

THE WILDSEA

PLAYTEST GUIDE

VERSION ZEPHYR 01

Overview

This is the first open playtest of the Wildsea, a setting and system developed over the last year. We've tried to keep it short and to the point, but if there's any information you feel is missing that really needs to be there shoot off an e-mail to felixisaacs@thewildsea.co.uk & let us know.

The Setting

Some three hundred years ago the empires of the world were toppled by a wave of fast growing greenery, a tide of rampant growth spilling from the West. This event, the **Verdancy**, gave rise to the world you'll explore during this playtest - a titanic expanse of rustling waves and sturdy boughs known as the **Wildsea**.

Now chainsaw-driven ships cut their way across dense treetop waves, their engines powered by oilfruit, rope-golems, honey and pride. Their crews are a motley, humanity's weathered descendants rubbing shoulders with cactoid gunslingers, centipedal poets and silk-clothed spider-colonies, humanesque slugs with driftwood bones and other, stranger things. Each has a role and a reason to be out on the wildsea, and it's their stories - your stories - that this game is designed to tell.

The wildsea hungers and grows, roots still questing down into the world's depths as its waves ripple with life. Spits of ancient earth and the heights of old-world monuments now serve as ports, cities, farms and jails, each with their own laws and ways. The years after the wildsea's arrival were harsh, and by the time the arts of sailing and air travel were rediscovered most old cultures had splintered into new, often unrecognizable forms.

The economies of the verdant world are unpredictable and ever-changing, but there's always value to be found for those willing to brave the perils of the wild.

That's where you come in.

The Game

In this playtest your character is a **wildsailor**, part of a crew cutting their way across the island-studded wilderness of the sea. You'll clash with survivor cultures and wild beasts, scavenge and salvage for wreckage and trade-goods, chase rumours and uncover secrets. The focus of this game is on exploration, progress and change - you'll define the world of the Wildsea as you sail it.

Adventures on the Wildsea start as **hooks**, elements of the setting or of a character's history with the potential to blossom into an **arc** - a story for you and your crew to experience. While playing through an arc you roleplay **scenes**, **montages** and **journeys** to make decisions, take actions and resist your baser impulses. Completed arcs, and the triumphs and failures within them, will allow you to develop your character as you play.

Decisions are made through **conversation**, a collaborative process that keeps all players at the table involved in the outcome of an event. The Wildsea's GM figure, the **Firefly**, is there to ask the right questions to keep the conversation flowing, as well as to bring the rules into play when necessary.

The Rules

Rolls are made using **d6**-based **dice pools**, quickly assembled from the information you have on your character sheet and the situations your characters find themselves in. Dice rolled in this way help to direct the conversation toward outcomes of **success**, **conflict** or **failure**. Whatever the result, the story moves forwards.

Tracks are used as a visual reference for many aspects of your character, their relationships with various factions and developments in the wider story. Their boxes are **marked** or **cleared** by your actions.

You'll also collect **resources**, anything from salvage and charts to living secrets and forbidden spices. These resources are tracked on your character sheet, and can be combined or sacrificed for various effects. Their precise uses and qualities are drawn out as your group's own unique version of the Wildsea develops.

Influences

This playtest wouldn't exist without a hell of a lot of media, but there are some influences that stand above the rest.

When it comes to other roleplaying games we have **Belly of the Beast**, **Blades in the Dark** and **13th Age** to thank the most. As for other sources, **Bastion** and **Sunless Sea** helped to shape some of the core ideas behind the world through both their gameplay and their soundtracks, and you certainly wouldn't be reading this now if I'd never watched **Firefly** or read **China Meville's Bas Lag** trilogy. In a more meta sense, Reddit's **RPGDesign** community has also been instrumental in giving me the drive to get this playtest up and running.

Also, and perhaps most importantly, the artists I've worked with over the past year deserve a lot of credit for breathing life and colour into what would otherwise have just been ideas. **Kyllian Guillart**, **Pierre Demet**, **Omercan Cirit** and many others - thank you.

Chapter One

Setting

A Wildsea Primer

There is no single wildsea, really – each group that played throughout the alpha versions of the game developed the setting in their own way, found their own secrets and established their own lore – so much so that it became a part of the game itself.

Because of this, don't treat this chapter as a full guide to the setting. Instead, think of it as a primer to the **core concepts** behind the Wildsea, the things that seemed to stay true no matter which group was playing.

Making the Sea Your Own

That said, for this playtest we recommend you stick to what's written in this chapter as far as the setting is concerned... For a while, at least. Once you've got a feeling for the world, feel free to change it to suit the wants & needs of your group.

It was a stupid idea.
Tarak knew it, & her grandfather
knew it. The leaves were so full of
life they scorched the skin with a
touch. Beasts the size of
mountaintops wound their way
through the shade of the lower
trunks. Rootquakes shook the
treetops, reconfiguring them,
pushing remnants of a world long
dead up to the surface.
It was a stupid idea to look at the
rusting, dented hull pushed up
between the leaves before them, a
stone's throw away, & think it would
ever sail again. The seas her
grandfather once charted had long
been emptied. There were no waves
to crest, no currents to ride.
It was a stupid idea. Obviously.
But still...

The Sea Itself

Capricious. Beautiful. Dangerous. The world of the Wildsea is a harsh but rewarding one.

There are six distinct layers to the forest that ate the world, with only the upper three considered safe enough for travel and habitation. They are...

The Skies

A broad blue expanse above, the skies are home to insects, birds and the occasional airship (though strong winds and frequent storms make reliable air travel impossible).

The Thrash

The topmost layer of the great iron-rooted trees that make up the Wildsea, the thrash is a place of life and trade, a leafy canopy studded with mountaintops, reefs of wreckage and ramshackle cities. What remains of civilization is centred on these last spits of land, and ships sail the leafy seas surrounding them.

The Tangle

Though the thrash is thick enough to sail it's the tangle that most large ships rest their hulls on, where the branches of the sea begin to thickly intertwine. Insect and animal life thrives in the half-dark heat, and it can be moved through or hunted in relatively safely with enough preparation & skill.

The Sink

A layer lower than the tangle lies the sink, where wrecks often lodge themselves and the largest creatures of the Wildsea rule. As thick as the tangle but far more treacherous.

The Drown

The point of no return, the drown is where branches thin and light dies. The trunks of the ironroots that hold up the rest of the sea loom in the darkness, some hundreds of feet across.

The Darkness-Under-Eaves

The roots of the wildsea and the bones of the old world. The less said about this place the better.

Rough Timeline

1521: An explosion of fast-growing greenery unrolls across the land. Within days the known world is covered with a layer of forest, titanic mile-high trees whose roots churn entire civilizations to mulch. Those with foresight move to higher ground. They are the only survivors.

1522: Pockets of these survivors are hit by their first high-altitude winter. Entire cultures are lost to biting cold, lack of water and virulent new diseases.

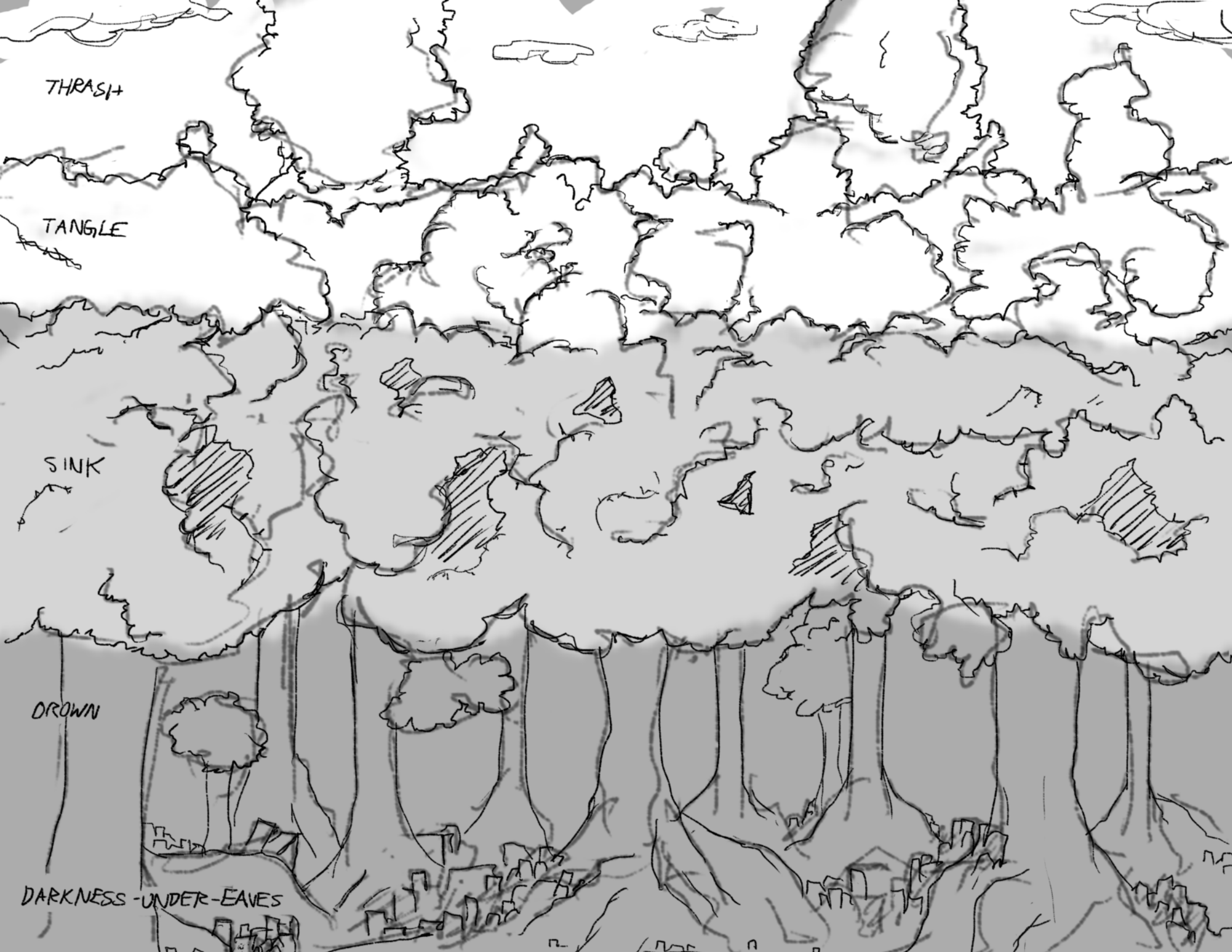
1522-1545: More die. Few thrive. Though there is an abundance of food and wood, fresh water is scarce and rainwater burns. Most believe the world has ended.

1546-1580: A new generation is born - few, but strong. They don't fear the surrounding treetops as their parents do. They strike out wrapped in rags to hunt and explore, searing themselves terribly on the chemical coating of the leaves.

1581: Tarak Tar works with her grandfather, a sailor of the now-buried seas, to build a ship capable of crossing the treetops. A hull of old iron reinforced with wildsea wood, an engine that runs on the new world's own chemical-rich bounty, a rudimentary chainsaw running the height of the prow to cut them a path. Against all odds, they succeed.

1582-1721: Thousands of ships are built, bridging the gaps between cultures and bloodlines. The old world is forgotten as new generations are born, raised to view the canopy surrounding them as a sea to be tamed. In the mid-1600s a short-lived and foolish war scars the north, setting it ablaze. Entire cultures dedicate themselves to keeping that fire from engulfing the rest of the world.

1722: The present day. The ideas of a saltwater sea or of land larger than a mesa seem absurd to most, fairytales. Blood, salvage and exploration drive the economy. The world thrives once more.



THRASH

TANGLE

SINK

DROWN

DARKNESS-UNDER-EAVES

Chelicrae Silkskin

Ektus Bastion

Ardent Dredger

Gau Reef-Runner

Civilized Species

There are four species represented in this playtest; the **Ardent**, the **Ektus**, the **Gau** and the **Chelicrae**. Each have their own strengths and weaknesses, and are adapted to the seas in their own way.

The Ardent

The ardent vary in terms of culture, traditions and appearance, just as their human ancestors did, but they share a common trait in perseverance. They are a race of survivors; tough, weathered and attuned to the rustling waves.

The Ektus

Fibrous cactoids from the Icterine east, the world-forest robbed the ektus of the dunes and waterfalls of their ancestral home. Most now travel the seas, determined to prove themselves in a world that tried to snuff them out.

The Gau

The gau are grown rather than born, cultivated within the warm darkness of their colonies before being sent out into the world to revel in the freedom their ancestors lacked. Every young-budding gau is instilled with a strong sense of adventure & curiosity.

The Chelicrae

Each chelicrae is a hive-mind of spiders, thousands of them, which has shaped, bargained for or stolen a humanesque form. Many chelicrae spin themselves silken skin, or inhabit discarded clothes and armour much like a hermit crab huddling within a shell. A rare few win the lottery of skin, passing unnoticed among the communities of other bloodlines.

“You’re far from perfect.”

Kallyridge looked from the spore-streaked paperwork in her hands to the crestfallen applicant on the dock below her. The few feet between them may as well have been miles – the gulf between employment and yet more wasted time.

“You were the navigator on the Red Sparrow, and again on the Columnist, and then a third time on the Southern Dawn.” The applicant nodded. “Three ships. One torn apart by lackey-thorn, one lost after cutting through the midst of a pirate war, and one sent to the under-eaves with all hands on board... except you.”

**The applicant nodded again.
Kallyridge groaned.**

“You don’t see a pattern there?”

The applicant shrugged, smiled.

“At the very least, I’m tenacious.”

Wildsailors

What makes a wildsailor?

Heading out onto the wildsea is the first step, but that alone does not a wildsailor make. It’s a willingness to explore, to engage, to cut and bite and tread where sense or logic drive others back to safety.

Some wildsailors love the sea. Others respect it, or fear it (the healthiest approach, in all probability). But whatever their attitude, every wildsailor is drawn, inexorably, to the rustling waves.

Crews & Goals

Few wildsailors make it alone, or at least not for very long. Most band together into crews with others who share similar goals. Though these are manifold and often unexpected, the most common are...

To Explore

Some crews sail just to find out what’s over the next wave-peak, forever chasing the unknown. These are often known as **Horizoneers**.

To Salvage

Be it wrecks, reefs or ruins, there’s always something of value to be found. **Dredgers**, as they’re most often called, seek to root out and utilize the scraps that others leave behind.

To Hunt

Whether for the thrill of the chase or the rewards it brings, a large number of wildsailors spend their time hunting – sometimes beasts, sometimes bounties and sometimes much stranger prey. But a hunter is a **Hunter**, whatever their prey.

To Trade

Though the economies of the Wildsea are unstable, **Merchant** crews learn quickly to how to identify what a customer needs and get it to them for the right price.



Ardent Hacker

“Do you ever think about what we lost, Tavah? About what the world must have been like before the Verdancy?”

She paused for a moment, ichor & amber chips oozing out from between her fingers as she swallowed.

“Not really.”

A flick of her wrist sent the insect’s remains over the side of the rail, a sad spatter on the passing leaves quickly swallowed in their wake.

Ships & Travel

While some prefer to hole up in ruins or perch on mountaintops, afraid still of the verdant world that they live in, others take to the waves and never look back. In this playtest your characters are the latter, sailors of the leafy sea that make their living through hunting, salvaging, trading and exploration.

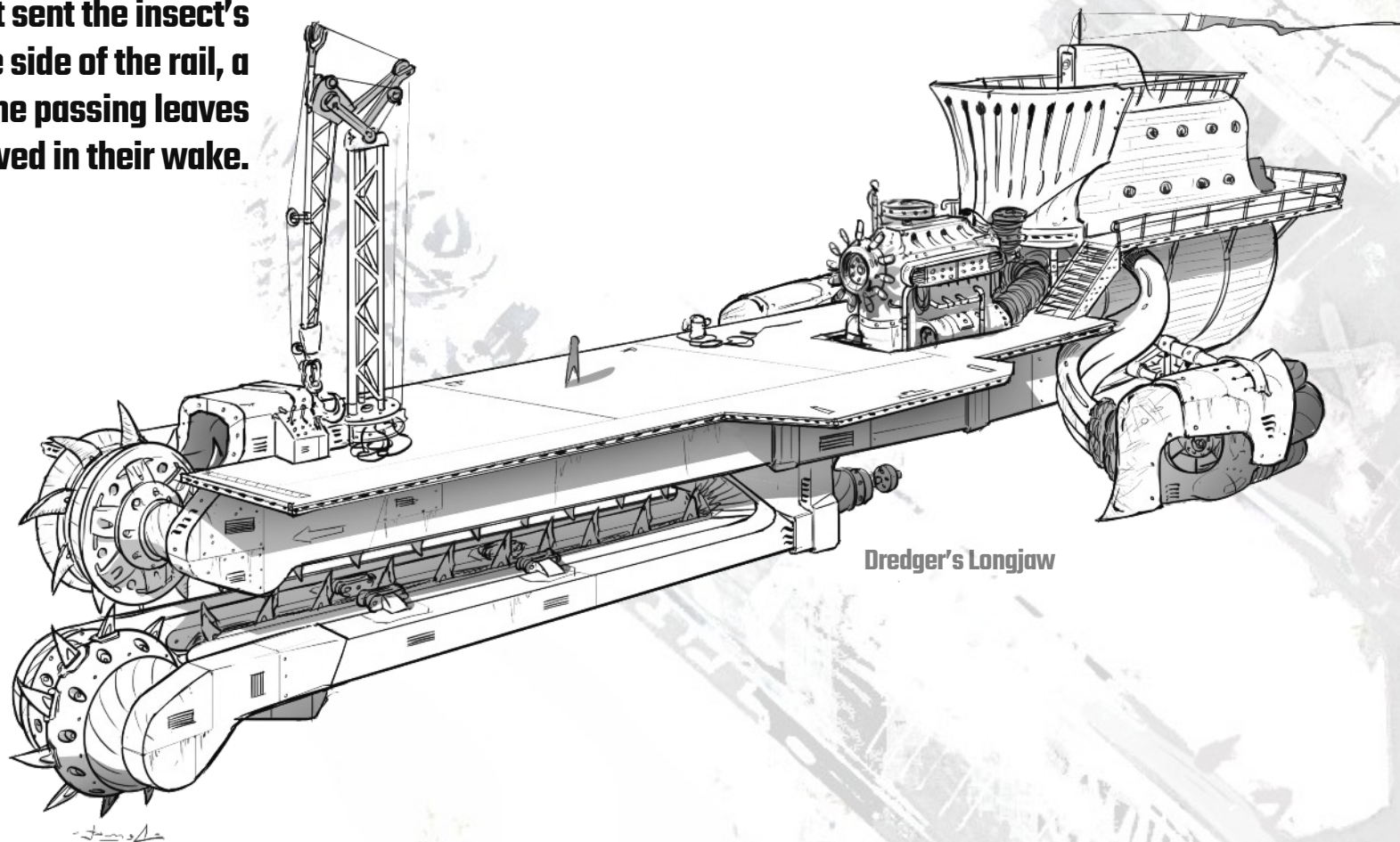
Ships

Though they come in a variety of sizes and designs, most ships have some sort of saw or cutting edge at the front and a powerful source of propulsion at the sides or rear. While a fabled few can afford airships most cut their way through the upper levels of the verdant sea, hulls held up by branches and their prows tearing a path through leaves and vines.

Travel

Even the shortest journey across the seas is a dangerous prospect, but trade, mapping and exploration promise bounty enough to offset the risk. Though the waves are vast they’re also crowded, and it’s rare that a journey between even the closest ports ends without crews sighting, greeting and, occasionally, skirmishing with each other.

Current charts are a highly valuable resource when away from port. As the roots of the Wildsea writhe and quest for ever-deeper sources of nourishment the topography of the rustling waves above shifts and changes in kind. Trade routes alter, animal migrations change and entire spits of land are dredged up from below or lost to the depths.



Dredger's Longjaw



Ports & Settlements

Though every port has its own cultures and traditions the prevalence of wildsailors has ensured that most offer at least a few essential services.

Smokehouses

Open flame on the Wildsea is a dangerous proposition, but tobacco (and other narcotic burnables) remain popular. Smokehouses are typically sturdy stone buildings that allow patrons to smoke without fear.

Shadow Springs

These are hot springs (natural or artificial) surrounded by multiple layers of tar-sealed canvas and reinforced walls, used as a combination of clothes-washing, bathing and decontamination facilities.

Cartoika

Small libraries of ever-changing maps and charts watched over by keen eyed cartographers, these places serve the dual purpose of allowing crews to mingle and having them familiarize themselves with the current topography of the nearby waves.

Chop Stations

Extracting the most nutrition from the strange beasts of the wildsea is an art form in itself. Chop Stations are meat preparation and grill-houses where the workers will render a creature down into every edible cut and prepare it for cooking or long storage. This is done free of charge on the understanding that the chop station takes roughly a quarter of every specimen for themselves.

Junctions

Junctions are meeting and sleeping places for all in a settlement, but they mostly cater toward wildsailor crews. A junction offers private rooms, repairs, medical treatment, beds, food, drink and entertainment, and usually has a series of boards for bounties and crew requests. Junctions also often have separate counters for sending and receiving mail.



The hunt has a scent all of its own.

**The elation of sweat. Leaves pulped
by boot-spikes & boat-hulls. Blood,
shit & chitin.**

**Breath after glorious breath filled her
nose with it as she scrambled,
howling the same wordless cry as
her fellows. The stag-worm would
tire in the shadow of the great old
ribs, end the chase, roll over & wait
to be taken.**

**Butchery waiting. New bones laid
fresh under old.**

This was what she lived for.

Danger at Sea

The life of the wildsailor isn't for everyone. It takes a special breed of brave (or a healthy dash of stupid) to want to face the seemingly endless dangers of the sea.

It's a weird world out there.

Crezzerin

The trees of the Wildsea grow with terrifying speed, broken branches sprouting new shoots within minutes. Crezzerin is the eldritch chemical that causes this rampant regrowth, suffusing the sap, fruit and leaves of the iron-roots and the smaller trees that feed parasitically from them.

Caustic to the touch and dangerously corrupting, skin that comes into contact with crezzerin is left seared and blackened. Prolonged contact lets the chemical seep into both body and mind, though its effects can be countered with the liberal application of certain salves and spices.

A good alchemist can use crezzerin as the base for numerous body-altering concoctions, and mystics burn and inhale the vapours to commune with the secret heart of the sea.

Weather

The wildsea is a world of extremes, and nowhere is that more apparent than in its weather.

The high altitude means that driving winds are a part of life wherever you are. Disturbances below the tangle often throw clouds of infectious spores into the air, and no wildsailor would be seen dead without some way of protecting themselves from these sudden and virulent winds - sporescarves are the most common protection, worn loose around the neck and shoulders but ready to cover the mouth at a moment's notice.

Storms are common and varied, coming with anything from lashings of lightning to rains of teeth and sizzling fat. Even clear days come with their own dangers, the heat of the sun bringing creatures of the lower depths up to bask and leaving sailors slick with sweat - an enticing scent for many of the more predatory beasts.

Seasons

Each season brings its own challenges - the explosion of insect life throughout spring, the sweltering heat and violent storms of summer, the rot and fogs of autumn - but winter is the only one that drives even the most experienced sailors to port. In winter the waves shed their leaves and turn brittle, bare branches buckling beneath hulls and sending ships toppling to the darkness-under-eaves. All but the crazed spend their winters in port, or moored to the sturdiest place they can find with supplies enough to last them 'til spring.

Cults & Cultures


Though there exist treaties and agreements between the majority of settlements ensuring a degree of safety, a meeting at sea or landfall at a new island always comes with the potential of danger. Cannibals, cultists and pirates are always looking for the opportunity to strike, and some salvagers take a rather more proactive approach than is strictly necessary.

Flora & Fauna

Perhaps the most dangerous aspect of the Wildsea is the fact that you'll never be sailing it unnoticed. Strange forces sped the adaptation of numerous old-world species, which have carved out their own unique niches and territories. When you leave the relative safety of land it's their world you're stepping into.

Insects are the most numerous denizen of the waves, hives and colonies grown huge off of the crezzerin'd bounty of the sea. After them comes beasts and birds, the descendants of those that managed to adapt quickly enough to their new environments to flourish. Of these, foxes and wolves both deserve a special mention - each area has its own variations, some far stranger than you might expect. Similarly strange are the more predatory plants, often as beautiful as they are deadly.

Finally there's the bizarre, the unworldly sorts shaken into existence by the movement of the roots. Forgotten gods, ossified titans and the ghosts of lost ships all have their place in the order of the sea.



Chapter Two

Core Rules

The Firefly Engine

The framework of rules for the Wildsea is provided by the *Firefly Engine*, a simple system focused on quick resolutions and developing both setting and characters as you play.

This chapter runs through the core rules of the Firefly Engine that all players should be aware of before the game begins.

Before You Play

There are a few things you'll need before starting a game.

♦ **Dice.** The wildsea uses ordinary six-sided dice, referred to throughout these rules as d6s.

♦ **Sheets.** As a player you'll need to print out a **character sheet** & **crew sheet** (or write down your character & crew features on blank paper, if you prefer). You'll also need something to write with.

♦ **This Playtest Guide.** Over the next few chapters you'll learn about the core rules, how to play the game & how to create both your character & ship.

♦ **A Group.** To actually play you'll need a few people, some to play characters & one to take the GM role as the Firefly. If you're playing the Firefly, you'll need to read the companion document to this one, *The Firefly's Guide*, as well.

A Running Example

Learning rules can be hard, especially when you've only got some text to draw from. To hopefully make things a little easier the next few chapters will contain a running example of play, which you'll find on the right hand side of some pages in italicised text. This example follows Todd, Laura, Freya, Kyllian & their Firefly as they run through an adventure.

“Have you ever seen one?” He asked, breathlessly.

“A Mawship?”

A nod. His eyes widened in anticipation.

“No. But I’ve heard one.”

“What did it... What did it sound like?”

They were such innocent questions, really - mawships were little more than legend out here in the east, where civilization was rarely more than a day’s hard sailing away. Ships were maintained, cared for... They never had the chance to go savage.

“It sounded free,” she lied.

The Conversation

This is the natural back-&-forth between players & Firefly that drives a story forward, the exchange of ideas, intentions & actions.

The rest of the rules come into play as a reaction to this conversation, not to halt it but to focus it in a particular direction when necessary.

Keeping the conversation flowing is one of the keys to a good session of the Wildsea. The Firefly has a role to play in this, but there are some ways you can help out as a player too.

Make Decisions

On the Wildsea, indecisiveness gets you killed. Of course, decisiveness may also get you killed (or perhaps horribly maimed) but at least there’ll be a purpose to it.

Ask (& Answer) Questions

Don’t be afraid to ask questions, in or out of character – an answer could suggest an action you might not have otherwise considered. That answer doesn’t have to come from the Firefly, either; offering your own thoughts & opinions is a great way to keep the conversation flowing.

Take Action

When the time comes to act, be bold & take the plunge. Don’t think about the rules, or how you can get the most benefit from the mechanical side of the game – think about what your character would do & how they’d do it, & stay true to that.

Firefly – *You’re passing under a crooked tallshank when there’s a long, grinding crunch from somewhere below, & the ship lurches awkwardly to a halt. The engines are running, but the leading edge is still – an eerie silence descends.*

Todd – *This tallshank we’re under, any signs of habitation?*

Firefly – *Not that you can see, though you’d have to head up into the branches to make sure.*

Kyllian – *Not good. I’m going to head over to the prow, take a look over the side & see if I can make out anything through the leaves that we might have run up against. & someone kill the damn engine, we’re wasting fuel!*

Freya – *I’m on that. I was tinkering with some salvage on the deck when we stopped, which is probably scattered all over the place now. I’ll sigh, leave the clean-up for later & sprint toward the engine block.*

Firefly – *Okay then Freya, you turn off the engine without any trouble. Kyllian, you can’t see anything through the leaves – if you want to know what stopped you you’re going to have to head down there for a closer look.*

Kyllian – *Count me out of that one, that’s really not my scene. I am, however, going to head down to the front cargo space & check the interior, make sure we haven’t got any serious damage. I’ll grab Laura on the way, she’s more the climbing type. Laura, fancy a quick trip into the tangle?*

Tracks

A track is a named set of boxes or circles that are marked to measure progress toward something. They work as an easy visual reminder of how close you are to an event, accomplishment or danger.

Some tracks you'll want to fill, others you'll want to keep as empty as possible. Here are a few examples...

Caught by the Storm ●●○○

Earning Myra's Trust ●●●●○

Rassenvack Fever ●○

Mark & Clear

Tracks usually start empty, as a simple line of connected boxes or circles. When you achieve progress on a track (for good or ill) you **mark** it, ticking off one or more of the boxes. A successful attempt at bribery might mark a track leading up to getting some information, for example.

These marks aren't always permanent. Sometimes an event or ability will **clear** a track, removing a number of marks. Healing, for example, will clear marks that represent damage.

Burn

A **burn** is a special kind of mark that can't be cleared through any normal means. Represent it by putting a cross through whichever box is burned.

Burns represent a serious event or complication with a long-lasting impact, & like regular marks they might be for good or ill. For example, performing a great service for a local thug might burn a measure of loyalty & respect into them that's hard to shake. If you need to remove a burn, ask your Firefly - there will always be a way, but it might not be easy.

Full Tracks

When the last box on a track is marked, whatever it was measuring progress to happens. This could be something positive, like earning trust from a potential ally or breaking through the tough armour of a wild beast. It could be negative, such as suffering an injury or your crew turning mutinous after too many bad calls. In some cases it can even be neutral, such as a particular festival day rolling around or a merchant leaving town.

Open, Hidden & Secret Tracks

Most tracks are **open** - everyone at the table can see when they're being marked or cleared. This usually gives a good sense of how much progress it will take to trigger an event.

Some tracks are **hidden** - you know they exist, but not how long they are or how much you've marked them. With these tracks the Firefly may give you some in-game hints when you're getting close to marking the final box.

Finally, some tracks are **secret** - they're created by the Firefly to track your progress toward something without your knowledge. Perhaps a particular course of action you take has unintended side effects, or a trusted friend is slowly working up the courage to stab you in the back. Whatever they're counting toward, you'll only become aware of hidden tracks when you unwittingly mark the final box.

- Firefly** - *Laura, you were down below decks when the ship lurched to a stop.*
- Laura** - *Yeah. I hear Kyllian calling out to me & head up. So, we've hit a snag, yeah?*
- Kyllian** - *Could say that. Something under the waves.*
- Laura** - *Right, I'll grab one of the guide ropes & take a look. Do I need to roll to get down there?*
- Firefly** - *No, you're close enough to the ship for the guide rope to keep you safe enough. Might be a different story if there was a bit more pressure on you though.*
- Laura** - *Got it. So I lower myself down into the tangle - carefully, mind you - & take a look around. What do I see?*
- Firefly** - *As you make your way into the tangle proper you feel the temperature rise. You're surrounded by insects, but if I remember right you don't have to mark damage for that?*
- Laura** - *Not unless they're really big bastards, no - my Wilds Explorer Rig lets me reduce impact on bites & stings.*
- Firefly** - *So it does. Well, the insects are an annoyance but nothing you haven't handled before. You make your way around to the leading edge & find the problem - there's a rusted iron chain tangled in it, leading off to the east.*
- Todd** - *In the direction of the tallshank?*
- Firefly** - *That's right. Looks to be some kind of ship-snare. I'm setting a track, **Called By The Snare**. From now, any actions you take are going to mark it. I'm marking the first box off too, for the jolt the ship made when it got tangled up..*
- Freya** - *Damn. I'm guessing we don't want to be here when that fills up. How long do we have?*
- Firefly** - *It's a hidden track, so you don't know exactly... But it's safe to assume it isn't long.*

Actions

When your character does something during the game it's referred to as an action. Usually performing an action is as easy as stating your intention out loud. "I want to open that door", "I draw my pistol" or "let's see what this bastard has to say for himself" are all actions.

Action Rolls

Sometimes the action you want to attempt will be **difficult**, **dangerous** or **dramatic**. In these cases the Firefly may ask for an **action roll** – a roll of the dice to see how successful you are. To make an action roll, follow these steps...

- ♦ Describe Your Approach
- ♦ Build a Dice Pool
- ♦ Roll the Dice
- ♦ Play Out the Result



Spry Parasite

Describe Your Approach

The Wildsea is **fiction-first**: you work out what your character is doing in terms of roleplay and narrative, and the rules come into play in response to that.

The approach you choose will have narrative effects. Saying "I open the door as softly as possible" will give you a very different outcome than if you'd said "I kick open the door & leap into the room".

The Firefly will also use the description of your approach to work out what level of impact your action will have on the world, and whether you'll have to cut any results from the roll. Cut and Impact are explained in full on page XX.

Build a Dice Pool

Actions are rolled with between one and six **d6s**. The factors that add dice to this pool are your character's **Skills** and **Rigs**, as well as any **Advantages** you can call on. You'll learn more about these later, but for now we'll give you a rough idea of how they work.

Skills

Skills represent areas of specialist training. If the action you're taking lines up with one of your skills it adds a number of dice equal to the skill's rank (between **1d6** & **3d6**).

Rigs

Rigs are bundles of abilities that describe your traits, gear & companions. If one of your rigs would make performing the action easier, add **1d6**. You can only add a single d6, even if multiple rigs might contribute.

Advantages

Advantages are extra d6s that might apply to your roll, depending on your circumstances. You can gain multiple advantages at once, but only **1d6** from each of the following sources...

- ♦ A team-mate or NPC is helping you with the action.
- ♦ The circumstances or environment are favourable to you.
- ♦ You use a resource you're carrying to make the action easier.

Roll the Dice

When your dice pool is made you roll all the dice in it at once, then read off the **highest number** as your **result**.

Example: A roll of 2, 3, 5 would give a result of 5.

Play Out the Result

There are three possible outcomes for any roll, plus a modifier depending on whether you managed to roll doubles. Once you have the result the conversation continues with a description of what you managed to achieve or change with your roll.

Success (6)

If your highest die comes up as a six you've managed a complete success, with no drawbacks. If you're affecting a track this lets you mark or clear a box.

Conflict (5/4)

A result of four or five is still a success, but with a drawback of some kind – taking damage, losing a resource, marking a negative track or finding yourself in a worse position. If you're affecting a track this usually still lets you mark or clear a box.

Failure (3/2/1)

A one, two or three as your highest die is a failure, which at best represents no progress in what you were attempting & at worst introduces a complication, threat or drawback like those above. If you're affecting a track, this usually doesn't let you mark or clear at all.

Unexpected Benefit (Doubles)

If your roll comes up with any **doubles** you get an unexpected benefit in addition to the usual result. This benefit can be suggested by any player at the table other than you, & the Firefly has the final say on what actually happens.

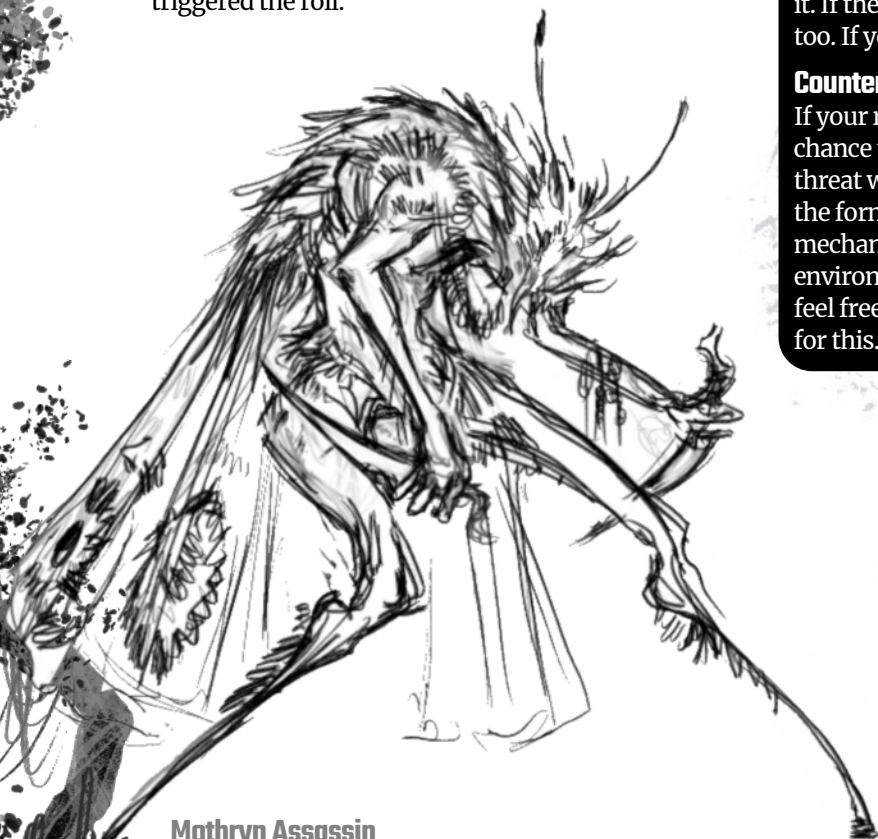
The benefit is usually something small but helpful – for example, if you're rolling to remove a spry parasite from a crewmate your benefit might be that you manage to force it safely into a nearby jar rather than end the action with it twisting in your hands.

Reactions

Reactions are a special kind of action taken when your character is in danger. This might be because of a triggered trap, an encroaching illness, an environmental hazard or an incoming attack.

Reaction Rolls

The split-second nature of reactions means that they're almost always dramatic, so you'll need to roll to find out how successful you are. You set up a reaction roll exactly as you would an action roll; describe your approach, build a dice pool, roll the dice & play out the result. The only difference with a reaction roll is how the results are played out - the better your reaction roll, the more likely you are to avoid the damage or other negative effects of whatever triggered the roll.



Mothryn Assassin

Success (6)

A complete success means you avoid all incoming damage & any associated effects. You're in the clear.

Conflict (5/4)

A conflict represents a partial success - you mitigate the incoming threat, but don't avoid it completely. When you roll a conflict, depending on the situation, you might...

- ♦ Take damage, but avoid all other negative effects.
- ♦ Take negative effects, but avoid any damage.
- ♦ Take some damage & effects, but less than normal.
- ♦ Avoid all damage & effects at the cost of a resource.

Failure (3/2/1)

Failing a reaction roll means you can't defend yourself from the incoming danger. If there's damage, you take it. If there are other negative effects, you take those too. If you were risking a resource, it's destroyed.

Counter (Doubles)

If your roll comes up with any doubles you get a chance to counter, to affect the source of the incoming threat with a small move of your own. This might take the form of throwing off an attacker, jamming a trap mechanism or calling out to keep your crew clear of environmental hazard. As with unexpected benefits, feel free to take ideas from the the players at the table for this.

- Todd** - *Well I suggest we make ourselves scarce before whoever set that snare up comes calling.*
- Laura** - *Agreed. I'm going to try to free the chain, & I'm going to use swift to do it quickly. What's the cut for that?*
- Firefly** - *Well it's a one-cut for the swift, but another for the difficulty - the links are rusted, but still as big as your forearm. A two-cut.*
- Laura** - *Right... Well I get 1d6 from my Iron edge, then another 3d6 from my Break skill. Ehh... 4d6 with a two-cut. Not great odds, but I'm rolling.*
- Firefly** - *Go for it.*
- Laura** - *That's... 6, 5, 4 & 1. Cut the 6 & 5, that gives me a 4. Damn, conflict. A success, at least....*
- Firefly** - *But with a drawback. It's good enough. You manage to pull most of the chain out of the leading edge, but not without slicing your arm open on one of the saw's teeth. That's a mark of serrated damage.*
- Laura** - *Shit, okay. I'll mark that off of Wilds Explorer. But we're free, right? The ship can move?*
- Firefly** - *Potentially. You'll be able to start the ship up again & try, but that alarm track is rising...*
- Laura** - *Goddamn, we'll have to risk it. I'm going to make my way back up, & call out to Freya to get the engine started again.*
- Freya** - *Already on it. Kyllian, do you think you could give the engine a bit more juice?*
- Kyllian** - *Definitely. I'll stick some of that oilfruit we picked up at Larkin's in the engine. That help?*
- Firefly** - *That's going to give you a 1d6 bonus on your roll, Freya, but you're still cutting one for difficulty. You going to try to get it moving?*
- Freya** - *I am. That's 1d6 plus my Sharps & Sail... Yes! That's a 6, even with the cut! What happens?*

Cut

When you make an action roll the Firefly may ask you to **cut** a number of results to represent **difficulty**, or you might choose to cut some results to give your action more **impact**.

When you cut a result it's discarded, removed from the dice you've just rolled; the larger the cut, the less likely you'll get a straight success or doubles.

When you cut results, always start from the highest.

Difficulty

Cutting for difficulty shows that the action you're trying to attempt is harder than average (such as climbing onto the back of a rampaging beast versus climbing a wall), or sometimes that you're approaching a task in a way that makes it less likely you'll succeed (such as trying to pick a lock with a splinter of bone rather than a normal lockpick).

In most of these cases the Firefly will warn you you'll be cutting results **after** you've described your intention, but **before** you've rolled the dice. This gives you a chance to reconsider your approach, or at least ready yourself for a higher chance of failure.

Rarely the Firefly might spring a cut on you as a surprise, in reaction to an element of the scene that you weren't aware of. For example, kicking open a door might be a lot more difficult than you expect if it's barricaded from the other side.

Cutting for difficulty isn't optional, but might be avoided by changing your approach.

Example - The Barricade

Brie wants to climb over a hastily-erected barricade. It's not the easiest climb - pieces will shift as she puts weight on them, and too much movement might collapse higher portions down on top of her. The Firefly adds a cut of one to her action to climb it to represent the difficult circumstances.

Impact

You can also volunteer to cut results in order to add impact to your action, to have it achieve more than would usually be possible. Raising the impact of your action could...

- ♦ Allow you to affect something larger than you'd usually be able (for example, blocking what would normally be an unblockable attack).
- ♦ Allow you to make (or clear) an extra mark on a track you're affecting (for example, a progress or damage track).
- ♦ Allow you to undertake an action faster or more precisely than usual (such as allowing you to target a particular part of a creature with an attack).

The number of results you cut is typically one, but in some situations the Firefly might ask you to cut two or even three results to achieve the effect.

Cutting for extra impact is optional, and the amount of results you'll be cutting is decided before you roll.

Example - The Titan's Fist

Brom and his crew are facing off against an iron-bound titan the size of a house. After a barrage of shots it turns on him and lashes out, a huge stone fist swinging. Blocking would be difficult, and definitely incur a cut. He decides to dodge, but he also wants more impact. He asks the Firefly if he can cut to use the opportunity to leap onto the titan's arm as it tries to take him out. The Firefly loves the idea, and sets him a cut of two to represent the increased impact.

Edges & Impact

Each character in the Wildsea can also improve the impact of some of their actions by using an approach that matches one of their edges. **When using an edge to increase your impact you don't have to cut.**

Example - The Titan's Fist, Alternate

Brom wants to clamber up the titan's arm as it swings at him. One of his edges is Grace, the edge of precision and agility - it fits this kind of action perfectly, so he doesn't have to cut.



Chapter Three

Character Creation

Three-Way Crossroad

There are three ways to make a character in this playtest – by choosing a **pre-gen**, by using the **quickstart** kits or by diving into the rules and making a character **freeform**.

Pre-Gen Characters

To help those that want to get right into the game (or who don't have the time to create their own character for a playtest) the pre-gens are for you. They cover a wealth of bloodlines and talents, but they'll lack the personal touch of a freeform character.

The next page gives you a quick run-down of what the different sections of the character sheet are for. Read that, then take a look at the pre-gens in the **accompanying document**. Find one that suits you and you're ready to play.

Quickstart Characters

Quickstart characters allow you to skim-read the majority of this chapter to get a general idea of how different character features work in play and then head straight into the next chapter to choose a bloodline, an origin and a talent (the building blocks of your character).

Your chosen bloodline, origin and talent each have a **quickstart kit**. Add what the kits give you to your character sheet, give your character a name and you're ready to play.

Freeform Characters

Freeform character creation gives you maximum freedom. You pick or create every facet of your character, allowing you to make something unique – hopefully exactly what you want to play. It's not a hugely long process, but it will take some time – and you'll benefit massively from creating your character with the other players in your group.

A freeform character needs...

- ♦ 1 Bloodline, 1 Origin and 1 Talent
- ♦ 3 Edges
- ♦ 15 Skill or Language ranks
- ♦ 6 Aspects taken from any bloodlines, origins or talents
- ♦ 6 Resources
- ♦ 3 Drives and 3 Mires

Bloodline, Origin & Talent

A **bloodline** sets your character's race. An **origin** determines how your character lived their early life, the kind of culture they were raised in. A **talent** describes the kind of niche they fit into within a crew, the particular set of skills that make them valuable as a wildsailor.

Each of these choices also have an influence on how your character can interact with the world, and how the world will treat your character in turn. Some cultures may be far more accepting of a particular bloodline, for example, and others wowed by a rare talent. Each choice carries with it a narrative risk and reward.

An Overview

This page provides an overview of each bloodline, origin and talent, perfect for choosing what's right for your character on flavour alone. For more detail on each, head to the next chapter.

Bloodlines

There are four bloodlines in this playtest; ardent, ektus, gau and chelicrae.

Ardent

The descendants of those humans that survived the explosive growth of the wildsea. The ardent are natural survivors watched over by ancestral spirits.

Ektus

Towering, spine-studded cactoids whose deserts were eaten by the verdancy. The ektus are strong, resilient and in tune with their natural surroundings.

Gau

Fungal humanoids set free from their old homes by this new world of rot and growth. The gau are swift and spry, making the best of their freedom.

Chelicrae

Unsettling spider-colonies wearing humanesque skins. The chelicrae are mysterious, masters of movement and mimicry.

Origins

There are four origins in this playtest; rootless, ridgeback, shankling and spit-born.

Rootless

Those born to the seafaring life, on a ship cutting through the rustling waves. The rootless learn how to handle the dangers of the sea from a young age.

Ridgeback

Raised on mountaintop islands, battered and hardened by the elements. Ridgebacks are larger and tougher than average, and often worship unusual godlings.

Shankling

Those that spent their early lives in cities hanging from the boughs of tallshanks, the wildsea's largest trees. The average shankling has a great head for heights and a devil-may-care attitude.

Spit-Born

Raised in the relative safety of an island or ruin caught up in the wildsea's growth. Most spit-born are raised to value trade, trust and hospitality to strangers.

Talents

There are eight talents available in this playtest; alchemist, augur, bard, corsair, dredger, hacker, hunter and rattlehand.

Alchemist

Concoctioneers with a tendency to make things melt or explode. Alchemists often use their abilities to heal and strengthen their crewmates.

Augur

Hex-touched navigators who can feel the souls of ships. Augurs specialize in finding the safest routes and rooting out the secrets of the sea.

Bard

Performers with a flair for the dramatic. Most bards rely on their instrument as a focus for their abilities, bolstering their allies and confusing their foes with music.

Corsair

Dextrous fighters, masters of close quarter and long range engagement. Corsairs often carry multiple weapons and rely on their mobility, rather than armour, to keep them out of trouble.

Dredger

Scavengers who trawl wrecks and ruins for loot and treasures. Most dredgers can gain entry to closed-off areas, safely deal with traps and environmental hazards and pick out valuable trinkets at a glance.

Hacker

Brave souls who take blade and acid to the verdant sea, carving paths for their companions. Hackers thrive when cutting their way through the vegetation of the wildsea with hewing and serrated weapons.

Hunter

Patient trackers who bring in food and supplies for their crews. Many hunters can craft and set traps, mask their own presence and specialize in hunting specific types of creature.

Rattlehand

Wilds engineers with a passion for salvage. The average rattlehand is at their best when repairing ships and equipment or when crafting new, unusual gear for their crewmates.

Freeform Guidance - Bloodline, Origin & Talent

Like any other character, freeform characters have one bloodline, one origin and one talent. Unlike the other methods of creation these choices don't limit you - you can take any skills, languages and aspects through the rest of character creation that you want. Think of your choices here as more suggestions or inspiration than hard rules.



Chelicrae Silkskin Junker

Edges

Edges represent the way your character is most used to solving problems and tackling challenges, the approaches they're usually the most effective with. When you attempt something using an edge, you're in your element – you can achieve more than the average person.

The edges on offer in this playtest are Grace, Iron, Instinct, Sharps, Teeth, Tides & Veils.

Grace An edge of elegance & agility

You're at your best when utilizing precision, elegance and agility to run rings around a problem.

Iron An edge of force & willpower

You're at your best when relying on direct action, using force and willpower to carry you through.

Instinct An edge of intuition & reaction

You're at your best when going with the flow, acting without a plan and trusting your gut.

Sharps An edge of logic & planning

You're at your best when you can bring logic and preparation to bear, planning your moves carefully.

Teeth An edge of savagery & destruction

You're at your best when engaged in violence, destruction and savagery.

Tides An edge of learning & lore

You're at your best when relying on your knowledge of the waves, the quirks and secrets of the wildsea.

Veils An edge of shadow & secrecy

You're at your best when your influence is near-impossible to detect, silent and stealthy.

Playing to your Strengths

Don't feel constrained by your edges – they aren't meant to affect every action you take, and you're just as likely to succeed with or without them. Instead, wait for the moments where it feels natural to use them, and have the extra impact they give let your character shine.

Example - Locked Out

When trying to gain entrance to ancient ruin, the crew come across an ancient locked door at the end of a tunnel rigged with a gauntlet of waiting traps.

A roguish character could focus on trying to move stealthily through the hall without triggering mechanisms, using Veils or Grace to improve their effect. A more savage character might simply march down the hallway, wrecking each trap as it springs with the benefit of Teeth.

Example - A Tense Dispute

A port-gang surrounds your crew, wrenches and crowbars held ready to strike. They want your cargo – you can't afford to give it up.

They're unlikely to back down, but a good use of Iron might make threatening them a viable approach for a commanding, take-charge type character. A more social approach might be to strike a deal with them, getting the best terms possible with Instinct or Sharps.

Example - Tooth and Claw

An unknown creature lurches up onto the ship's deck from the depths of the leafy sea, valves shuddering. It regards your crew with obvious malice – you have moments to prepare for the attack.

A combat-based character might use those moments to get the drop on this new enemy, using Iron, Teeth or Grace to deal as much damage as possible with an early attack. An experienced hunter might call upon their Instinct or Tides to pinpoint the creature's weaknesses.

Malligan's was the kind of place you went to find people with many blades & few scruples, somewhere between training ground, alehouse & butchery. The smell hit her like a hammer, sweat & spice. A familiar bouquet.

The clientele were a rough sort, but honest in their own way - they dealt in blood & salvage, & they were comfortable with it. Junkers played cards with dissident cultists, pirates drank alongside pirate-hunters. Malligan brooked no bloodshed within her walls, less there was money riding on it.

Freya nodded to one scarred marauder, gave a half-mocking salute to a retired captain in one of the corners. This place fit her crew like a glove.

Skills

Skills are areas in which your character has training or a natural advantage, making it more likely for you to succeed when taking related actions.

Each of your character's skills will have a rank, starting at one & topping out at three. Skills add dice to your pool for an action roll equal to their rank.

Movement Skills

From deck to branch to mountain peak, these skills make it easier for you to get around the world.

Climb: For making your way up walls, ropes & other vertical surfaces.

Scramble: For moving easily through narrow spaces, wrecks & ruins.

Leap: For clearing chasms & landing safely.

Stealth: For moving unheard & unseen.

Wavewalk: For moving across the rustling waves without the aid of a ship.

Survival Skills

Life on the rustling waves is harsh & unpredictable, but these skills make it easier to survive - for some, even to thrive.

Hack: For cutting through thick vegetation.

Break: For smashing through stone & metal.

Hunt: For hunting, trapping & butchering animals.

Gather: For collecting or growing fruits & plants.

Salvage: For collecting useful materials from wrecks & ruins.

Combat Skills

Even the most well-intentioned travellers end up in a fight every now & then. These skills help you survive in a skirmish.

Strike: For attacking with blades, hammers, thrown weapons and your fists.

Shoot: For attacking with bows, crossbows, revolvers and sawn-offs.

Dodge: For avoiding incoming attacks.

Block: For bracing against & weathering hits.

Deckside Skills

For many wildsailors, their ship is just as important as any other member of their crew.

Sail: For taking the helm & steering ships.

Navigate: For reading charts & mapping areas.

Heal: For tending to the sick & wounded.

Repair: For patching up the broken & frayed.

Social Skills

Essential when dealing with anything from a chance meeting with a trader to contact with a previously undiscovered culture.

Charm: For worming your way into the affections of others.

Negotiate: For turning others to your way of thinking & winning arguments.

Outwit: For lying convincingly & outsmarting others.

Perform: For affecting emotions with a sense of drama.

Handle: For displaying dominance & earning the trust of animals.

Esoteric Skills

They may be strange, even niche, but they're undoubtedly useful when the time comes.

Dream: For affecting & taking control of your dreams.

Scrutinize: For noticing details that others miss.

Hex: For meddling with the uncanny & arcane.

Sense: For pushing your senses past their usual limits.

Creation Skills

Salvage, specimens, chemicals & spices... the raw components of civilization. These skills allow you to combine the flotsam of the wildsea into something that lasts.

Craft: For rigging together new gear & mechanisms.

Concoct: For mixing volatile, curious potions.

Cook: For creating hearty, healing meals.

Ritualize: For enacting uncanny rites.

Freeform Guidance - Skills

You have 12 ranks to split between skills and languages. If you're not sure what would be useful, we suggest taking inspiration from the quickstart kits for your bloodline, origin and talent in the next chapter.

Languages

Like skills, languages you know are given ranks (from 1 to 3). Unlike skills, these ranks are named:

Smattering, Knowledge & Fluency.

Having a **smattering** of a language allows you to use & understand simple words & sentences without a problem, but requires an action roll for conversation.

Having **knowledge** of a language allows you to engage in normal conversation without a problem, but you'll need to roll when trying to tackle complex topics.

Being **fluent** in a language shows you have complete mastery of it - you can read, write, listen & speak without the fear of misunderstanding or being misunderstood.

Low Sour

A mongrel language that has developed in the years since the shattered post-verdancy cultures started making contact with each other. Low Sour is the closest thing to a 'common tongue' on the waves.

All player characters have a free fluency in Low Sour

Chthonic

An ancient human language, now split into thousands of unique dialects spoken by different groups of ardent survivors.

Saprekk

The thick, rolling tongue of the ektus, almost entirely unchanged in hundreds of years. For non-ektus to have learned even a smattering of saprekk is often seen as a great mark of respect.

Gaudimm

A chemical language of subtle twitches & soft clicks with a surprisingly easy structure, used by the Gau & almost unchanged in hundreds of years.

Knock

The hissing, chattering voice of the chelicrae hive-minds. Many of the sounds are impossible for a single mouth to form, so most outsiders that learn knock speak a simplified form.

Brasstongue

A clipped & precise language used by experienced traders. Knowledge of brasstongue is likely to garner respect among merchants & grifters.

Raka Spit

The rapid patter of hunting-families & leviathaneers, known for its incredible depth of descriptive words.

Lyre-Bite

The lilting tongue of poets & songwriters across the wild waves, well-suited to performances.

Old Hand

An entirely gesture-based language with no spoken component, perfect for those naturally quiet types.

Tokotoka

The precise, rhythmic language of constructs, engineers & ancient ordinator.

Signalling

An unspoken code broadcast with flags, flares or signal-lamps, often known by experienced travellers, military types & smugglers.

Highvin

Exceedingly difficult to master, Highvin is a primarily written language often found on old pre-verdant ruins. Usually understood by scholars, antiquarians & treasure-hunters.

Hekti

A rough, runic language adapted from ancient carvings to serve alchemists, arconauts & hexspitters.

Spry Sonora

The cryptic, arcane language of Belltower Spry, almost impossible to speak (or even remember) outside of that particular area of the wildsea.

Freeform Guidance - Languages

We suggest taking at least one language at knowledge or fluent level. A good candidate would be one of the four racial languages to match your bloodline.



Ektus Linguist

Aspects

Your aspects are the things that make your character distinct, giving them new abilities and unique ways to tackle challenges on the wildsea. There are three types of aspect; Traits, Gear and Companions.

Traits represent the benefits of training and experience, or innate functions of your biology. **Gear** is the catch-all term for weapons, armour and tools that are a cut above most of the salvage you'll encounter on the waves, things you can rely on. Finally, a **Companion** can be anything from a trained animal to a construct, a living spell to a captured spirit; something that fights alongside you or scouts out places you wouldn't be able to access.

Here are a few examples...

Murksight (2-Track Trait)

You can see perfectly through smoke, spore-clouds and mist.

Jagserry (2-Track Gear)

The archetypal hacker weapon, a sawtooth sabre that deals CQ serrated damage.

Salvage Crawler (2-Track Companion)

A small beetle-like construct. Increase impact when salvaging.

You'll find the rest of the aspects in the next chapter, bundled with the bloodlines, origins and talents.

Reading an Aspect

Each of the aspects offered in this chapter is set out in the same way.

Name

The name of an aspect is good for more than just flavour. Whenever you roll for an action, you can add 1d6 if one of your aspects would help, based on their name (a dagger would give you an extra d6 when attacking, obviously, but perhaps also when prizing open a chest or threatening someone secretly in a crowd).

Track

Each aspect you choose has a track of between one and three boxes. These tracks have two main functions...

- ♦ To be marked when using certain benefits (for example, an aspect may require you to mark its track in exchange for a resource of some kind).
- ♦ To absorb damage from attacks and environmental hazards, acting as a buffer before your character begins taking lasting injuries.

When one of these tracks is fully marked, you lose access to the dice and benefits it offers until at least one box on the track is clear. You can clear marks from an aspect track by using a task to roll the heal and repair skills, by sacrificing relevant resources (such as using rattlesnake oil to clear a mark on a piece of mechanical gear), or by taking advantage of opportunities offered by the Firefly (such as meeting a travelling healer or smith).

Benefit

The main meat of an aspect is the benefit that it offers. There are many different benefits on show over the next few pages, but they usually fall into one of the following broad categories...

- ♦ Benefits that let you do something that would be impossible (or near impossible) for others characters, such as spitting poison, seeing in the dark or leaping huge chasms.
- ♦ Benefits that allow you to deal damage of a particular type, at either close quarters or long range.
- ♦ Benefits that increase your impact when performing certain actions, allowing you to have more of an effect on the world.
- ♦ Benefits that decrease the impact of incoming damage and effects, giving you more protection against the dangers of the world.
- ♦ Benefits allow you to change the usual system rules to achieve something special, such as healing or gaining resources in unusual ways.
- ♦ Benefits that allow you to gain extra information or secrets by asking the Firefly.

Freeform Guidance - Aspects

Aspects are grouped by bloodline, origin and talent in the next chapter, allowing you to quickly find aspects that will work for your character concept.

But what if you see an aspect from another group that catches your eye? Then take it. The groups are for the sake of organization, rather than restriction - you should feel free to take any aspect if it fits your character concept.

Rigs

A rig is a combination of two or more aspects, turned into something unique to your character.

Creating a Rig

When you combine aspects into a rig, you should...

- ♦ Give the rig a new name describing what it is.
- ♦ Choose whether it's a trait, a piece of gear or a companion.
- ♦ Combine the tracks from its component pieces into a new, longer track.
- ♦ Add all the benefits from each aspect that went into it.

Restrictions

The maximum number of aspects that can be combined into a single rig is four. A rig can't have a track longer than seven boxes, even if the combined aspects would offer more.

Example - Chameleon-Soul Scarf

Freya takes a piece of gear, Sporescarf, to protect her from spores and bad air. She also takes a trait, Arachnid Mobility, that increases her impact while climbing. She decides to combine these two aspects into a rig, **Chameleon-Soul Scarf** - a pink and green scarf with a mind of its own, which protects Freya from spores and lets her climb difficult surfaces.

Resources

The wildsea is a scavenger's paradise. Wrecks are taken apart for iron and machine parts, beasts provide meat and bone, and the waves themselves offer a bounty of wood, fruits and insect life.

These are your resources – the useful things that your character manages to salvage on their travels.

Types of Resource

There are four broad categories of resources that cover just about anything you're going to find out on the waves. These are Salvage, Specimens, Whispers and Charts.

Salvage

Salvage is commonly scavenged from wrecks and ruins, and used to craft new equipment and repair or modify your existing gear.

The most common salvage materials are metal, bones, cloth and wood. You might also find forms of fuel, pottery, ropes and cables, old machine parts and the inedible cuttings of insects and beasts (like a carapace or hide).

Specimens

Specimens are usually harvested from the waves or cut from the bodies of beasts, and used as ingredients for meals, medicines and alchemical concoctions.

The most common specimens are the fruits, bark, blooms and spices plucked from the trees of the wildsea, and the meat and organs of the creatures living among them. Far less common (but no less useful) are the herbs and vegetables grown in jealously guarded gardens and hothouses.

Whispers

A unique resource, whispers are wild secrets and living lore that leap from mind to mind. They're most often used as fuel for rituals, performances and hexery.

Whispers are usually obtained by experiencing unique situations, discovering forbidden knowledge or loosening choice tongues, but they can be traded or exchanged under the right circumstances.

Charts

Charts are often found in the navigation suites of old wrecks, in mouldering libraries and portside bazaars. Larger ports often have a cartoika, a place where crews can trade the most current maps of their regions. Charts are used to plan journeys and to discover new locations.

The most common charts are maps of the rustling waves and the ports found upon them, but a variety of navigational tools (such as star charts, ship's logs & sketches or snapographs of landmarks) can act as a chart in a pinch.

Trading

All resources can be used as trade goods, but the shifting economies of the wildsea are murky at best. Traders and artisans will often ask for a particular type of resource in exchange for their goods or work, or for a resource with a particular tag.



Tags

Some of the resources have one or more tags attached, additional words that tell you something about the quality or properties of resource itself. A bushel of fruit you collect might have the *rotten* tag, for example, or a unique old-world spice might have the *pre-verdant* tag.

Tags often change how a resource can be used during play. A *rotten* lemon might be useless for cooking but perfectly fine as an alchemical or ritual component, for example, whereas a *pure* or *medicinal* lemon might serve as the base of a healing tonic.

Freeform Guidance - Resources

Resources are easy to create – just give them a short, descriptive name (like 'hightower clay', 'gold-edged chart' or 'jar of scorpion venom') and you're done. If you're short on inspiration, just take some pre-made resources from the quickstart kits in the next chapter.

“You didn’t have to do that.”

Veris sighed, turning her back on the cabin as it began to smoulder.

“Yes.” Her expression was unreadable. “I did.”

Romanoska watched her as she trudged back to the ship. Clenched fists, deliberate steps. He’d seen their corsair cut down pirates by the dozen, laugh as mothryn harpoons rained down on the deck around her, tear the jaws of a snapperpillar from her own leg with nothing more than a grunt of effort & a wild smile.

But that shack, just one like many others across the spit they were docked at. Whatever she’d seen in there, to drive her to flame as a recourse...

Romanoska shivered despite the heat of the growing blaze.

Whatever she’d seen in there, maybe it was better that it burned.

Drives

Everyone at sea has goals they want to achieve, dreams to chase & secrets to uncover. These are your drives, the things that keep your character going & pull them out of their darkest moods. Here are a few examples...

- ♦ Find my lost family.
- ♦ Rid myself of the Karka parasite.
- ♦ Discover & loot unexplored pre-verdant ruins.
- ♦ Hunt & capture the Great White Wolf.
- ♦ Decimate the Ripsong Marauders.

Using Your Drives

Whenever you achieve something during play that advances or satisfies one of your drives you may immediately clear any one of the marked boxes on your mire track.

Freeform Guidance - Drives & Mire

Each of your bloodline, origin and talent choices has a set of example drives and mires for you to choose from. If you’d rather create these facets of your character from scratch, its as easy as thinking about a few goals you’d like for them to achieve throughout the course of a campaign and a few scrapes they’ve gotten into in the past (an how they’ve left a lasting impression).

Mires

The Wildsea takes its toll on those that sail it, bringing out more of their insecurities, phobias & savage tendencies the longer they stray from port. These are your mires, the things that drag you down. Here are a few examples...

- ♦ You can’t push down your fear of spiders.
- ♦ The open sky is oppressive, unsettling.
- ♦ Metal rusts & corrodes around you.
- ♦ You hear snatches of music from your childhood.

The Mire Track

This is a special vertical six-track on your character sheet, with each two boxes corresponding to one of your mires. Whenever your character experiences the horrors of the sea or turns to savagery where civility would do, you mark this track.

When both boxes next to one of your mires are marked you should roleplay the effect on your character until you clear one of the marks.

- Your trigger finger itches uncontrollably
- Metal around you sparks & crackles
- The sky is too vast, too distant - it calls to you

Mire Rolls

Sometimes you may want to suppress the consequence of a marked mire condition for a short time. In these situations you can make a **Mire Roll** - simply roll a number of dice equal to the unmarked boxes on your mire track.

A success allows you to stave off your Mire until the end of the scene. A conflict allows you to push down the mire for a single action or short time only. A failure has no effect.

No matter the result of a Mire Roll, you can only attempt one once per scene.

Character Options

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Chapter Seven

Bloodlines, Origins & Talents

Ardent Bloodline

The weathered descendants of the ancient human race.

The ardent are the wildsea form of the human race, the descendants of those humans that survived the verdancy and lived through the harsh years that came after. They are ethnically and culturally diverse, although in recent years have begun banding together to form trade partnerships, military alliances and fledgling nations.

The ardent are human in appearance, but with a genetic tendency toward looking and being rough, sinewy and weathered. Even the weakest of the ardent are still far better suited to the world of the wildsea than their human ancestors.

Quickstart Kit

When you're making a quickstart character and choose ardent as your bloodline, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Iron Tides Teeth

Starting Skill and Language Ranks (Choose 5)

Scramble +1 Leap +1 Wavewalk +1
Gather +1 Charm +1 Sense +1
Chthonic +1

Starting Resources (Choose 2)

Salvage: Ancient stone, Warped highwood
Specimens: Caged bird, Pure milkweed
Whispers: Grove of twisted trees
Charts: A copper-coloured chart

Starting Drives (Choose 1)

Solve problems in ardent settlements
Make amends for an ancestor's wrongs

Starting Mires (Choose 1)

The call of the under-eaves grows strong
Your ancestors whisper of their disappointment

Aspects

Tough as Nails (3-Track Trait)

You're a natural survivor.

Ghostsight (2-Track Trait)

You can see echoes, spirits and the spectral realm.

Adrenaline (2-Track Trait)

Mark to take an action, even when a situation wouldn't normally give you the time.

Strong Stomach (2-Track Trait)

Reduce impact of poisons, diseases and sickness.

Sporescarf (2-Track Gear)

Resist the effects of bad air and airborne spores.

Machete (2-Track Gear)

A trusty blade used as a tool as often as it is a weapon. Deals CQ hewing damage.

Scimitar (2-Track Gear)

A curved blade that deals CQ keen damage.

Hand Crossbow (2-Track Gear)

A compact crossbow. Deals LR spike damage.

Ragged Longcoat (2-Track Gear)

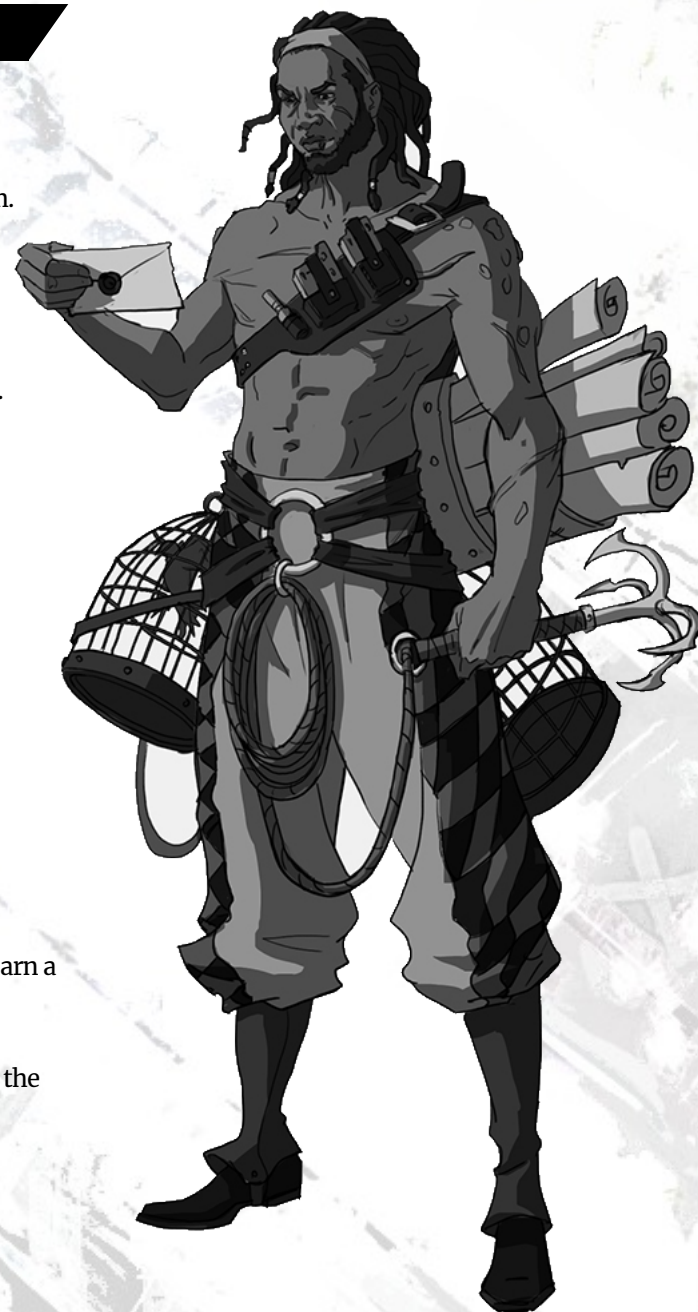
You're resistant to a single damage type. Choose from Blunt, Keen, Spike, Hewing, Serrated, Blast, Toxin, Volt, Flame, Frost, Salt or Wyrd.

Ancestral Spirit (2-Track Companion)

You're haunted by a benevolent spirit. Mark to learn a secret from the spectral realm.

Watch-Wolf (2-Track Companion)

A loyal lupine companion that will defend you to the death. Deals CQ spike damage.



Ardent Word-Bearer

Ektus Bloodline

Proud cactoid wanderers from the eaten east.

Fibrous & towering, the ektus embody pride & stability. Though their ancestral deserts were lost to the hunger of the verdancy they survived, & their oldest kings remember the days of sand & soil.

The typical ektus body is cactoid, long-limbed & weighty, fibrous skin decorated with spines, blooms & rough-healed scars. Though they lack faces those that come to know them quickly learn to tell an individual by size, posture, bloom-scatter & head-shape.

Quickstart Kit

When you're making a quickstart character and choose ektus as your bloodline, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Iron Sharps Tides

Starting Skill and Language Ranks (Choose 5)

Hack +1 Break +1 Gather +1
Strike +1 Block +1 Concoct +1
Saprekk +1

Starting Resources (Choose 2)

Salvage: Porous stone, Bronze locket

Specimens: Scarab shell, Iron-hard needles

Whispers: A desert lost to time

Charts: A dusty chart

Starting Drives (Choose 1)

Solve problems in ektus settlements

Seek out relics of the eaten desert

Starting Mires (Choose 1)

Your thorns cut, scratch and catch

Your vision dims, your blossoms wilting

Aspects

Towering (3-Track Trait)

You stand head and shoulders above most others.

1000 Needles (2-Track Trait)

Deal spike damage to any creature that attacks you with their own body in close combat (such as with unarmed, tail or bite attacks).

Iris Blossoms (2-Track Trait)

You have the ability to see heat the way others see colour.

Heliovore (2-Track Trait)

Heal a mark of damage after spending a day in strong sunlight.

Cactus-Flesh Filtration (1-Track Trait)

Spend a task to give any liquid resource the 'pure' tag.

Longspine (2-Track Trait)

Your body is covered in iron-hard spines that deal CQ spike damage.

Tar-Scrawl Tattoos (2-Track Trait)

Resist the effects of bad air and airborne spores.

Desert Harness (1-Track Gear)

You're resistant to both blunt and keen damage.

Wedge Axe (2-Track Gear)

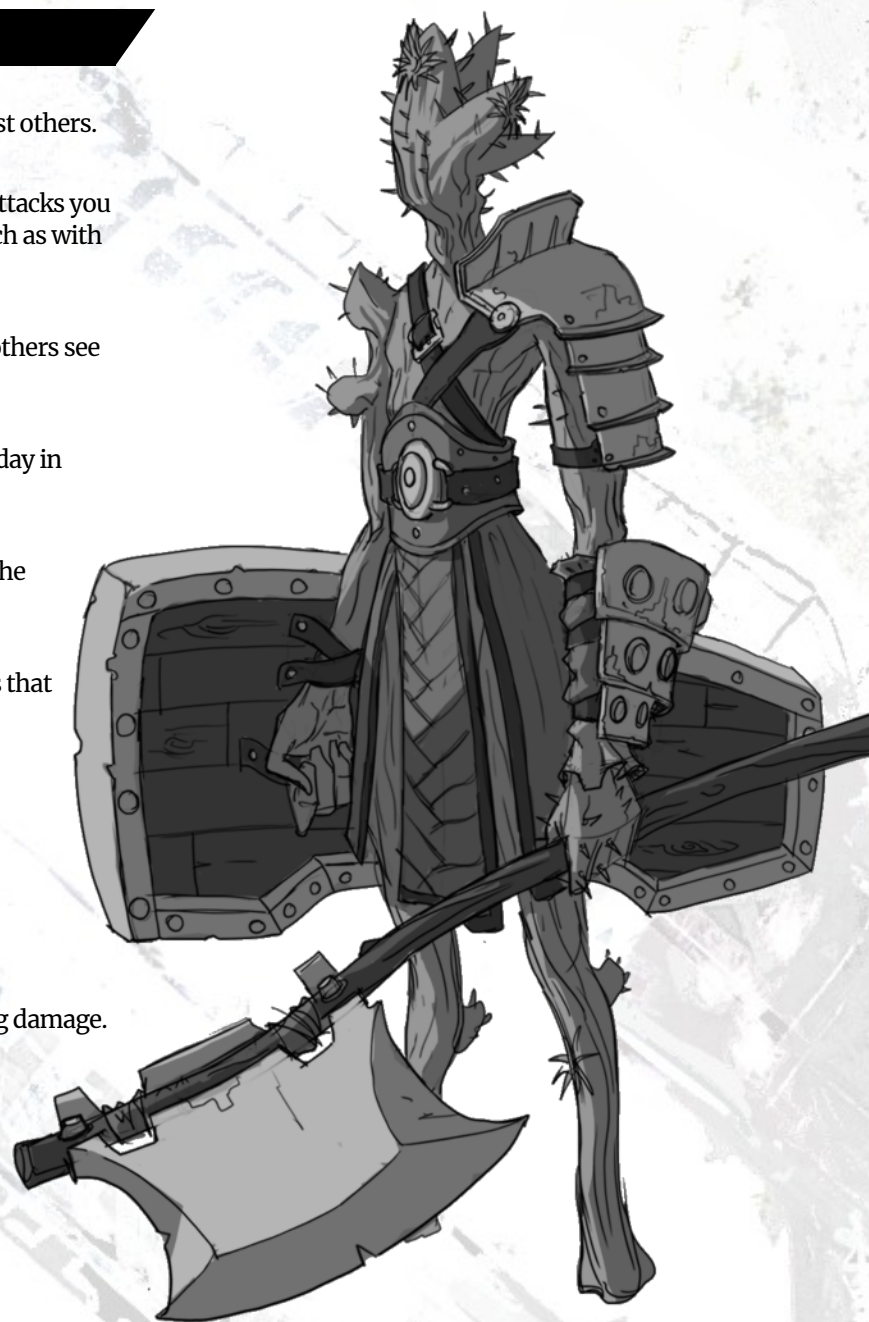
A long-handled axe that deals CQ hewing damage.

Heavy Chakram (2-Track Gear)

A set of weighty throwing blades for throwing, dealing LR hewing damage.

Tower Shield (3-Track Gear)

Built to last.



Ektus Corsair

Gau Bloodline

Fungal explorers gifted freedom by the rustling waves.

The verdancy was a death knell for many cultures, but for the gau it was a flourishing – an opportunity to leave the warm, safe darkness of their mycosanctums & explore a new world of rot & growth.

Most gau have elongated limbs & mottled fungal flesh, but the differences between various families are vast. Some gau lack eyes while others have many, some sprout tendrils, others spore-sacks, yet others are sculpted remarkably close to an elfin visage of humanity lost.

Quickstart Kit

When you're making a quickstart character and choose gau as your bloodline, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Grace Instinct Veils

Starting Skill and Language Ranks (Choose 5)

Scramble +1 Leap +1 Stealth +1
Heal +1 Gather +1 Dodge +1
Gaudimm +1

Starting Resources (Choose 2)

Salvage: Fluted stone, Fossilized fungus

Specimens: Fat-bodied beetle, Sourvine extract

Whispers: Mycosanctum rumblings

Charts: A chart of many colours

Starting Drives (Choose 1)

Solve problems in gau settlements

Help other gau explore the wider waves

Starting Mires (Choose 1)

Your flesh turns brittle, making it harder to move

You leave a trail of spores as you move

Aspects

Luminous Patches (2-Track Trait)

You can shed light at will.

Camouflage Mottle (2-Track Trait)

Increase impact when using stealth in either an urban or natural environment (choose one).

Fungal Fortress (2-Track Trait)

Resist the effects of bad air and airborne spores.

Spore-Sacs (2-Track Trait)

Mark to obscure your current area with a cloud of spores.

Naturally Hallucinogenic (2-Track Trait)

Use a task to create a resource, *hallucinogenic spores*.

Fungal Tendril (2-Track Trait)

You have an additional tendril-like limb, allowing you to hold and manipulate more objects than usual.

Medicine Pouch (1-Track Gear)

Use a task to create a resource, *medicinal herbs*.

Jag-Lash (2-Track Gear Gear)

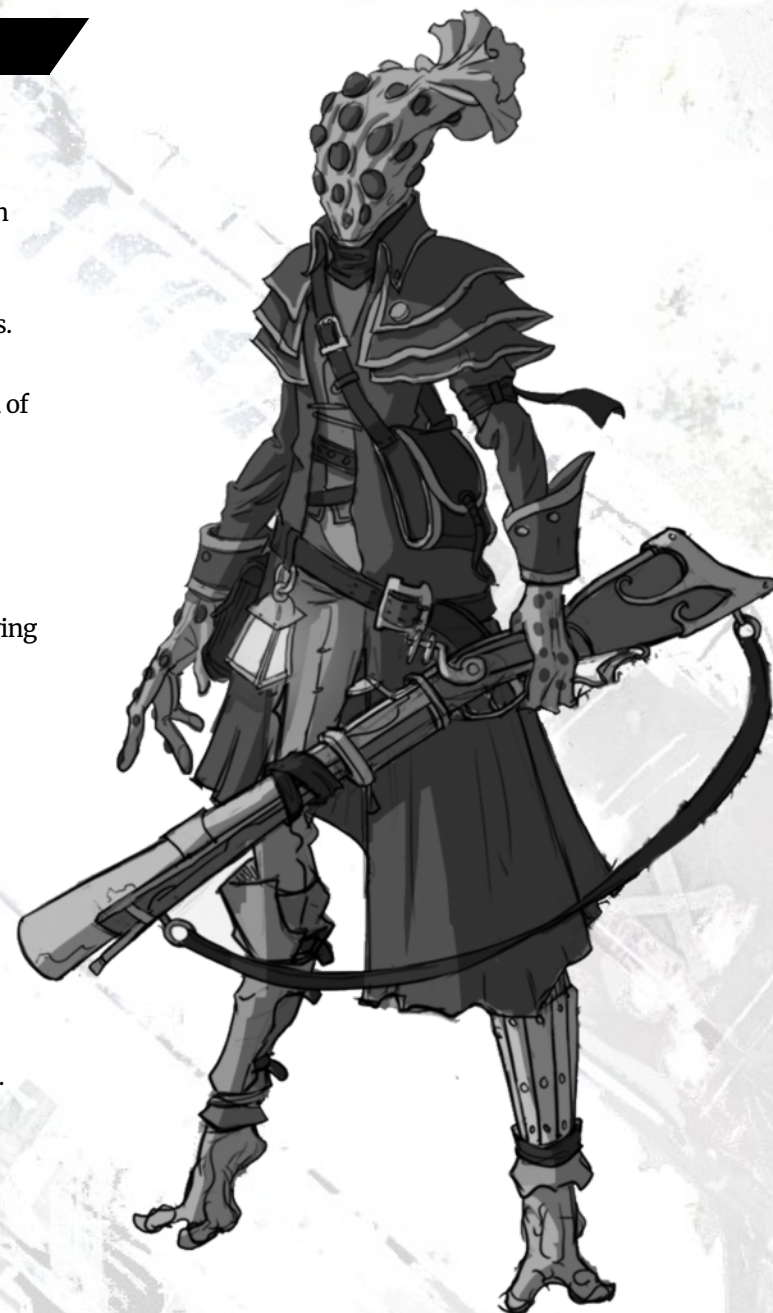
A leather cord studded with teeth or salvaged metal. Deals CQ serrated damage.

Spore-Slinger (1-Track Gear)

A sling-like contraption for lobbing spore-bombs, dealing LR toxin or blast damage.

Sporehund (2-Track Companion)

A loyal companion that deals CQ toxin damage.



Gau Hunter

Chelicrae Bloodline

Spider-colonies wrapped in humanesque skins.

Becoming a more common sight across the Wildsea by the year, the chelicrae are spider colonies raised to sentience through an unknown & mysterious process. Though technically thousands of individual minds & bodies working together most chelicrae think of themselves as a singular being, & many adopt the shapes & mannerisms of other wildsea races.

Though chelicrae are no more or less likely to be dangerous as any other denizen of the wildsea, fear & distrust of them runs deep in some communities due to their unsettling attempts at mimicry.

Quickstart Kit

When you're making a quickstart character and choose chelicrae as your bloodline, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Grace Instinct Veils

Starting Skill and Language Ranks (Choose 5)

Climb +1 Wavewalk +1 Stealth +1
Sense +1 Concoct +1 Hex +1
Knock +1

Starting Resources (Choose 2)

Salvage: Frayed ropes, Patterned canvas

Specimens: Spider husks, Venom extract

Whispers: A prison of skin

Charts: A port manifest in knock

Starting Drives (Choose 1)

Solve problems in chelicrae settlements

Show others they are wrong to fear your kind

Starting Mires (Choose 1)

Spiders escape your skin

Your movements are staccato, disturbing

Aspects

Arachnid Mobility (1-Track Trait)

You to tackle surfaces and angles that would be impossible for others.

The Lottery of Skin (2-Track Trait)

Choose one of the other bloodlines (Ardent, Ektus or Gau). You can pass as a member of this race under casual inspection.

Ersatz Limbs (2-Track Trait)

You have one or more additional arms, allowing you to hold and manipulate many objects at once.

Tremorsense (1-Track Trait)

You can feel even the smallest vibrations in the air and ground around you.

Gossamercraft (2-Track Trait)

Mark to produce silk-like web (either dry or sticky).

Spiderbite (2-Track Trait)

You have a set of fangs that can deal CQ toxin damage.

Shirk the Skin (1-Track Trait)

Mark to leave your skin for a short period. When outside your skin you are just a mass of moving spiders, and can move through small spaces and climb any surface with ease.

Swarm-Scout (2-Track Companion)

A single spider you can send ahead as a scout, allowing you to see and hear at a distance.



Chelicrae Dredger

Rootless Origin

Born into the wildsailor's life, on a ship or floating colony.

In a world where safe land is hard won & reliable clean water scarce, nomads are common. The rootless are the Wildsea's nomads, drifting from place to place on family-owned ships handed down from one generation to the next. For many rootless, family ties are forever... But the call of the horizon is strong.

Rootless tend to be hardy sorts, raised among the perils of the open sea.

Quickstart Kit

When you're making a quickstart character and choose rootless as your origin, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Grace Instinct Tides

Starting Skill and Language Ranks (Choose 5)

Wavewalk +1	Perform +1	Scramble +1
Craft +1	Negotiate +1	Salvage +1
Brasstongue +1	Old Hand +1	Raka Spit +1

Starting Resources (Choose 2)

Salvage: Rusted cogs, Sailcloth

Specimens: Pure wormapple, Firefly bulbs

Whispers: A welcoming fleet

Charts: A many-folded chart

Starting Drives (Choose 1)

Aid rootless ships and colonies

Solve the problems of your family members

Starting Mires (Choose 1)

The open sky is wide, oppressive

Outsiders are difficult to trust

Aspects

Family Ties (2-Track Trait)

When you make a discovery on watch, you'll find a tie to your family in some way (such as a relative or family friend).

Hull Hearted (2-Track Trait)

You're immune to fear whilst on your ship.

Wild Words (2-Track Trait)

Mark to remember a rumour or folktale pertinent to your situation (supplied by the Firefly).

Needs Must (2-Track Trait)

Cannibalism doesn't mark your mire track.

Mechanical Limb (3-Track Gear)

Your mechanical limb feels no pain.

Fishing Lure (2-Track Gear)

Increase impact when fishing for insects and small beasts.

Short-Spear (2-Track Gear)

Great for jabbing down at the questing creatures of the waves. Deals CQ spike damage.

Slingshot (2-Track Gear)

A simple slingshot, loaded with anything from stones to scrap to seeds. Deals LR blunt damage.

Tarscale Armour (2-Track Gear)

Resist the hazardous effects of crezzerin exposure (searing, hallucinations, mutation).

Swift Hawk (2-Track Companion)

A surly bird that can deal LR keen damage with its vicious beak.

Spring-Fox (2-Track Companion)

A loyal vulpine companion that will defend you to the death. Deals CQ spike damage.



Ardent Rootless

Spit-Born Origin

Born on a spit of land caught up in the tangle of the rustling waves.

Your home is a spit, a port-colony built up around a ruin of the old world. You've lived a life of struggle and trade, suspicion and tenacity - strangers bringing both opportunity and danger.

Spits rarely last for more than a lifetime, & a healthy knowledge that an entire life could be swallowed by the waves at any point encourages most spit-born to live without many possessions & to travel light.

Quickstart Kit

When you're making a quickstart character and choose spit-born as your origin, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Iron Sharps Veils

Starting Skill and Language Ranks (Choose 5)

Scramble +1 Perform +1 Heal +1
Negotiate +1 Gather +1 Outwit +1
Brasstongue +1 Old Hand +1 Raka Spit +1

Starting Resources (Choose 2)

Salvage: Engine piping, Ancient glass
Specimens: Hog bones, Chicken feathers
Whispers: A newly-risen spit
Charts: A cryptic map

Starting Drives (Choose 1)

Supply spit-born colonies with food and fresh water
Deal harshly with gangs and grifters

Starting Mires (Choose 1)

A keen fear of shakes and quakes
A ravenous hunger

Aspects

Urban Exploration (2-Track Trait)

Increase impact when searching for leads, services or information in a port or city.

Cobble Hearted (2-Track Trait)

You're immune to fear whilst in a port or city.

Every Street Tells a Story (2-Track Trait)

Mark to learn a secret of a port or city you're docked at (supplied by the Firefly).

Through the Throng (2-Track Trait)

You move at speed through crowds, herds and swarms without cutting.

Brass Knuckle (2-Track Gear)

A brute but reliable weapon for street fights. Deals CQ blunt damage.

Hammerpin Revolver (2-Track Gear)

A noisy handgun with a revolving cylinder. Deals LR blast damage.

Docker Threads (2-Track Gear)

Resist the hazardous effects of crezzerin exposure (searing, hallucinations, mutation).

Calico Slink (2-Track Companion)

A semi-spectral cat winds its way around your legs. You gain nightsight, the ability to see clearly without light.

Pangopod (2-Track Companion)

Half pangolin, half squid. Surprisingly cute. Deals CQ blunt damage.



Ardent Spit-Born

Ridgeback Origin

Raised on a mesa or mountaintop island. Solid ground, but far from safe.

In the earliest days of the verdancy these seeming sanctuaries often became graveyards. Many of the groups that fled there died from exposure or disease, and most that clung on found dark solace in cults or cannibalism.

Those days are over now, for the most part, but their influence still shows. Those raised on the ridgebacks are built larger and stronger than their kin, and often worship strange, tenuous godlings.

Quickstart Kit

When you're making a quickstart character and choose ridgeback as your origin, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Iron Grace Teeth

Starting Skill and Language Ranks (Choose 5)

Leap +1	Break +1	Hunt +1
Repair +1	Cook +1	Handle +1
Brasstongue +1	Old Hand +1	Raka Spit +1

Starting Resources (Choose 2)

Salvage: Knucklebone dice, Sharpened stones

Specimens: Giant wolf jaw, Gorse root

Whispers: Caves beneath

Charts: A faded almanac

Starting Drives (Choose 1)

Climb the highest peaks

Discover and claim an unknown mountain-top

Starting Mires (Choose 1)

The roll of the waves sickens you

Your mind turns to sacrifice in times of trouble

Aspects

Towering (3-Track Trait)

You stand head and shoulders above most others.

Stone Hearted (2-Track Trait)

You're immune to fear whilst on ancient earth.

Search for Omens (2-Track Trait)

Mark to ask a question and receive an omen to interpret in return (supplied by the Firefly).

Thick Skin (1-Track Trait)

You resist flame and frost damage.

Crushing Blows (2-Track Gear)

Your fists and feet are the only weapons you need. They deal CQ blunt damage.

Ritual Mask (2-Track Gear)

You can see echoes, spirits and the spectral realm.

Whispering Charm (2-Track Gear)

Sacrifice a whisper to learn a secret about a nearby individual.

Shamanic Idol (2-Track Gear)

Holds a sliver of power from a not-quite-god. Deals LR wyrd damage.

Hide Armour (2-Track Gear)

Resist the hazardous effects of crezzerin exposure (searing, hallucinations, mutation).

Hexed Tooth (1-Track Gear)

You can levitate and control exposed bones with little effort.



Ardent Ridgeback

Alchemist Talent

Through the spattefr of reactions you have won your mastery, twisting the sea's guts to new forms.

Alchemists are masters of concoction & reaction, able to combine chemicals & arcane knowledge with unexpected, & occasionally explosive, results. Some alchemists focus on the healing arts, others on more... explosive pursuits.

Alchemists tend to dress in thick coverings to protect themselves when working with unstable ingredients, but even the best of them are often marked with scars & burns from the inherent danger of their work.

Quickstart Kit

When you're making a quickstart character and choose alchemist as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Grace Sharps Instinct

Starting Skill and Language Ranks (Choose 5)

Break +1	Gather +1	Concoct +1
Cook +1	Heal +1	Hex +1
Brasstongue +1	Old Hand +1	Raka Spit +1

Starting Resources (Choose 2)

Salvage: Wood shavings, Rusting implements

Specimens: Beast blood, Manticore seedlings

Whispers: A tale of choking mists

Charts: A faded snapograph

Starting Drives (Choose 1)

Discover a previously unknown alchemical effect
Gather bile from an ancient leviathan

Starting Mires (Choose 1)

You're the perfect test-subject for your own work
Explosives seem a little more unstable in your presence

Aspects

Potion-Craft (2-Track)

Mark to craft a simple potion as a single task, rather than as a project.

Specimen Scrounger (2-Track)

Whenever you gather a particular type of specimen, gain double the usual amount (choose from *Bones & Teeth* / *Blood & Organs* / *Salts & Metals* / *Saps & Pollens* / *Mushrooms & Fungus* / *Herbs & Spices* / *Bark & Roots*).

Alchemical Unearthing (2-Track)

When you use a chart to uncover a new route or location, choose a single alchemical resource for it to have in abundance.

Chemicokinesis (1-Track)

Mark to animate and control liquids and chemicals, directing them as you see fit.

Caustic Vials (2-Track)

Glass grenades full of corrosive chemicals, dealing LR toxin damage when thrown.

Chemical Kit (2-Track)

Contains odds and ends useful for alchemy. Mark to use the contents in place of a resource when concocting a draught or potion.

Heady Vapours (2-Track)

Mark to ruminate on a question, and receive a hallucinogenic omen or sign in return.



Ardent Augur

Augur Talent

Hex-touched navigators with a spiritual link to the ships they serve on.

Many wildsailors come to believe that both their ship & the waves it sails have minds of their own, quirks & moods that make up something akin to a personality. As an augur you know that they're right.

Your place on the crew is somewhere between navigator & seer, drawing on the unseen & the arcane.

Quickstart Kit

When you're making a quickstart character and choose augur as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Tides Sharps Veils

Starting Skill and Language Ranks (Choose 5)

Navigate +1	Ritualize +1	Dream +1
Scrutinize +1	Sense +1	Hex +1
Highvin +1	Hekti +1	Signalling +1

Starting Resources (Choose 2)

Salvage: Ship's timber, Pre-verdant earth

Specimens: Ancient amber, Pulsing pseudopod

Whispers: The distant horizon

Charts: A brass-bound chart

Starting Drives (Choose 1)

Guide your ship through an impassable stretch

Uncover a dark secret of the sea's soul

Starting Mires (Choose 1)

You feel the trauma of the ship on your own body

The sea takes umbrage at your presence

Aspects

Hullsight (2-Track Trait)

While on your ship you can see as though you had eye at any point across the outer hull.

Revelatory (2-Track Trait)

When you use a chart to uncover a new route or location, uncover a secret about the area as well.

Journeys Unfinished (2-Track Trait)

When you find a shipwreck, mark to learn the last port it docked at and where it was heading.

Skoinesis (1-Track Trait)

Mark to animate and control nearby ropes and rigging, directing it as you see fit.

Pseudopod Relic (2-Track Gear)

A mummified focus for arcane potential. Deals LR wyrd damage.

Gale Talisman (1-Track Gear)

Mark to either call or calm the winds in your area, directing them as you see fit.

Spirit Lens (2-Track Gear)

You can see echoes, spirits and the spectral realm.

Spirit of the Sea (2-Track Companion)

Mark to ask the waves a question, and receive an omen or sign in return.



Ardent Augur

Bard Talent

Is there anything more true than music? Perhaps, but rarely in the moment.

There are as many different types of bard as there are bards, it's often said, but each of them has one thing in common – an appreciation of the performing arts. Some bards are great storytellers, others musicians & lyricists, others dancers or comics, still others the chroniclers of bloody exploits & daring rescues. Whatever a bard does, they do with flair.

Most bards ultimately define themselves with the instrument they use to perform. On the wildsea guitars, sitars, drums & violins are most common, but some bards eschew anything but their own voices.

Quickstart Kit

When you're making a quickstart character and choose bard as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Tides Veils Grace

Starting Skill and Language Ranks (Choose 5)

Perform +1	Charm +1	Negotiate +1
Outwit +1	Craft +1	Hex +1
Lyrebite +1	Saprekk +1	Highvin +1

Starting Resources (Choose 2)

Salvage: Coiled wire, High-grade oak

Specimens: Hallucinogenic mushrooms, Living echo

Whispers: A song never sung

Charts: Tale of an ancient traveller

Starting Drives (Choose 1)

Earn rapturous applause from surly crowds

Fame, in any of its many forms

Starting Mires (Choose 1)

Your instrument is impossible to tune

Anxiety overwhelms you under the spotlight

Aspects

Primal Heartbeat (1-Track Trait)

You can continue a performance without dedicating actions to it in the heat of battle.

Feelings Unbidden (1-Track Trait)

Mark to rouse a particular emotion in listeners when you're performing (such as anger, fear, passion or emptiness).

Follow My Lead (2-Track Trait)

You can guide your crew in social situations without cutting.

Ritual Rhythm (2-Track Trait)

You can use perform to undertake rituals.

Enthralling (1-Track Trait)

Choose a type of wildsea creature (beast, bird, lizard or insect). Nearby creatures of this type are confused and distracted while you're performing.

Skaldic Tradition (1-Track Trait)

You receive a whisper from the Firefly whenever your crew takes down an elite or leviathan in combat.

Bardic Instrument (2-Track Gear)

Anything from a guitar to maracas, a hip drum to an accordion, a sitar to an ocarina. Increase impact when performing with this instrument.

Balladeer's Battle-Cloak (2-Track Gear)

You and your allies are immune to fear when you're performing.

Maestro's Toolkit (2-Track Gear)

Increase impact when crafting, altering or repairing instruments.

Sheaf of a Thousand Stories (1-Track Gear)

Gain an extra whisper whenever you encounter a spectacle on your journey.



Ektus Bard

Corsair Talent

Well-armed fighters tasked with protecting their ships.

Every wildsailor is expected to be able to take up arms in a crisis, but the corsair elevates combat to an art form. Tasked with protecting their ship in close combat they often focus their training on blades, hammers & axes.

Most corsairs follow the ancient wisdom that the best defence is a strong & punishing offence. It's not unusual for corsairs to switch between a mixture of esoteric fighting styles & acrobatic feats to keep their foes off balance.

Quickstart Kit

When you're making a quickstart character and choose corsair as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Iron Grace Teeth

Starting Skill and Language Ranks (Choose 5)

Wavewalk +1	Leap +1	Strike +1
Shoot +1	Dodge +1	Block +1
Saprekk +1	Brasstongue +1	Raka Spit +1

Starting Resources (Choose 2)

Salvage: Armour shards, Blackpowder pouch

Specimens: Suspicious finger, Beast bones

Whispers: A sobbing mawship

Charts: A stolen starchart

Starting Drives (Choose 1)

Protect the crew from terrifying entities

Make a name for yourself among bandits and raiders

Starting Mires (Choose 1)

You cause more pain than necessary

Your weapons dull and rust, even when maintained

Aspects

Steel-Step Dance (3-Track)

The key, they say, is to survive as long as possible.

Dirty Fighter (1-Track)

Increase impact when attacking with advantage.

Deadeye (1-Track)

You can target attacks precisely without cutting results.

Chain Attack (1-Track)

You can deal damage to multiple nearby opponents with a successful attack.

Berserker (2-Track)

You're immune to fear and mire while in combat.

Mercury Falchion (1-Track)

A finely crafted curved sword with a coating of mercury. Deals CQ keen or wyrd damage.

Hammerpin Snub-Nose (1-Track)

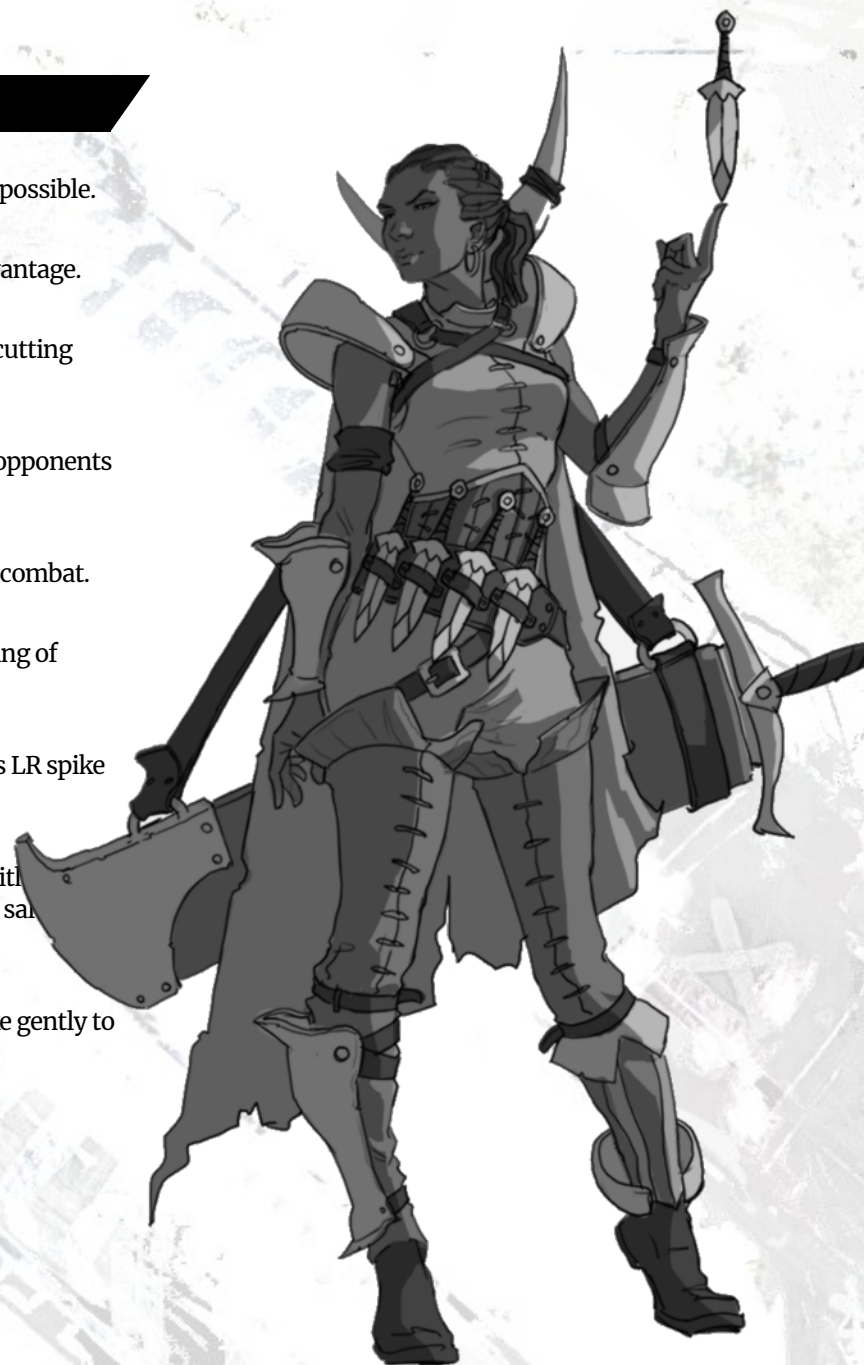
A mid-range pistol with a bone hilt. Deals LR spike or blast damage.

Copper Sawn-Off (1-Track)

A sawn-off shotgun that can be loaded with shrapnel or salt rounds. Deals CQ blast or salt damage.

Flashpowder Pouches (1-Track)

Mark to produce a blinding flash, or shake gently to produce temporary torchlight.



Gau Dredger

Dredger Talent

Brave explorers with an eye for value.

The art of dredging is a difficult and painful one to learn, but the benefits are well worth the struggle. Dredgers make their living by diving into the waves of the wildsea in search of valuable specimens and salvage, sifting through dangerous wrecks and exploring ancient ruins.

Dredgers traditionally dress as lightly as possible, leaving as much space as possible free to carry their finds back to their ships. Most dredgers are easily distinguished by the stained, seared skin of their hands and feet – the effects of long-term crezzerin exposure.

Quickstart Kit

When you're making a quickstart character and choose dredger as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Tides Veils Sharps

Starting Skill and Language Ranks (Choose 5)

Scramble +1	Salvage +1	Stealth +1
Break +1	Outwit +1	Craft +1
Highvin +1	Tokatoka +1	Brasstongue +1

Starting Resources (Choose 2)

Salvage: Copper rings, Ancient engine
Specimens: Sticky webs, Leviathan claw
Whispers: A risen wreck
Charts: An ancient shipping manifest

Starting Drives (Choose 1)

Discover an untouched pre-verdant ruin
Salvage a working machine from an ancient wreck

Starting Mires (Choose 1)

Doors and seals stay stubbornly closed to you
Your movements cause creaks and groans in wrecks

Aspects

Seared Skin (2-Track Trait)

Resist the hazardous effects of crezzerin exposure (searing, hallucinations, mutation).

Master Salvager (1-Track Trait)

Whenever you gain a particular type of salvage, gain double the usual amount (choose from wood, bone, metal and trinkets).

Mental Catalogue (2-Track Trait)

Mark to discern the use of an ancient area or object.

Devil May Care (2-Track Trait)

Increase impact when avoiding traps and environmental hazards.

Amber Lenses (2-Track Gear)

Goggles that give you morksight, the ability to see perfectly through smoke, mist and spore-clouds.

Moth-Lantern (2-Track Gear)

Uses luminous moths to illuminate a small area around you.

Grappling Hook (2-Track Gear)

When thrown and anchored allows you to swing over chasms and climb sheer surfaces.

Springheel Boots (1-Track Gear)

You can leap far farther and survive falls from far higher than usual.

Tomb-Hammer (1-Track Gear)

As much a tool as a weapon, this hammer deals CQ blunt damage and gives you increased impact on smashing stonework.

Key-Tail Scorpion (2-Track Companion)

A curious little beast that increases impact when breaking or picking locks.



Gau Dredger

Hacker Talent

The marks and scars of your profession are writ large on your skin.

Your job is to clear the way for settlements, ships & exploration, plunging into the Wildsea to tear open paths & clearings. It's likely that the marks & scars of your profession are writ large & clear across your skin.

The earliest hackers used fire, before quickly realizing that the ironwood boughs re-grew faster than they burned. You know, like every other survivor, that fire is more trouble than it's worth. Now sharpened metal, chemicals & honest sweat reign supreme; your worth is measured in snapped branches & rough-cut routes.

Quickstart Kit

When you're making a quickstart character and choose hacker as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Instinct Iron Teeth

Starting Skill and Language Ranks (Choose 5)

Wavewalk +1	Scramble +1	Strike +1
Hack +1	Handle +1	Gather +1
Brasstongue +1	Old Hand +1	Signalling +1

Starting Resources (Choose 2)

Salvage: High-Quality bark, Wreck-iron plating

Specimens: Wild apricots, Scorpions in a jar

Whispers: An ironroot fallen

Charts: An arboreal diagram

Starting Drives (Choose 1)

Put a mawship to rest

Survive a leviathan plant encounter

Starting Mires (Choose 1)

Insects seek your skin

The waves call for you to travel deeper than is safe

Aspects

Wilds Clearer (1-Track Trait)

You can find routes and clear paths through dense vegetation that would be impossible for others.

Living Antidote (2-Track Trait)

Your spit and sweat naturally counteract crezzerin effects when added to meals, medicines or concoctions.

Crezzercamo (1-Track Trait)

You're invisible to plant-based creatures.

Verdant Symbiote (1-Track Trait)

Dense vegetation opens up before you and closes in your wake.

Wavestrider Jacket (1-Track Gear)

A reinforced jacket that lets you move with ease through the thrash and tangle. Reduce impact of crezzersear, insect bites and poisons.

Jagserry (2-Track Gear)

The archetypal hacker weapon, a sawtooth sabre that deals CQ serrated damage.

Forester's Axe (2-Track Gear)

A sturdy axe that deals CQ hewing damage.

Sawtooth Chakram (2-Track Gear)

A set of sharpened circular blades for throwing, dealing LR serrated damage.

Defoliant Grenades (2-Track)

Explosive packets that burst when lobbed with force. Deal LR salt damage.

Chemical Censer (2-Track)

Creates a small area of smoke that repels insects and lowers visibility.

Springfox (2-Track)

A long-leaping fox that can be used as a scout, and stays alert when you sleep.



Ardent Hacker

Hunter

Some hunt for food, others challenge. Yet others to reassure themselves that they are not the hunted.

As a hunter your role is to provide food & materials for the crew, usually in the form of animals parts. Some hunters prefer more complex prey, styling themselves as bounty hunters & roving the waves looking to bring down bounties for payment. Either way, stealthy movement & hidden snares often pay dividends. .

Quickstart Kit

When you're making a quickstart character and choose hunter as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Grace Instinct Sharps

Starting Skill and Language Ranks (Choose 5)

Hunt +1	Strike +1	Stealth +1
Gather +1	Shoot +1	Wavewalk +1
Raka Spit +1	Old Hand +1	Knock +1

Starting Resources (Choose 2)

Salvage: Gunpowder, Strong leather cord

Specimens: Scorpion carapace, Bait worms

Whispers: Leviathan breeding grounds

Charts: A chart of old hollows

Starting Drives (Choose 1)

Bring down a leviathan

Provide the meat for a grand feast

Starting Mires (Choose 1)

Paranoia hits you once you leave the deck of your ship
Crezzersear pushes you to the brink of madness

Aspects

Ghost of the Wilds (2-Track)

You leave barely any trace, and are almost impossible to track in wild areas.

Spirit of the Streets (2-Track)

You leave barely any trace, and are almost impossible to track in urban areas.

From Nowhere (2-Track)

Increase impact when attacking from a hidden position, or attacking an unaware target.

Favoured Enemy (1-Track)

Choose a type of wildsea creature (beast, bird, lizard or insect). Increase impact when hunting, tracking and fighting this type of creature.

Critical Eye (2-Track)

Mark to identify a weak point or weakness of a creature you can see.

Saw-Spear (2-Track)

A long-bladed spear with cruelly curving saw teeth. Deals CQ serrated damage.

Hunter's Bow (2-Track)

A finely-crafted wooden bow that deals LR spike damage.

Butchery Kit (1-Track)

You can butcher dangerous specimens without risk, and gain double the usual amount of resources when butchering a creature you hunted.

Bloodhound Dragonfly (2-Track)

You can track by scent, and increase impact when tracking or locating creatures with unique scents.



Ardent Hunter

Rattlehand

Everything breaks eventually, but can also be remade.

Hull-iron rusts. Sawteeth blunt. Engines cough and struggle. In a world of salvage and barter, nothing lasts forever... unless you have a good rattlehand on your side.

A rattlehand is somewhere between an engineer, a blacksmith & an artist, able to use the scrap of the seas to repair, reinforce and create. Many rattlehands excel in crafting new and unique gear for their crewmates, perfectly suited to the troubles they face.

Quickstart Kit

When you're making a quickstart character and choose rattlehand as your talent, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

Starting Edge (Choose 1)

Sharps Tides Iron

Starting Skill and Language Ranks (Choose 5)

Break +1	Salvage +1	Repair +1
Craft +1	Scramble +1	Scrutinize +1
Tokotoka +1	Highvin +1	Signalling +1

Starting Resources (Choose 2)

Salvage: Ancient wiring, Ceramic battery

Specimens: Crushed beetle, Giant insect mandible

Whispers: Locomotive power

Charts: An indecipherable blueprint

Starting Drives (Choose 1)

Repurpose a pre-verdant machine

Craft a weapon that can take down a leviathan

Starting Mires (Choose 1)

The monomania of scavenging takes you

Machines jump and backfire around you

Aspects

Mastercraft (2-Track Trait)

Increase impact when crafting or repairing one of the following: Armour & Clothing, Weapons, Tools & Mechanisms, Ship Parts.

Quick Crafting (2-Track Trait)

You can craft a simple object with a single task rather than by using a project.

Livesmith (1-Track Trait)

You can use specimens as a component when crafting.

Multitasker (1-Track Trait)

You can use a task to work on repairing up to three pieces of gear or mechanical companions at a time, clearing a mark from the track of each.

Hazard Suit (1-Track Gear)

You resist blast and volt damage.

Toolbelt (2-Track Gear)

You can craft without a workshop or toolbench, without cutting.

Volt-Rail (2-Track Gear)

An insulated grip around a crackling, rudimentary cattleprod. Deals CQ volt damage.

Salvage Kit (2-Track Gear)

Contains salvage useful for crafting. Mark to use the contents in place of a resource when crafting.

Multi-Lens Goggles (2-Track Gear)

You gain ferrosight, the ability to see electric and magnetic fields.

Autocrawler (1-Track Companion)

Whenever you gain a particular type of salvage, gain double the usual amount (choose from wood, bone, metal and trinkets).



Ardent Rattlehand



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