1 to make 3. Therefore, our Small Fast ship is a 1:2 ship with 3 speed. But what does that mean?

Ship Movement

Steering a ship is difficult and demanding! It's important to know what capabilities your ship has: the speed with which it can move with the wind at its back; how fast it can cut and swerve to avoid an oncoming cannonball; what ships it can outmaneuver to land the perfect positioning for a full rally of shots, or even a boarding party.

A ship can move as far as its speed, and turn according to its **MTR**. In a round of movement, the small fast ship we made above can go forward 3 hexes. And because of its **MTR**, it can choose to turn 2 "degrees" everytime it moves 1. It may be small, but it makes up for it with its nimbleness.

Additionally, a ship can turn on the spot by slowing down and sacrificing some of its speed. By spending speed at a ratio equal to the **MTR**, a ship may turn on a dime. Using the above example, a small ship can turn two degrees by sacrificing one of its speed (on the other hand, a Large ship has to spend two of its speed to turn 1 degree on its space).

Wind

The open seas are often unpredictable, and wind is a part of that. Sometimes the winds may be strong in your face, slowing progress and elongating an already arduous journey, while other times it may be in your favor and push you towards your goal. The wind can point in one of six directions, each corresponding to the face of a hexagon (starting with the top left face as 1 and counting counter clockwise). Everytime your Skipper thinks the winds should change, they may roll a d6, and the winds will blow in the direction of that result. Winds can alter the overall speed of your ship, as shown in **Table F** below.

	Sails Active (speed modifier)	Sails Inactive (speed modifier)
With Wind	+1	+0
Without Wind	0	+0
Against Wind	-1	+0

Your ship gains the benefit of the winds when the wind is coming from one of the three faces behind the ship (likewise, your ship is hindered when the wind blows into one of the three faces it is pointing towards).

Note, this table applies only for basic sails. More advanced or upgraded sails may have different modifiers.

Variant for Ship Turning

Should you want to simplify sailing a ship, you may use this variant rule. Ignore MTR and count a ship's speed as the number of movement actions it has. A ship with speed 4 can spend those 4 movement points to move forward 4, or move forward 3 and turn 1, or move forward 2 and turn 2, etc. These actions can be split up and arranged however you like.

Ship Zones

Just like land, ships also have zones that pirates move around in. Every ship has a specific number and placement of zones. These aspects cannot be changed. Like land zones, ship zones also have tags that give them unique characteristics and mechanics. However, they may also describe specific attributes or items in that zone.

For example, a zone may have the tag "Weapons 1." This means that a weapon of a rank no higher than 1 can be placed here. Or, a zone may have the tag "Alchemy Lab." This means that if someone ever wants to tinker with tinctures, they must be in that zone to do it.

Upgrading Zones

Just as a pirate gets more piratey the more he pirates, a boat gets boatier as it boats. Whenever a boat collects enough experience to level up, players can add, move, or improve tags on zones. When a tag is improved, its rank goes up by 1, and it is able to do more. For example, a "Weapon 1" tag turns into "Weapon 2," and that zone can now support a higher rank weapon!

Ship to Ship Combat

You can't expect to voyage over that large, open sea and not face some conflict every now and then! Combat between ships is strategic and intense. Sea combat is a team effort, and focuses on how well a crew can organize itself to maximize its capabilities.

Ships function in a very similar way to player characters. They take turns in combat based on their own turn order modifier. They also have an amount of pooled **Ship AP (SAP)** equal to (number of player characters on the ship + number of crew).

Aiming

Hey, firing a cannon on one moving ship on rough seas trying to hit another moving ship on rough seas isn't so easy. No matter how good of a shot you may be, there is too much unpredictability to truly "aim" for a specific part of an enemy ship. But you can try! When you are firing a ship's weapon, exclaim what part (zone) you are aiming for. Then, roll a d12 and add any appropriate modifiers. If the result is between Ship AC and Ship AC + 2, your shot hits the enemy ship! Just maybe not right where you wanted it to. The Skipper can roll for or pick a reasonable nearby area to take the blow. However, if the result of the shot is \geq Ship AC + 3, it hits right where you want it! Arghhhh, a direct blow!

Unlike most actions you take during ship combat (which generally cost 1 SAP), firing a cannon takes 2 SAP: 1 to load and 1 to fire. If you're the only one in the zone with the cannon, you can do both on your turn. However, if you get a friend to help you, both of you get to roll a d12 when the cannon is fired. The higher roll (with individual modifiers) is the one that is used to hit. If the actions are both done by one person, or done in separate rounds, only the character that fires the cannon rolls to hit.

In addition to firing cannons, there are other things that you can do with SAP, which are detailed in the table below:

Action	SAP cost
Raise/Lower Sails	2 / 1
Steer	1
Raise/Lower anchor	2 / 1
Perks	1*

*unless otherwise specified

Ship Damage

One of the greatest rules of literature is that if there is a boat in the first act, it must sink by the fourth. What this means in Archipelago is that it's possible for your boat to take damage and, if enough damage is taken, fall beneath the waves.

Each zone on a ship takes damage separately from the other zones. The first time that a zone is hit, it loses its **armor**, but takes no damage. This armor is then gone until you take time out of combat to fix it, unless you've taken a

Perk that lets you patch things up on the go.

If a zone is hit after its armor is gone, it takes damage to its HP pool. Once the zone has taken damage equal to or greater than its maximum HP, it begins to take on water. When a zone is taking on water, all of the tags in that zone are inactive. This means that nothing in the zone (such as weapons, crafting stations, or items) is usable.

If half or more of the zones on your ship are taking on water, your ship is sinking. If your ship is sinking, you have 1 turn to perform whichever actions you want to save it. If you're not able to get things under control by the time you've spent that turn's SAP, it's time to head for the lifeboats.

Boarding

Sometimes, the cold impassioned shot of a cannon is not enough, if you need to get control of another ship, or you just want to have some more in person 'fun' then boarding might be what you want to do.

During combat between ships, any may decide that boarding another ship is in their best interest. To do so, the ship intending on boarding must be adjacent to any ships it wishes to board. Then on their turn, they as a crew must decide they want to initiate boarding. When this happens, we switch to a more finely granulated pace of time where you can take actions as per normal personal combat rules (using your own AP, movement allowance, personal abilities, etc.). During the boarding, all player characters and crew filling the crew slots may participate in combat.

Crew

Keeping up a big ship takes a lot of effort, and where better to get effort than other people you meet along your journey! A ship is only as good as its crew, and its important to pick crew members that not only fill roles you need on your ship, but also people that you can tolerate (to some degree)!

You will come across many different kinds of people, each with different abilities, skill levels, and powers. It will be your choice to determine who works with you, and how they progress as they come along on countless (or counted) adventures with you. Your ship can accommodate you and the other player characters and an additional number as per the number of slots your ship has. These **crew slots** are ship specific and are filled by NPC crew members. Each crew member adds one (1) **SAP** to the ships total (in effect they can accomplish one thing each turn of ship combat). Some specialized crew may be able to accomplish more or provide different benefits in and/or out of combat.

Equipment

On your adventures throughout the dangerous both on and off the high seas you need to be equipped for mishaps, malfunctions, and mischief. Below are some example types of equipment and a brief explanation of how they work and can be used. As with everything else, pirates are creative in their use of what they have at their disposal. Be inventive and always ask your Skipper to see if you how far you can go with just a few simple tools.

Weapons

There are a wide variety of things that smash, cut, explode, and in general deal harm to someone else, and sometimes yourself, and while they are useful in the right hands some weapons are not meant for everyone. Please consult the Combat - Attacking section for more information on how weapon attacks function.

Most melee weapons use the Brute stat. If your weapon takes a good deal of strength to wield then Brute is the stat you should be using. Many lighter weapons that can be thrown as well as used in Melee use Finesse, as well as many ranged weapons that require manual dexterity and muscle memory (such as a bow). Few weapons use Cunning as their attack stat but the most significant one are guns. Most firearms require patience and skill and thus you Cunning is the stat used.

Tools & Supplies

Below are various kinds of equipment that could be useful to you on sea, in port, in a scrappy brawl, marooned on a deserted island.

- Torch - removes the Dark tag from the zone you are in.
- Ship's Supplies - used to restore the Armor of the ship once depleted.
- Rope - a length of 50 ft. of hemp rope
- Balloons - listen, even pirates love these floaty boi's
- Bandages - Lets you remove all Bleeding DoTs from someone (spend 2 AP to apply).
- Antidote - Lets you remove all Poison DoTs from someone (spend 2 AP to apply).
- Charcoal - Lets you remove all Blight DoTs from someone (spend 2 AP to apply).
- Quartz Crystal - Lets you remove all elemental DoTs

from someone (spend 2 AP to apply).

- Camping Supplies - For...camping
- Orange Juice - prevents scurvy

Classes

Academic

The open seas are a dangerous place and perhaps some bookish types would be intimidated, but not you! As an Academic, you focus on gaining knowledge of creature types and using it against them to pull off miraculous feats.

Experiential Learning

Throughout your travels, you encounter many strange and mysterious creatures, and you keep note of the things that you observe. As you learn more, your understanding of these creatures grows and you figure out how to use your knowledge against them.

There are four research levels: basic, mechanical expertise, esoteric knowledge, and perfect knowledge. You begin with basic knowledge of a creature.

Throughout your travels, you can take time to make notes about the creatures that you encounter. Doing this accumulates research points for those creature types. For every 100 research points that you have accumulated for a creature type, you gain a research level for that creature.

There are many ways that you can use your Experiential Learning in combat. These features are restricted by your research level on a creature. If your research level is not high enough, you cannot use the feature on it. The available Experiential Learning features are:

- 1: Force a creature that attacks you to reroll an attack
- 1: Add Cunning to damage done to a creature
- 1: When you roll an attack against a creature, you may roll 2 d12 and take the higher result
- 2: You may nullify an ability of a creature
- 2: You may gain insight into something in the creature's stat block
- 3: You can predict (dictate) where the creature is going to go on its next turn
- 3: You can predict (dictate) what the creature is going to do on its next turn

1: Field Researcher

You start with 2 known creature types and 1 research level for these creatures. You may choose 2 level 1 Experiential Learning abilities to use against these creatures. Each ability costs 1 AP to use.

In combat, you may spend a number of AP to roll your

research die (d6) and then gain the result of the die + the number of AP spent in research points for the creature type you are fighting.

You may possess research on as many creature types as you want, but can only have 2 active at once.

2: Applied Knowledge

A hypothesis is no good unless you put it to the test in the real world. When you successfully attack a creature of an active type, you gain 1 research point.

3: Trial and Error

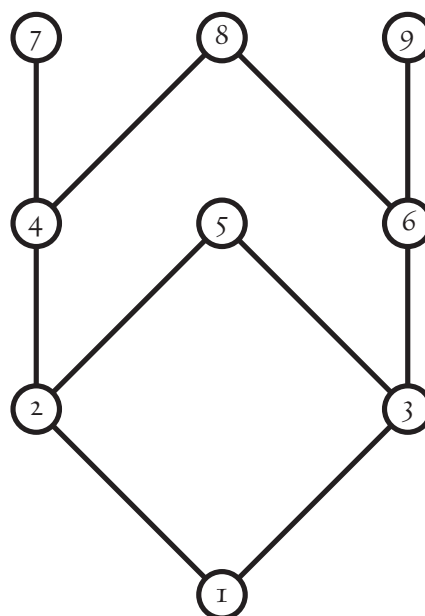
If at first you don't succeed, try again. And if at first you get hit in the face by a skeleton, make a note of it. When you are hit by an attack by a creature of an active type, you gain 1 research point.

4: Tend Wounds

A pirate is no good if they're wounded. If you spend an evening treating a yours or another person's wounds, you can remove one unstable consequence from the person that you are treating.

5: Environmentalist

Your knowledge of the world around you has given you the ability to change it to fit your needs. If you spend 1 hour



in an area, you can add, remove, or change a tag from a zone.

6: Bandages

You can spend 2 AP on your turn to treat the wounds of yourself or someone else in your zone. Roll a d4 to reduce a bleed DoT by the amount rolled. Additionally, the target heals the die result in unstable HP.

7: Tracker

When you're doing your research, you like to get your hands dirty. There's nothing like observing a creature in its natural habitat. When you attempt to track a known creature type, you gain a +2 bonus.

8: Navigator

Your knowledge of the stars helps you know where you are. When you attempt to navigate on the open seas, you gain a +2 bonus.

9: Engineer

You have studied ship building techniques from around the globe and are able to put this knowledge into practice. When you repair damage to a ship, it takes half of the time that it normally would.

Juggernaut

Every boat needs someone to do the heavy lifting, and that's you. As a Juggernaut you are as good at taking punishment as you are at dealing it out. However, you're not just in this for yourself. You're also able to use some of your resilience to benefit your friends, such as by taking hits for them or pulling them out of dangerous situations.

1: Resilient

The first time in a combat that you drop from full unstable HP, you can immediately heal 2d6 stable HP.

2: Guardian

You're committed to keeping your friends safe. When an ally in your zone is hit by an attack, you can spend 1 AP to take the damage for them.

3: Charge!

If you move through one or more zones and then attack someone, you can deal extra damage equal to the number of unique zones you travelled through.

4: OUT OF MY WAY!

When you move through a zone, you can pull an enemy with you.

5: Heavy Lifter

You can easily lift up to 500 pounds.

6: Come with Me!

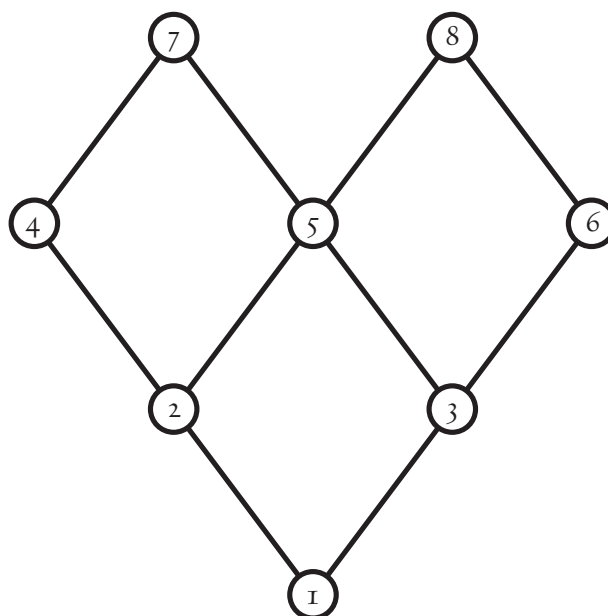
As the strongest person on the battlefield, you need to make sure that your allies stay out of harm's way. When you move through a zone, you can pull an ally with you as part of that movement.

7: An Absolute UNIT

You are a presence on the battle field. For purposes of any effects that can target a zone other than the source's, you count as a zone while in combat. You can still be hit by melee attacks as normal and are still affected by zone tags.

8: Back Cannon

There's stong and then there's you. No one would have thought it possible, but you have figured out how to mount a cannon on your back. In combat, you may make an attack at an enemy, costing 2AP. To do this, you must roll attacks. If both would hit the target, you land a direct hit against the target and deal 2d6 of damage to them. If at least one would hit the target, all characters in the zone take 1d6 damage as the cannonball explodes. If neither would hit the target, the cannonball sails off harmlessly into the distance.



Occultist

A chill falls over the darkened streets of a port town. A pale, ghostly mist rises from the ground. A figure in dark, ill fitting clothes walks in and out of a tavern, slipping a treasure map into an unseen pocket. To anyone else, they would seem to be alone. However, they know that around them walk the souls of the dead.

As an Occultist, you are in tune with spectral forces that allow you to see into the future, request ghostly aid, and slowly drain the life from your enemies—or restore it to your friends!

1: Ritual

You have a supernatural awareness of the world around you. You are always aware of whether the people or objects around you are imbued with supernatural power.

Additionally, you can take 10 minutes to perform a ritual to gain information. As part of this ritual, you learn the weather for the day and can look into one location that you are going to visit in the near future, calling for the presence of a single object or circumstance to exist there (within reason). Examples of this could include a sword in a treasure cave, a pit trap in a jungle clearing, or sword on a ship.

2: Hostile Environment

You are able to cause the very world around you to turn on your enemies. Spend 2 AP to invoke a zone tag for a minor effect, such as freezing enemies in place with a “water” tag, burning enemies with a “fire” tag, or causing them to trip with a “rubble” tag.

3: Siphon Life

When an enemy dies in your zone, you can spend 1 AP to capture their life essence and give it to your allies. All allies in the zone heal 1d6. This can heal stable HP. This AP must be spent at the moment of the enemy’s death.

4: Contact

Your connection with the occult has improved and you gain additional benefits. When you perform your Ritual you can choose to summon a spectral ally that can take 1 hit for you in combat, gain deeper insight into the situation that you are in, or imbue your weapon with ghostly magic that ignores any damage resistances until the end of the next combat you participate in.

5: Affliction

On your turn, you may spend a number of AP and make an attack roll with Cunning. If you hit the target, roll a

number of d4 equal to the number of AP you spent. The target gains a blight DoT equal to the sum of the dice.

6: Fragile Curative

On your turn, you may spend 2 AP and target an ally in your zone. Roll a d6. The target gains a healing DoT equal to the number rolled. This DoT vanishes if the target takes any damage. It cannot heal stable HP.

7: Haunted

You are able to call on spirits to come to your aid. On your turn, you may spend 2 AP to cause wild spirits to infest a zone, applying the “haunted” tag until this effect ends. When you apply this tag, roll a d4, the result of which determines what the spirits do.

- 1: all creatures heal 2 points of unstable damage
- 2: everyone in the zone gains a Bleed DoT of intensity 2
- 3: moving out of the zone costs 1 extra AP
- 4: reroll and double the effect

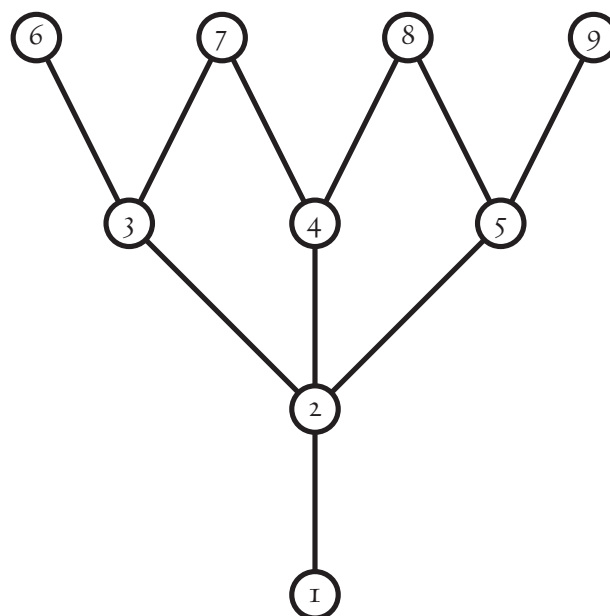
The effect ends when you leave the zone or spend 1 AP to end it prematurely.

8: Contagion

On your turn, you may spend 2 AP to copy a DoT that is afflicting you into a target in your zone.

9: Necrotic Riposte

Choose a type of DoT (bleed, blight, elemental, healing, or poison). When you are afflicted with a DoT of that type, the person who afflicted you with the DoT takes damage equal to the DoT’s intensity.



Swashbuckler

If your piratical dreams involve swinging in on ropes with a sword in your teeth, a tricorn on your head, and a flask of rum at your waist, the Swashbuckler class is for you. As a Swashbuckler, you will focus on moving effortlessly around the battlefield, crossing blades with individual enemies, and improvising your way through the most dangerous of situations.

1: Lucky Find

There's nothing worse than getting caught in a bad situation without a weapon. Thankfully, that never happens to you! You are always able to find a weapon that works for the situation that you're in (or something that you can use as such).

2: Well-Liked Face

You're just one of those people that gets along with everybody. Whenever you have a non-hostile interaction with a character, there is a 50% chance that said person leaves with a fond opinion of you.

3: Combat Intuition

You are an expert at reading your enemies in the thick of battle. You can spend 1 AP to gain a +1 bonus to attacks, damage, and defense vs. a single target until the start of your next turn.

4: Out of the Frying Pan

After you are attacked, you can immediately leap to an adjacent zone. This does not cost AP.

5: Just Passing Through

Whether you're trying to smuggle in some cargo, get away with trespassing, or simply wanting officials to look the other way, you always know exactly what to say. When you attempt to smooth talk your way past officials, you gain a +2 bonus.

6: Defensive Stance

You're ready for whatever your enemies throw at you. Spend 1 AP. Until the start of your next turn, every time you are attacked roll an opposing attack. If your attack is higher, you parry the attack.

7: Vertically Inclined

Your acrobatic prowess makes it simple for you to move around your environment. You are able to leap across moderate gaps without making a check and you do not

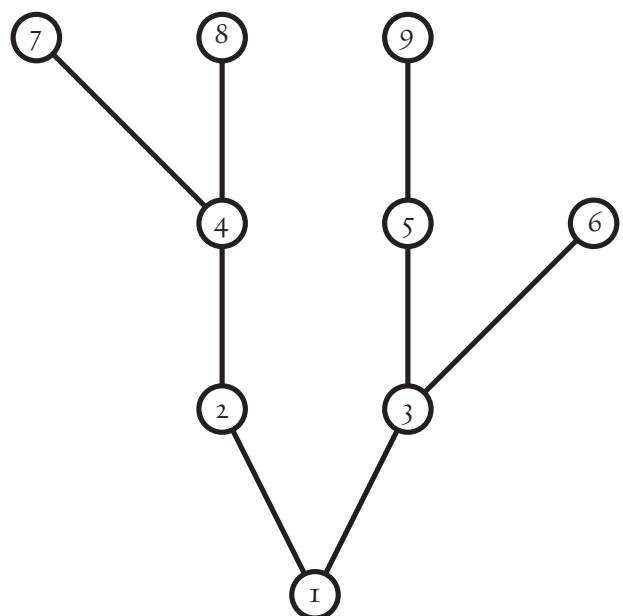
have to spend extra AP to move into zones with different elevations.

8: Into the Fire

Who's afraid of a duel? Certainly not you! Once per turn, you may move into a zone occupied by your enemies for free.

9: This One's Mine!

What is a pirate without their signature weapon? Choose one type of weapon that you like to use. When you're fighting with it, you gain a +2 bonus to attack rolls.



Generic Trees

Attack

It's simple, it's obvious, and it will destroy your enemies. The Attack tree enhances your character's ability to enact violence on your enemies.

1: Proficiency

Your training with your favorite weapon has allowed you to hone your skills. Once per session, you are allowed to reroll a single attack made with a weapon type that you choose when you take this node. Once you have used this, you must use the new result.

2: Knock 'em Down

You may spend 2AP to make an attack against a target. If the attack succeeds, the target can only move a single zone on their next turn, regardless of any Perks they may possess.

3: Critical Flourish

If you roll a 12 on the die on an attack roll, you may make another attack with the same weapon without having to spend additional AP. If you roll a 12 on this second attack, you are allowed to make yet another additional attack. This chain continues until you roll a number that is not 12.

4: Canonical Precision

Against all odds, you have learned how to aim a ship's cannon with inhuman precision. When you are manning a ship's cannon, your attack roll gains a +2 bonus.

5: Cannonier

You have spent years working with cannons and have begun to understand them on a deeper level. Should you wish to, you can load and fire a cannon using only 1 SAP. If you do this, you only roll 1d12 for the attack.

6: Improvised Weapons

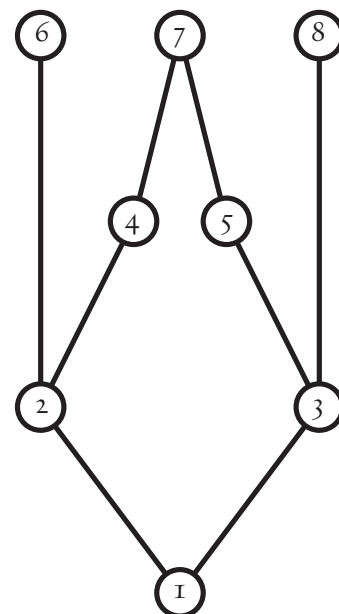
Years of tavern brawls have honed your skills with all manner of strange weapons. When you make an attack with an improvised weapon such as a tankard or broken chair leg, you roll 1d4 when determining damage instead of simply dealing 1 damage.

7: Explosive Destruction

If you are manning a cannon on a ship and roll a 12 on your attack roll, you ignore the armor of the ship that you are targeting.

8: Big BAP

You really know how to put your all into a hit. When you make an attack, you may spend any number of extra AP. If you do, you roll that many d12 and take the highest result to determine whether you hit the target. If you do succeed in attacking your target, you add the number of AP spent to the damage you deal.



Defense

Piracy is dangerous and sometimes you need a bit of and edge to get out alive. The Defense tree can help you do just that, offering ways to mitigate damage, shore up your ship, and increase your health pools.

1: Near Miss

That was close! The first time in a combat that you would take damage to your unstable HP, you don't. This does not stop you from losing stable HP due to the same attack.

2: Parry

You can spend 1 AP when a person in your zone (including yourself) is attacked. Roll an opposing attack. If your total is higher, then the attack misses.

3: Catch Your Breath

You take a moment to regain your bearings. You can spend 2AP to heal 2d6 unstable HP. If this would bring you to full unstable HP, the extra overflows into stable HP. However, you cannot use this perk if you are at full unstable HP.

4: Hunker Down

Taking a moment to prepare yourself, you gain more resilience against incoming attacks. Spend an amount of your remaining AP and add that number to each of your defense scores.

5: Good Blood

You're one of those people who never seems to get sick. Whenever you take damage from a DoT, you can reduce the DoT's total by the amount of damage + 1 without taking the additional 1 damage.

6: Hard Turn

Sometimes a single cannonball can be the difference between life and death. Once per combat, you can call to reroll the target of an attack against your ship. If the Skipper did not randomly determine the target, you can discuss what would be a reasonable new zone for the attack to hit.

7: Reinforce

Once per turn, you can spend 1 SAP to repair the armor on one zone of a ship.

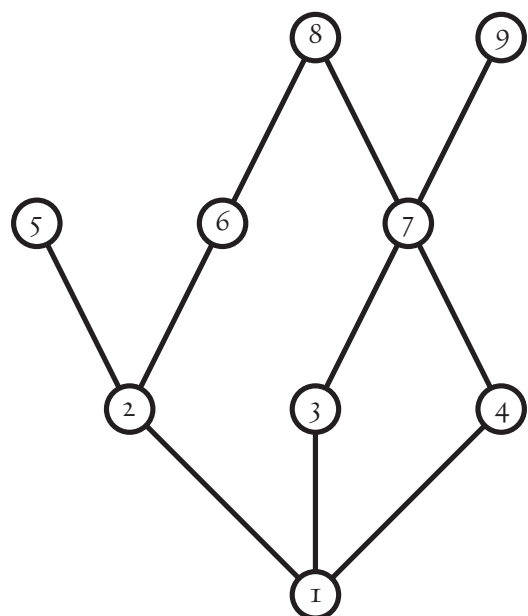
8: Health+

When you take this node, roll 2d6 and use the new result

to recalculate your health (using the same method as you did at character creation). If you have taken a node with this effect before, instead reroll using 1 + the number of nodes that you have taken. If the new health total would be lower than your current health total, instead simply add 1 to each health pool.

9: I'm Outta Here

Sometimes the best defense is not being there at all. You can immediately spend 1 AP to move to an adjacent zone after taking the damage from the attack. This only works if you are still conscious after the attack has been resolved.



Mobility

For those who wish to leap across chasms, sprint great distances, and fit more activity into the day, the Mobility tree is the place to look. This tree focuses on enhancing movement in combat and manual dexterity out of combat. This tree is also the home of increases to a character's AP pool.

1: Speedy

To put it lightly, you are fleet of foot. When you spend AP to move from one zone to another, you can move an additional zone without spending more AP. You are allowed to spend AP on other actions before using this extra movement.

2: Quick Fingers

When you perform repetitive tasks such as ship maintenance or digging in soft ground, you are able to complete the task in half of the time that it would usually take.

3: Sail Expert

You have discovered a better way of hanging sails. When your ship's sails are unfurled, your ship gains an extra +1 movement on top of what it would already have gained.

4: Balanced

Somehow, you have figured out the optimal way of holding any load. You always have a free hand, even while carrying bulky objects.

5: Parkour

You leap, you roll, you dash. When you move through zones with the "rough" tag, you ignore the effect of the tag. Additionally, you are able to perform moderately complicated movement-related acrobatics with ease.

6: Bob and Weave

Your quick feet allow you to dart around the battlefield. If two zones share a side, you are able to act as if you occupy both of them for purposes of attacking or utilizing Perks.

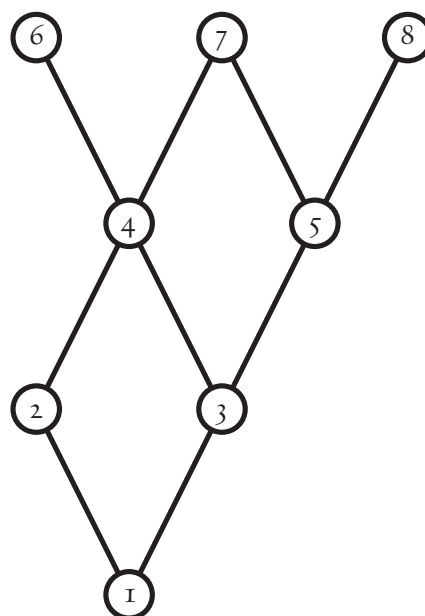
7: AP+

You gain one extra AP that you can use on your turn. This is a permanent increase to your AP and refreshes as your AP normally would.

8: Sure Footed

Choose a zone tag. When you move through a zone with

that tag, you are able to move at twice your normal speed.



Utility

The utility tree offers a wealth of options for the seafarer more interested in niche talents than prowess with a sword. Offering skills related to socialization, medicine, and the natural world, there is something for everyone in this tree.

The Utility tree is also the home of generic stat increases.

1: Weather Mastery

A seasoned sailor is in tune with their environment. You have taken this sentiment to heart. You have a 50% chance to correctly intuit up to the next 6 hours of weather and you are always able to determine the time.

2: Rumor Monger

Half of the battle is knowing which questions to ask. When you are inquiring about a job, person, or legend, you have a 50% chance to get additional information beyond what the person you're speaking with was ready to share.

3: Recruiter

You have learned where to look when you need a job done. When you are in port, you are always able to find at least one person to fill a simple role on your ship (though there's no guarantee as to what other baggage they may come with!).

4: Medic

When examining an injury or illness, you are always able to provide some sort of diagnosis. Some ailments may still be beyond you to cure, but you are always able to determine the best next step.

5: Natural Salesman

Your charm and business acumen make you an asset to your crew. When you are in port, you are always able to find a buyer for all but the most dangerous of cargo.

6: Experienced

Your time on the high seas has allowed you to hone your skills. You may add +1 to one of your stats (Brawn, Finesse, or Cunning).

7: Multitasker

You are able to track an additional short term goal.

8: Occult Enthusiast

When you encounter occult phenomena, you have a 50% chance to intuit the nature of the phenomenon. You are able

to learn the basic source of the phenomenon and its most obvious effects.

9: Storyteller

When you are in port, you are able to manipulate the reputation of your ship and crew in the eyes of the locals. As a port action, you can choose an exploit that you want to ensure your ship is known for.

