



# THE WILDSEA

Quickstart Playtest  
By Felix Isaacs



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# Overview

I've tried to keep this document short and to the point, a free delve into the world of the Wildsea.

If there's any information you feel is missing, want more updates or have any questions about the system or setting, you can get in touch in a few different ways...

- ◆ **Website:** [thewildsea.co.uk](http://thewildsea.co.uk)
- ◆ **Twitter:** [@isaacs\\_felix](https://twitter.com/isaacs_felix)
- ◆ **Reddit:** [r/thewildsea](https://www.reddit.com/r/thewildsea)
- ◆ **E-Mail:** [felixisaacs@thewildsea.co.uk](mailto:felixisaacs@thewildsea.co.uk)

## 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 as you play - 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 unrecognisable 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

Your character is a **wildsailor**, part of a crew cutting their way across the island-studded wilderness of the treetop 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 disasters 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 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 **triumph**, **conflict** or **disaster**. 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.

# 1. SETTING

## Core Concepts

This page highlights the most important aspects of the world – the core concepts of the Wildsea. If you have a little more time, the rest of the chapter delves into more detail.

### The Treetops are a Sea

Though made up of branches and leaves rather than water the treetops still act as a traditional sea in many ways; there are waves (formed by the natural contours of the canopy), ports (built onto what little solid ground remains), and a vast number of ships (their hulls supported by branches).

### Land is Scarce and Valuable

Mountaintops and large chunks of earth or debris caught up in the canopy act as islands and archipelagos, fiercely guarded by their inhabitants.

### Plant Growth is Rampant

The plants of the sea grow at a dramatically accelerated pace, but only when connected to the ironroots (the huge mile-high trees that act as the foundation for the Wildsea). A cut branch will stay inert, but another will have grown in its place within hours.

### Open Flames are Forbidden

Almost all cultures have prohibitions against the use of fire while at sea, and for good reason. Flame burns hot and long on Wildsea wood, and spreads at a terrifying pace.

### Crezzerin Corrupts on Contact

Secreted by some of the Wildsea's more dangerous vegetation, crezzerin is a potent toxin. Brief contact does little more than sear skin, but long-term exposure warps both body and mind in terrifying ways.

### The Economy is Barter-Based

With much of the pre-verdant world's technology and resources lost in the murky depths around the roots, salvage and recycling are particularly important. The economy is based on barter, usually of services, food or materials.

### It's a Weird, Weird World

The Wildsea setting is designed to be low-magic, high-weirdness. It's a world of unusual creatures, woken spirits and uncanny abilities.

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 Rustling Waves

Capricious. Beautiful. Dangerous. Though much of the setting is designed to be uncovered and defined through play, there are a few terms you should know before diving in.

### Pre-Verdant

Commonly abbreviated to Pre-V, this describes anything that has survived from the old world without being changed or corrupted by the oddities of the Wildsea.

### Spits

These are temporary islands made from chunks of the old buried world, raised to the surface by the movement of roots and branches. Masonry, earth and pre-verdant vehicles are common types of spit.

Some spits last no more than a few days, others for decades, but they all fall eventually.

### Islands

These are larger landmasses in no danger of being swallowed by the sea - mountaintops, the tips of still-standing towers, large ruins woven through with branches or secured to the sturdiest trunks.

Almost all discovered islands are heavily colonized as quickly as possible, especially if they have some kind of arable land or useful resource.

### Reefs

Collections of junk and old masonry either on top of or just below the leafy waves. Though some crews prefer to take their ships through them (carefully), they are occasionally colonized as floating junkyards.

### Rifts

Gaping holes in the sea that lead down to the darkened roots far below. Created when an ironroot falls, and often used as places of worship or sacrifice.

### Tallshanks

Wildsea trees that reach even higher than usual, sometimes up to a mile above the rest of the canopy. Their trunks and upper branches are often settled by those that lack a healthy fear of heights.

## The Layers of the Sea

There are six distinct layers to the forest that ate the 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 forest 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 in relative safety with enough preparation and 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.

# The Core Four

The four species represented here are those most commonly found building communities across the waves; the **Ardent**, the **Ektus**, the **Gau** and the **Tzelicrae**. Each have their own strengths and weaknesses, and are uniquely adapted to life on the treetop seas.

## The Ardent

The post-verdancy descendants of ancient humanity, forged by hardship and disaster. 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. Though ektus bodies come in a variety of shapes and sizes, they typically stand head and shoulders above the next largest person in any given room.

## The Gau

The gau are grown rather than born, cultivated within the warm darkness of fungal colonies before being sent out into the world when they come of age. Though each surviving colony has its own traditions and biological quirks, natural curiosity and a sense of adventure are common traits among all but the most conservative gau.

## The Tzelicrae

Each tzelicrae is a hive-mind of spiders, thousands of them, which has shaped, bargained for or stolen a humanesque form. Many tzelicrae 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.



# Wildsailors

While some prefer to hole up in ruins or perch on mountaintops others take to the waves and never look back. Your characters are the latter, sailors that make their living through hunting, salvaging, trading and exploration - **wildsailors**.

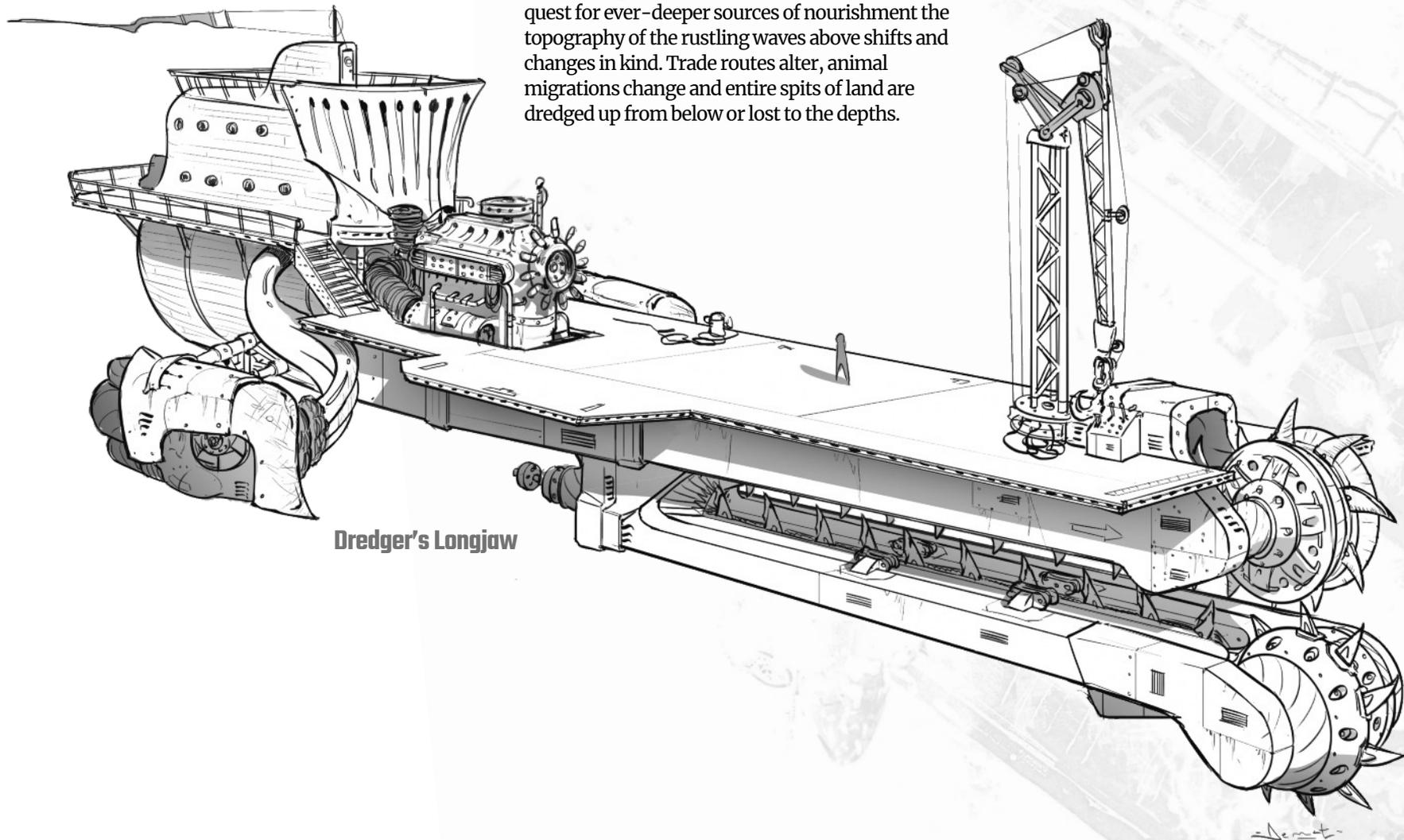
Some wildsailors love the sea. Others respect it, or fear it (the healthiest approach, in all probability). But whatever their attitude, every wildsailor is drawn, inexorably, to the rustling waves.

## Ships & Travel

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 the leaves of the thrash.

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

## The Full Release...

... contains more information about the world of the Wildsea, but not *too* much. The setting is purposefully designed to give you pillars of information, large truths to weave your smaller in-game discoveries around. Everyone's Wildsea will be a little different, influenced by the tone of your groups, the ideas that speak to you and the stories you'll tell.

In the full release you'll find, amongst other things...

- ◆ A short history of the rustling waves.
- ◆ Details of the cultures and societies that thrive in the new world.
- ◆ A section on ports, cities and livable land.
- ◆ Information on some of the more common animals, plants and weather systems that are found throughout the seas.





Ruins, Long-Abandoned

# 2. CORE RULES

## Wild Words

The framework of rules for the Wildsea is provided by the **Wild Words** engine. It's low on crunch, focused instead on letting narrative, character and setting develop during play, but there are a few important rules. That's what this chapter is for - as a player, almost everything you need to know before sitting down to play can be found here.

Before you play you're also going to need a couple of things for your table. I recommend...

### Dice

The Wildsea uses ordinary six-sided dice, referred to throughout these rules as d6s. You'll never be rolling more than six dice at a time.

### A Character Sheet

Each player at the table needs a character sheet, or at least a piece of paper or laptop that you'll use to record and reference information about your character. You'll find a printable sheet at the end of this document, and there's a reference page in this chapter that gives a brief run-down of everything you'll see on the sheet.

### A Crew Sheet

Chapter 5 of this document holds the information necessary to build a ship, a roving home on the waves owned by the entire crew. The information for your ship is recorded on the Crew sheet, shared between all players at the table. There's also a reference page for the crew sheet in this chapter that gives a brief run-down of everything ship-related.

### 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 rest of this document will contain a running example of play, which you'll find in boxes on the right hand side of some pages. This example follows Todd (an ardent corsair), Laura (an ardent hacker), Freya (a gau rattlehand) and Kyllian (an ektus alchemist) as their Firefly runs them through an adventure.

# The Character Sheet

This page gives an overview of the different parts of the character sheet, in brief. You'll find this information useful as you read through the rest of the rules.

## 1. Background

This details a character's bloodline, origin and post, as well as their name and a little bit of descriptive text. These choices define the core of your character, and may also have an impact in social situations.

## 2. Edges

General areas in which a character excels. When you take actions that line up with one of your edges you gain an extra d6 on your roll.

## 3. Skills

More specific areas a character excels in. Skills are ranked, from one to three, and give dice in relevant situations.

## 4. Languages

The languages a character can speak and understand. Like skills these are ranked from one to three. The higher the rank, the greater your grasp of the language.

## 5. Drives & Mire

A character's drives represent their immediate and long-term goals. A character's mires are the vices and curses that drag them down. The effects of these are mostly roleplay-based.

## 6. Aspects

These are the few traits, gear pieces or companions that make you unique. Far more permanent than resources, these give your character special abilities and act as a measure of their health. Aspects can add advantage dice to certain rolls.

## 7. Resources

The temporary things that your character has scavenged from the seas; old clothing, battered weapons, wreckage and food, charts and secrets. These can be used to craft, trade or add advantage dice to certain rolls. Resources are easily won and lost, and often consumed when used.

## The Wildsea - Printable Character Sheet

<b>Name</b> <u>Motsje Morentza</u> <b>Background</b> <u>Ardent / Rootless / Hunter</u> <i>A young ardent from one of the rootless families, out to catch a leviathan.</i> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">1</div>	<b>Aspects</b> <b>Wild Words (Trait)</b> ○○○○○○ <i>Mark to remember a pertinent rumour or folktale.</i> <b>Fade &amp; Switch (Trait)</b> ○○○○○○ <i>Mark to hijack focus and move to an area with cover - enemies lose track of you.</i> <b>Sporescarf (Gear)</b> ○○○○○○ <i>Resist bad air and spores</i> <b>Tarscale Armour (Gear)</b> ○○○○○○ <i>Resist the hazardous effects of crezzerin.</i> <b>Manifold Bow (Gear)</b> ○○○○○○ <i>A finely-crafted bow that deals LR Blast, Volt or Salt damage.</i> <b>Watch-Wolf (Companion)</b> ○○○○○○ <i>A lupine companion, deals CQ spike damage</i> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">6</div>	<b>Resources</b> <b>Salvage</b> <input type="checkbox"/> Stone Fragments <input type="checkbox"/> Sailcloth <input type="checkbox"/> Rusted Mantrap <input type="checkbox"/> <input type="checkbox"/> <b>Specimens</b> <input type="checkbox"/> Firefly Bulbs <input type="checkbox"/> <input type="checkbox"/> <b>Whispers</b> <input type="checkbox"/> Leviathan Breeding Grounds <input type="checkbox"/> <input type="checkbox"/> <b>Charts</b> <input type="checkbox"/> A Copper-Coloured Chart <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">7</div>
<b>Edges</b> <input type="checkbox"/> Tides <input type="checkbox"/> Instinct <input type="checkbox"/> Grace <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">2</div>	<b>Skills</b> <input type="checkbox"/> Wavewalk r2 <input type="checkbox"/> Sense r1 <input type="checkbox"/> Scramble <input type="checkbox"/> Craft r1 <input type="checkbox"/> Shoot r2 <input type="checkbox"/> Gather <input type="checkbox"/> Stealth r1 <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">3</div>	<b>Languages</b> <input type="checkbox"/> Chthonic r1 <input type="checkbox"/> Old Hand r1 <input type="checkbox"/> Raka S <input type="checkbox"/> Signalling r2 <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">4</div>
<b>Drives</b> <input type="checkbox"/> Solve problems in ardent settlements <input type="checkbox"/> Solve the problems of your family members <input type="checkbox"/> Bring down a leviathan <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">5</div>	<b>Mires</b> <input type="checkbox"/> The call of the under-eaves grows <input type="checkbox"/> The open sky is wide, oppressive <input type="checkbox"/> Something is hunting you <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">5</div>	<b>Benefits, Injuries &amp; Temporary Tracks</b> <div style="border: 1px solid black; height: 40px; width: 100%;"></div> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">8</div>
<b>Notes</b> <div style="border: 1px solid black; height: 40px; width: 100%;"></div> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">10</div>		<b>Milestones</b> Major <input type="checkbox"/> <input type="checkbox"/> Minor <input type="checkbox"/> <input type="checkbox"/> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">9</div>

## 8. Benefits, Injuries & Tracks

A space to record temporary conditions that allow (or force) your character to act in a different way. These conditions usually fade after affecting your character a number of times.

## 9. Milestones

A place to keep track of major and minor milestones, used for advancing your character.

## 10. Notes

A space for miscellaneous notes, useful for recording details on possible story hooks and important information.



# Structure

The game follows a particular structure to help the story flow, a mix of scenes, montages and journeys to suit the various situations you'll find yourselves in. I'll give a quick rundown of them here for reference, but you'll learn more about them in the next chapter.

## Scenes

Most of your time playing will be spent in scenes, short bursts of action, exploration and discovery that give you a chance to develop the narrative and roleplay your character.

Scenes are treated as a conversation between every player at the table, with the Firefly breaking in to ask questions and enforce rules where necessary. When that conversation leads to moments of uncertainty or drama within a scene, action rolls are used to determine the outcome.

## Montages

Periods of rest and training are usually treated as montages, condensing the mundane but necessary parts of an adventure into the shortest time possible. They let each character undertake a task, a long action that benefits the crew in some way or uncovers something about your location.

Montages are the most common way to explore new ports, allowing characters to split up to find information and resources before meeting up as a group again for the next scene.

## Journeys

Journeys allow your crew to take to the waves in your ship, cutting your way to a new destination. While you travel you'll take turns at the helm and on watch, making decisions and facing challenges as your journey progresses.

Journeys should never be taken lightly. The Wildsea is a hostile place, and the longer you sail the more risk your ship, crew and characters face.

# The Conversation

This is the natural back-and-forth between players and Firefly that drives a story forward, the exchange of ideas, intentions and 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 and opinions is a great way to keep the conversation flowing.

## Take Action

When the time comes to act, be bold and 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 and how they'd do it, and stay true to that.

## Mute Topics if Necessary

The rustling waves are harsh and unforgiving by nature, but that doesn't mean your conversation has to be. It's often worth taking a few minutes to discuss the tone you're aiming for before you start to play, or to mute any topics that you don't want to be a part of your crew's ongoing story.

## The Conversation in Play

**Firefly** - You're passing under a crooked tallshank when there's a long, grinding crunch from somewhere below, and 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 and see if I can make out anything through the leaves that we might have run up against. And 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 and 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 and 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 filled, or 'marked', to measure progress. Tracks work as an easy visual reminder of how close the crew is to an event, accomplishment or danger.

Some tracks you'll want to fill, others you'll want to keep as empty as possible. Here's an example...

## Earning Myra's Respect ○○○○○○

*Myra is a shipbuilder in a port the crew often passes through. Surly at the best of times, she took an instant dislike to them when they first brought their ship in for repairs. Despite this a few of the crew make it their mission to win her over, and in response the Firefly creates a 6-box track to show their progress.*

## Mark & Clear

Tracks usually start empty, as a simple line of connected boxes or circles. When something advances 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 important 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.

## Earning Myra's Respect ⊗⊗○○○○

*On their latest visit to Myra's port the crew brought an impressive haul of pre-verdant metals, some of which they try to gift to Myra as a peace offering. She refuses - she's still wary of them, and not so easily bought - but the Firefly marks off two boxes on her track to show a measure of begrudging respect.*

## Track Types

Tracks are marked or cleared in different ways, depending on what they're tracking.

### Project Tracks

These measure progress toward the completion of a particular long-term project. Any actions that bring you closer to the project's goal (such as talking to an expert, contributing a resource or rolling for research) will mark the track.

### Timer Tracks

These are marked as the countdown toward an event. The Firefly will usually tell you what marks the track when it's made; it could be anything from a single action to a day of travel.

### Damage Tracks

These measure the amount of damage something can take. They're most often found on your own character sheet (where they track the state of your body and gear) and on enemies during combat. When a damage track is fully marked, whatever it's attached to breaks, is injured or otherwise stops working.

## Open, Hidden & Secret Tracks

Most tracks are **open** - everyone at the table can see how many boxes they have and 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.

## Tracks in Play

**Firefly** - Laura, you were down below decks when the ship lurched to a stop, am I right?

**Laura** - Yeah. I hear Kyllian calling out to me and 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 and 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 reasonably safe. Might be a different story if there was more pressure on you though.

**Laura** - Got it. So I lower myself down into the tangle and take a look around. What do I see?

**Firefly** - You feel the temperature rise as you descend into the leaves. You're surrounded by swarming 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 aspect lets me reduce impact on bites and 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 and 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**. I'm marking the first box 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" all let your group know you're performing an action.

Most actions are entirely freeform - if it feels right for the situation and you think your character has a chance of pulling it off, you should go for it.

## 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 determine whether your action results in **Triumph**, **Conflict** or **Disaster**, and whether there were any unexpected narrative **Twists**. The details of these outcomes are below, and the rest of this page details how to roll and read your dice.

*There are also some situations where the way you make a dice pool or read the results are a little different; these are covered during the next few chapters.*

## Building a Dice Pool

Actions are rolled with between one and six d6s, by making a pool and looking for the highest result. To create a dice pool for your action, you can draw from...

$$\begin{array}{c} \text{Edge (1d6)} \\ + \\ \text{Skill (up to 3d6)} \\ + \\ \text{Advantage (up to 2d6)} \end{array}$$

**Edges** and **Skills** are found on your character sheet, representing the ways you most effectively tackle problems. If one of your edges is appropriate for the action it adds 1d6, and if one of your skills is appropriate it adds d6s equal to its rank. You can only gain the benefit of one edge and one skill per action.

An **Advantage** is anything you can use from your possessions or situation that works in your favour. This might be a piece of the environment, a resource, an aspect of your character (such as a trait or piece of gear) or even a helpful crewmate. If you have an advantage that helps with your action it usually adds 1d6, but if you have many sources of advantage the Firefly might raise this to 2d6.

*If you're attempting an action roll but have nothing to draw from to make your pool, roll 2d6 and take the lowest result.*

### Description

As you build your dice pool you should also be describing your intentions and approach - how is your character performing this action? What methods are they using, and what are they trying to achieve? This helps other players visualize what you're doing, and aids the Firefly as they consider possible outcomes.

The way you phrase your actions will often have narrative effects. For example, saying "I open the door as softly as possible" will give you a very different outcome than "I kick open the door and leap into the room" or "I pull the door out of its frame with my grappling hook".

## Reading the Dice

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

You should also read off whether you got any **doubles**. The number doesn't matter, just whether there were doubles or not.

**Example:** A roll of 2, 3, 5 would give a result of 5. A roll of 1, 2, 2, 3 would give a result of 3 with doubles.

## Playing the Outcome

Reading off your result kick-starts the conversation again, usually with a description of what the outcome of your action looks like in-game.

In some cases you'll be describing the effects yourself, in others the Firefly will take the reins. If there's a twist involved the description might be a group effort, as other players suggest possible unexpected outcomes.

6	<b>Triumph</b> A complete success with no drawbacks. If you're affecting a track this lets you mark or clear a box.
5	<b>Conflict</b> Still a success, but with a drawback of some kind (such as taking damage or losing a resource). If you're affecting a track this usually still lets you mark or clear a box.
4	<b>Disaster</b> A failure that also introduces a narrative complication or drawback of some kind. If you're affecting a track this usually doesn't let you mark or clear at all.
3	<b>Twist</b> An unexpected outcome in addition to the usual result, often something small but potentially useful. This twist can be suggested by any player at the table, but the Firefly has the final say.
2	
1	
DOUBLES	

## Cut

'Cutting' a dice roll is represented by removing a number of results **after the roll is made, starting with the highest**. The larger the cut, the less likely you'll get a straight success or doubles.

*Example: A roll of 1, 5, 5 and 6 would usually give a result of 6 with doubles. If you had to cut two results you'd remove a 6 and a 5, giving a new result of 5.*

### Cutting for Difficulty

If the action you're attempting is **particularly** unlikely to succeed the Firefly will ask you to cut for difficulty. Sometimes it means you're attempting a harder-than-average action (such as climbing onto the back of a rampaging beast versus climbing a wall), 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).

The Firefly will usually warn you of cut as you describe your approach. This gives you a chance to reconsider your methods, try to get the most out of your dice pool or at least ready yourself for a higher chance of failure.

### Cutting for Precision

When in combat with a creature, you can cut 1 result to aim at a particular part with precision. This often allows you to deny the creature access to some of its special abilities, or to deal extra damage by hitting a weak point. Cutting for precision is voluntary, but must be requested before you roll.

### Cutting for Impact

If you want to achieve more than you'd usually be able to you can cut 1 result for extra impact (you'll find more information on impact in the next column). Cutting for extra impact is voluntary, but you have to request it before you roll your dice.

### From the Jaws of Victory

Cut often leads to unexpected conflicts and failures. Play into that as the conversation continues. You were so close - what went wrong? Or, if you managed a decent success even with the cut, how did your character pull that off against the odds?

## Impact

Impact is a measure of the effect your action has on the world, usually determined by the approach you're taking to a particular action. There are four levels: **Low, Normal, High** and **Massive**.

If your action will have higher or lower impact than usual the Firefly will let you know, though sometimes not until the action is in full swing.

### Low Impact

Your action is weaker, having less effect on the world. This might reduce the number of boxes you mark or clear when affecting a track, or downgrade the raw power of whatever you're attempting (such as only letting you kick a panel out of a door rather than kick the door fully open).

### Normal Impact

Most actions you take throughout the game will have normal impact, with no special rules to follow at all.

### High Impact

Your action is stronger, and has more effect on the world. This normally lets you mark or clear an additional box when affecting a track, but in some circumstances might upgrade the raw power of whatever you're attempting (such as letting you kick a door off of its hinges rather than just kick it open).

### Massive Impact

Usually reserved for damage from ship-mounted armaments, an action with massive impact is terrifyingly potent. If you're marking a track, mark every box.

## Actions in Play

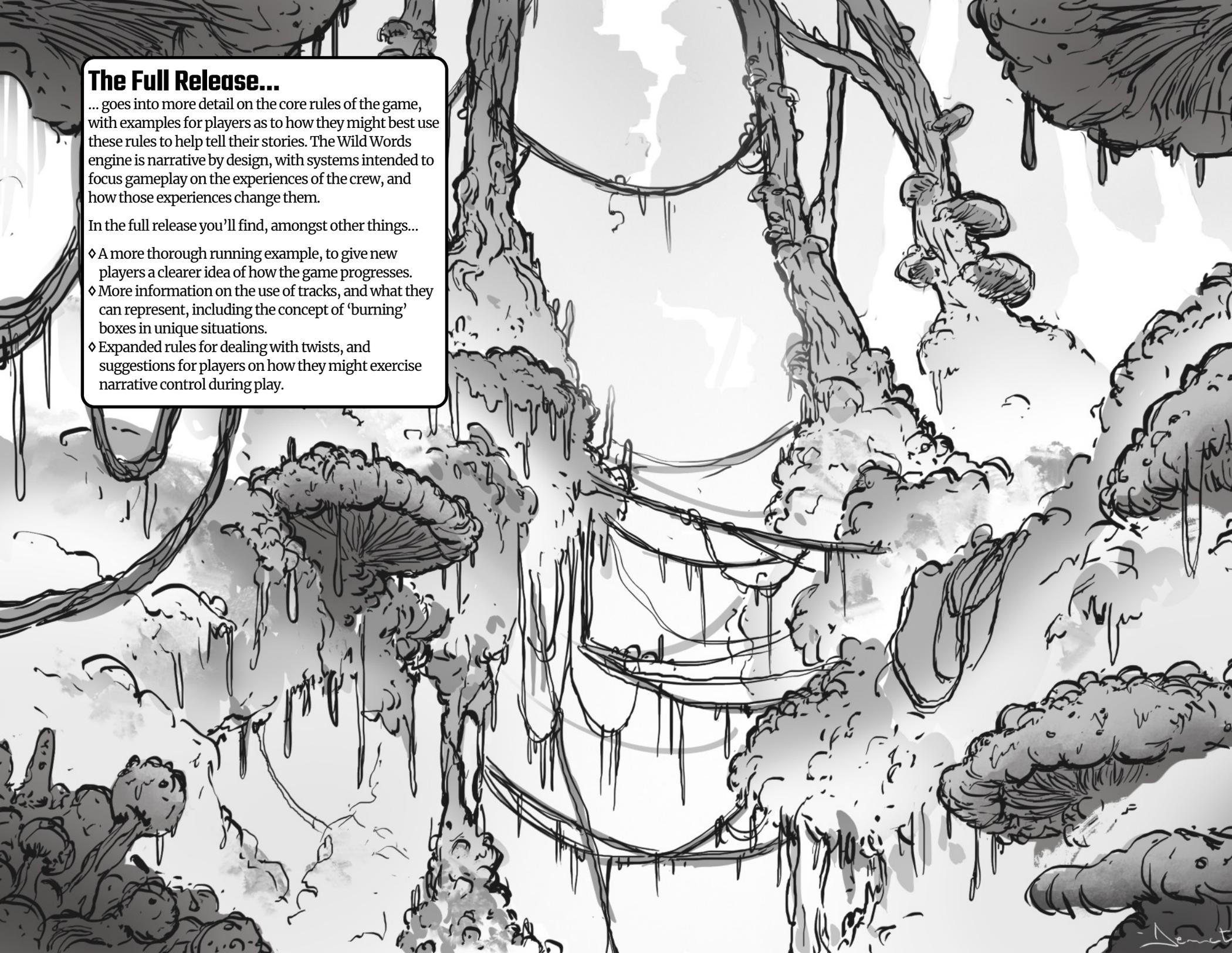
- Todd** - Well I suggest we make ourselves scarce before whoever set that snare up arrives...
- Laura** - Agreed. I'm going to try to get this chain off of the sawprow. Do I have to roll for that?
- Firefly** - Definitely, and since you're doing it while dangling off a rope in the middle of the thrash I'm giving you a cut of one.
- Laura** - That's fair... Now, how am I going to do this? I could try to saw through it...
- Freya** - Ooh! Don't you still have some of those rust-beetles we picked up back at Myrin? Would they be interested in the chain?
- Firefly** - Definitely! They're voracious little things, so I'm actually going to increase your impact.
- Laura** - Great, that works for me! Time to build that dice pool. I'm hanging awkwardly but my grace edge helps with that, so that's 1d6 already. I'm going to use my break skill here too - I don't care about keeping the chain intact as long as the ship gets free.
- Firefly** - Your beetles will give you an extra d6 of advantage too, but you'll risk losing them if something goes wrong.
- Laura** - Sounds like 1d6 from my aspect, 2d6 from my skill and 1d6 from risking those beetles. 4d6 in total. Not great with the cut, but it'll have to do. That's... 1, 1, 5 and 6. Cut the 6 and that's a conflict with a twist.
- Firefly** - The chain falls free after a few seconds, your beetles making short work of it with their increased impact. They're a little over-zealous though, so you take a mark of damage to a gear track as they search for more food. Anyone got an idea for a twist?
- Todd** - She could grab a length of chain before it falls, getting a new resource?
- Laura** - Nice! I'll note down 'Rusted Chain'.

## The Full Release...

... goes into more detail on the core rules of the game, with examples for players as to how they might best use these rules to help tell their stories. The Wild Words engine is narrative by design, with systems intended to focus gameplay on the experiences of the crew, and how those experiences change them.

In the full release you'll find, amongst other things...

- ◆ A more thorough running example, to give new players a clearer idea of how the game progresses.
- ◆ More information on the use of tracks, and what they can represent, including the concept of 'burning' boxes in unique situations.
- ◆ Expanded rules for dealing with twists, and suggestions for players on how they might exercise narrative control during play.





Bone & Fur

## Modes of Play

Each session of the Wildsea slips between three distinct, but related, modes of play: **Scenes**, **Montages** and **Journeys**. This chapter details the special rules governing each mode of play.

### Scenes

Most scenes focus on exploration, interaction or combat (often a mix of the three). As a player you'll be choosing which actions to take, rolling dice for them if they're difficult, dangerous or dramatic, and engaging the Firefly with questions and in-character dialogue.

### Focus

Focus is a kind of 'narrative spotlight', which will move from character to character during a scene. Focus shifts naturally in response to the conversation - whenever your character is doing something interesting, the focus is on you. When you finish, another player will take it for a question, comment or action of their own.

### Shifting Focus

Ideally, every character (and thus every player) will have some time in this spotlight. If you feel like you've had the focus for too long, try to pass it off to one of the other characters. You can do this within the fiction of the game by asking them a question or involving them in an action you're taking.

The Firefly will also be keeping track of focus. If a member of the crew hasn't had the chance to contribute for a while the Firefly will likely shift focus back onto them with a reaction, prompt or question.

# PLAYING 3. THE GAME

## Exploration

When you start a scene or enter a new area the Firefly will describe the most important features of your location. This description will usually cover at least one point of interest, something intriguing or possibly useful that your characters could interact with.

### Movement

Moving your character around during a scene is part of the 'theatre of the mind' - you usually only have to say that you're going somewhere or investigating something for it to happen. If what you're attempting is dangerous, difficult or dramatic you'll likely have to roll.

### Collecting Resources

While exploring a scene you should be on the look-out for opportunities to scavenge resources that might come in useful on your travels. These can come from a variety of sources - picking over wrecks or corpses, clearing the vaults of forgotten ruins, taking down and butchering animals or even plucking produce straight from the waves. As a general rule if something isn't nailed down, you can take it. When rolling to acquire a resource, consult the table below.

6	<b>Something Rare</b> You gain a resource with a beneficial tag, or two resources.
5 4	<b>Something Common</b> You gain a resource, or two resources with negative tags.
3 2 1	<b>Nothing at All</b> At best you gain a resource with a negative tag, at worst nothing at all.
<b>DOUBLES</b>	<b>Something Unusual</b> The resource you gain has an additional unusual or unique tag, provided by you or another player at the table.

## Combat

Whether a bar-room brawl or an ambush at sea, combat on the wildsea is usually a quick and brutal affair - blades are drawn, pistols primed and blood almost inevitably spilled.

Whatever the specifics, combat has an element of tension - you'll have to act and react quickly, and others might live or die due to your decisions.

### Tracking Focus

When you're plunged into a combat the Firefly will likely start a **focus tracker**, a simple way to track which characters have had their time in the spotlight. That said, there's no specific turn order or initiative - the narrative still dictates who acts next.

### Actions & Reactions

The mechanics behind actions and reactions in combat are the same as for any other situation - you state your intent, build your dice pool, roll it and play out the results. The only difference during combat is with reading results: attacking and defending have their own special result spread.

### Attacking

An attack could take the form of a strike or shot with one of your weapons, an unarmed lunge or grapple, or even a clever use of the environment. When attacking you'll have a choice of inflicting damage or an effect (and sometimes you'll get to deal both!).

### Defending

Your opponents don't roll for their attacks. Instead you roll for your reactions to those attacks, dodging and blocking to keep yourself safe.

Like your own attacks, enemy attacks can deal damage or hit you with effects. The better your roll, the more likely you are to escape unharmed.

6	<b>Triumph</b> If attacking you deal damage to your target, or hit them with an effect. If defending you avoid all incoming damage and effects.
5 4	<b>Conflict</b> If attacking you deal damage to your target, or hit them with an effect, but you also take damage or an effect in return. If defending you avoid either incoming damage or an incoming effect.
3 2 1	<b>Disaster</b> If attacking you deal no damage or effects, and your target may inflict damage or effects on you. If defending you take all incoming damage and effects.
<b>DOUBLES</b>	<b>Critical / Counter / Twist</b> If attacking you score a critical, hitting your enemy twice - choose whether this second hit deals damage or inflicts an effect. If defending you manage to counter your attacker, dealing damage or an effect as you try to evade their attack.  You can also use a double in combat to call for a twist, as with a normal action roll.

## Range

An attack is either classed as **Close Quarters (CQ)** or **Long Range (LR)**. Close quarter attacks can hit nearby opponents, and long range attacks (unsurprisingly) can hit opponents farther away. When using an LR weapon to attack a nearby foe, or when attacking a distant foe with a CQ weapon (by throwing it, for example) you'll take a cut on your action.

## Damage

The creatures and pirates you'll likely be fighting have aspects and tracks of their own, which can be damaged just as yours can. A successful attack usually marks a **single box** on one of these tracks - an attack with increased impact, or using a damage type that's more effective (such as a serrated weapon against a fibrous foe) marks an additional box. The more enemy tracks you fill, the likelier they are to surrender, flee or die.

The damage types on offer are **Blunt, Keen, Spike, Hewing, Serrated, Toxin, Acid, Blast, Volt, Frost, Salt and Flame**.

## Effects

When attacking you may choose to inflict an effect rather than damage, such as staggering your target, setting them on fire or knocking them into a less favourable position. Effects often give advantage on future attacks against a creature, or negate some of their inherent strengths.

## Resistance

Some aspects or situations may give your character resistance against a particular source of damage, damage type or effect, reducing its impact. In these cases, **reduce the amount of damage you mark by one box**. Resistance to an effect also reduces its impact - a powerful detrimental effect will be reduced in scope, and a weaker one can be shrugged off entirely.



# Montages

A montage allows each member of the crew to attempt a **single task**; a long, complex action kept mostly 'off screen' to keep the game flowing smoothly. The intention here is to evoke one of the most useful tropes of the big screen, where exploring new places, tooling up before a fight or long hours of study can be condensed into short but informative series of moments.

Tasks work in the same way as any other action, only requiring a roll if they're **difficult, dangerous** or **dramatic**. Even though a task might be complex, you don't need to roll multiple times - one action roll is enough to carry you through to the end.

## Working Together

One of the easiest ways to add advantage to a task is with the help of your crewmates (or other friendly NPCs). That said, you can't be everywhere at once - if your montage involves you being in one particular place you may not be able to help a crewmate in another.

## Freeform Tasks

Most tasks are freeform - you can attempt anything you think would benefit the narrative, and the Firefly will supply the necessary rules for it. For example, a surgeon might want to study a specimen they acquired, attempting to unlock some medicinal potential within it. There are no rules for this, but the Firefly would likely ask for a Heal roll to represent the difficulty of the act. If successful, the surgeon might add a new tag to the specimen in question.

## Common Tasks

Though tasks are just as freeform as actions, there are a few common tasks that tend to come up during the course of an adventure on the rustling waves. They're collected in the column to the right for ease of use, as well as suggestions on the requirements and resources you might need. But these are only suggestions - your group has the final say on how things work on your own Wildsea.

### SEEKING

**Requirement:** The freedom to explore a port.

Discovering new places and useful contacts while at port, when seeking the Firefly will provide you with information on a particular local topic (such as where you might be able to buy a particular resource).

### RELAXING

**Requirement:** A peaceful area in port.

Time away from the savagery of the sea, relaxing allows you to clear one of your marked impulses.

### REPAIRING

**Requirement:** Salvage.

Refurbishing broken mechanisms and armour, repairing allows you to clear a mark on a gear aspect.

### HEALING

**Requirement:** Specimen.

Tending to your own wounds or giving medical aid, healing allows you to clear a mark on a trait aspect.

### SALVAGING / HUNTING / GATHERING

**Requirement:** An area with the potential for resources.

Collecting the bounty of the Wwildsea, each of these tasks allows you to gain salvage (using the scavenge skill) or specimens (using hunt or gather). These tasks are typically most effective out on the open waves.

# Cooking and Crafting Tasks

These activities allow you to use your salvage and specimens to add temporary aspects to yourself or your crewmates.

These temporary aspects come with a name, a track and some kind of useful ability. Whenever you benefit from the ability, you mark the track. When a temporary aspect's track is fully marked the effects wear off and it's gone forever.

## COOKING

**Requirement:** An edible specimen

While it's assumed that characters always have enough basic food to get by without starving, cooking a full meal allows you to gain some delicious fortification against the dangers of the waves in the form of a temporary trait.

## CRAFTING

**Requirement:** An appropriate piece of salvage

Crafting allows you to repurpose salvage into a useful piece of temporary gear, one that won't last too long but will get a job done.

<b>6</b>	<b>Triumph</b>
	The recipient of your creation gains a beneficial temporary 2-track aspect (a trait from cooking, gear from crafting) related to the resources used.
	<b>5</b>
	<b>4</b>
	<b>3</b>
	<b>2</b>
<b>1</b>	<b>Disaster</b>
	You've created something that might work as a bizarre ornament or culinary curiosity, but little else. It gives no benefits whatsoever.
<b>DOUBLES</b>	<b>Twist</b>
	Your creation gives an unexpected benefit in addition to the usual result, something small but useful.

# Journeys

Journeys move you from one place to another, usually by means of a ship. They also allow you to discover new locations and opportunities as you travel, and to define some truths about the Wildsea itself.

## The Ship

What's a wildsailor without a ship? Stranded, most probably.

A ship is a shared possession for the crew, created by all players at the table working together. You can use the pre-made ship found at the end of this document if you wish, or head over to chapter 5 for a run-down on how to create your own unique vessel.

## Departure

As you prepare to depart the Firefly will set a number of hidden tracks for your journey - often a **progress** track and a **risk** track.

### Progress

Marked every time the ship makes progress toward a known destination. Once the last box on the progress track is marked, you've reached your destination.

The length of a progress track is decided by the Firefly based on your proposed route - taking a direct path will make it shorter, swinging out of your way to avoid dangers or make extra stops will make it longer.

### Risk

Set when you're travelling through particularly dangerous territory, even for the Wildsea. Risk tracks are marked differently depending on the nature of the threat; a powerful oncoming storm might get marked when you drop anchor, for example, whereas a period of stillness and quiet might be just what you need to clear a box when pursued by a predator or pirate band.

## Progress

Once you're out on the waves the narrative relies on your choices and dice rolls to progress. Each member of the crew will take turns at the helm and on watch (you can determine the order yourself).

## At the Helm

When you take the helm you have direct control over the ship, and can choose one of the following three options - **Cut a Path**, **Forge Ahead** or **Drop Anchor**. Each choice has both narrative and mechanical consequences.

### CUT A PATH

**Narrative:** You travel at a decent speed while keeping the ship and crew as safe as possible, and give whoever is on watch a good chance of spotting oddities early.

**Mechanical:** You mark a single box on your progress track. When the watch roll is made you can usually choose to encounter whatever is sighted or steer clear of it without any problems.

### FORGE AHEAD

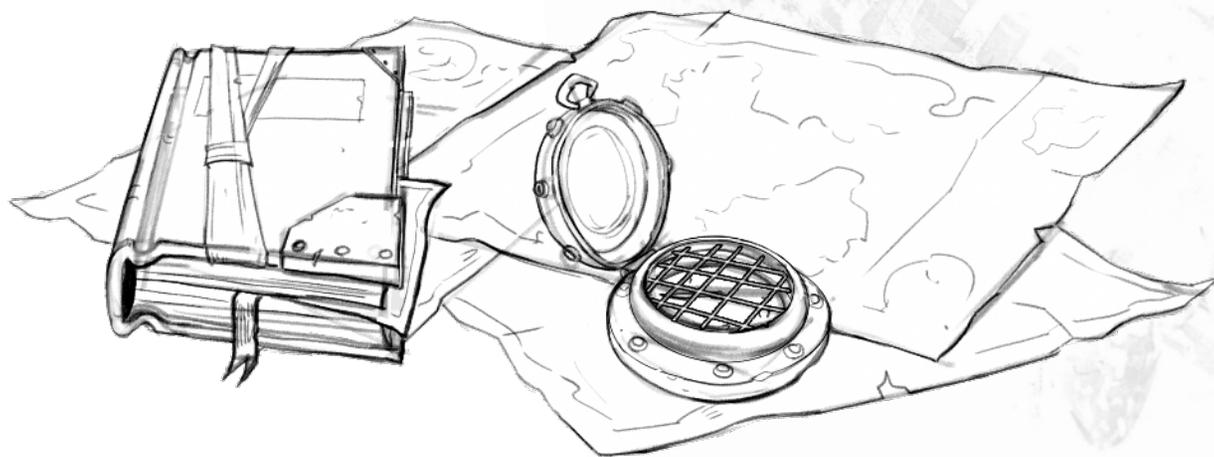
**Narrative:** Your passage across the waves is rough but swift, the roar of engines and cracking of branches heralding your arrival. Watch is almost a formality - you have little chance of coming within visual range of anything without being spotted yourself.

**Mechanical:** You can mark two boxes on your progress track. When a watch roll is made you'll usually blunder straight into whatever encounter is rolled, or damage your ship trying to avoid it.

### DROP ANCHOR

**Narrative:** The ship stops so everyone on board can rest with minimal fear of interruption. The undercrew take over watch duties, keeping their eyes out for dangers to the ship. This is the safest way to spend the night-time hours, and a great opportunity to work on personal projects and ship repairs.

**Mechanical:** You and your crew have time to take a montage while the ship is at rest. The undercrew keep watch for danger, and no other watch is rolled.



## On Watch

As one player is deciding which option to pick at the helm, another should be putting their character on watch.

When it's your watch you decide whether you're going to spend some of your resources to make a **Discovery**, or to leave things up to chance and make a **Watch Roll**.

If you decide to make a watch roll, roll a single d6 and check the result against the table below to determine what your character has spotted. The result of your roll is open for everyone to see, but you won't know the specifics of the encounter until it's introduced by the Firefly.

### Peace

An entire watch passing without a sighting of anything out of the ordinary. You might experience...

6

- ◇ A watch so uneventful you have time to take a **Montage**. Useful for healing and repairing.
- ◇ A new **Hook** or narrative development concerning the ship, crew, passengers, cargo or undercrew.
- ◇ A time for **Reflection**, confronting and coming to terms with your actions. Usually heals Mire.

### Order

An encounter with one of the various cultures living across the wildsea. You might experience...

5  
4

- ◇ A **Ship** passing within hailing distance, anything from a trading ship to bug-fishers to pirates.
- ◇ The discovery of an **Outpost**, usually supplying a nearby port (such as a drilling rig, farm or refinery).
- ◇ A **Survivor** of some terrible disaster, stranded and waiting to be rescued.
- ◇ A **Wreck** or **Ruin**, a remnant of past expansion now abandoned and ripe for salvaging.
- ◇ A **Cache** of cargo or supplies, left by those trying to make the sea a little safer... or by smugglers.

### Nature

An encounter with something born of the wild unknown, or a feature of the sea. You might experience...

3  
2  
1

- ◇ A change in the **Weather**, affecting the sky above, the branches below or both.
- ◇ A natural **Feature** of the rustling waves. Useful for orientation when pathfinding and mapmaking.
- ◇ A **Wonder** of the waves, a sight that fills the crew with hope. Heals mire.
- ◇ A **Horror** of the wilds, an experience that leaves a lasting scar. Marks mire.
- ◇ An unsettled place sturdy enough to moor your ship - **Landfall**. Useful for finding resources.
- ◇ A sighting of (or tussle with) a **Creature** of the waves, usually a bird, beast or insect.
- ◇ A run-in with one of the wildsea's unique **Plants**, sometimes large and inquisitive.
- ◇ A glimpse of a **Leviathan**, the largest creatures of the deeper branches.

### Threat

While the player on watch explains their discovery or rolls to determine what the crew encounter, the Firefly also rolls 1d6 to determine the level of potential **threat**. A result of 6 represents a danger-free opportunity, a 5 or 4 gives a hazardous encounter with a useful pay-off, and a 3, 2 or 1 indicates that there's an immediate danger to the crew with little pay-off. **The result of the Firefly's threat roll is hidden**, but owning a chart of the area you're travelling through makes travel a little safer - in these circumstances the Firefly rolls 2d6 and takes the higher result.

## Discoveries

To make a discovery first choose one of your **charts**. This will give you some information about the locale, and possibly the kinds of resources you'll find there (using a 'Salt-Stained Chart', for example, might imply the discovery is near a salt-water waterfall).

Once you've chosen a chart the next step is to add one of your **whispers**. It's these wild words that breathe life into the discovery - they allow you to describe an event, a cultural facet or a happening in the location you've discovered. The whisper 'A Welcoming Fleet', for example, might imply there's a rootless family moored in the area, or a naval battle in progress with one side looking for help).

**Both the chart and whisper are lost during this process.**

### Discovery Examples

*A Bronze Inscription + Toothstorm* might lead to...

- ◇ An ancient metal temple with a rowdy tooth-selling bazaar
- ◇ A huge copper-coloured plant with a ravenous maw
- ◇ A living storm chained to an ancient obelisk

*A Tattered Map + Howls on the Wind* might lead to...

- ◇ A pinwolf graveyard
- ◇ A pre-verdant library settled by a strange cult
- ◇ A trade channel with a constant noisy gale

*A Hasty Starchart + Never Alone Again* might lead to...

- ◇ An abandoned mountaintop island with an eerily silent monastery
- ◇ A rift filled with phosphorescent fungal constellations
- ◇ A floating city-port with a warm, welcoming atmosphere

## Encounters

Once your watch roll is made the Firefly will describe a potential encounter. It's up to you as a crew to decide whether you engage with the encounter or not.

### Avoiding an Encounter

If you don't like the look of what your watcher spotted, or have more pressing matters to attend to, you can try to avoid the encounter. In some cases this is as easy as steering well clear of whatever it is - giving a newly-discovered island a wide berth, for example. Your journey continues and you choose a new pilot and watcher, no harm done.

In others you might have more trouble. You may need to make a ratings roll to escape a pursuing ship, or sacrifice a specimen to distract a predator. Avoiding an encounter is usually far harder when *Forging Ahead*.

### Engaging with an Encounter

Engaging with encounters can be both lucrative and dangerous. The Firefly will likely give clues as to the relative threat of an encounter as they introduce it, but you'll never know for sure until you engage. If you do decide to engage with the encounter it'll usually take the form of a choice, a challenge or a scene.

## Ratings

Every ship has a set of ratings, tracks representing the ship's condition and construction. A rating track has between one and six boxes - when it's fully marked with damage you'll no longer be able to use that rating to escape or mitigate danger.

The ratings are explained in more detail in chapter 5, where you can build a ship of your own.

### Armour

A measure of your ship's resistance to damage.

### Seals

A measure of how well your ship keeps the Wildsea out while travelling.

### Speed

The speed of your ship when the engines are running smoothly.

### Saws

How good your ship is at cutting through the denser parts of the sea.

### Stealth

Your ship's ability to run low, sleek and undetected.

### Tilt

A measure of manoeuvrability, and how well your ship can tackle the sharper dips and rises of the waves.

## Ratings Rolls

When the ship is in danger or trying to overcome an obstacle, the Firefly will often call for a ratings roll to determine the outcome of any manoeuvres.

To make a ratings roll, roll dice equal to the unmarked boxes of the rating in question and check the result on the table below.

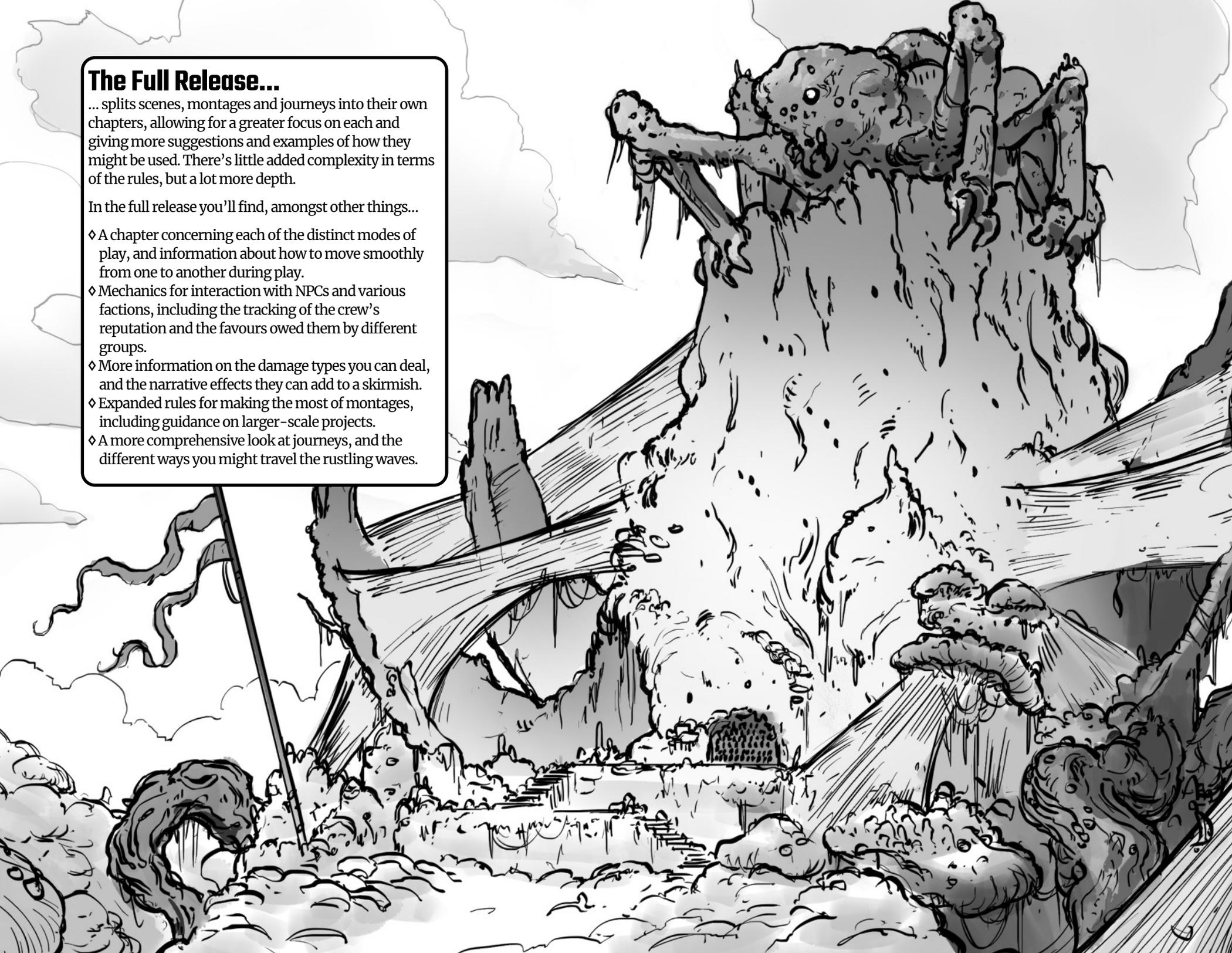
6	<b>Triumph</b> You bypass the obstacle safely.
5	<b>Conflict</b> You bypass the obstacle, but also take a mark of damage to the rating.
4	<b>Disaster</b> You fail to bypass the obstacle, and also take damage to the rating.
3	<b>Twist</b> An unexpected event in addition to the usual result.
2	
1	
DOUBLES	

## The Full Release...

... splits scenes, montages and journeys into their own chapters, allowing for a greater focus on each and giving more suggestions and examples of how they might be used. There's little added complexity in terms of the rules, but a lot more depth.

In the full release you'll find, amongst other things...

- ◆ A chapter concerning each of the distinct modes of play, and information about how to move smoothly from one to another during play.
- ◆ Mechanics for interaction with NPCs and various factions, including the tracking of the crew's reputation and the favours owed them by different groups.
- ◆ More information on the damage types you can deal, and the narrative effects they can add to a skirmish.
- ◆ Expanded rules for making the most of montages, including guidance on larger-scale projects.
- ◆ A more comprehensive look at journeys, and the different ways you might travel the rustling waves.





Rest Without Flame

## Creating a Character

The first half of this chapter takes you through the different features of a Wildsea character, giving you the information you'll need before you create your wildsailor. The second half details the Bloodlines, Origins and Posts on offer.

### Quickstart Kits

Each Bloodline, Origin and Post in the latter half of this chapter comes with a quickstart kit. **Choose one of each, follow the instructions and your character is ready to go.**

When picking skills and languages from a quickstart kit, you can pick the same one multiple times (so you might take the Chthonic language three times when creating an ardent character, for example). As long as you don't raise the rank of any individual skill or language **above three**, you're in the clear.

### Personalisation

Never be afraid to make one-to-one switches as you put together your character - one skill for another, a suggested aspect for another that catches your eye.

# 4. CHARACTERS

# Background

Your character's background is a combination of three choices - their bloodline, their origin and their post.

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 post 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 someone with the talent to take a particular post. Each choice carries with it a narrative risk and reward.

## The Details

This page is only here to provide an overview. You'll find far more detail later in the chapter, where each bloodline, origin and post gets a full write-up to aid you with character creation.

# 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 - when rolling you can **add 1d6** to your dice pool.

The edges on offer are **Grace, Iron, Instinct, Sharps, Teeth, Tides** and **Veils**.

## Grace

**An edge of elegance, precision & agility**

You're at your best when you're free to move, using superior mobility and unexpected speed to run rings around a problem. Grace is often used for dodging and balancing, performing acrobatic feats and attacking with lighter weapons.

## Iron

**An edge of force, determination & willpower**

You're at your best when relying on direct action, using sheer grit to carry you through. Iron is often used for weathering incoming damage, keeping your cool in tense situations, imposing your will on others and attacking with heavier weapons.

## Instinct

**An edge of sense, intuition & reaction**

You're at your best when going with the flow, acting without a plan and trusting either your gut or your body's natural senses. Instinct is often used to react to unexpected events and hazards, learn more about the world around you and connect with the weirder elements of the waves.

## Sharps

**An edge of logic, wit & planning**

You're at your best when you can bring intelligence and preparation to bear, relying on the knowledge that your mind (or tongue) are sharper than any blade. Sharps is often used to solve problems, untangle complexities, design or create new objects and outmanoeuvre others in verbal conflicts.

## Teeth

**An edge of savagery, passion & destruction**

You're at your best when letting loose, exposing the wilder parts of your nature and damning the consequences. Teeth is often used to inflict fear on others, to destroy objects and relationships, to disregard convention and to make brutal, uncompromising attacks.

## Tides

**An edge of exploration, learning & lore**

You're at your best when relying on your knowledge of the waves, the quirks and secrets of the wildsea that others might write off as mere folktales. Tides is often used for unearthing secrets and mysteries, spinning engaging tales, charting new courses and steering ships.

## Veils

**An edge of shadows, ciphers & secrecy**

You're at your best when your influence is near-impossible to detect, managing situations from behind the scenes. Veils is often used to go undetected or cover your tracks, to backstab and betray and to manipulate others in both social and combat situations.

# 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 also have a rank, starting at one and topping out at three. Skills add a number of d6s to your dice pool equal to their rank.

## Movement Skills

**Climb:** For scaling vertical surfaces, anything from a mountain to a monster's hide, a crumbling wall to a hanging rope.

**Scramble:** For moving easily through narrow spaces, wrecks and ruins. Also useful for traversing difficult terrain and fighting in awkward areas.

**Leap:** For clearing gaps and chasms, landing safely after falls and performing acrobatic feats.

**Stealth:** For moving unheard and unseen, or for using your environment to hide your presence.

**Wavewalk:** For moving across the rustling waves without the aid of a ship; a mix of sprinting, swinging, swimming and brachiating depending on the surrounding treetops.

## Detection Skills

**Scrutinize:** For noticing patterns, evidence and details others miss. Also allows you to better explore new environments.

**Sense:** For pushing your senses past their usual limits, both in terms of environmental awareness and social understanding.

**Hunt:** For the tracking and trapping of animals. Also helps with butchery and trophy-taking from fresh kills.

## Creation Skills

**Craft:** For rigging together new gear and mechanisms, and for repairing existing equipment with unusual pieces.

**Cook:** For creating healthy, hearty meals. These can often grant protection from some of the wildsea's threats and maladies.

## Survival Skills

**Hack:** For cutting through thick vegetation, clearing paths and attacking plant-based hazards.

**Break:** For smashing through stone and metal, dealing with explosives and disabling mechanisms and machines.

**Gather:** For collecting fruits and other produce, usually from the branches of the wildsea itself. Can also be used to identify, grow or tend to plants.

**Scavenge:** For stripping useful materials from wrecks and ruins. Also helps with identifying important salvage.

**Heal:** For tending to the sick and wounded. This covers everything from curing diseases to surgery, though a lack of resources can make some things impossible.

**Repair:** For patching up the broken and frayed, from machinery to engines to gear. This is often impossible without materials and resources to act as spare parts.

## Social Skills

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

**Negotiate:** For turning others to your way of thinking.

**Outwit:** For lying convincingly and outsmarting others.

**Perform:** For telling stories and playing songs, and for affecting emotions with a sense of drama.

## Combat Skills

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

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

**Block:** For bracing against and weathering hits, allowing you to reduce or shrug off damage entirely.

**Dodge:** For avoiding incoming attacks with poise, dexterity or clever misdirection.

# Languages

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

Having a smattering of a language allows you to use and understand simple words and 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 and speak without the fear of misunderstanding or being misunderstood, even without rolling.

## 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 characters start with 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 despite 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 and soft clicks used by the gau. Though the structure and grammar are surprisingly easy to learn, pheromonal bursts are required to communicate the most complex concepts.

## 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 relying partly on gesture.

## Brasstongue

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

## Raka Spit

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

## Lyre-Bite

The lilting tongue of poets and songwriters across the wild waves, well-suited to performances and long-form poetry.

## Old Hand

An entirely gesture-based language with no spoken component, perfect for those naturally quiet types. Old hand has existed since before the verdancy, and has changed remarkably little despite the passage of years.

## Tokotoka

The precise, rhythmic language of constructs, engineers and ancient ordinator. Almost impenetrable to those not schooled in its basics.

## Signalling

An unspoken code broadcast with flags, flares or signal-lamps, often known by experienced travellers, military types and smugglers. Relies partly on colour.

## Highvin

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

## Using Language Effectively

Being able to communicate with an NPC in their own natural language (rather than the catch-all common tongue of Low Sour) is a great way of building rapport and getting extra information.



Ektus Horizoneer

**“She’s doing that thing again. With the bugs.”**

**It was an uncharitable tone. Kepra looked over at their navigator, sat cross-legged at her platform by the prow, then back to the grimacing sailor that had spoken up.**

**“Unsettling, isn’t it? Twists you up inside, that feeling of weirdness. That power.” The sailor nodded. Fireflies danced in the night air.**

**“Yeah, it is for me too. Tell you what though,” Kepra continued, laying a massive thorny hand casually across the sailor’s shoulders, “You ain’t never going to hear a complaint about it out of me. Know why?”**

**The sailor met Kepra’s petaled gaze with defiance, but it couldn’t last. There were fireflies on his shirt, on the deck, a constellation of them around the navigator’s post. She clapped, dreamily, and they rose as one and scattered to the north-east.**

**“Cause she just found our next port.”**

## 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**, which represent the benefits of training and experience, or the innate functions of your biology.

**Gear**, which acts as a catch-all term for the weapons, armour and tools that your character relies on.

**Companions** can be anything from a trained animal to a construct, a living spell to a captured spirit; something that fights alongside you, acts as a mount or scouts out places you wouldn’t normally be able to access.

Here are a few examples...

### **Shank Worker** (4-Track Trait)

Increase impact when working on a project using wood, sap or blossoms.

### **Jagserry** (3-Track Gear)

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

### **Swarm-Scout** (3-Track Companion)

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

## Reading an Aspect

Each of the bloodlines, origins and posts you’ll find in the next chapter has a set of aspects for you to choose from, but before you get there you’ll need to know what information to look out for. All aspects have the same three components; a name, a track and a rule.

### **Name**

The name of an aspect doesn’t just give it flavour, it gives it narrative power. 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).

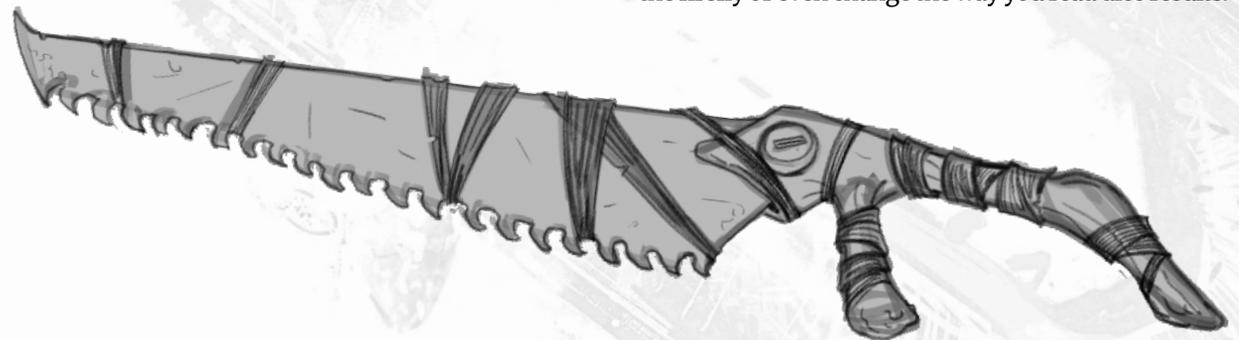
### **Track**

When your character takes damage you have a choice – take an injury, or mark it off an appropriate track. The longer your aspect’s tracks are, the more punishment you can take before suffering a serious injury.

Some aspects also let you mark their track to access special benefits, such as the Salvage Crawler example to the left. If an aspect’s track is ever fully marked you lose access to any dice or benefits it would usually offer.

### **Rule**

The main meat of an aspect is how it lets you add to, change or break the usual rules of the game. An aspect might let you do something impossible for other characters, deal a certain damage type, resist harm from a variety of sources, gain extra information from the firefly or even change the way you read dice results.



# 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 living secrets eager to burrow into active minds.

These are your resources – the useful oddities that your crew will collect during their travels. There are four broad categories – **salvage, specimens, whispers** and **charts**.

## Salvage

Salvage describes inorganic material plucked from wrecks, ruins and corpses. It might take the form of torn canvas, shards of metal, curious artefacts or poorly-made weaponry.

You can use salvage to...

- ♦ **Repair** damaged gear (usually by using a task)
- ♦ **Craft** new temporary gear (by using a task, though more complex creations might be a full project)

## Acquiring Salvage

Salvage is most often acquired by using the *Scavenge* skill, but the *Scrutinize* skill may also help you identify particularly useful or valuable items.

## Specimens

Specimens are the organic bounty of the wildsea, usually taken from insects, beasts or the waves themselves. They might take the form of meats and organs, chitinous shells, spices, fruits, fungus or bones.

You can use specimens to...

- ♦ **Heal** damaged traits (usually by using a task)
- ♦ **Cook** fortifying meals that offer temporary traits when consumed (by using a task, though a grand feast would likely be a full project)

## Acquiring Specimens

The *Hunt* skill is useful for taking down beasts and carving their corpses for useful parts, as well as for fishing with a rod or spear. The *Gather* skill is used to collect leaves, roots and spices, and could also be used to cultivate a garden or fruit tree.

## Whispers

Whispers are wild secrets and living lore that leap from mind to mind, parasitic words with a will of their own. They can be anything from a single word to a short phrase or a snatch of poetry, but they can only exist in one mind at a time – when spoken or written, a whisper is lost.

You can use whispers to...

- ♦ **Discover** new locations out at sea (usually by combining them with a chart)
- ♦ **Twist** the narrative of the world in your favour (by speaking them aloud, which allows you to create a twist related to the whisper)

## Acquiring Whispers

Whispers often worm their way into your head as you witness the horrors and wonders of the wildsea, but a canny wildsailor might seek them out in other, stranger ways...

## Charts

Charts are the lifeblood of travel, documents that record the location of spits, islands, hazards and trade routes. They're often kept in locked navigator cabinets on ships, or in specially-made libraries (known as 'cartoikas') in port. A chart can be anything from a traditional map to a journal of trading routes, a starchart to a pre-verdant carving.

You can use charts to...

- ♦ **Discover** new locations out at sea (usually by combining them with a whisper)
- ♦ **Record** safe routes between certain locations (usually after a successful journey, which makes subsequent journeys easier as long as you have the chart)

## Acquiring Charts

Like whispers, charts are difficult to acquire outside of ideal circumstances. They can be traded for in port or when you meet another friendly ship, or plucked from the strongboxes of old wrecks. Some characters are able to scribe charts as they travel, as long as they have the right equipment.



**“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.**

## Mires

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

### Mire Tracks

Every character has a set of three mires, chosen during character creation, and each of these mires has a special two-box track. Here’s an example...

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

Whenever your character experiences the horrors of the sea or turns to savagery where civility would do, you mark one of these boxes.

If one box of a mire is marked, let hints of the condition bleed through into your roleplay.

If both boxes of a mire are marked the mire should be at the forefront of your roleplay when possible, informing your choice of words and actions.

### Mechanical Mire

The effects of mire aren’t merely narrative either. Whenever you try to act in a way that contradicts a mire, you automatically cut a number of dice equal to the amount of marks on that mire track.

### Clearing Mire Marks

While the easiest way to remove a mark of mire is by playing to your drives (see the column on the right for details), it’s not the only way. Encountering an unexpected wonder while travelling the rustling waves will usually clear a mark or two, as will setting time aside at port for rest or relaxation (though it’ll likely cost you some resources). If your ship has a surgeon they may also be able to help in more extreme cases.

## Drives

Everyone at sea has goals they want to achieve, dreams to chase and secrets to uncover. These are your drives, the goals that keep your character going - and making progress on these drives can pull your character out of even their darkest moods. Here are a few examples...

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

### Using Your Drives

Whenever you achieve something that advances or satisfies one of your drives you have a couple of options to choose from...

#### Gain a Whisper

You gain a whisper that relates to the drive in some way, making it easier to tie that drive in to the narrative in the future.

#### Clear a Mark of Mire

Immediately clear any one of the marked boxes on any of your mire tracks.

# Benefits, Injuries & Tracks

The final section of the character sheet is reserved for benefits and injuries, as well as any personal tracks you might need to keep an eye on (such as project tracks or tracks for temporary gear).

These temporary conditions are usually constructed like an aspect, but in a much rougher form. Here are a few examples...

## Spicy Meal (Benefit)

Mark to resist cold damage or ignore the effects of low temperatures.

## Well-Fed (Benefit)

Mark to ignore a stun or knockdown.

## Paralysing Net (Temp Gear)

Mark to stun or entangle a nearby creature.

## Sporelung (Injury)

Cut on rolls for physical exertion and stealth.

## Broken Leg (Injury)

Cut on rolls for movement.

## Benefits

Benefits are temporary bonuses that your character is subject to. Think of them like limited-use aspects, if that helps. They might give you the chance to...

- ◇ Absorb incoming damage or detrimental effects
- ◇ Gain extra effect on an action without cutting
- ◇ Gain bonus dice on certain actions
- ◇ Gain an ability you wouldn't usually have access to
- ◇ Gain temporary ranks in a skill or language

When you gain a benefit, the Firefly will set a track for it. Every time you use it you mark its track, and when the final box on the track is marked you lose the benefit entirely.

A benefit might also be lost if you go too long without using it. The 'Well-Fed' benefit, for example, probably wouldn't last more than a few scenes.

## Temporary Gear

This works almost exactly like a benefit; mark it when you use it, when it's fully marked it's unusable. The difference here is that you might not want to wipe it off your character sheet entirely - if you found it useful, feel free to keep it around and make it a personal mission to try and get a permanent version as an aspect.

## Injuries

An injury is like a 'negative benefit' - something you have to suffer the effects of until you fully mark its track. They're most often caused by special monster attacks, catching a disease or taking a large amount of damage that can't be absorbed by an aspect.

While you're affected, an injury might...

- ◇ Force you to cut on some actions
- ◇ Take away a skill or sense
- ◇ Add negative effects to some actions

Injury tracks can be marked by bed rest, medicinal treatments and some surgeon abilities. When the track is fully marked, the injury is healed.

# Milestones

Milestones are narrative achievements that you can record on your character sheet to use as fuel for various advancements; extending the length of an aspect's track, adding a rank in a skill or language or even gaining a new aspect entirely. They're split into two types, **Minor** and **Major**.

The Firefly will award you a minor milestone whenever you achieve something meaningful during the course of a game, in the form of a short sentence describing what it was you achieved. 'De-fanged a Giant Snake' or 'Escaped the Cave-In' are examples of minor milestones.

Major milestones are awarded whenever you achieve something extraordinary or finish a narrative arc. 'Solved the Mystery of the Taurobol Tower' and 'Ended the Red Blossom Plague' are examples of major milestones.

## Using Milestones

Here's a quick breakdown of what using a milestone can give your character in terms of advancement.

Add a box to an aspect's track.....	<b>Minor Milestone</b>
Gain a new skill rank.....	<b>Minor Milestone</b>
Gain a new language rank.....	<b>Minor Milestone</b>
Gain a new aspect.....	<b>Major Milestone</b>
Combine two aspects.....	<b>Major Milestone</b>

When you want to trade a milestone for one of these advancements, **undertake a task** related to what you're trying to gain (you might gain a new gear aspect by working at a forge, or a new language rank by practicing with another crewmember, for example).

## Combining Aspects

When you use a major milestone to combine two of your existing aspects...

- ◇ Give the new aspect a name
- ◇ Give the new aspect a type (trait, gear or companion)
- ◇ Give the new aspect a track (length equal to the sum of the two combined tracks)
- ◇ Add all of the abilities from both of the combined aspects

# 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      Teeth      Tides

### Starting Skill and Language Ranks (Choose 5)

Skills: Scramble, Leap, Wavewalk, Gather, Sense, Charm

Languages: Chthonic, Old Hand

### Starting Resources (Choose 2)

Salvage: Stone Fragments, Highwood Planks

Specimens: Caged Bird, 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 (4-Track Trait)

You're a natural survivor. Count conflicts as triumphs when healing from an injury.

### Ghostsight (3-Track Trait)

You can see echoes, spirits and the spectral realm.

### Strong Stomach (3-Track Trait)

Reduce the impact of poisons, diseases and sickness.

### Sporescarf (3-Track Gear)

Resist the effects of bad air and airborne spores.

### Pre-Verdant Heirloom (1-Track Gear)

A vestige of the long-buried past. When you would mark mire you can choose to mark this gear instead.

### Machete (2-Track Gear)

A trusty blade used as a tool as often as it is a weapon. Deals CQ hewing damage. Increase impact when clearing vegetation with this gear.

### Scimitar (4-Track Gear)

A curved blade that deals CQ keen damage.

### Hand Crossbow (2-Track Gear)

A compact crossbow. Deals LR spike damage. Increase impact when attacking an unarmoured opponent.

### Ragged Longcoat (3-Track Gear)

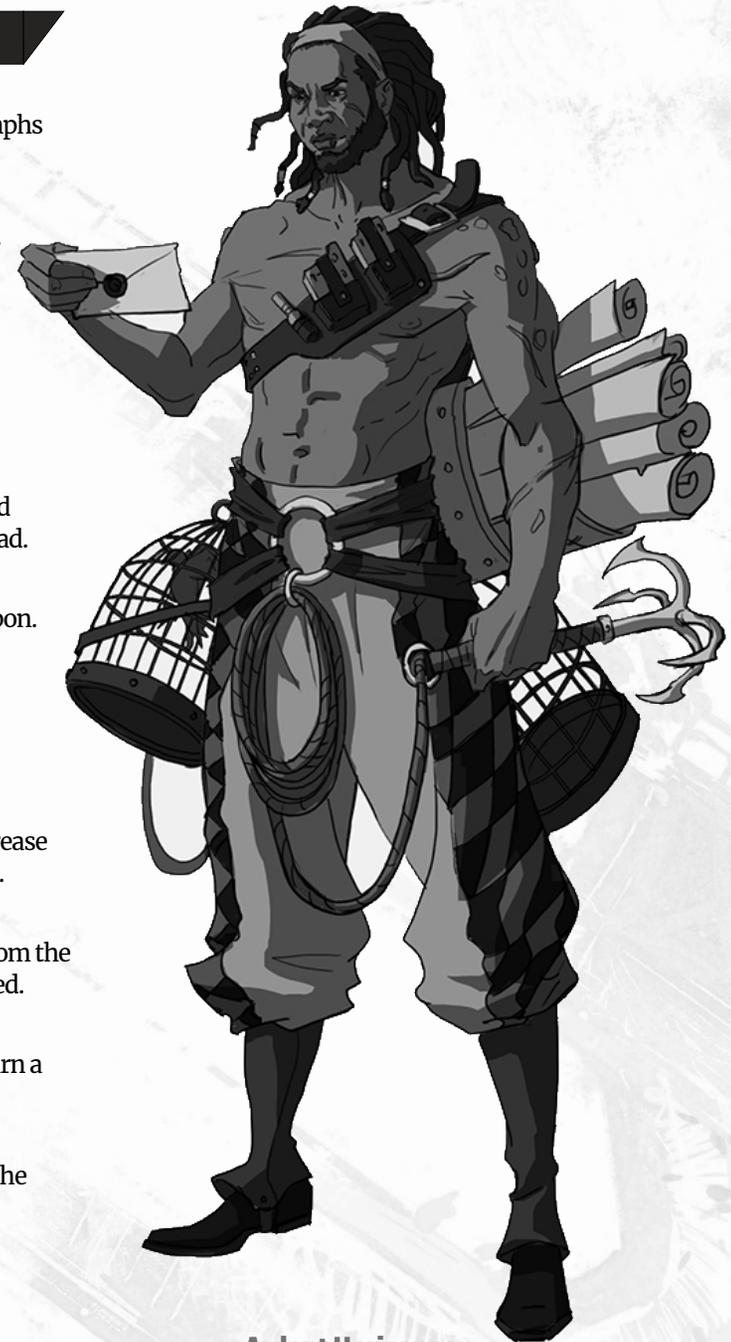
You're resistant to three damage types, chosen from the following list: Blunt, Keen, Spike, Hewing, Serrated.

### Ancestral Spirit (3-Track Companion)

You're haunted by a benevolent spirit. Mark to learn a secret from the spectral realm (once per scene).

### Watch-Wolf (3-Track Companion)

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



Ardent Horizoneer

# Ektus [Bloodline]

**Proud cactoid wanderers from the eaten east.**

Fibrous and towering, the ektus embody pride and stability in the face of hardship. Though their ancestral deserts were lost to the hunger of the verdancy's roots they survived, and some of their oldest kings still remember the days of sand and soil.

The typical ektus is cactoid, long-limbed and weighty, their fibrous skin decorated with spines, blooms and rough-healed scars. Though they lack identifiable facial features each ektus is set apart from their fellows by size, posture, bloom-scatter and head-shape. Despite this the flowers growing on an ektus are far from decorative, and many double as sensory organs.

## 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)

**Skills:** Leap, Hack, Break, Gather, Strike, Block

**Languages:** Saprekk, Highvin

### 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. Increase impact when defending yourself with this trait.

### 1000 Needles (3-Track Trait)

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

### Iris Blossoms (2-Track Trait)

You can see heat the way others see colour.

### Heliovore (3-Track Trait)

Heal a mark of damage on any of your traits after spending a day in strong sunlight.

### Cactus-Flesh Filtration (3-Track Trait)

Use a task to give any liquid resource the 'Pure' tag.

### Longspine (4-Track Trait)

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

### Tar-Scrawl Tattoos (3-Track Trait)

Resist the effects of bad air and airborne spores.

### Tower Shield (5-Track Gear)

An immense shield of wood and iron, built to last.

### Wedge-Axe (4-Track Gear)

A long-handled axe that deals CQ hewing damage.

### Heavy Chakram (3-Track Gear)

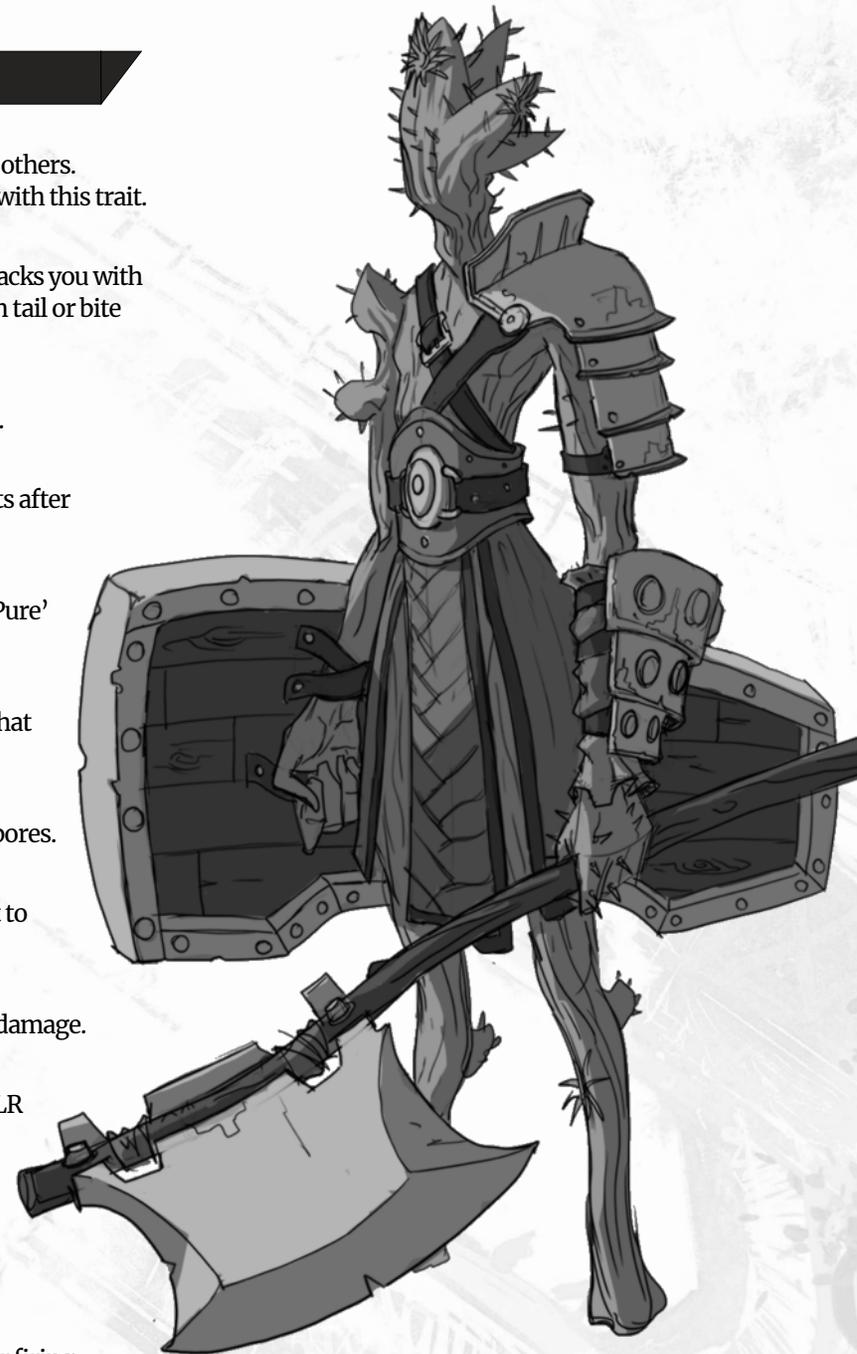
A set of weighty throwing blades, dealing LR keen or hewing damage.

### Desert Harness (3-Track Gear)

You're resistant to three damage types, chosen from the following list: Spike, Hewing, Serrated, Frost, Flame.

### Catekora (3-Track Companion)

A quilled, fibrous feline with a penchant for firing spines when provoked. Deals LR spike damage.



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 and explore a new world of rot and growth.

Most gau have flexible limbs and 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, while 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)

**Skills:** Scramble, Leap, Stealth, Wavewalk, Gather, Heal  
**Languages:** Gaudimm, Raka Spit

### Starting Resources (Choose 2)

**Salvage:** Fluted Stone, Fossilized Fungus  
**Specimens:** Fat-Bodied Beetle, Sourvine Extract  
**Whispers:** Mycosanctum Rumbblings  
**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 (4-Track Trait)

You can shed light at will.

### Camouflage Mottle (3-Track Trait)

Increase impact when using stealth in either a natural or urban environment (choose one when you take this trait).

### Fungal Tendril (4-Track Trait)

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

### Mycofiltration (2-Track Trait)

You can see perfectly within sporeclouds, and you resist the effects of bad air and airborne spores.

### Spore-Sacs (4-Track Trait)

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

### Naturally Hallucinogenic (3-Track Trait)

Use a task to create a rare resource, *Hallucinogenic Spores*.

### Fungal Fortress (3-Track Trait)

You're resistant to three damage types, chosen from the following list: Keen, Hewing, Toxin, Acid, Frost.

### Medicine Pouch (3-Track Gear)

Use a task to create a rare resource, *Medicinal Herbs*.

### Jag-Lash (4-Track Gear)

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

### Spore-Slinger (3-Track Gear)

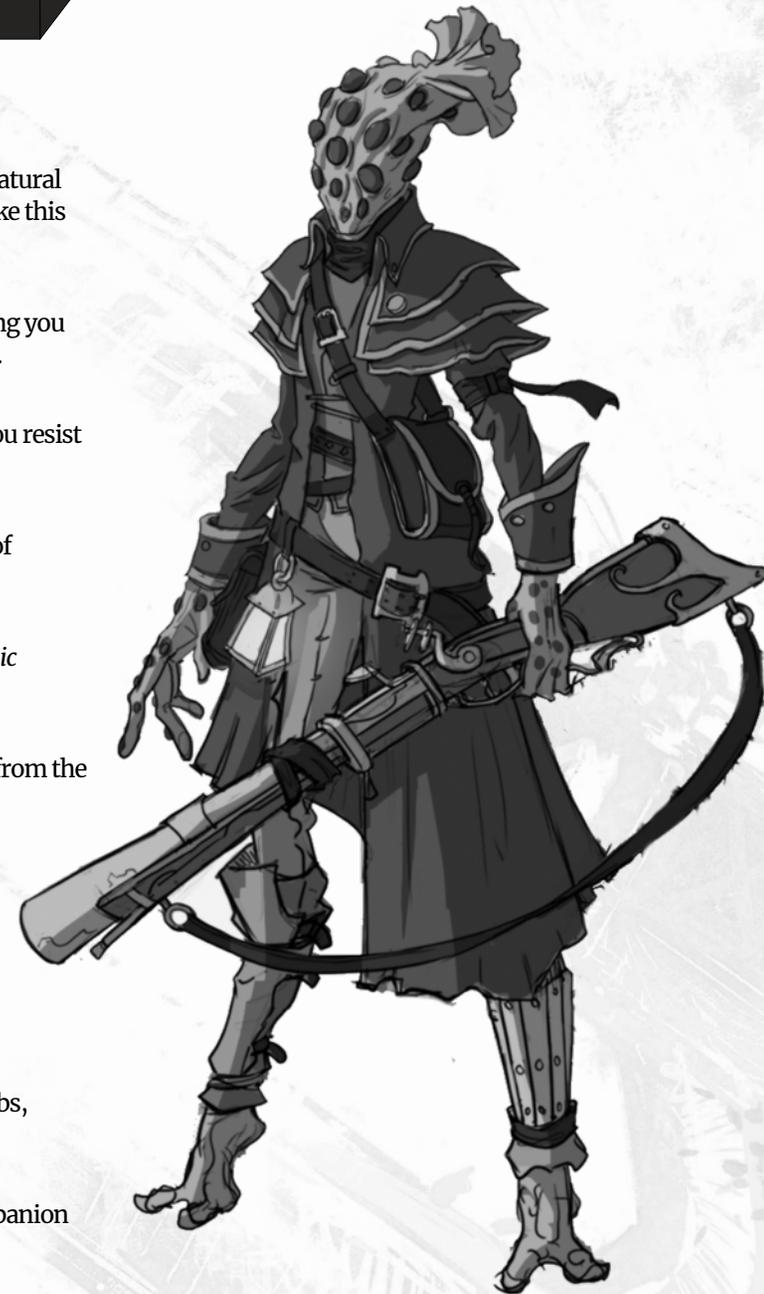
A sling-like contraption for lobbing spore-bombs, dealing LR toxin or blast damage.

### Pangoshroom (4-Track Companion)

A slow-moving but well-armoured fungal companion that wants nothing more than to keep you safe.

### Sporehund (3-Track Companion)

A loyal companion that deals CQ toxin damage.



Gau Hunter

# Tzelicrae [Bloodline]

## Spider colonies wrapped in humanesque skins.

Becoming a more common sight across the Wildsea by the year, the tzelicrae are spider colonies raised to sentience through an unknown and mysterious process. Though technically thousands of individual minds and bodies working together, most tzelicrae think of themselves as a singular being. Many even adopt the shapes and mannerisms of other Wildsea creatures, often one of the three other bloodlines.

Though tzelicrae are no more or less likely to be dangerous as any other denizens of the Wildsea, fear and distrust of them runs deep in many communities due to their unsettling attempts at mimicry.

## Quickstart Kit

When you're making a quickstart character and choose tzelicrae 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      Teeth      Veils

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Climb, Stealth, Wavewalk, Scrutinize, Sense, Outwit

**Languages:** Knock, Chthonic, Saprekk, Gaudimm

### 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, striving for individuality

Your movements are staccato, disturbing

## Aspects

### Arachnid Mobility (2-Track Trait)

You never cut for difficulty when climbing.

### The Lottery of Skin (4-Track Trait)

Choose either Ardent, Ektus or Gau. You can pass as a member of this species under casual inspection.

### Ersatz Limbs (4-Track Trait)

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

### Tremorsense (2-Track Trait)

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

### Gossamercraft (3-Track Trait)

Mark to produce a resource, *Silk-Like Web* (either dry or sticky).

### Spiderbite (4-Track Trait)

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

### Shirk the Skin (3-Track Trait)

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

### Shroom Hookah (3-Track Gear)

You're resistant to three damage types, chosen from the following list: Keen, Spike, Serrated, Hewing, Toxin.

### Motley Carapace (5-Track Gear)

You've incorporated an assortment of discarded armour pieces into your skin.

### Swarm-Scout (3-Track Companion)

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



Tzelicrae Dredger

# Rootless [Origin]

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

In a world where solid ground is hard-won and reliable clean water scarce, nomads are common. The rootless are those that have fully embraced the nomadic lifestyle, 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)

**Skills:** Scramble, Wavewalk, Scavenge, Negotiate, Perform, Craft

**Languages:** Brasstongue, Raka Spit, Signalling

### Starting Resources (Choose 2)

**Salvage:** Rusted Cogs, Sailcloth

**Specimens:** 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 (3-Track Trait)

When you make a discovery during a journey, mark to tie it to your family in some way (such as a relative or family friend).

### Hull Hearted (3-Track Trait)

Once per scene, increase impact on any successful action taken whilst aboard a ship you own or crew.

### Wild Words (3-Track Trait)

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

### Needs Must (4-Track Trait)

You never mark mire for consuming food or drink, no matter the source or condition.

### Mechanical Limb (3-Track Gear)

Your mechanical limb feels no pain. Increase impact when defending yourself with this gear.

### Fishing Lure (3-Track Gear)

Improve the rarity of any living specimen you acquire.

### Patterned Sash (3-Track Gear)

Treat conflicts as successes when using social skills to affect animals.

### Short-Spear (4-Track Gear)

Traditionally used for deckside defence. Deals CQ spike damage.

### Slingshot (3-Track Gear)

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

### Tarscale Armour (4-Track Gear)

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

### Springfox (3-Track Companion)

A nimble wildsea vulpine known to dance in the wake of larger ships. Deals CQ spike damage.



Ardent Rootless & Springfox

# Ridgeback [Origin]

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

In the earliest days of the verdancy many mountain-dwelling folk considered themselves divinely spared from the forest that ate the world. Unfortunately, their sanctuaries quickly turned to graveyards; the harsher weather and lack of food meant that many died from exposure and disease, and those that clung on too often 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)

Grace      Iron      Teeth

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Leap, Break, Hunt, Repair, Perform, Cook

**Languages:** Chthonic, Brasstongue, Old Hand

### 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

### Barrel-Chested (5-Track Trait)

You may not be built fancy, but you are built sturdy.

### Stone Hearted (4-Track Trait)

Once per scene, increase impact on any successful action taken whilst on ancient ground.

### Search for Omens (3-Track Trait)

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

### Thick Skin (3-Track Trait)

You're resistant to three damage types, chosen from the following list: Blunt, Toxin, Cold, Salt, Volt.

### Crushing Blows (4-Track Trait)

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

### Leviathan Furs (4-Track Trait)

You never mark mire when confronted with an unknown or terrifying beast, no matter the size.

### Ritual Mask (3-Track Gear)

You can see spirits, echoes and the spectral realm.

### Whispering Charm (3-Track Gear)

Sacrifice a whisper to learn a secret about a nearby individual (supplied by the Firefly).

### Hexed Tooth (3-Track Gear)

Mark to levitate and control exposed bone.

### Shamanic Idol (4-Track Gear)

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

### Swift Hawk (2-Track Companion)

A surly, vicious bird that can deal LR keen damage. Mark to temporarily blind or distract an opponent.

### Mountain Tusker (3-Track Companion)

An ill-tempered boar with cruel tusks. Deals CQ spike damage, and is large enough to ride.



Ardent Ridgeback

# Shankling [Origin]

**A youth spent leaping branch to branch, high above the rustling waves.**

Tallshanks are trees titanic even by the standards of the Wildsea, their trunks spearing up through the waves, their crowns rarely less than half a mile wide.

The shanklings saw potential in the lofty reaches of these crowns, a separation from the predators of the wider waves below. Their cities and airship high-ports sprawl across the branches, old ruins dredged from the depths now hanging from sturdy chains and linked by ropes and bridges. Shankling citizens tend to be elegant, decisive and entirely unfazed by heights, typically dressed in clothes styled to resemble the birds and beasts of their towering homes.

## Quickstart Kit

When you're making a quickstart character and choose shankling 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                      Tides                      Veils

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Climb, Leap, Wavewalk, Hack, Gather, Craft

**Languages:** Knock, Signalling

### Starting Resources (Choose 2)

**Salvage:** Ancient Stone, Length of Chain

**Specimens:** Broadwood Branch, Crowning Leaf

**Whispers:** Sunset Through Branches

**Charts:** An Etched Branch-Map

### Starting Drives (Choose 1)

Climb the highest shanks

Establish a high-port

### Starting Mires (Choose 1)

Branches break and bend beneath you

The opposite of vertigo, a deck-level queasiness

## Aspects

### Head for Heights (4-Track Trait)

You're immune to vertigo, nausea and mire caused by heights and precarious positions.

### Skybridge Step (5-Track Trait)

An elegant defensive dance that keeps you out of harm's way.

### High Ground (3-Track Trait)

Once per scene, increase impact on any successful action taken whilst you have the high ground.

### Rising Meteor (4-Track Trait)

Mark to sprint up a surface that would usually require you to climb it, even if it's unstable.

### Hawksight (4-Track Trait)

You can see much further and in greater clarity than the typical wildsailor.

### Grappling Hook (2-Track Gear)

When anchored allows you to swing over chasms and climb sheer surfaces. Treat conflicts as triumphs when climbing or swinging.

### Glider's Cloak (3-Track Gear)

You can land safely after any prepared fall.

### Balancing Staff (4-Track Gear)

Both a weapon and an acrobatic aid. Deals CQ blunt damage.

### Broadwood Bow (3-Track Gear)

Exquisitely crafted. Deals LR spike or toxin damage.

### Feathered Mantle (3-Track Gear)

You're resistant to three damage types, chosen from the following list: Blunt, Serrated, Toxin, Cold, Salt.

### Sentinel Skywing (2-Track Companion)

A watchful bird, often used for scouting remote areas.

Mark to learn a secret of the surrounding waves.



Ardent Shankling

# Spit-Born [Origin]

**Born on a spit of land dragged to the surface by the ever-growing boughs of the sea.**

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 a lifetime, and a healthy knowledge that their entire home could be swallowed by the waves at any point encourages most spit-born to live without many possessions and 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)

**Skills:** Scramble, Break, Repair, Scrutinize, Outwit, Cook

**Languages:** Brasstongue, Highvin

### 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 for novel and exotic foodstuffs

## Aspects

### Pit-Fight Survivor (5-Track Trait)

You learnt how to take a beating and stay standing.

### Urban Exploration (3-Track Trait)

Mark to discover a friendly lead on services or information when in a port or city.

### Cobble Hearted (3-Track Trait)

Once per scene, increase impact on any successful action taken whilst in a port or city.

### Every Street Tells a Story (3-Track Trait)

Mark to learn a secret of a port or city you're docked at.

### Through the Throng (3-Track Trait)

Treat conflicts as successes when moving through crowds, herds and swarms.

### Shrewd Marketeer (4-Track Trait)

You can tell a fake, forgery or counterfeit item at a glance.

### Spit & Polish (3-Track Trait)

Use a task to remove a negative tag (such as *rusted* or *broken*) from any piece of salvage.

### Docker Threads (3-Track Gear)

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

### Brass Knuckle (4-Track Gear)

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

### Black-Market Pistol (4-Track Gear)

A firearm sourced from unsavoury types. Deals LR blast damage.

### Calico Slink (3-Track Companion)

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

### Pangopod (3-Track Companion)

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



Ardent Spit-Born

# Corsair [Post]

Fighters tasked with protecting their ships from the myriad dangers of the sea.

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 and axes.

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

## Quickstart Kit

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

### Starting Edge (Choose 1)

Grace      Iron      Teeth

### Starting Skill and Language Ranks (Choose 5)

Skills: Leap, Heal, Strike, Shoot, Block, Dodge

Languages: Old Hand, Signalling

### 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 (5-Track Trait)

The key to survival is mobility. They can't hurt you if they can't hit you.

### Dirty Fighter (3-Track Trait)

Treat conflicts as triumphs when attempting to trip, knock down, blind or stun opponents.

### Surgical Strike (3-Track Trait)

You can target attacks precisely (such as when aiming for a weak point) without cutting for difficulty.

### Prowess (4-Track Trait)

Mark to increase impact when attacking at close quarters.

### Dangersense (4-Track Trait)

Mark to hijack focus from a trap or ambush as it triggers.

### Chain Attack (4-Track Trait)

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

### Berserker (3-Track Trait)

You're immune to mire while in combat.

### Flashpowder Pouches (4-Track Gear)

Shake gently to produce temporary torchlight, or mark to produce a blinding flash.

### Corsair's Sabre (4-Track Gear)

A classic wildsea blade. Deals CQ keen damage.

### Boarding Axe (2-Track Gear)

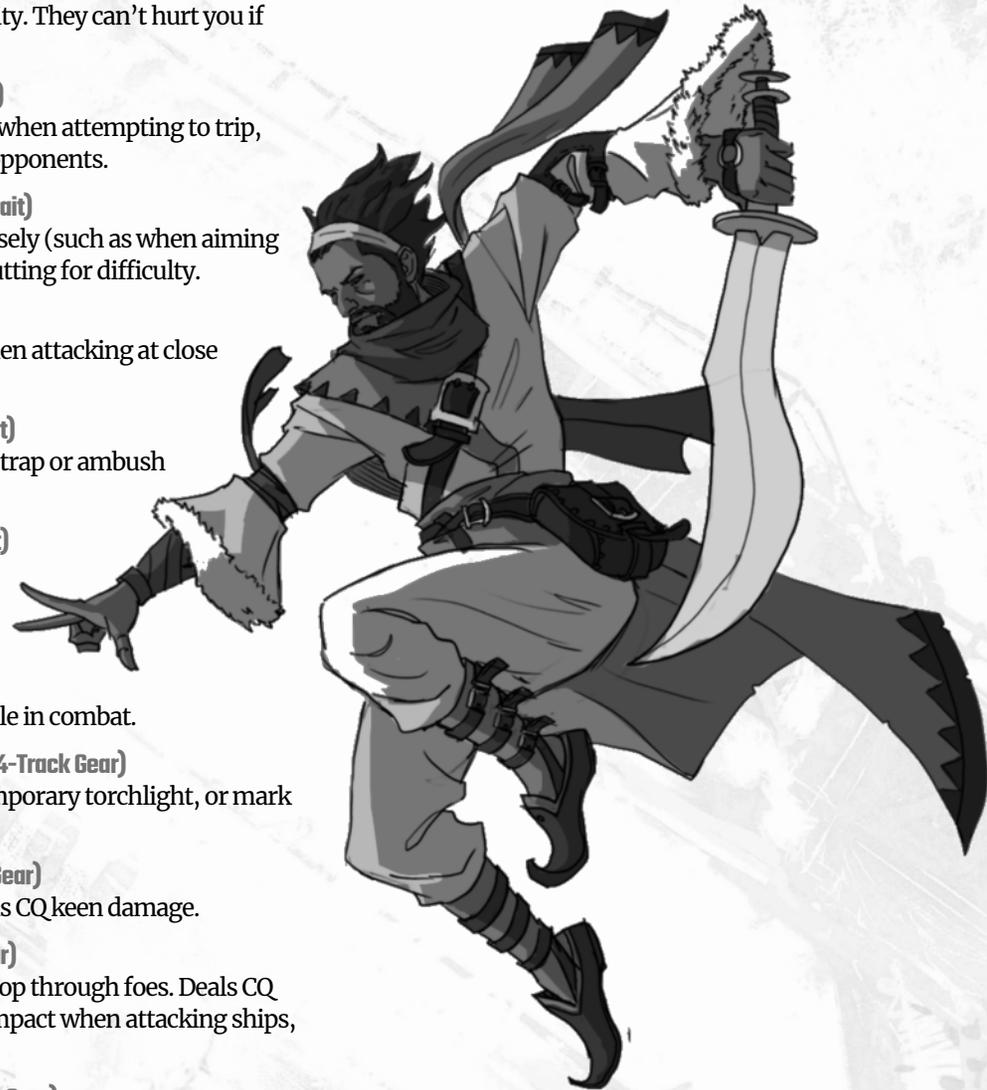
A savage weapon used to chop through foes. Deals CQ hewing damage. Increase impact when attacking ships, objects and structures.

### Throwing Knives (3-Track Gear)

Perfectly weighted. Deals LR keen or spike damage.

### Dragonfly Mantle (3-Track Gear)

You're resistant to three damage types, chosen from the following list: Blunt, Keen, Spike, Hewing, Blast.



Ardent Corsair

# Dredger [Post]

**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 post, you gain the following bonuses. You should also choose 2 aspects from the column on the right.

### Starting Edge (Choose 1)

Sharps      Tides      Veils

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Scramble, Stealth, Break, Scavenge, Outwit, Craft

**Languages:** Brasstongue, Tokotoka, Highvin

### Starting Resources (Choose 2)

**Salvage:** Copper Rings, Ancient Engine

**Specimens:** Soporific Sap, 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 wrecks to shift and creak

## Aspects

### Seared Skin (3-Track Trait)

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

### Master Salvager (3-Track Trait)

Improve the rarity of any salvage you acquire from wrecks, reefs and ruins.

### Mental Catalogue (4-Track Trait)

Mark to discern the use or history of something ancient.

### Lurid Cartography (3-Track Trait)

You can use charts to find shipwrecks and disasters.

### Ancient Discovery (3-Track Trait)

Whenever you discover a new location, choose a single salvage type to be easily found there.

### Devil May Care (3-Track Trait)

Treat conflicts as triumphs when avoiding traps and environmental hazards.

### Amber Lenses (4-Track Gear)

Goggles that allow you to see perfectly through smoke, mists and sporeclouds.

### Moth Lantern (4-Track Gear)

Uses luminous moths to illuminate a small area around you.

### Springheel Boots (4-Track Gear)

Mark to make a prodigious leap and land safely without having to roll.

### Tomb Hammer (2-Track Gear)

As much a tool as it is a weapon. Deals CQ blunt damage. Increase impact when smashing stonework and structures.

### Key-Tail Scorpion (2-Track Companion)

A curious little beast with a skeleton-key stinger. Mark to open any mundane lock.

### Sanctipede (3-Track Companion)

Drawn to history and forgotten things. Mark to identify a piece of ancient salvage in your vicinity.



Gau Dredger

# Hacker [Post]

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

Your job is to clear the way for settlements, ships and exploration, plunging into the Wildsea to tear open paths and clearings.

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 and honest sweat reign supreme; your worth is measured in snapped branches and rough-cut routes.

## Quickstart Kit

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

### Starting Edge (Choose 1)

Iron      Instinct      Teeth

### Starting Skill and Language Ranks (Choose 5)

Skills: Climb, Wavewalk, Hack, Gather, Strike, Dodge

Languages: Knock, Signalling

### Starting Resources (Choose 2)

Salvage: Wreck-Iron Plating, Abandoned Scrap

Specimens: Wild Apricots, Scorpions in a Jar

Whispers: An Ironroot Fallen

Charts: An Arboreal Diagram

### Starting Drives (Choose 1)

Lay 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

### Scars Remember (5-Track Trait)

The wildsea teaches harsh, but useful, lessons.

### Trailblazer (3-Track Trait)

Increase impact when finding routes and clearing paths through vegetation.

### Living Antidote (3-Track Trait)

Use a task to create a rare resource, *pure spit* or *pure sweat*.

### Wild Harvest (3-Track Trait)

Treat conflicts as triumphs when attacking or defending against plant-type hazards.

### Crezzercamo (3-Track Trait)

Mark to become undetectable to plant-type hazards and creatures for the duration of a scene.

### Grappling Chain (2-Track Gear)

Designed to find quick purchase in bark and boughs. Increase impact when traversing the sea.

### Chemical Censer (3-Track Gear)

Mark to create a small area of smoke that repels insects and lowers visibility.

### Wavestrider Jacket (2-Track Gear)

Resist the hazardous effects of crezzerin exposure, insect bites and poisons.

### Jagserry (3-Track Gear)

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

### Sawtooth Chakram (3-Track Gear)

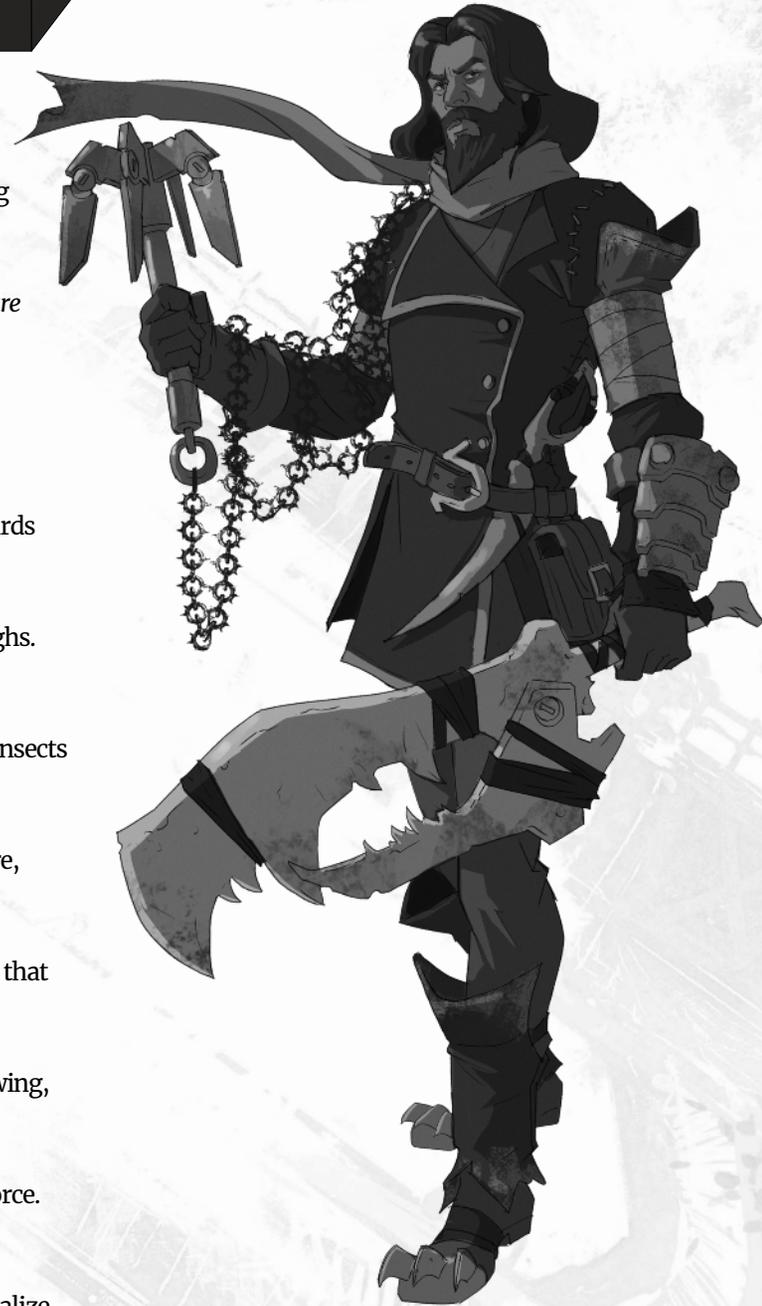
A set of sharpened circular blades made for throwing, dealing LR keen or serrated damage.

### Defoliant Grenades (3-Track Gear)

Explosive packets that burst when lobbed with force. Deals LR acid or salt damage.

### Gyrewing Moths (3-Track Companion)

A trained swarm of ragged insects. Mark to neutralize the effects of bad air and airborne spores for your crew.



Ardent Hacker

# Hunter [Post]

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 and materials for the crew, usually in the form of animals parts. Some hunters prefer more complex prey, styling themselves as bounty hunters and roving the waves looking to bring down bounties for payment. Either way, stealthy movement and hidden snares often pay dividends.

## Quickstart Kit

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

### Starting Edge (Choose 1)

Grace                      Instinct                      Teeth

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Stealth, Wavewalk, Hunt, Gather, Strike, Shoot

**Languages:** Raka Spit, Signalling

### Starting Resources (Choose 2)

**Salvage:** Leather Cord, Rusted Mantrap

**Specimens:** Scorpion Carapace, Bait Worms

**Whispers:** Leviathan Breeding Grounds

**Charts:** A Chart of Old Hollows

### Starting Drives (Choose 1)

Bring down a leviathan

Provide meat for a grand feast

### Starting Mires (Choose 1)

Crezzersar pushes you to the brink of madness

Something is hunting you - you're sure of it

## Aspects

### Ghost of the Wilds (3-Track Trait)

Choose either wild or urban areas. You leave barely any trace, and are almost impossible to track, when moving through your chosen area.

### From Nowhere (3-Track Trait)

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

### Whisper on the Wind (3-Track Trait)

Sacrifice a whisper to gain cryptic information on a target's whereabouts and actions.

### Bloodhound (3-Track Trait)

Your sense of smell is highly developed, allowing you to hunt and track by scent alone.

### Butchery Kit (3-Track Gear)

You can butcher dangerous specimens without risk, and increase impact when gathering resources from a creature you've hunted.

### Snare Set (3-Track Gear)

Count conflicts as triumphs when readying traps, snares or ambushes.

### Venomous Trophy (3-Track Gear)

Use a task to create a resource, *Paralyzing Venom*.

### Jawspear (4-Track Gear)

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

### Manifold Bow (2-Track Gear)

A finely-crafted bow paired with an expansive quiver. Can deal LR damage of three types chosen from the following list: Spike, Toxin, Blast, Volt, Salt.

### Target Dragonfly (3-Track Companion)

Every moment of its life is a hunt. Mark to identify a weak point or weakness of a creature you can see.



Ektus Hunter

# Rattlehand [Post]

**Everything breaks eventually, but can also be repaired.**

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 and 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 post, 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)

**Skills:** Scramble, Break, Scavenge, Repair, Scrutinize, Craft

**Languages:** Tokotoka, Highvin

### 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)

Choose wood, metal or bone. Increase impact when crafting or repairing with your chosen material.

### Made to Last (3-Track Trait)

When you craft, the resulting creation's track is three boxes longer than usual.

### Multitasker (3-Track Trait)

You can use a task to work on repairing up to three pieces of gear or mechanical companions at a time.

### Surefire Smith (3-Track Trait)

Count conflicts as triumphs when repairing gear and mechanical companions.

### Toolbelt (2-Track Gear)

Once per scene, swiftly craft a one-track creation without needing to roll.

### Salvage Kit (3-Track Gear)

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

### Multi-Lens Goggles (3-Track Gear)

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

### Volt-Rail (4-Track Gear)

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

### Hazard Suit (3-Track Gear)

You're resistant to three damage types, chosen from the following list: Spike, Acid, Blast, Volt, Flame.

### Artillery Spider (3-Track Companion)

A self-made automaton designed to offer fire support. Deals LR blast damage.

### Autocrawler (2-Track Companion)

A nimble little scavenging construct. Once per scene, improve the rarity of salvage you acquire.

### Steam Scarab (4-Track Companion)

A self-made automaton, large enough to ride.



**Ardent Rattlehand**

# Slinger [Post]

**Distance fighters that announce themselves with a cacophony of gunfire.**

Usually found keeping a watch on the sea from the tallest vantage points on their ships, slingers are the first line of defence against attacks from pirates and wild beasts. Lightly armoured and possessing heavy firepower, their aim is usually to drop their targets before they even get close enough to fight.

Though most slingers use hammerpin and blackpowder to make their mark on the world, traditionalists exist - bows, crossbows and even slingshots can all be just as deadly in the right hands.

## Quickstart Kit

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

### Starting Edge (Choose 1)

Grace      Iron      Sharps

### Starting Skill and Language Ranks (Choose 5)

**Skills:** Climb, Leap, Wavewalk, Strike, Shoot, Dodge

**Languages:** Saprekk, Brasstongue, Lyrebite

### Starting Resources (Choose 2)

**Salvage:** Shell Casings, Blackpowder Pouch

**Specimens:** Wormapple Cores

**Whispers:** Distant Thunder

**Charts:** An Old Drunkard's Log

### Starting Drives (Choose 1)

Protect the crew from boarders and pirates

Find and restore a legendary pre-verdant weapon

### Starting Mires (Choose 1)

Your weapons jam and misfire at inopportune times

Your distance vision blurs, turns hazy

## Aspects

### Gunslinger's Poise (5-Track Trait)

You're hard to shake, no matter what comes your way.

### Trigger Discipline (3-Track Trait)

When attacking at long range, mark to count conflict results as triumphs.

### Deadeye (3-Track Trait)

You can target attacks precisely (such as when aiming for a weak point) without cutting for difficulty.

### From On High (4-Track Trait)

Increase impact when attacking from an elevated position.

### Thunder (4-Track Trait)

Mark to increase impact when attacking at long range.

### Trick Shot (4-Track Trait)

Mark to attack a target you can't see or don't have line of sight to.

### Precision Denial (4-Track Trait)

Mark to hijack focus when targeted by a ranged attack.

### Barrage (4-Track Trait)

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

### Smoke Bombs (4-Track Gear)

Mark to produce a cloud of smoke, obscuring vision in your area.

### Hammerpin Revolver (3-Track Gear)

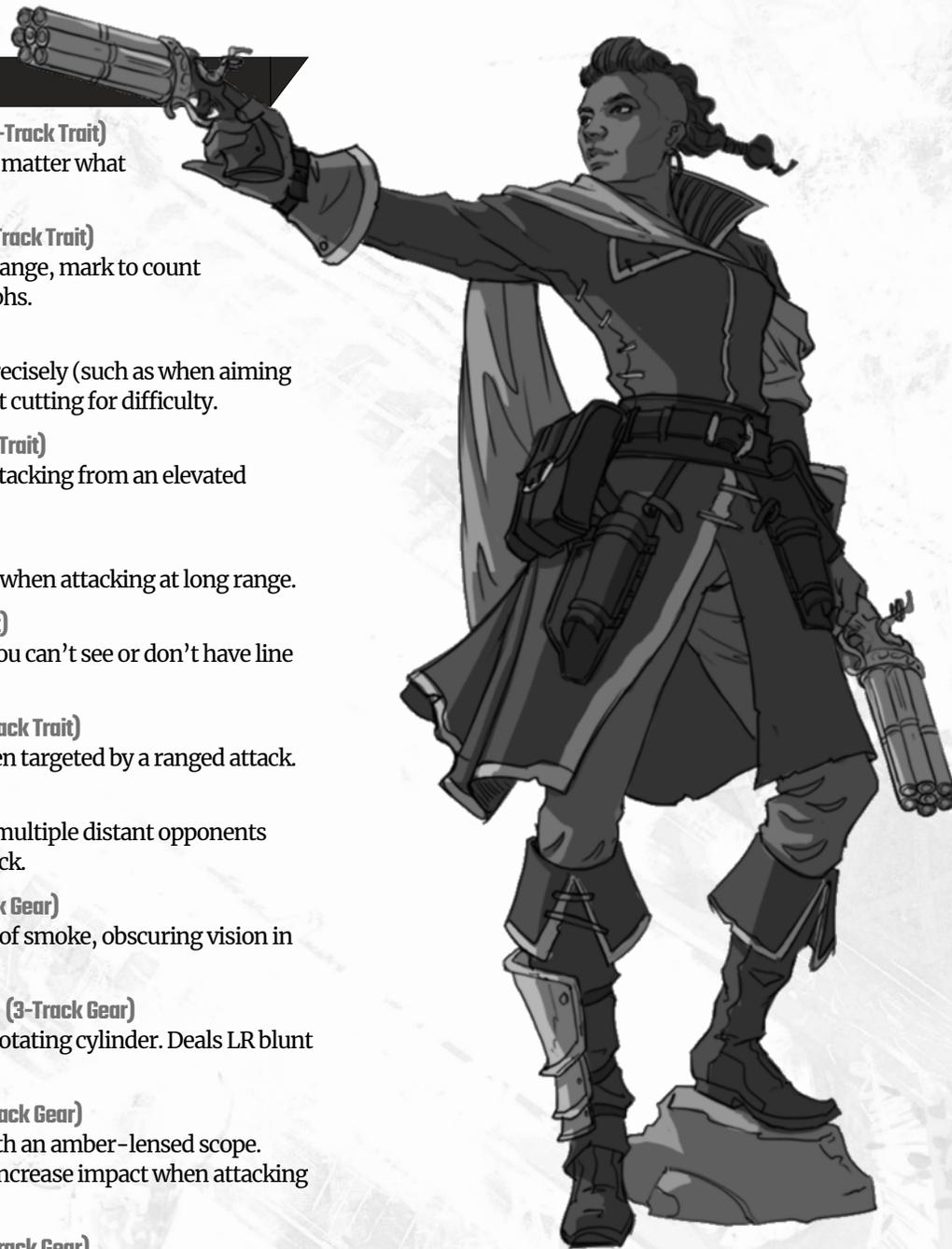
A heavy revolver with a rotating cylinder. Deals LR blunt or blast damage.

### Bolt-Action Rifle (2-Track Gear)

A long-barrelled rifle with an amber-lensed scope. Deals LR blast damage. Increase impact when attacking from a hidden position.

### Copper Sawn-Off (3-Track Gear)

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



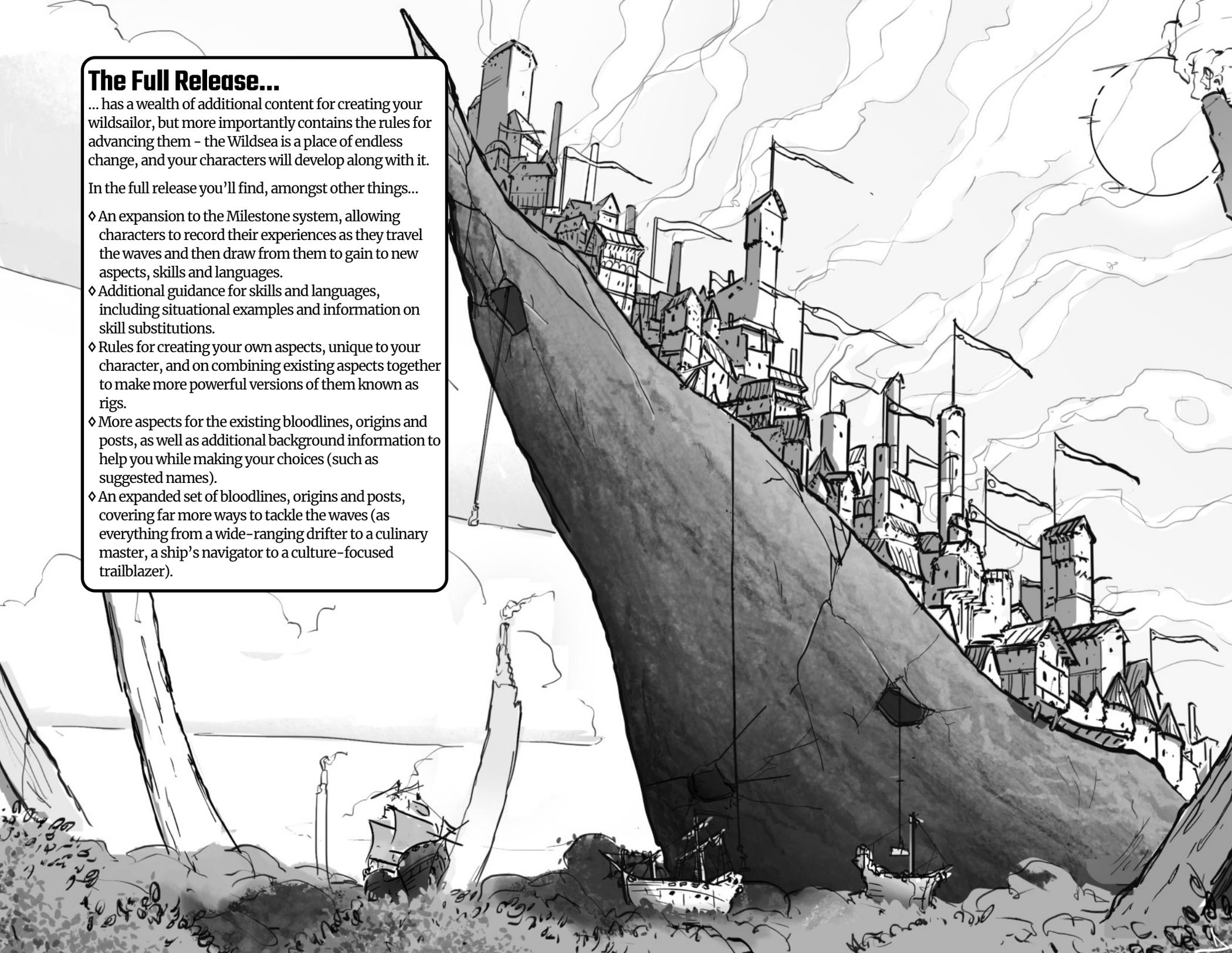
Ardent Slinger

## The Full Release...

... has a wealth of additional content for creating your wildsailor, but more importantly contains the rules for advancing them - the Wildsea is a place of endless change, and your characters will develop along with it.

In the full release you'll find, amongst other things...

- ◆ An expansion to the Milestone system, allowing characters to record their experiences as they travel the waves and then draw from them to gain to new aspects, skills and languages.
- ◆ Additional guidance for skills and languages, including situational examples and information on skill substitutions.
- ◆ Rules for creating your own aspects, unique to your character, and on combining existing aspects together to make more powerful versions of them known as rigs.
- ◆ More aspects for the existing bloodlines, origins and posts, as well as additional background information to help you while making your choices (such as suggested names).
- ◆ An expanded set of bloodlines, origins and posts, covering far more ways to tackle the waves (as everything from a wide-ranging drifter to a culinary master, a ship's navigator to a culture-focused trailblazer).



# 5. THE SHIP

## Take to the Waves!

One of the core ideas behind the Wildsea is that you'll have a ship to explore the rustling waves with, but you might not start with one - depending on how your game begins you might be ashore somewhere, crewing a ship on behalf of another captain or (if you're lucky) in charge of your own vessel.

If you do have a ship of your own, or if you get the chance to commission or construct one, this chapter is for you.

### Spending Stakes

To create your ship you'll need to spend stakes, a special resource used exclusively for ship-building and crew-hiring.

You get six stakes as standard to create your ship, plus another three stakes for every player with a character on the crew. That way, every player at the table has a stake in creating it.

These stakes are spent on making choices about the ship's design, fittings and any extra NPC crew-members sailing with you. Simple choices cost one of your stakes, whereas more advanced options may take two or even all three stakes to add to the ship.

Having your own stakes to spend allows you to ensure that if there's an option you can't live without you can afford it on your own, or lets you contribute something toward the basic functionality of the ship and keep a little back for personalized choices that better suit your own character.

# Creating Your Ship

There are three stages to ship creation: deciding the **design**, adding **fittings** and hiring the **undercrew**. When choosing these, keep in mind that every character should have a place on the ship to call their own.

## Design

When spending your stakes, your group first needs to cover the basics of the ship's design. Every ship needs to have at least one option chosen from the following sections...

**Sizes:** A measure of how many crew and passengers a ship can comfortably hold.

**Frames:** A ship's basic profile and appearance.

**Hulls:** The main material used in a ship's construction.

**Bites:** The mechanism that lets a ship cut through (or otherwise traverse) the tangled waves of the Wildsea.

**Engines:** The motive force behind the ship's bite.

## Fittings

Once the design is covered you can add more specialized options to your ship in the form of fittings. Fittings choices are all optional, and come in the form of...

**Additions:** Useful parts, extra engines and other oddities.

**Rooms:** Quarters and workrooms for the crew.

**Armaments:** Deck weapons used for defence against the hazards of the wild.

**Outriders:** Smaller vessels with limited range that can be launched from the main ship.

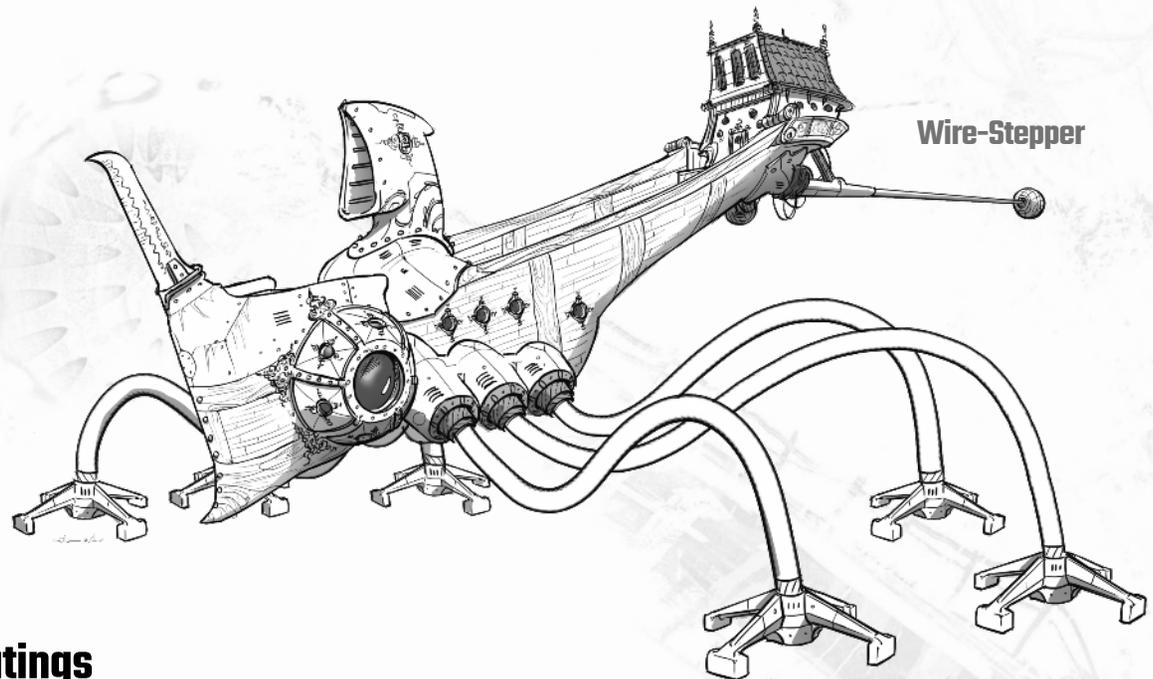
## Undercrew

The undercrew are NPC crewmembers loyal to the ship (or at least loyal to the percentage of spoils and profits they garner). Undercrew choices are entirely optional, and come in the form of...

**Officers:** Named NPCs who each have a skill, language and aspect to distinguish them.

**Gangs:** Small groups of unnamed NPCs that perform basic tasks during journeys.

**Packs:** Creatures trained to defend or aid the ship in some way.



## Ratings

Every ship has a set of ratings, tracks representing the ship's condition and construction. Each of these ratings starts as a 1-track, but will gain more boxes as you spend your stakes on design, fittings and undercrew choices.

### Armour

A measure of your ship's resistance to damage. You'll likely roll your armour rating when a larger creature attacks your ship, when you're fired on by pirates or when you brute-force the ship through a hazardous area of the sea.

### Seals

A measure of how well your ship keeps the wildsea out while travelling. You'll likely roll your seals rating when there's a sporestorm, insect swarm or other potentially invasive presence.

### Speed

The speed of your ship when the engines are running smoothly. You'll likely roll your speed rating when attempting to outrun a pursuer or weather pattern, or if you somehow find yourself in a race.

### Saws

How good your ship is at cutting through the denser parts of the sea. You'll likely roll your saws rating when cutting through thicker areas of the sea or trying to ram other ships.

### Stealth

Your ship's ability to run low, sleek and undetected. You'll likely roll your stealth rating when trying to minimize the noise of your engine or the trail you leave, or when trying to avoid the notice of distant threats.

### Tilt

A measure of manoeuvrability, and how well your ship can tackle the sharper dips and rises of the waves. You'll likely roll your tilt rating when tackling one of the larger treetop waves, when diving down into the tangle to evade a pursuer or when trying to keep steady during a rootquake or storm.

**The galley was a mess, tables piled high with the spoils of their most recent salvaging run. Rusted metal, rotten ropes, shards of glass worn smooth by the years.**

**A pauper's haul... to the untrained eye, at least, but she knew better than to write it off just yet.**

**"How's it going down here, Tamen?"**

**The wiry little gau surfaced, his head jerking up from the pottery he'd been investigating.**

**"I think you're going to like this, captain. The info was good."**

**Tamen waved her over to the rear of the galley where a pot was bubbling gently over one of their old chemical burners.**

**It was hard to see through the steam, but she could just about make out a set of jars sitting beneath the surface.**

**"Intact?" She asked. Tamen shot her a smile, nodded enthusiastically.**

**"Not just intact, boss... Pre-V."**

## Design

These are the essentials of a ship on the Wildsea. Make sure you pick up at least one option from each of the design sections (Size, Frame, Hull, Bite and Engine).

### Sizes

Spend your stakes on a size to determine your ship's physical presence and general crew capacity. Note it down on your ship sheet, as well as any rating ranks it gives. You can only have one size.

#### ◆ Nano Free

Suited for a single sailor and maybe a passenger or two. Perfect for the lone wildsailor, possessed of excess bravery (or a deathwish).  
Stealth +1

#### ◆ Small 1 Stake

Suited for 2-4 people, cramped but serviceable for double that. Ideal for a first ship.  
Speed +1

#### ◆ Standard 1 Stake

Comfortable for 5-10 people, but can hold double that number if necessary. The majority of ships out on the Wildsea are of standard size, hence the name.  
Armour +1

#### ◆ Large 2 Stakes

Can house 10-20 crew with room to spare, many more if necessary depending on the internal designs and additional fittings. Large ships are most often used to patrol trade-routes around more lawful areas, or to transport settlers and research teams for large factions.  
Armour +1, Seals +1

## Frames

Spend your stakes on a frame to determine your ship's profile and basic appearance. Note it down on your ship sheet, as well as any rating ranks it gives. You can only have one frame.

#### ◆ Sturdy 1 Stake

Built to last in a place of temporary things, a sturdy frame helps weather the strongest assaults.  
Armour +1

#### ◆ Moulded 1 Stake

A single unbroken structure running through the ship - quite a feat of safety-conscious engineering.  
Seals +1

#### ◆ Light 1 Stake

Made with the lightest possible materials in the smallest possible amounts.  
Speed +1

#### ◆ Scything 1 Stake

Often wedge or blade-shaped, scything frames are constructed specifically to cut as efficiently as possible through the waves no matter what bite they're equipped with.  
Saws +1

#### ◆ Sleek 1 Stake

Quiet is hard to come by on the wildsea, but a sleek frame ensures that no matter how noisy your bite and engine might be you'll always be low to the waves.  
Stealth +1

#### ◆ Flexible 1 Stake

Built for adjustability and responsiveness, flexible frames are often multi-segmented or jointed in some way.  
Tilt +1

## Hulls

Spend your stake on a hull material to build up around the ship's frame, to keep the wildsea out and the cargo and crew in. Note it down on your ship sheet, as well as any rating ranks it gives.

### ◆ Junk-Strung 1 Stake

A basic hull of scavenged metal, driftwood and animal bones; unstable, rusting and leaky.

Armour +1

### ◆ Reef-Iron 2 Stakes

Metal plating from decommissioned ships, reshaped for your frame. Durable and rust-resistant.

Armour +1, Seals +1

### ◆ Broadwood 2 Stakes

Wooden planks cut from the more reliable trees of the wildsea. Strong and flexible.

Armour +1, Tilt +1

### ◆ Leviathan Bone 2 Stakes

A hull crafted from one or more pieces of leviathan skeleton. Solid, if a little morbid.

Armour +2

### ◆ Rough Bark 2 Stakes

Harvested from the ironroots. Irregular and tough to maintain, but easy for others to overlook at distance across the waves.

Armour +1, Stealth +1

### ◆ Chitinous 2 Stakes

Made from the shells of the wildsea's larger insects. Smooth, offering little in the way of friction or snags.

Seals +1, Speed +1

## Bites

Spend your stake on a bite to give your ship a way of cutting through (or otherwise traversing) the rustling waves of the Wildsea. Note it down on your ship sheet, as well as any rating ranks it gives.

### ◆ Sharpened Prow 1 Stake

Simple and straightforward, a honed blade running the length of the ship's prow to better cut through vegetation. Comes with a small outboard thruster.

Saws +1

### ◆ Sawprow 2 Stakes

A Wildsea favourite, the sawprow is a chainsaw edge that runs down the curve of the prow. Capable of cutting through most obstructions with ease.

Saws +1, Tilt +1

### ◆ Longjaw 2 Stakes

An underslung chainsaw arrangement that extends from the front of the ship, chewing and pulling forward.

Saws +1, Speed +1

### ◆ Mulcher 2 Stakes

Grinding teeth in a lamprey-style mouth, noisy but effective.

Saws +2

### ◆ Underscales 2 Stakes

Thousands of flexing scales that worm the ship forward with a sinuous motion.

Saws +1, Stealth +1

### ◆ Impellers 2 Stakes

Large jet-like outboard engines that push the ship through the waves with brute force.

Speed +2

### ◆ Grappling Array 2 Stakes

Prow-mounted grappling hooks that are fired out and then laboriously wound back in for slow, inexorable progress.

Tilt +2

## Engines

Spend your stake on an engine to drive your chosen bite (if your bite needs an engine, of course). Different engines take different types of fuel, but whatever they require can surely be found among the waves of the Wildsea with a little searching. Once your engine's chosen, note it down on your ship sheet along with any rating ranks it gives.

### ◆ Jawbox 1 Stake

Noisy, wood-fuelled engines that create huge clouds of smoke and dust but with minimum chance of flame.

Speed +1

### ◆ Springwork 1 Stake

Wound exhaustively by hand, springwork engines store and release kinetic energy with surprising efficiency.

Stealth +1

### ◆ Chemical Compressor 2 Stakes

The most common engine on the rustling waves, reliably unreliable but easy to fuel. Runs on crushed fruit and insect husks.

Speed +2

### ◆ Steam Piping 2 Stakes

Hellish contraptions of rare chemicals and scalding steam, fuelled with water.

Seals +1, Stealth +1

### ◆ Tamed Hive 2 Stakes

A buzzing organic engine crawling with bees, fed with flowers and honey.

Seals +1, Speed +1

### ◆ Solar Compressor 2 Stakes

Made to store, liquefy and pressurize sunlight. Naturally fuelled on sunny days.

Speed +1, Stealth +1

# Fittings

These represent the more niche aspects of your ship, the useful extras and personal touches. Spending your stakes here is entirely optional.

## Additions

These general fittings are the type of things that tend to make life on the waves just a little bit easier for everyone.

### ◆ Anchor System Free

Lengths of chain with heavy curved hooks, used to anchor ships to the branches of the Wildsea. Every ship comes with this as standard.

### ◆ Rig-Ropes 1 Stake

Ropes strung up above the deck for various purposes, often climbed, used as safety lines for trips over the edge of the ship or hung with drying washing.

### ◆ Firefly Lanterns 1 Stake

A network of lanterns, their glowing inhabitants woken or sent to sleep with a tap on the glass, ready to illuminate any part of the ship.

### ◆ Survival Station 1 Stake

Containing flares, flags, grapples, wraps and emergency rations.

### ◆ Cargo Crane 1 Stake

A sturdy crane for loading and unloading cargo.

### ◆ Wrecker's Magnet 1 Stake

A curious electromagnetic crane, often used by salvagers.

### ◆ Tethered Kitesail 1 Stake

A glider tethered to the deck with a long rope, allowing aerial exploration on windy days.

## Rooms

Subdivisions of the ship outfitted for specialist tasks. Rooms don't make your ship any bigger, so adding a lot of rooms onto a small- or nano-sized vessel is going to leave it pretty cramped.

### ◆ Basic Layout Free

A set of essentials found on almost all wildsea ships, comprised of a pilot's cabin, set of crew quarters and cargo bay.

### ◆ Navigation Suite 1 Stake

A room devoted to the storage and usage of maps, charts and navigational equipment.

### ◆ Galley 1 Stake

A space for gathering, cooking and eating, usually with a stone-based firepit or chemical stove.

### ◆ Medical Bay 1 Stake

A clean space with tables and soft beds for the wounded and their carers.

### ◆ Butchery Floor 1 Stake

A clean space for butchering or preserving specimens.

### ◆ Workshop 1 Stake

A (probably cluttered) room with smithing and repair tools, as well as a mechanical workbench.

### ◆ Expanded Cargo Bay 1 Stake

A larger space with cargo webbing and reinforced sections for more dangerous cargo.

### ◆ Observation Platform 1 Stake

A strut-like protuberance giving an unparalleled view.

### ◆ Underthrash Platform 1 Stake

A sturdy door leading to an open platform at the base of the ship, usually at the rear, below the waves.

## Armaments

The Wildsea, it's often said, is a dangerous place. Having one of these weapons bolted to your decks doesn't make it any less dangerous in general, but might make it a little less dangerous for you in particular.

### ◆ Winch-Claws 1 Stake

A bank of short-range grappling claws, used to draw enemy ships close for boarding.

### ◆ Ramming Prow 2 Stakes

Allows you to ram creatures (and other ships) with less danger to your own hull (deals massive CQ blunt damage).

Armour +1

### ◆ Bladed Prow 2 Stakes

A wedge-like cutting edge for slicing through obstacles (deals massive CQ keen damage).

Saws +1

### ◆ Sawtooth Prow 2 Stakes

A serrated leading edge for cutting through enemy ships (deals massive CQ serrated damage).

Saws +1

### ◆ Harpoon Turret 2 Stakes

Fires barbed spears for piercing the hides of larger creatures (deals massive LR spike damage).

### ◆ Grand Blastbow 2 Stakes

A crossbow-like emplacement that fires explosive bolts (deals massive LR blast damage).

### ◆ Shrapnel Cannon 2 Stakes

Fires clouds of tearing metal (deals massive LR serrated damage).

# Undercrew

Undercrew choices act just like aspects - they have names, descriptions, tracks and abilities. Many of these abilities only work during a journey or when the action of the game is focused on the ship.

## Officers

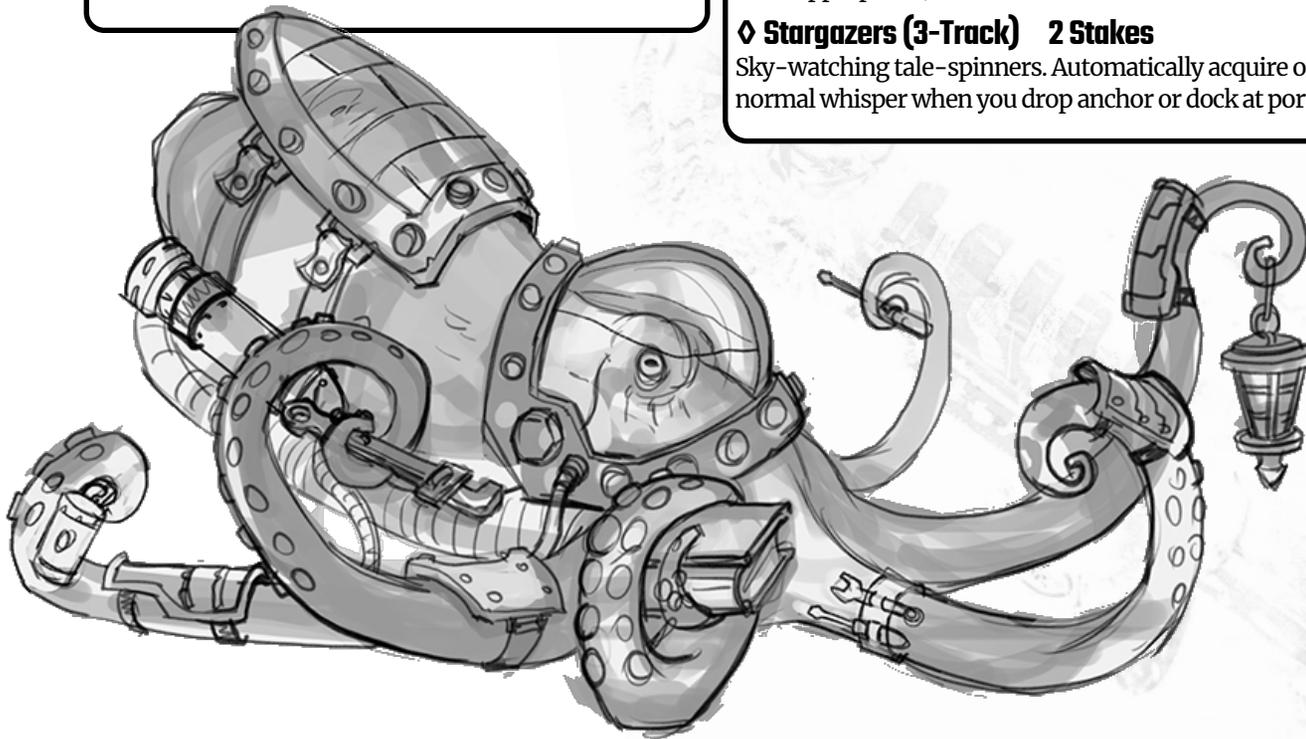
Seasoned sailors, essentially NPC crewmembers. Officers don't affect the running of the ship, but instead fill in potential gaps in the crew's skills or aspects. When you purchase an officer, give them a name and a short description.

### ◆ Skilful Officer (3-Track) 2 Stakes

A seasoned wildsailor with a useful skill. Has 3 ranks in any one skill or language from the character creation section.

### ◆ Experienced Officer (3-Track) 2 Stakes

A seasoned wildsailor with a useful skill. Has any one aspect from the character creation section.



## Gangs

Small crews of wildsailors, usually amateurs out learning the ways of the rustling waves. When you choose a gang, give them a few distinguishing features - a descriptor based on their appearance, for example, or a catchy name for their little troupe.

### ◆ Engineers (3-Track) 2 Stakes

Tasked with keeping the ship in working condition. Automatically clear one mark from any ship's rating when you drop anchor or dock at a port.

### ◆ Spear-Fishers (3-Track) 2 Stakes

Tasked with plucking insects and small mammals from the sea as they travel. Automatically acquire one normal specimen when you cut a path or dock at port.

### ◆ Marauders (3-Track) 2 Stakes

Rough sorts that take their protection of the ship seriously. They fight in close combat to defend the ship, dealing CQ blunt, keen or spike damage (whichever is most appropriate).

### ◆ Stargazers (3-Track) 2 Stakes

Sky-watching tale-spinners. Automatically acquire one normal whisper when you drop anchor or dock at port.

## Packs

Tame animals and insects that regard the ship as their home, often trained to work with the crew during long voyages.

### ◆ Lemur Pack (3-Track) 2 Stakes

A group of nimble helpers that keep the ship clear of smaller insects.

### ◆ Spring-Foxes (3-Track) 2 Stakes

A pod of spring-foxes that dance and leap through the waves around your ship as you travel. Their behaviour can warn of dangers from the deeper canopy.

### ◆ Dragon-Tail Butterflies (6-Track) 1 Stake

Butterflies with beautiful, elongated wings. Don't do anything useful, but are regarded by many as a good-luck charm.

### ◆ Trained Pinwolf (3-Track) 2 Stakes

One of the most dangerous predators of the wildsea, raised from birth to regard a ship as its home and the crew as its pack. It fights at close range to defend the ship, dealing CQ blunt, keen or spike damage (whichever is most appropriate).

### ◆ Squirrel Flingers (3-Track) 2 Stakes

Tiny but ferocious, a pack of squirrels armed with miniature slings. They fight at long range to defend the ship, dealing LR blunt, keen or spike damage (whichever is most appropriate).

### ◆ Mantis Sentries (3-Track) 1 Stake

Stone-still sentries that let their prey come to them, waiting for the perfect moment to strike. Automatically acquire one normal specimen when you drop anchor or dock at port.

### ◆ Spider Colony (3-Track) 1 Stake

Once a tzelicrae, now barely holding it together, a spider colony can achieve little on a ship other than keeping insects and rodents away.

### ◆ Geist Octopus (3-Track) 6 Stakes

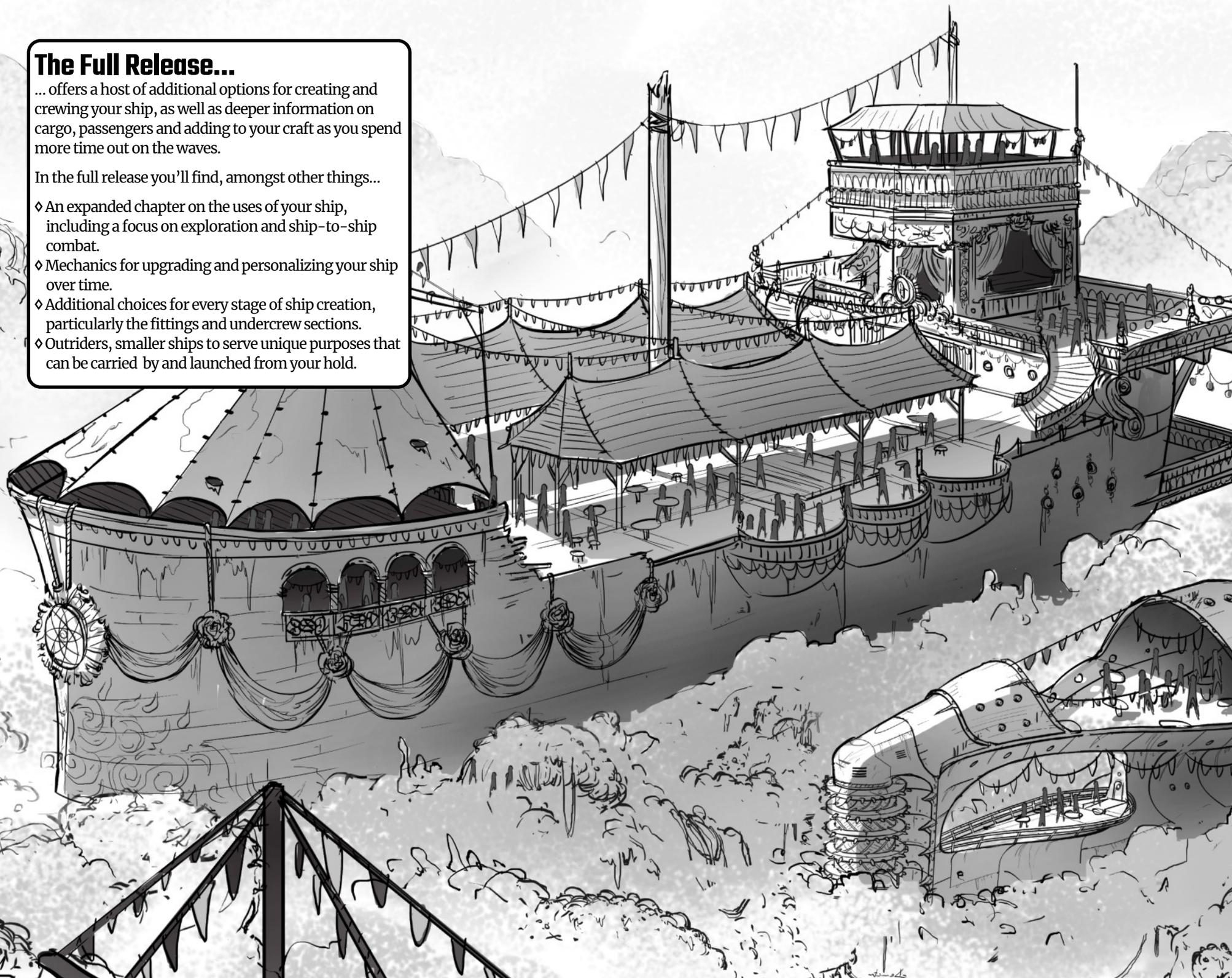
A little bit of everything in one cool cephalopackage.

## The Full Release...

... offers a host of additional options for creating and crewing your ship, as well as deeper information on cargo, passengers and adding to your craft as you spend more time out on the waves.

In the full release you'll find, amongst other things...

- ◆ An expanded chapter on the uses of your ship, including a focus on exploration and ship-to-ship combat.
- ◆ Mechanics for upgrading and personalizing your ship over time.
- ◆ Additional choices for every stage of ship creation, particularly the fittings and undercrew sections.
- ◆ Outriders, smaller ships to serve unique purposes that can be carried by and launched from your hold.





The Port of Jaws

## The Firefly's Roles

If you've been the GM, Keeper or Storyteller for other roleplaying games you'll likely have a good idea of what's expected of you. But, just in case you're new, here's a quick list of the jobs you'll have at the table.

### **Narrator**

You bring focus and cohesion to the story as it progresses, spinning a tale in reaction to the crew's actions.

### **Guide**

... In the loosest sense. Your descriptions and the information you share should always offer options to the players rather than forcing them down pre-defined paths.

### **Threat**

Pirates, beasts and less familiar terrors haunt the waves, and you're the one that has to throw these challenges in the path of the characters.

### **Voice**

Of the world in general, but also specifically of the NPCs; antagonists, allies, the passengers and the undercrew.

### **Judge**

Whenever there's a rules dispute or a mechanic in need of clarification, you have the final say.

### **Designer**

Due to the reactive nature of your role you'll often find yourself designing scenes and encounters on the fly. You need to be able to quickly identify which systems to use for a particular chain of events.

# RUNNING 6. THE GAME

# The Firefly's Tools

Think of the rules of the Firefly Engine as a set of useful resources, a toolbox that you can dip into to produce the perfect tool for a situation. Over the next few pages you'll find an overview of how different parts of the system can be used as you play.

## The Conversation

The conversation is just as much of a tool as it is a convention. You can shape the conversation (without railroading your players) by...

- ◇ Introducing a new element or idea to the game.
- ◇ Reminding players of something they might have forgotten or overlooked using an NPC.
- ◇ Suggesting possible actions, or forcing reactions to specific events.
- ◇ Calling for an action or reaction roll as a prompt.
- ◇ Encouraging a discussion about the crew's goals.
- ◇ Asking a player how their particular character is feeling, or what they think about a situation.
- ◇ Have an element of the scene elicit a reaction from a passenger or the undercrew.

## Focus

When you begin a scene, montage or journey the focus will be on the environment as you describe it. From there onwards the focus is fluid - one player might ask a question, another take an action, yet another state their opinion about something. The focus should flow from person to person, and character to character, through the natural progress of the conversation.

As the Firefly you have the power to direct focus if you feel the need, usually by using the conversation-shaping tactics on the left. As long as every player is getting a chance to contribute to the game regularly you're probably doing just fine.

### The Focus Tracker

When the narrative turns dramatic (such as during a fight, a chase or an escape) you need to ensure that everyone gets their time in the spotlight. To this end it's often useful to set a **focus track**, an easy way to track which characters have acted or reacted.

Here's an example of a focus track, mid-combat - 'A' represents an action, 'R' a reaction.

Kyllian: AR  
Laura: ARA  
Todd: A  
Freya: RA

From the tracker you can see that Laura's had most of the focus, and that it should probably move to Todd to even things out (either by the Firefly specifically asking him for an action or forcing a reaction). Allowing every participating character the chance to act and react if possible should be the Firefly's goal during a dramatic scene.

You don't need to track an enemy or NPCs actions by default - they don't care if they're out of the spotlight for too long - but it *can* help for situations with multiple moving parts, ensuring elements don't get forgotten.

## Tracks

Tracks are an extremely versatile tool, and can be constructed quickly and easily in response to events. Whenever you need to measure progress of some kind you should consider setting a track.

### Set a Track When...

- ◇ Counting down to a specific time or event.
- ◇ You want to add granularity to an unfolding situation.
- ◇ Building up to a deadly hazard.
- ◇ Determining the health or morale of enemies in combat.
- ◇ Measuring the changing attitudes of a faction or NPC towards the crew.
- ◇ A character begins work on a project.
- ◇ A character takes a lasting injury.

Remember, tracks are goal-oriented. Though you probably have a rough idea of how the players will be marking or clearing the boxes on a track, don't just tell them what to do unless you really have to - half the fun of tracks is often working out how to fill them. Your players will often surprise you!

### Length & Breaks

A good length for most tracks is three or four boxes - it can be filled quickly by high-impact actions, but stays around long enough to feel important.

When using longer tracks (five-nine boxes), split them into multiple shorter tracks by inserting 'breaks' - moments where filling a certain number of boxes causes a smaller effect. Here's an example...

### The Oncoming Rootquake: 00/000/0

In the above example, marking the second box leads to a break - maybe the crew notice birds spiraling up, wildlife fleeing. Marking the next three boxes leads to another break, this time a warning tremble from below, perhaps a siren from a nearby spit of land. Then that final box brings the full effects of the rootquake.

Be sure to give players the opportunity to mark longer tracks in various ways. Don't just have them repeat the same sort of actions, as it quickly becomes both mechanically and narratively boring.

## Action Rolls

Calling for a roll lets players know that the action they're taking has weight to it, and that failure in this situation will have consequences. If a character is attempting something that has no consequences for failure, as a rule of thumb they shouldn't roll.

### Players Roll Edge + Skill + Advantage When...

- ◆ They attempt an action that's **difficult** (convincing an NPC, climbing a wall), **dangerous** (engaging in combat, avoiding a trap) or **dramatic** (chasing down a target, sneaking to avoid detection).
- ◆ They work on a complex **task** or **project**, such as cooking or crafting.
- ◆ They want to **acquire** salvage or specimens.

### Calling for Reactions

Call for a reaction roll when there's a threat that needs addressing immediately, such as an enemy attack, a direct question in a heated argument or a trap being sprung.

In some situations one player might not know how to react, but another wants their character to step in and help. This is entirely acceptable if it happens occasionally, but if it happens too often it might lead to one player's character dominating the spotlight.

## Other Rolls

Dice can be used to determine more than the results of actions.

### Players Roll 1d6 When...

- ◆ They take a shift on **watch** during a journey.
- ◆ They determine the **effectiveness** of a friendly NPC's action.

### Players Roll a Ship Rating When...

- ◆ The crew try to avoid or react to a **hazard** during a journey.

### The Firefly Rolls 1d6 When...

- ◆ Determining the **threat level** of a watch result during a journey.
- ◆ An outcome of pure luck is needed, related to the environment or an ongoing event.

## Cut

Cut is most often used to represent difficulty, but that's a pretty nebulous term. Below is a quick breakdown of how best to apply cut to an action roll, based on both the circumstances and what the player is trying to achieve.

Unusually difficult to achieve .....	+1 cut
Unusual approach/method .....	+1 cut
Unfavourable environment .....	+1 cut
Impaired by an injury .....	+1 cut
Attacking a specific body part .....	+1 cut
Increasing an action's impact .....	+1-2 cut

### Make Cut Clear

When using cut to represent difficulty, tell the player before they've rolled (unless the difficulty is completely unexpected). This gives them the chance to alter their approach or intention if they want to.

If you are going to spring cut on your players as a surprise, that can be effective... If used sparingly. Used too often, cut out-of-nowhere tends to be more of an annoyance than a dramatic tool.

### Overcutting

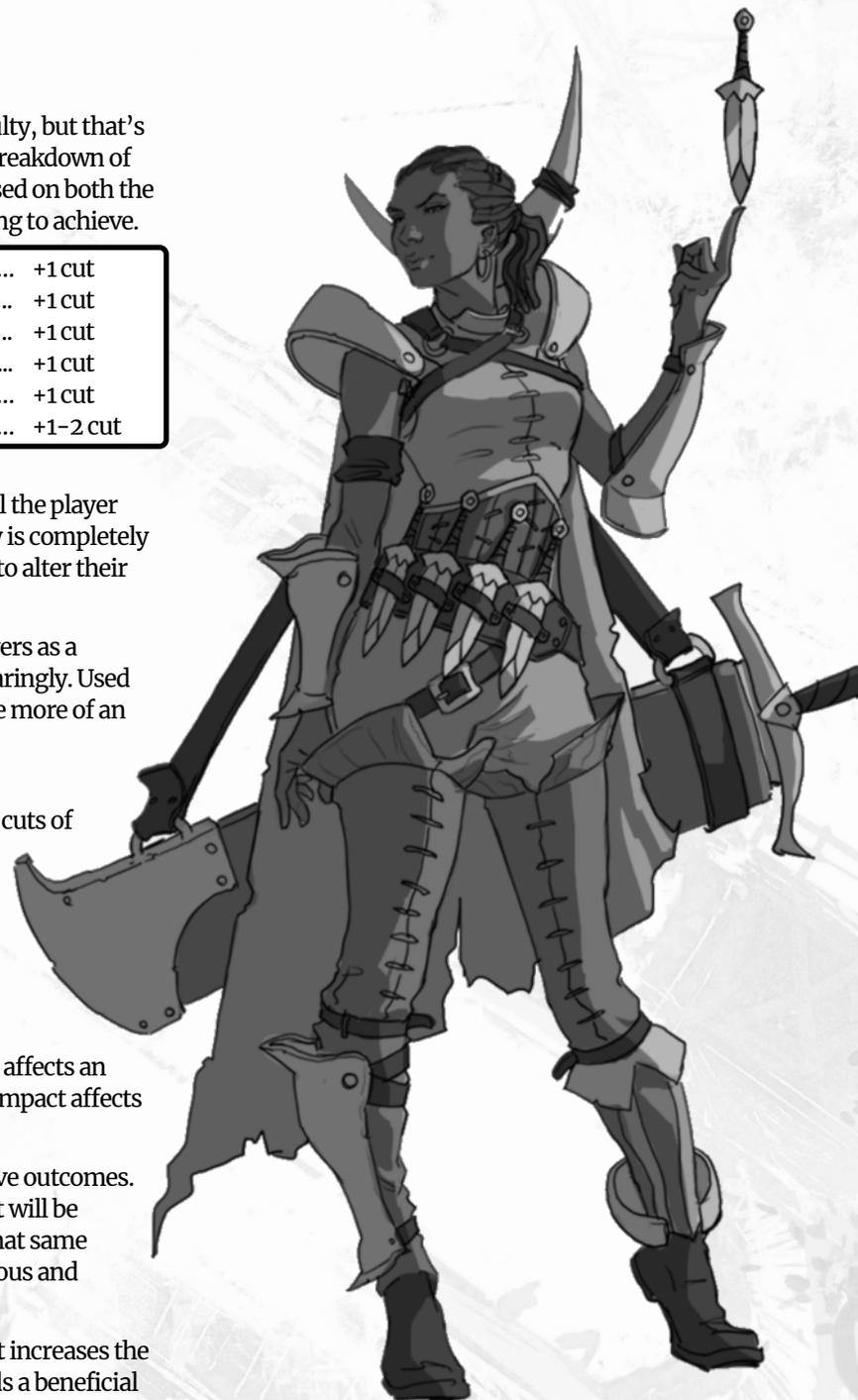
If you're tempted as the Firefly to impose cuts of four or five dice, instead ask yourself: should the character really be able to do this? A cut this high can occasionally feel extremely dramatic, but more often than not will merely feel punishing.

## Impact

At the most basic level, increasing impact affects an additional box on a track and decreasing impact affects one box fewer.

Impact can also be linked to more narrative outcomes. Climbing a cliffside with increased impact will be faster and smoother, whereas climbing that same cliffside with reduced impact will be arduous and likely to draw attention to the climber.

When acquiring a resource, higher impact increases the rarity of whatever is scrounged up (or adds a beneficial tag, if it's already rare). Lower impact decreases the rarity or adds a negative tag.



## Rewards

An important tool used both to keep the narrative flowing and to keep player-facing mechanics fresh.

### Hooks

An explicit narrative opportunity is one of the easiest rewards to give, but can still be very fulfilling. They can be given in response to overcoming social challenges, discovering new areas and progressing or completing long-standing story arcs. You might give hooks in the form of...

- ◇ Information on the existence of a new location (sometimes accompanied with a chart).
- ◇ An opportunity to become embroiled in unfolding events that could benefit the crew.
- ◇ Knowledge of a specific treasure or resource they could attain.
- ◇ A piece of a mystery they've been working to solve.
- ◇ Tying unfolding events to a character's family or backstory.

### Relationships

Similar to hooks, a positive relationship with an individual (or even a faction) can lead to more roleplay and story opportunities as a game progresses. Respecting cultural practices, doing favours and speaking the right languages helps these bonds develop.

NPCs might be able to offer services, safe haven or information, may correspond with crew-members during long journeys and are also easily used to set up opportunities for future hooks and story opportunities.

### Milestones

Minor milestones are used to increase skill and language ranks and to improve or personalize aspects. They work well as a reward for overcoming an important challenge or surviving a tough fight.

Major milestones can be used to add a new aspect entirely, or to combine two existing aspects creating a unique aspect with a much longer track. Major milestones should be given out as rewards sparingly, only after completing an important story arc or barely surviving an extremely tough encounter.

## Resources

Perhaps the type of reward most often given, resources help to reveal truths about the wildsea just as much as they offer unique opportunities when players consider their actions. Each of the four resource types is given out in different situations - here's a quick run-down.

**Salvage** is the typical reward for scavenging at sea, especially if there are wrecks or ruins in the vicinity. Salvage might also be given to the crew as a gift after they've performed a service or in trade for other resources while bartering. Most ports will have some sort of market, where low-quality salvage can be easily obtained.

Rarer salvage might also act as a 'treasure' to be found deep within larger ruins, or dredged up from the lower levels of the sea.

**Specimens** of low quality can be easily plucked from the waves during a journey, but better specimens will likely be given as a reward for taking down dangerous wildsea beasts and plants (taken from the corpses or stolen mid-fight using the hunt or gather skills). Most ports and settlements will also offer basic supplies that can be used in cooking, brewing or medicine.

Rarer specimens come from more powerful creatures, and from heading down into the more dangerous and lesser-travelled parts of the sea.

**Whispers** represent living information, and should be given as a reward when the crew witness or learn something of the deeper truths of the wildsea. They can also be obtained through trade, exploration or swapping secrets about the distant waves.

**Charts** are perhaps the easiest resource to give, as their acquisition and usage is comparatively limited. Reward the crew with charts in situations where they've earned the favour of other wildsailors, or have had time to study the ways of the the waves. They can also be a great reward for delving into shipwrecks.

## Cargo

Think of cargo as a super-resource, a large bundle of useful materials with excellent barter value. Cargo can be pulled from the holds of wrecked ships, picked up at ports as a reward for helping their denizens or even created by the crew over time with a project.

Cargo might be swapped for extremely rare resources but its real power is trade with portside workshops. Think of a unit of cargo as equal to a single **stake** when it comes to adding to a ship.

### Benefits

Miscellaneous benefits, often gained by eating meals, having a good rest or ingesting unusual chemicals.

A benefit might do something as simple as clear a point of mire or heal a mark on a damaged track, but there are far more possibilities - one of the best way to use a benefit is by giving the character a short (1-3 box) temporary track. This can either act as an additional damage soak in combat, or have an associated aspect-like effect. Whenever the benefit is used, have the player mark its track. When the track is fully marked, the benefit is gone.

## Consequences

Just as important as rewards, the consequences of plunging into danger and failed plans can be harsh.

### Damage

Usually taken when a character fails to avoid an attack or trap of some sort, but can also be dealt as a consequence of any failed roll in a potentially hostile environment.

When dealing damage it should usually be up to the player as to which track they mark. The exception to this is when they're using a particular aspect to add advantage to their roll - in these cases, feel free to direct damage to that aspect in particular.

There are four levels of damage a character can take, depending on the severity of the situation.

**1-2 damage** is appropriate for most environmental hazards and failed attacks. Most characters can brush this off without too much worry.

**3-4 damage** is appropriate from a serious environmental hazard, for a normal enemy's more damaging attacks or for an elite enemy's basic attacks. This might fully mark a track for a character not suited to combat.

**5-6 damage** should be reserved for an elite creature's strongest attacks, and should only be used once or twice per combat. When applying this level of damage make it dramatic and memorable. This will likely max out an entire track from any character unless they have resistance.

**Massive damage** is dealt by deck weapons and the attacks of leviathans. Massive damage fully marks a track, and in addition will either burn a box on that track or cause an additional injury.

### Effects

Nowhere near as punishing as damage, most effects either change the narrative positioning of a character (such as having them knocked down, swallowed or held), reduce their senses (such as blinding or deafening them) or make them cut when performing certain actions.

## Injuries

Think of an injury as a lasting effect - a negative the character has to live with until it's healed.

When you deal an injury to a character, ask them to make a track for it. This track can be marked with successful healing, and when it's fully marked the injury is healed and the track is removed.

It's up to both the Firefly and the injured player to bring the injury's effects into the narrative.

### Vendettas

Earning the enmity of an NPC once helpful or friendly, or making a recurring nemesis out of an existing enemy, can be an extremely narratively useful consequence.

Make sure to reincorporate these NPCs and nemeses into the future arcs and stories of the crew. Not every time - that's too predictable. Just enough to remind them that the threat is there, and they'll need to deal with it sometime.

### Unforeseen Troubles

A great use of hidden tracks, usually in response to a failed action. Tell the crew that you've started a track, but don't tell them the name or how it's marked - let it worry them, and reveal the details once (or if) the track is ever fully marked. This is a great way to add granularity, or the feeling of increasing danger, to any of the other consequences listed here.

### Mire

Don't forget the psychological! Usually the consequence of seeing (or doing) something horrific, or perhaps just spending too long away from the comfort of civilization.

When you inflict Mire, the players choose which of their mires to mark.

Don't mark mire too often for the characters to be able to recover - once or twice a session should be your maximum. The roleplay effects of marked mire can add spice to the way a character is played, but that effect is lost if the player feels constantly trapped by them.

## The Dangers of the Tangle

Sailing (or wavewalking) the thrash is reasonably safe unless the crew encounter an obstacle - not so delving down into the tangle. The moment a character is below the top layer of the rustling waves they're in growing danger, doubly so if they're moving without a ship.

When characters venture down into the tangle, start a track. For every box you mark (based on how long they stay down there), add one of the effects below. These effects are cumulative unless dealt with - for example, toxin damage from crezzerin exposure will hurt the character with every action they take unless they find some way to stop it, but they might run into a sporecloud while that's still going on.

**Venturing beneath the waves is terrifying. Make it so.**

Here's a quick list of some specific consequences for braving the deeper wilds of the sea...

**Transgression:** A sense of fear and unease, hard to push down. Causes Mire.

**Crezzerin Exposure:** Deals mounting toxin damage as the chemical sears into exposed flesh.

**Stinging Insects:** Deals acid damage or lasting injuries.

**Bites/Pecks:** From swarms of insects, small beasts and disturbed birds. Usually deals spike or keen damage.

**Bad Air:** Either hot and stifling or full of pollen and chemical irritants. Makes it hard to breathe, often causes dizziness.

**Sporeclouds:** Make it hard to see, cause hallucinations and may root into the flesh, causing fungal infections and long-lasting injuries.

**Breaking Branches and Falls:** An environmental hazard that might make it difficult to return to the ship.

**Spirits:** Of the lost and drowned, mocking or calling. Usually causes Mire.

**Beasts and Carnivorous Plants:** Usually encounters with particularly dangerous specimens. Use a track to count up to their arrival, give the crew a chance to escape.

# Hazards

These are intended to challenge the crew for the duration of a scene or journey encounter. Most will require multiple actions, or a full-scale skirmish, to bypass.

You'll find an example hazard at the bottom of this page, and a whole host of hazards in the next chapter, but you should also feel free to create new hazards that suit your style of play. Here's a quick run-down of the areas you should focus on.

## Name & Keywords

The hazard's name and a few important descriptive keywords.

## Description

A brief overview of the hazard, along with guidance in italics on why you might want to use it.

## Presence

The presence section is split into various senses, allowing you describe what the crew experience as the hazard draws near or engages them.

## Resources

A small section that details the salvage, specimens, charts and whispers the crew might obtain after defeating or surviving their encounter (if the hazard is a creature these are usually gathered by butchering its corpse).

## Aspects

The standard aspects that define a hazard, the ones that knowledgeable characters would expect to have to deal with. A hazard's aspects also contain the damage type it can deal and any effects it forces on the crew as they contend with it.

## Quirks

Unusual or unique aspects that can catch even the most seasoned wildsailors by surprise. Using quirks is entirely optional - they can spice up an encounter with something the crew think they have the measure of, or be used to distinguish between several different creatures encountered at the same time. Try not to use too many at once.

# Focus, Actions & Reactions

Hazards should have the focus multiple times throughout an encounter, and every time they take it they should be doing something different with it. This doesn't always have to force a reaction from one of the crew - when a hazard takes the focus it could also be affecting the environment or moving to a new area within its location. As a general rule, have a hazard do **one big thing** and **one small thing** for every volley of actions from the crew.

# Damage & Effects

Major hazards should be dealing damage and effects regularly while they're active. Intersperse lower levels of damage (1-2) with the occasional hit of 3-4, and once or twice during the encounter have the hazard deal a 5-6 as punishment for a poor tactical decision or a particularly unlucky roll. Make these huge instances of damage as memorable as they are rare. You can also hand out lasting injuries from time to time, again usually in response to a botched attempt at evading damage.

# Tracks

A hazard should have a track with several breaks, with each section devoted to an aspect (or quirk) that the crew might be able to deny them as the encounter progresses. Weaker aspects should have between 1 and 3 boxes, more durable aspects 3-6. There's an example below.



You might also want to use timer tracks to count up to a particularly devastating attack or event, such as the arrival of a new ship full of marauders, the ultimate attack of a titanic creature or the final rolling thunder of a rootquake. When you mark this track, narrate the build-up - this gives the crew time to consider the approaching danger.

## Pinwolf (Medium Swift Beast)

Vicious pack hunters with stiletto limbs, pinwolves are a seemingly omnipresent threat across the various reaches and territories of the wildsea. *Use pinwolves if you want the crew to face something swift and uncanny.*

### Presence

**Sight:** Bursts of uncanny movement. Long twitching tongues. Coarse fur and smooth skin underneath.  
**Sound:** The sharp impacts of their pin-like limbs. Hissing when they're readying themselves to attack. Scraping and skittering if they move over metal.  
**Smell:** Musky - a mixture of sweat and old blood.  
**Taste:** Pinwolf meat is tough, and tastes bitter unless charred or fried (when it's then surprisingly buttery).

### Resources

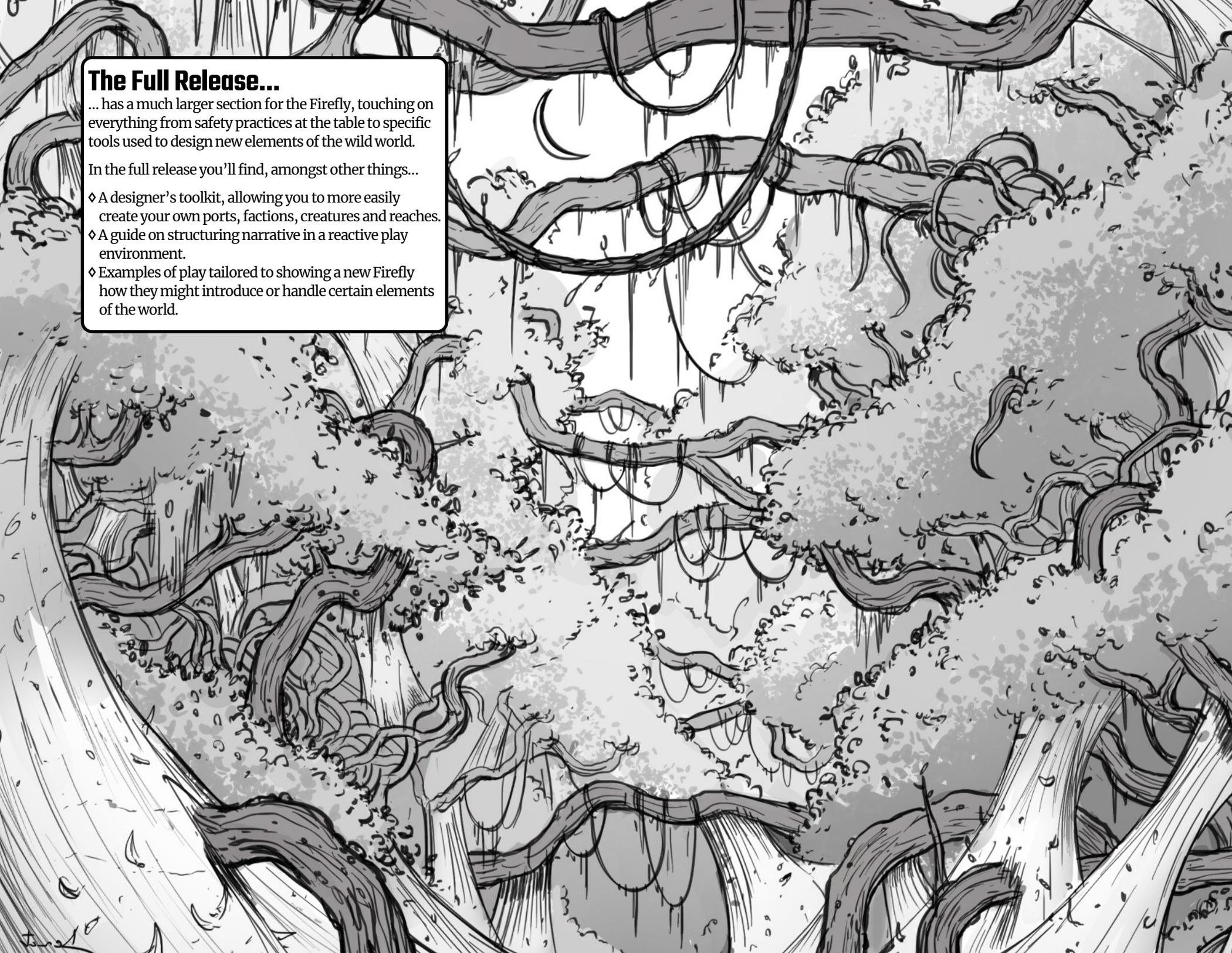
**Specimens:** Pin-Limbs, Flexible Tongue, Beast Bones  
**Whispers:** Unsettling Movement, The Approaching Pack

### Aspects

**Pin-Limbs:** Pinwolves can climb any surface their limbs can punch into, with the strongest able to puncture even metal. These limbs deal CQ spike damage, and charges can deal blunt damage instead.  
**Scent Receptors:** Pinwolves use their tongues to taste the air, and can easily track prey they can't see.

### Quirks

**Armoured Hide:** The pinwolf's fur is matted and spiked, giving it resistance to keen, spike and blunt damage.  
**Mottled:** The pinwolf's hide shifts and flickers, giving it efficient camouflage against the rustling waves.  
**Hulking:** An alpha specimen. Deals increased damage, and can bite savagely to inflict serrated damage.



## The Full Release...

... has a much larger section for the Firefly, touching on everything from safety practices at the table to specific tools used to design new elements of the wild world.

In the full release you'll find, amongst other things...

- ◇ A designer's toolkit, allowing you to more easily create your own ports, factions, creatures and reaches.
- ◇ A guide on structuring narrative in a reactive play environment.
- ◇ Examples of play tailored to showing a new Firefly how they might introduce or handle certain elements of the world.



The Port of Jaws

## What is a Reach?

In the fiction of the game, a Reach is an expanse of the rustling waves that shares certain cultural or topographical features, akin to a small country. In real-world terms, a Reach is a pre-made area of the sea for crews and Fireflies to explore together through play, a collection of factions, territories and story seeds to make running a low-prep game as easy as possible.

If you're eager to get stuck in and create a version of the Wildsea truly unique for your group, you can safely ignore this last section. If you're in search of more lore or don't have the time for the worldbuilding process, you should find this chapter helpful.

Over the next few pages, you'll find...

### **An Overview**

Giving some general information on **The Foxloft**, a small pre-made Reach. This can help you introduce new elements and describe the sea to the other players.

### **Factions**

Giving information on the factions that call the area home, as well as some ideas for locations, ships and NPCs that you can quickly add to the world.

### **Bestiary**

A list of creatures endemic to the region that the crew might hunt, or be hunted by, as well as more classically sentient threats.

# THE PLAYTEST 6. REACH

# The Foxloft

Each territory of the Foxloft has its own unique moods and features, but this page aims to give you the bigger picture. As the crew makes their way around the waves of the Foxloft, they're almost certain to encounter the following elements...

## Leaves of Green & Gold

The trees that make up the rustling waves of the Foxloft are a hybrid species, a combination of oak and banyan. They stand on average a mile and a half high, their vibrant green and gold leaves shot through with strands of white-blossomed creeper and studded with fist-sized acorns.

The combination of creeper and hybrid oak branches make for a resilient sea that's easy to sail, a place of shadowed troughs and shallow rises.

*"The leading edge throws up a spray of white blossom as you crest the last wave before port, which scatters like spores in the wind."*

*"The path from Kyther to Kynner runs through a shallow channel, a trough cut into the tangle by the passage of so many trading vessels. The thrash around you is alive with movement, leaves gleaming green and gold in the sun."*

## Twisting Tallshanks

Trees that are large even compared to the ones you sail across, tallshanks tower proudly above the lower waves. The tallshanks of the Foxloft are even more impressive than most, trunks twisting like snakes and canopies wide enough to hold an entire city. Almost every shank in these seas is heavily colonized, their branches draped with buildings dredged up from the darkness of the Under-Eaves.

*"The tallshank stands like a tower in the middle distance, trunk stretching hundreds of feet higher than its fellows. The lower branches, still far above sea level, are thick with chains and ancient stonework - shanklings have made their home amongst the twisting boughs."*

*"The bark's rough enough to get a purchase on, but you've got a long way to climb. Perhaps if you signalled the locals they'd drop you some kind of lift platform, or at least a length of rope."*

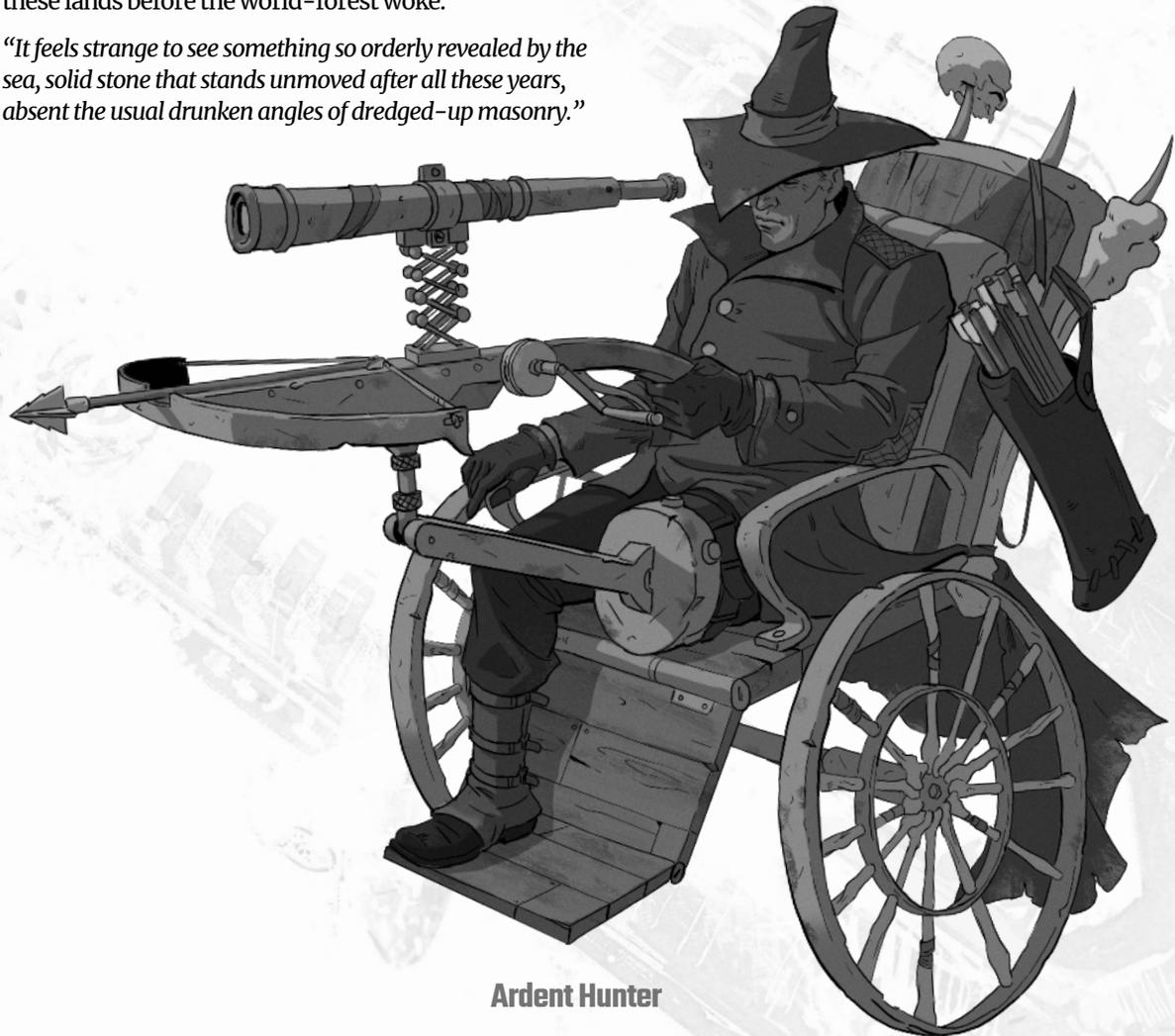
## The Seven Walls

As is common for the Wildsea, the precise details of the Foxloft's past are lost to time, eaten by the roots. That said, there are still some structures tall and strong enough to have survived the verdancy, at least in part. The most famous of these are the Seven Walls, huge constructions of iron and stone that are sometimes revealed, in part, by rootquakes and canopy-cutting efforts. These walls, tall enough to reach from the hidden ground to the uppermost parts of the tangle, are a mysterious monument to whichever civilization held these lands before the world-forest woke.

*"It feels strange to see something so orderly revealed by the sea, solid stone that stands unmoved after all these years, absent the usual drunken angles of dredged-up masonry."*

## The Spearing Fens, Highcross & Rao Ze

Topographically, the Foxloft can be split into three rough regions. The Spearing Fens are a lush, dense expanse of branches, favoured by hunters and foragers. Highcross is more sedate, gentler waves punctuated by visible remnants of the Seven Walls. Rao Ze is a darker, moodeir area, haunted by pirates and the largest of beasts, thick with rifts and reefs.



Ardent Hunter

## The Hunting Families

**Main Territory:** The Spearing Fens

**Members:** Mostly ardent & ektus

A powerful presence across the rustling waves of the Foxloft, the Hunting Families are a collection of semi-nomadic groups working toward a singular purpose; the conquering of the Wildsea's most dangerous beasts. Kin from the families are often found trading pelts, bone and meat at ports, or encountered sailing the canopy in pursuit of whatever quarry has caught their attention. They're regarded by others as a rough but straightforward lot, honest about their intentions and driven to succeed.

If it runs, they'll chase it. If it bleeds, they'll cut it. If it offers a challenge, they'll rise to it or die trying.

### Principles

The precise laws and customs of the hunting families change from settlement to settlement, but these principles hold true for most.

- ◇ Love the hunt.
- ◇ Strength, skill and success are all important, but none so much as bravery.
- ◇ Taking a trophy is an act of respect, but only from a fair fight.
- ◇ Scars are proof that you're pushing yourself to excel, and should be worn with pride.
- ◇ Visitors that come with meat or trophies should be greeted with a feast, others turned away.
- ◇ Never intervene in another's hunt without consent.

### Settlements

Hunting Family settlements are nebulous, consisting of a single solid port (traditionally built onto the carcass of a leviathan) and a huge network of widely-spread outposts that shift with the tides of season and prey-migration. Each of the central solid ports contains a throne, a ragged affair of skins and bones taken from a variety of kills. Each inductee into the family sets a trophy into the throne, but in the absence of recognized leaders it remains empty by tradition. The throne is a symbol of what has been conquered, not of who conquered it.

## Blood-Bonds

Despite their name, the blood-bonds of the hunting families have as much to do with co-operation and challenge as they do direct lineage. Anyone can become a member of one of the families if they're driven enough, regardless of their species or origin, and those born into the families do not attain the title of kin merely through circumstance. To become a recognized member you need to provide the meat for your own induction feast – a prodigious task, as the feast requires every existing member of the family be fed and the hunt to supply it must be a solo venture.

### Sun-Divers

The moment you judge yourself as too old for the hunt, your place in the family is in question. Some elders, those that were particularly skilled in their early years, are allowed to remain to train the younger generations of hunters. Most, however, take the sun-dive – a final feast provided for by blood-relatives or friends, which ends with a fatal leap into the nearest rift holding a piece of the sun (represented by anything which glows under its own power, such as a firefly bulb or luminous shroom-cap). The sun-dive is a raucous occasion, a celebration of skill and passion.

### The Bravest Few

When a member of the hunting families is disgraced in some way, they can often redeem themselves by walking the path of the Bravest Few. Rather than exile or confinement, these hunters choose to dress themselves in pelts and horns and slip away into the waves without a ship, living as a quarry for the other hunters in the area. Surviving a stint out in the wild this way wipes the offender's slate clean and allows them to rejoin society with their pride intact – and often a few new scars to show of.

## Quick NPCs

**Cressa Thorn** (Ardent)

An approachable but venerated member of the Spitskill hunting family, tasked with watching over a game preserve for training children in their earliest years. Elderly, good-humoured, and a terror with a long-range carbine.

**Tantaluska Ormenholme** (Ektus)

An ex-pirate with a jagged scar running from brow to knee. Joined the hunting families in order to pursue their own personal quarry, the leviathan squirrel that marked them.

## Quick Settlements

**Cage**

Rope bridges and wooden platforms hanging from the bones of an enormous ribcage. Young hunters scale the outside of the cage, hoping to snare the monstrous crows that roost on the ribs above their village.

**Rough Onzera**

A spit of old stone from a pre-verdant temple roof, this domed colony is ringed with colourful tents and adorned with hunting trophies. The air smells of copper and spice, along with a forbidden hint of woodsmoke.

## Quick Ships

**The Trailing Joy**

A mid-sized ship with a bone hull, the Trailing Joy relies on a brace of trained spring-foxes to pull it through the rustling waves.

**The Catekora's Tongue**

A wide-bottomed barge rigged with gecko-sails, crewed by ektus hunters new to the family. The helm and crew quarters sit within the upper skull of a leviathan squirrel, the crew's greatest trophy.

## Story Hooks

- ◇ After defending themselves against a crazed beast, the crew find that they've unwittingly spoiled a hunt.
- ◇ Arriving at a hunting family outpost the crew find that a feast is already underway, welcoming a new initiate.
- ◇ An elderly hunter wants transport as a passenger, to see a little of the wider waves before they take the sun-dive.

## Writlings

**Main Territory:** Highcross

**Members:** Equal distribution of the core bloodlines.

The writlings are a cult devoted to the unearthing and repurposing of ancient wealth, with a particular focus on coins, paper money, contracts and books. Precious metals don't typically interest them as much unless they're finely worked, but are often incorporated into their ships and settlements for decoration.

Though some regard them as pirates (due to their focus on the acquisition of wealth), writlings are rarely violent to outsiders unless provoked. In truth they rarely come into conflict with other factions, as the resources they devote themselves to collecting are all but useless to most Wildsea groups.

### Principles

The precise laws and customs of the writlings change from settlement to settlement, but these principles hold true for most.

- ◇ Wealth denotes status.
- ◇ Valuable acquisitions should be shown off, paraded if possible.
- ◇ The ideas of the past are worth more than those of the future.
- ◇ Welcome visitors, then baffle them with your wealth.
- ◇ Position is denoted by the finery you wear.
- ◇ Theft from another writling is punishable by death, but a cut-throat business manoeuvre is laudable.

### Settlements

Most writling communities are rootless, nomadic scavenger crews picking over the ancient ruins that tend to surface after rootquakes. Many of these eschew traditional ships in favour of giant tamed insects, constructing impressive palanquin-cities on their shells.

A few are more stationary, taking up position near areas of archaeo-economical interest or settling firmer ground with vaulted shrine-like banks.

### Trade & Barter

Driven as they are to acquire what they consider the treasures of the waves, the writlings have a reputation as eager traders. Canny to the ways of the sea they often cultivate vast gardens of pre-verdant produce, bartering their ship-grown strawberries and slaughtermelons for whatever catches their eye. Knowing their predilections, scavengers and salvagers will often seek out a writling vessel after a particularly impressive haul.

### A Cult of Silk & Paper

Writling clothing is made to look as elegant as possible, but this elegance is in service to the cult's own sensibilities. It's not uncommon to find lower-order members draped in gold-trimmed silks, yet still envious of the old coin necklaces and haphazard banknote-sashes of their betters.

### The Goldsighted

A colloquial term for experienced writling scavengers, so named due to their habit of replacing their eyes (if they have them) with coins. Writlings belonging to the less 'traditionally-featured' bloodlines, such as the ektus, often embed coins into their arms and faces instead.

### Promenossuaries

As a successful writling reaches the end of their life their thoughts turn, naturally, to the protection of their treasures. A promenossuary allows them to hoard their wealth, even in death - a semi-sentient coffin that lurches proudly along the streets and walkways of their homes. These walking tombs are often glass-fronted, displaying the alchemically-preserved corpse of the cultist and their most valuable finds.

### Quick NPCs

#### Tamen Hold (Gau)

A young writling coin collector, eager to show off his accumulated 'wealth' to anyone who will listen. Can often be found at a small self-made stall, extolling the virtues of lost currency.

#### Patakara Kezar (Tzelicrae)

A goldsighted scavenger, whose internal spiders carry numerous coins from various lost currencies. Claims to have been all the way down to the Under-Eaves themselves, but refuses to share the details unless paid the right price.

### Quick Settlements

#### Myzoni

A large, wealthy garden-city built on multi-tiered platforms rising out of the waves. The inner spaces have been given over to large, well-tended gardens, used to grow fruit for trade and consumption.

#### Til's Watch

A look-out tower built into the side of a jagged mountaintop island, close to a rift. Blasts cultish wealth-dogma out across the waves with some kind of sound-amplifying contraption.

### Quick Ships

#### 036

More of a mobile museum-town than a ship, 036 is a collection of elaborate tents and sturdy show-vaults built into the back and sides of a titanopede.

#### The Silver Dawn

A sleek customized longjaw with an enclosed deck space, used as a staging area for delves into ancient ruins. The usual longjaw crane is replaced with a goods-platform that can be lowered into the waves.

### Story Hooks

- ◇ A high-ranking writling is holding an auction of their less-valued assets to make room for new acquisitions.
- ◇ Something owned by one of the crew catches the eye of a gold-sighted scavenger.
- ◇ The crew discover a damaged promenossuary, stranded on a shipwreck far from civilization.

# The Foxloft Bestiary

The creatures and environmental effects showcased here can be used in a variety of ways – as encounters during a journey, as threats to a settlement, as the inspiration for a longer arc or even simply to add descriptive colour to the waves of the Foxloft.

## Slow Revelation

Encounters work best when the character's don't know everything about the creatures or forces they're up against. Reveal information slowly throughout a combat or interaction, rewarding palpable hits and clever tactics with knowledge about the threat the crew are facing.

## Damage, Effects & Tracks

As the Firefly you should aim to use damage, effects and track lengths in a way that will provide a meaningful and narratively appropriate challenge for the crew. The mechanical side of using hazards in combat is described in more detail on page 60.

## Play Smart

Most opponents are likely to flee when seriously wounded or outmatched, perhaps leaving a trophy or two behind as a reward. If you're playing a darker tone and want fights to the death, find ways to make them believable.

## Acid-Jet Lotus (Medium Plant Trap)

A meat-eating plant that lies in wait for animals. *Use the acid-jet lotus if you want the crew to react to an unexpected long-ranged danger.*

### Presence

**Sight:** Small animal skeletons in the area.

**Smell:** Sweet, honey-like digestive juices. Sharp acid.

### Resources

**Specimens:** Digestive Fluid

### Aspects

**Ambush:** The acid-jet lotus only attacks when a target is close enough, dealing LR acid damage.

### Quirks

**Unfurling:** The lotus is almost impossible to detect before it attacks.

**Blinding:** The acid spray attack of the lotus inflicts a lasting condition that blurs vision and stings the eyes.

**Target Spray:** The acid acts as a pheromone agent, calling insects or other predatory plants to any character hit with it.

**Chemical Reaction:** A sticky tar-like substance in the environment around the plant reacts with the acid it spews, creating clouds of caustic chemicals that choke any who breathe them in and obscure vision.

## Sporecloud (Variable Force of Nature)

A thickly rolling cloud of fungal spores. *Use a sporecloud if you want the crew to focus more on clever survival and urgent decisions than physical combat.*

### Presence

**Sight:** An unnatural mist, fast-sprouting mushrooms.

**Smell:** Damp, thick and choking.

### Resources

**Specimens:** Parasitic Spores

### Aspects

**Bad Air:** Perhaps the most classic example. When inhaled, spores might do anything from clogging the throat to taking root inside the lungs. Causes lasting injuries if not dealt with quickly.

### Quirks

**Fungal Fog:** The cloud lowers visibility in the immediate area.

**Invasive:** The cloud begins to eat away at the ship's seals, or spores take root in exposed wooden decking.

**Under Cover of Spores:** The cloud contains a creature adapted to life in a constant choking fog, which lashes out with blunt, keen or spike damage at anyone stuck in the cloud.

## Hidden Snare (Small Construct Trap)

A wood-and-iron mantrap with jagged teeth. *Use the hidden snare if you want a character to require help from their crewmates.*

### Presence

**Sound:** A screeching snap as the trap slams shut.

### Resources

**Specimens:** Iron jaw, Spring Mechanism

### Aspects

**Ensnaring:** The hidden snare deals hewing or serrated damage to whatever it catches, but the bigger problem is its vice-like grip. Characters hit with the hidden snare will have to rely on their team-mates to free them.

### Quirks

**Hoist Mechanism:** Once the target is caught the snare is hoisted aloft by a pulley system, making it even harder to free the unfortunate victim.

**Chain alarm:** Once the snare snaps shut a connected alarm sounds, alerting nearby trappers to easy prey.

## Sailing Stone (Large Force of Nature)

A chunk of stone that cuts its way through the tangle like a ship, moved by an unknown force. *Use the sailing stone if you want a hazard to be avoided rather than destroyed.*

### Presence

**Sight:** A rock that glides like a ghost.

**Sound:** An unsettlingly quiet rustle.

### Resources

**Specimens:** Sailing Stone Fragments

### Aspects

**Implacable:** Sailing stones should be used against the ship or a trapped character, crushing against them to deal CQ blunt damage.

### Quirks

**Malevolent:** The stone changes course to track a particular target, wherever it moves to.

**Magnetic:** A seam of ore within the stone draws other metal objects towards it, including a character's gear.

**Another pinwolf crashed down onto the deck, flank sizzling, but its packmates were still coming. They moved with unsettlingly delicate motions, tongues flickering in the spore-choked air.**

**“Uh, guys? They’re not retreating...”**

**Umbridge moved back as they advanced, keeping his eyes trained on the pack as he fumbled in his pouches for more chemicals. He could hear Ro Zan cursing under her breath behind him, see a smear of sap on the decks where she’d dragged herself back. What kind of beast took a bite out of an ektus & came back for more? Lightning fast the pack charged as one, pointed limbs scraping & skidding over the decks as they came, jaws wide & hissing.**

**This kind of beast, apparently.**

## **Pinwolf** (Medium Swift Beast)

Vicious pack hunters with stiletto limbs, pinwolves are a seemingly omnipresent threat across the various reaches and territories of the wildsea. *Use pinwolves if you want the crew to face something swift and uncanny.*

### **Presence**

**Sight:** Bursts of uncanny movement. Long twitching tongues. Coarse fur and smooth skin underneath.  
**Sound:** The sharp impacts of their pin-like limbs. Hissing when they’re readying themselves to attack. Scraping and skittering if they move over metal.  
**Smell:** Musky - a mixture of sweat and old blood.  
**Taste:** Pinwolf meat is tough, and tastes bitter unless charred or fried (when it’s then surprisingly buttery).

### **Resources**

**Specimens:** Pin-Limbs, Flexible Tongue, Beast Bones  
**Whispers:** Unsettling Movement, The Approaching Pack

### **Aspects**

**Pin-Limbs:** Pinwolves can climb any surface their limbs can punch into, with the strongest able to puncture even metal. These limbs deal CQ spike damage, and charges can deal blunt damage instead.  
**Scent Receptors:** Pinwolves use their tongues to taste the air, and can easily track prey they can’t see.

### **Quirks**

**Armoured Hide:** The pinwolf’s fur is matted and spiked, giving it resistance to keen, spike and blunt damage.  
**Mottled:** The pinwolf’s hide shifts and flickers, giving it efficient camouflage against the rustling waves.  
**Hulking:** An alpha specimen. Deals increased damage, and can bite savagely to inflict serrated damage.



**A deep-throated roar echoing across  
the open waves.**

**A mass of root-like scything limbs.**

**A false maw lolling open, ringed with  
iridescent golden petals.**

**The lion's mane is hunting.**

**The lion's mane is hunting.**

## **The Lion's Mane** (Large Plant Horror)

A burst of golden petals sitting atop four wide, spider-spread limbs, the lion's mane is a hunting plant with a taste for blood. Usually moving in pairs they attack in tandem, one rampaging wildly through an area and the other leaping upon any prey that flee the carnage. *Use the lion's mane if you want the crew to face a pair of terrifyingly single-minded predators.*

### **Presence**

**Sight:** Toothmarks flecked with golden dust. Sun-coloured petals flexing and rippling in anticipation.

**Sound:** A rattling lion-like roar.

**Smell:** Old blood and sweet pollen.

**Taste:** Hearty, earthy flavour for the limbs. Boiling the petals gives them an appealing sugary note.

### **Resources**

**Specimens:** Maw-Petals, Root-Like Hide

**Whispers:** Drawn to Blood, One Lies in Wait

### **Aspects**

**Blood-Hunger:** The Lion's Mane tends to ignore creatures without hot blood in their veins until they damage it.

**Pair Tactics:** One lion's mane will usually begin an encounter in hiding, using the other as a distraction before leaping in for the attack.

**Toothed Petals:** Though the petals themselves are soft, they're studded with tooth-like spines that deal Spike, Keen or Serrated damage.

**Impaling Limbs:** Tough like old roots, the lion's mane limbs end in wickedly sharp points. Can deal Spike damage, or Blunt damage if used to sweep.

### **Quirks**

**Twin-Mane:** A mutated lion's mane with multiple petal-mouths, a ship-sized solo hunter.

**Strobing Communication:** Petals ringed with phosphorescent patches used to spell out flickering words in Highvin, a means of lighting, hypnosis and communication.

**Wild Stamen:** A lashing tongue-like stamen that curls around targets and draws them into the Lion's Mane's stomach. Targets swallowed in this way take Acid damage until they are freed.

## **Jawthorn Seed** (Large Swift Plant)

The sentient seeds of the jawthorn tree driven to search for nutrients to consume before they take root. They resemble truncated alligators wrapped in nut-like husks, most of their body being nothing more than mouth and stomach. *Use jawthorn seeds if you want the crew to face something unusual that will hunt them doggedly in the right conditions.*

### **Presence**

**Sight:** Shed husk matter. Bark ripped open.

**Sound:** Creaking like a ship in a storm.

**Smell:** Coconut and fading incense smoke.

**Taste:** Tough, woody, like jasmine smells.

### **Resources**

**Specimens:** Seed Husk, Jawthorn Tooth-Lumber

**Whispers:** Ready to Root, Ceaseless Hunger

### **Aspects**

**Single-Minded:** Once a jawthorn seed picks a target, they'll track it ceaselessly by scent until either it or the target is dead.

**Scramble:** Jawthorn seeds climb, jump and run swiftly but haphazardly, falling often.

**Jawthorn Fungus:** A mold-like infection that grows quickly in jawthorn bite wounds (creates an infection injury track).

**Prodigious Bite:** Being mostly gullet and stomach, jawthorn seeds tend to savage their target with Spike damage until it can no longer escape and then swallow them whole before resting and taking root.

### **Quirks**

**Split Seed:** An aged, overgrown jawthorn seed that's taken massive damage to its stomach, leaving it unable to absorb enough nutrients to take root.

## Ironjaw Ray (Huge Spined Flying Beast)

Huge, graceful, aloof - ironjaw rays can be spotted sailing slowly through the skies before major storms. Whether they're drawn to the potential of disturbed air or drag the storms behind them is unknown. *Use the ironjaw ray if you want the crew to face something airborne but ponderous, with added environmental effects.*

### Presence

**Sight:** Dark shapes against a darkening sky. Silhouettes in lightning-flashes.

**Sound:** The rumble of thunder and ceaseless drumming of rain on leaves.

**Smell:** Petrichor gone wild.

**Taste:** Rubbery hides with a taste of the old sea, flesh that makes your teeth itch and tongue tingle. Trying to eat a spine will likely give an electric shock.

### Resources

**Specimens:** Thunder-Spines, Ray Hide

**Whispers:** Storm on a Leash

### Aspects

**Spiraling Horns:** Used to gouge and tear, with added electrical charge. Deals spike and volt damage.

**Thunder-Spines:** Release bursts of blast and shock damage when broken, but without them the ray loses the ability to make volt attacks.

**Undulating Fringe:** Ironjaws don't fly fast, but they can retreat into the darkening clouds above whenever they wish.

### Quirks

**Titanic:** The ray is almost leviathan sized, and its shock attacks deal massive damage.

**Winterkind:** The ray is an avatar of the winter winds, dragging an uncannily unseasonal blizzard rather than a storm. Replace all instances of volt damage with frost damage.

## The Storm-In-Tow (Force of Nature)

A deluge of rain with near-constant lightning, drawn behind the rays as they fly. *Use the storm-in-tow if you want the crew to weather a titanic elemental force that cannot be defeated, only endured.*

### Presence

**Sight:** Thunderheads moving unnaturally fast. An eerie half-light as clouds block out the sun.

**Sound:** Deafening thunderclaps. Rain so loud it drowns out speech. The creak and groan of branches swaying.

**Smell:** Like burning tin on rolling waves, summer turned sour.

### Resources

**Specimens:** Pure Rainwater, Captured Lightning

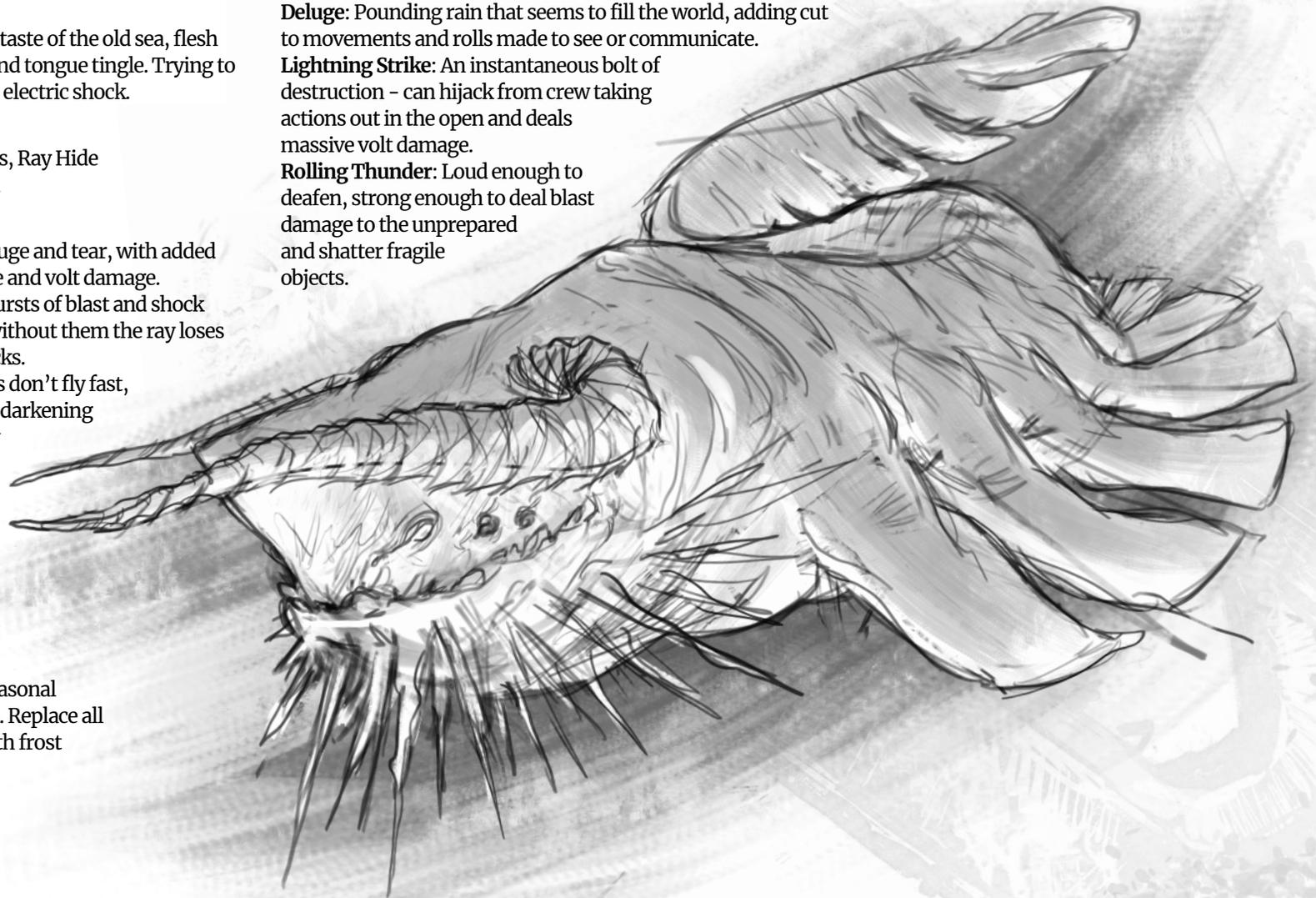
**Whispers:** Storm on a Leash

### Aspects

**Deluge:** Pounding rain that seems to fill the world, adding cut to movements and rolls made to see or communicate.

**Lightning Strike:** An instantaneous bolt of destruction - can hijack from crew taking actions out in the open and deals massive volt damage.

**Rolling Thunder:** Loud enough to deafen, strong enough to deal blast damage to the unprepared and shatter fragile objects.



## Snapperpillar (Large Armoured Insect Beast)

Somewhere between crocodile and giant centipede, snapperpillars are fiercely territorial creatures that make their lairs in risen ruins. Most specimens have between ten and twenty legs, giving them a worrying turn of speed and the ability to climb sinuously around an environment despite their size. Use a snapperpillar if you want the crew to face something armoured, determined and venomous.

### Presence

**Sight:** Two tonnes of muscle, armour and teeth. Four jaws spread wide. Cross-shaped bite-marks.

**Sound:** The sandpaper rub of rough chitin. Low rumbling in the throat as they stare down prey.

**Smell:** Like an old swamp.

**Taste:** Muddy flesh and unpalatable carapace-chitin, but a delicious tongue.

### Resources

**Specimens:** Quad Jaw, Snapper Tongue, Rough Chitin

**Whispers:** Curious Crossbreed

### Aspects

**Hardened Carapace:** Though the underbelly of a snapperpillar is vulnerable to attacks most of the body is covered in thick armour-like chitin. Segments of this chitin rise and spread when the beast is enraged, making it seem even bigger than it already is.

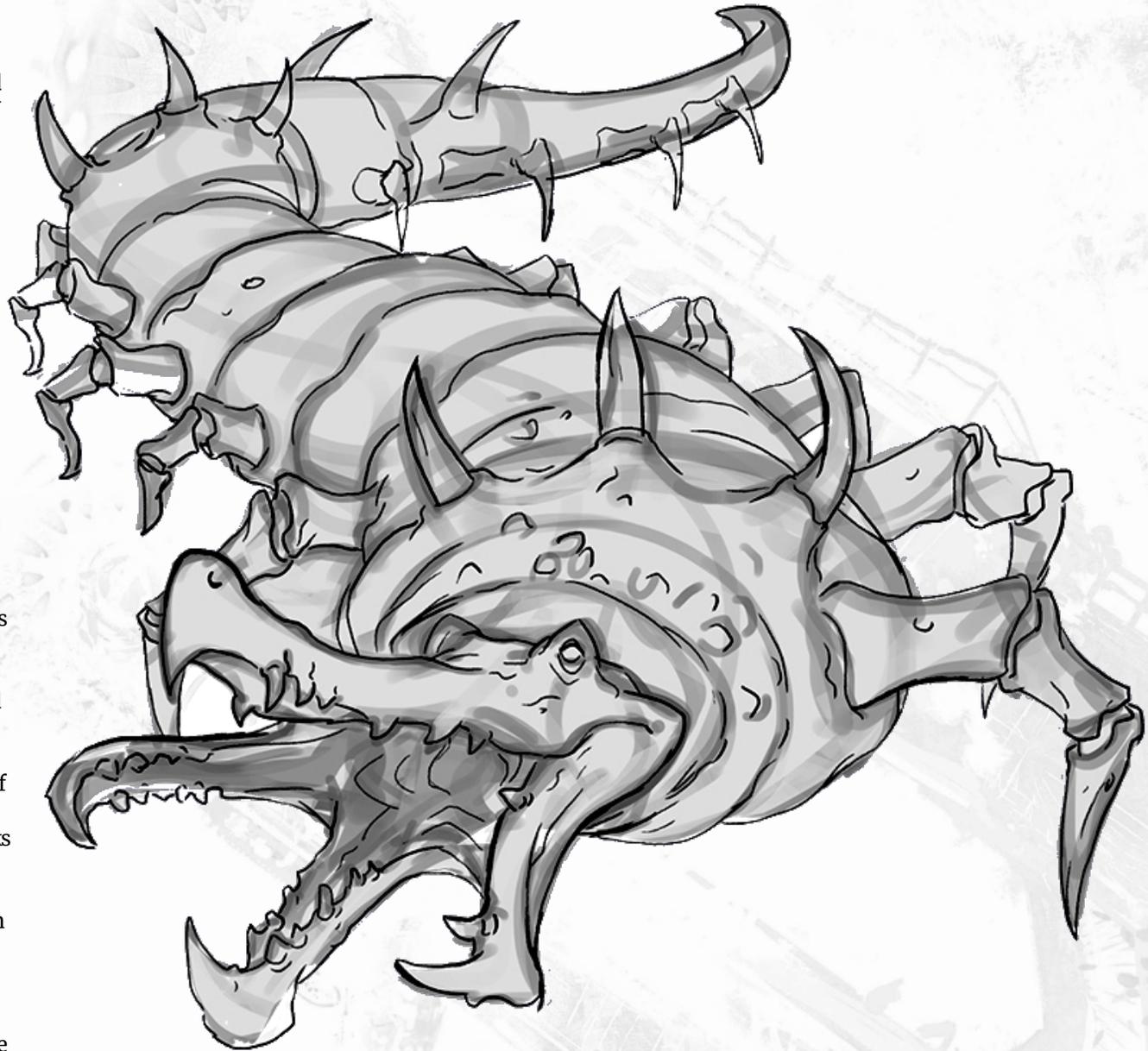
**Caterpillar Climb:** Snapperpillars can move across and up rough terrain with ease, but are defeated by smoother surfaces.

**Tremendous Bite:** Perhaps the most striking feature of the snapperpillar is its jaw, a cross-shaped maw that opens almost impossibly wide as it lunges in for attacks Deals Spike or serrated damage at CQ, and can be used to grab and hold opponents.

**Trampling Charge:** Goes over and through anything in its path, dealing CQ blunt damage to multiple targets and knocking them down.

### Quirks

**Hex-Jaw:** A mutation with additional jaws - even more bite power!



## **Kjartico Pirates** (Ardent Pirate Marauders)

A merciless ardent pirate band that roves across the rustling waves looking for ships to plunder. *Use kjartica pirates if you want the crew to face a threat on equal terms – intelligent enemies with weapons, goals and a ship of their own.*

### **Presence**

**Sight:** A wooden ship belching sawdust on the horizon. Heavy-coated ardent standing grimly on deck. A flag flying from a makeshift mast, of a red blade on a white background.

**Sound:** The buzz of wood being ground down. An oppressive silence, broken by a shouted challenge.

**Smell:** Fresh sawdust and hot sap. Tobacco smoke.

**Taste:** Pork, apparently.

### **Resources**

**Salvage:** Curved Cutlass, Pirate's Longcoat, Flintlock

**Specimens:** Pirate's Skull

**Charts:** Old Map of the Waves, Pirate Port Journal

**Whispers:** Deliver or Die

### **Aspects**

**Gang:** Kjartica pirates attack as a group, and can deal multiple different damage types depending on the arms they carry (blunt, keen and blast at CQ or LR).

**Morale:** The pirates will retreat after losing enough of their number, but they'll definitely bear a grudge.

### **Quirks**

**Grim Challenge:** The Kjartica are ordered and stoically traditional in their approach to piracy. Their second-in-command will offer a challenge, a duel of blades to first blood. If they win their pirates will swarm the ship to loot, and will kill any who resist. If that second-in-command is bested the pirates will withdraw without another word.

**Kjartico Ships:** Their ships are armoured with thick broadwood, and driven by a jawbox powering a threshing mulcher at the prow.

**Phantom Crew:** When a kjartico pirate dies in combat, their crewmates will do the best to recover the body. Whether they do or don't, a spirit will rise from the corpse at nightfall.

## **Hollowed** (Ektus Revenant Marauders)

The twilight years of an ektus leave them rotting from the inside out, hollows forming in both mind and body. *Use hollowed if you want the crew to face something brutishly powerful but nearly mindless.*

### **Presence**

**Sight:** Drooping flowers and leathery, brittle skin.

Fibrous faces hanging slack.

**Smell:** Rotting cactus-flesh.

### **Resources**

**Specimens:** Brittle Needles, Desiccated Iris Blossoms

**Charts:** Printed Silk-Chart

### **Aspects**

**Blind Rage:** Hollowed stumble and crawl their way toward their targets. Despite their sorry state they're still dangerous opponents, dealing high CQ blunt and spike damage with their spiny fists.

**Sun-Calmed:** Hollowed ektus are only active during the night or on heavily overcast days, preferring to bask under the calming sun when possible.

### **Quirks**

**Dried Out:** If the hollowed's bodily functions degrade too far, they lose almost all senses as their iris blossoms begin to wilt. These unfortunate ektus attack anything that moves or makes a sound, regardless of reason.

## **Skin-Thieves** (Tzelicrae Marauders)

The lottery of skin is an ancient and respected tradition in various tzelicrae cultures, but there are those who have a certain level of... impatience. *Use skin-thieves if you want the crew to face an opponent determined to steal their identities without damaging the merchandise.*

### **Presence**

**Sight:** Spiders crawling over every exposed surface.

Arachnid masses wrapped in sack-cloth and rope.

**Sound:** The rapid clicking of fast-spoken knock.

### **Resources**

**Salvage:** Torn Sack-Cloth

**Specimens:** Solo Spiders

**Charts:** Printed Silk-Chart

### **Aspects**

**Bind & Restrain:** Skin-thieves will go to great lengths to avoid harming their intended marks: use webs to restrain and poisoned needles to deliver soporific and paralyzing toxins, but only attack with more traditional weapons as a last resort.

**Tenuous Grasp:** When defeated, skin-thieves will fall apart and scuttle away in a swarm of tiny bodies.

**Skin-Swap:** If a crewmember is isolated and restrained or otherwise incapable of acting, the skin-thieves will steal their outer layer and replace it with their own sack-and-rope covering. Treat this as an injury that can only be healed by the character hutting down their own skin, or somehow crafting themselves a new one.

### **Quirks**

**Patchwork:** Some skin-thieves are more impatient than others, using keen and hewing weapons to attempt to sever and steal body parts to incorporate wholesale into their own form.

**They were a ragged, sorry-looking group. Old wildsailors with grey beards and hair, scars criss-crossing their bodies, limbs missing or replaced with clanking prostheses, faces drawn and scowls bitter.**

**Leviathaneers.**

**The junction-house fell silent as they entered, then erupted into whispers as they took their seats at the bar.**

**“That’s the crew of the Guilty Hand,” an old ektus confirmed to her companions.**

**“A beast the size of a ship, the size of a city, the size of a mountain,” a tzelicrae hand-signed to its brethren.**

**“Takes a part of them every time they fail, a hundred limbs torn away,” an ardent captain mouthed, shaking his head.**

**The bartender, heedless of the change in atmosphere, hustled over to the new arrivals. She met the remaining eye of their leader with a knowing wink.**

**“Bloody squirrel, eh?”**

## **Old Ormail** (Leviathan Beast)

All leviathaneers know the tales of Old Ormail, the squirrel to end all squirrels. *Use old ormail if you want the crew to face something that might originally feel amusing... before reality sets in.*

### **Presence**

**Sight:** Birds, insects and smaller animals fleeing in a single direction, panicked and howling. A furrow moving through the treescape, as something titanic claws its way through the sink. A bristling, curving, claws like a ship’s prow. Dark, swift shapes moving through flame-coloured fur. A network of scars, punctuated with the blades and hilts of broken weapons.

**Sound:** The calls and yelps of fleeing creatures. The creaking, bending and snapping of branches and boughs. A throaty chittering that sounds like an engine turning over.

**Smell:** Musk and blood, and the sharp tang of pure crezzerin running in rivulets down the creature’s fur.

**Taste:** Like old wounds and lost wildsailors.

### **Resources**

**Specimens:** Iron-hard Bristles, Matted Fur, Leviathan Meat, Crezzer-Tinged Blood, Titanic Squirrel Bones,

Leviathan Squirrel-Tail, Squirrel-Louse Chitin

**Salvage:** Old Blade Fragment, Jagserry Hilt

**Whispers:** An Ancient Foe

### **Aspects**

**Titantail:** The squirrel’s tail can be whipped at enemies, dealing heavy blunt damage at an impressive range.

**Heavy Scamper:** Old Ormail can climb as well as any smaller squirrel, but causes massive damage to surfaces it grips onto. Destroy the environment piece by piece as Old Ormail clammers over it.

**Tooth and Claw:** Bite attacks from the leviathan deal massive spike damage, and claw attacks massive keen damage.

**True Leviathan:** Old Ormail reduces the impact of all damage types. Dealing massive damage to Old Ormail marks single boxes rather than entire tracks. Sighting Old Ormail for the first time marks double the usual amount of mire.

### **Quirks**

**Crezzerhide:** The matted fur of Old Ormail is sticky with crezzerin – all CQ attacks made against it deal a mark of contact toxin damage to the attacker, unless they have crezzerin resistance.

**Consumer:** With a successful bite, Old Ormail can swallow a character whole. Character swallowed in this way take acid damage every time they perform an action, until they’re free.

**Squirrel-Lice:** Lice the size of dogs crawl amongst Old Ormail’s fur, and leap off to find new targets if their host is attacked. Bites from these lice deal spike and toxin damage.

## The Full Release...

... gives you a greatly expanded version of the Foxloft to use in your adventures, perfect for the type of Firefly that loves some harder limits on their worldbuilding.

In the full release you'll find, amongst other things...

- ◆ An increased roster of factions, each with their own pre-made ships, NPCs and story hooks.
- ◆ More detailed information on the territories contained within the Foxloft, including maps and landmarks.
- ◆ Additional choices for aspects and ship fittings related to these factions, allowing players to create characters local to the Foxloft or to adapt their wildsailors to its unique elements over time.
- ◆ A set of tables to randomly generate journey encounters for crews sailing the Foxloft, ideal for taking some creative pressure off of the Firefly when it's needed.
- ◆ An expanded bestiary of common creatures, as well as hazards based on the weather, waves and forces of nature.
- ◆ A sample adventure starter, enough pre-planned material to cover the beginning of a new campaign with multiple story hooks on offer for the players.





### **Contact Us**

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# The Wildsea - Printable Character Sheet

**Name** \_\_\_\_\_  
**Background** \_\_\_\_\_  
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**Edges**  
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**Skills**  
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**Languages**  
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**Aspects**

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**Resources**

**Salvage**  
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**Specimens**  
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**Whispers**  
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**Charts**  
◇    ◇  
◇    ◇  
◇    ◇  
◇    ◇

**Drives**  
◇  
◇  
◇

**Mires**  
◇    ○—○  
◇    ○—○  
◇    ○—○

**Benefits, Injuries & Temporary Tracks**

**Milestones**

Major

Minor

**Notes**

# The Wildsea - Printable Crew Sheet

**Name** \_\_\_\_\_  
**Description** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Design**  
**Size** \_\_\_\_\_  
**Frame** \_\_\_\_\_  
**Hull** \_\_\_\_\_  
**Bite** \_\_\_\_\_  
**Engine** \_\_\_\_\_

**Fittings**  
**Adjustments** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**Rooms** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**Armaments** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Ratings**  
**Armour** ○○○○○○  
**Seals** ○○○○○○  
**Speed** ○○○○○○  
**Saws** ○○○○○○  
**Stealth** ○○○○○○  
**Tilt** ○○○○○○

**Blueprint**

**Condition**

**Cargo & Passengers**

◇	◇	◇
◇	◇	◇
◇	◇	◇
◇	◇	◇

**Undercrew**

◇	○○○○○
◇	○○○○○
◇	○○○○○
◇	○○○○○
◇	○○○○○

**Reputation**

Faction	Favour	Fear	Respect
_____	○	○	○
_____	○	○	○
_____	○	○	○
_____	○	○	○

**Notes**

# The Wildsea - Printable Crew Sheet

**Name** The Fading Dawn  
**Description** A small but sturdy scavenger's vessel in a state of some disrepair.

## Design

**Size** Small  
**Frame** Scything  
**Hull** Reef-Iron  
**Bite** Longjaw  
**Engine** Chemical Compressor

## Fittings

**Adjustments** Anchor System, Cargo Crane

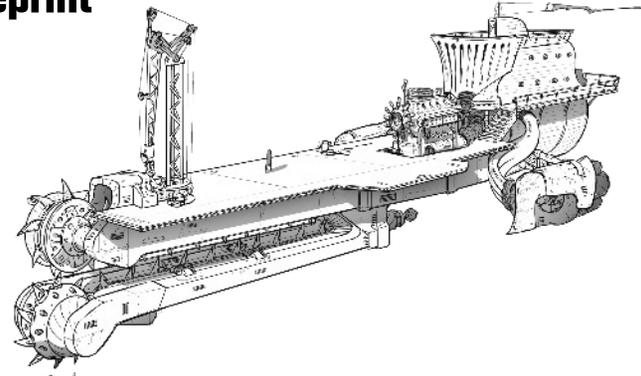
**Rooms** Pilot's Cabin, Crew Quarters,  
 Cargo bay, Expanded Cargo Bay

**Armaments** Sawtooth Prow (deals massive  
 CQ Serrated damage)

## Ratings

**Armour** ○ ○ ○ ○ ○ ○ ○ ○  
**Seals** ○ ○ ○ ○ ○ ○ ○ ○  
**Speed** ○ ○ ○ ○ ○ ○ ○ ○  
**Saws** ○ ○ ○ ○ ○ ○ ○ ○  
**Stealth** ○ ○ ○ ○ ○ ○ ○ ○  
**Tilt** ○ ○ ○ ○ ○ ○ ○ ○

## Blueprint



## Condition

## Cargo & Passengers

◇	◇	◇
◇	◇	◇
◇	◇	◇
◇	◇	◇

## Undercrew

◇	○ ○ ○ ○ ○ ○ ○ ○
◇	○ ○ ○ ○ ○ ○ ○ ○
◇	○ ○ ○ ○ ○ ○ ○ ○
◇	○ ○ ○ ○ ○ ○ ○ ○
◇	○ ○ ○ ○ ○ ○ ○ ○

## Reputation

Faction	Favour	Fear	Respect
_____	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○ ○

## Notes