

BRINTE

v0.1

You are SAILORS

The sea is TREACHEROUS

Each session is a CATCH

Each catch is MONSTROUS

Your hunts yield MEAT, BONE, and OIL

Use your resources to feed your CREW, repair your SHIP, and make a PROFIT

Your crew is your LIFEblood

The DEVIL SEAM and THE TAX MAN need meat

The ship needs constant UPKEEP

And the STORM never breaks

There is no LAW nor RELIGION

Save for THE FOGHORN CALL

Table Of contents

Table Of Contents

Gameplay

Officers

Ship Upkeep

Catches

- Whales

- Sharks

- Cephalopods

- Crustaceans

- Pinnipeds

Weapons

- Explosive

 - Grenade*

 - Cannon*

- Gunpowdered

 - Pistol*

 - Musket*

- Bladed

 - Knife*

 - Harpoon*

The Devil Seam, The Tax Man, & The Foghorn Call

- The Devil Seam

- The Tax Man

- The Foghorn Call

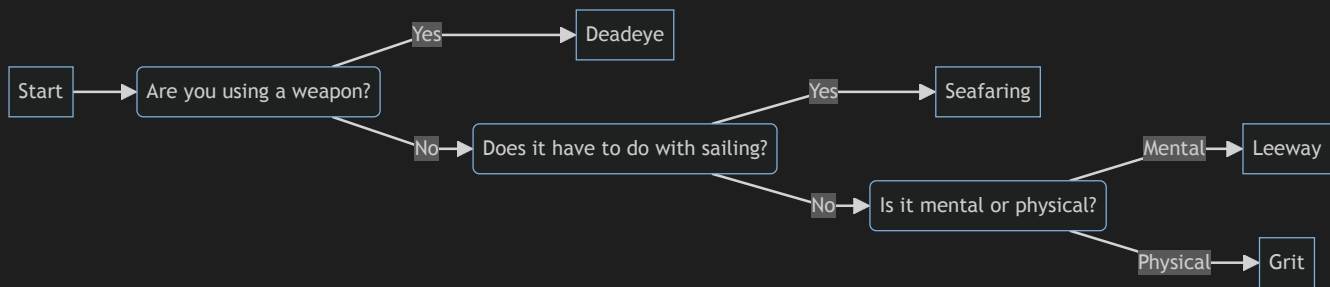
- Lighthouses

Gameplay

BRINE is a fantasy role-playing game for 3-6 players (+ a Game Master) about seafaring, catching dangerous monsters, and keeping your crew together. Players act as **Officers**, controlling not only themselves, but 2-3 subordinate sailors below them. Reeling in and fighting monstrous **Catches** is no easy task, but the natural resources gleaned fetch a hefty price when sold at port. Between butchering mind-bending aquatic horrors, satiating ship-devils with meat and oil, and braving the natural elements of the perpetual storm, set sail for a gruelling yet rewarding experience on the high seas.

Officers

- **Seafaring** aids with all aspects of sailing. From navigation, to rigging, to repairs.
- **Deadeye** aids with all aspects of combat. From harpoon firing, to explosives, to filleting.
- **Grit** aids with all aspects of the body. From disease fighting, to grip strength, to rowing speed. Determines starting **Health**.
- **Leeway** aids with all aspects of the mind. From sheer will, to card games, to natural history. Determines starting **Sanity**.



Distribute scores of **1**, **2**, **3**, and **4** to the above skills, then add **+2** to two different skills. Then, sequentially choose each player to be assigned one role from the following list of **Officers**:

- **Captain** (**+1** to any two different skills)
- **First Mate** (**+2** to **Seafaring**)
- **Sargeant-At-Arms** (**+2** to **Deadeye**)
- **Bosun** (**+2** to **Grit**)
- **Navigator** (**+2** to **Leeway**)
- **Chaplain** (sailors restore **2** **Sanity** rather than **1** when communing with **The Foghorn Call** while a **Chaplain** is on board)

Keep your skills, as well as your **Health** and **Sanity** secret from other players.

To make skill checks, roll **Xd6**, where **X** is the score for the skill you're rolling. **6** is a full success, **4-5** is a partial success, **2-3** is a partial failure, and **1** is a full failure. When rolling multiple dice, compare wins to losses to determine the rolls overall score. When rolling contested checks against enemies, compare your rolls' overall scores.

Any pair of **1**s (snakeyes) while rolling nullifies one of your highest-rolled numbers.

Unless otherwise specified, all checks are rolled at a **difficulty** of **1**. Your GM may impose higher **difficulties** to your rolls, requiring you to meet more than one success to count. (e.g. a **difficulty 3** check requires at least three total 6s rolled to be considered a full success)

Health decreases by **1** for each injury sustained. It increases by **1** each morning, or through medical care. Death is immediate at **0** **Health**. Your GM may choose to impose a penalty of **2** **Health** for large injuries.

Sanity decreases by **1** each night. It increases by **1** through communion with **The Foghorn Call**. **Madness** sets in at **0** **Sanity**. When you become mad, you will inherit a new (secret) ulterior motive, at the GM's discretion. This motive, such as wanting to sink the ship or the need to kill a specific **Catch**, can be reversed temporarily by returning above **0** **Sanity**. Think of **Sanity** less as a quantitative value of current mental health, and more as a slowly depleting façade, revealing your inner fear and madness to your other crew members. Everyone is crazy, some are just better at hiding it.

Assume all subordinate sailors have a score of **2** in each skill. **Sanity** for subordinate sailors should be determined and managed privately by the GM.

Ship Upkeep

Ships require maintenance, repairs, rigging, and other such upkeep to remain functional and seaworthy. Daily **Seafaring** checks must be made for each of the following tasks:

- Swabbing the deck (failure decreases each of your crew members' maximum **Health** by **1**)
- Unfurling the sails (**difficulty 2**) (failure removes your ship's ability to steer)
- Tarring the **The Devil Seam** (**difficulty 2**) (multiple failures risk the ship's structural integrity)
- Cooking food (*can be substituted with a **Leeway** check*) (failure decreases your crew members' maximum **Grit** by **1**)
- Hoisting the anchor (*can be substituted with a **Grit** check*) (failure removes your ship's ability to move)

- Loading the cannons (*can be substituted with a **Deadeye** check*) (failure removes cannons during the next **Catch**)

Tasks can be attempted by any members of your crew, but can only be attempted once per day. Multiple crew members can aid each other in a task, up to a maximum of **3**.

Ships have a **Health** of **60**. They can be damaged (often the result of **Catches**), and have certain damage thresholds:

- At **40 Health**, the ship begins flooding, and will sink in **3** rounds if not patched.
- At **20 Health**, the mast breaks, rendering steering impossible.
- At **0 Health**, **The Devil Seam** erupts, splitting the ship in two, and boiling the sea in the immediate vicinity.

catches

During a voyage, you and your crew will aim to catch as much as they can from the depth of the sea. While enormous, and often full of bountiful resources, **Catches** are *extremely dangerous*, and often require your full crew's combined efforts to subdue. **Catches** range in size, shape, and natural weaponry, and can yield up to any of the following resources:

- **Meat** is the most common and plentiful **Catch** yield. It can be used to feed your crew (*at a rate of 1 pound / person / day*) and **The Devil Seam**, and to pay **The Tax Man**. Upon your return, **Meat** will sell for **1 shilling / 10,000 pounds**.
- **Bone**, while also a common product of **Catches**, comes in far smaller quantities, thus commanding a higher price. Upon your return, **Bone** will sell for **1 shilling / 1,000 pounds**.

- **Oil** is the rarest and most expensive resource, and is used to keep your ship's cabins and lanterns lit (*at a rate of 0.5 barrels / day*). Upon your return, **Oil** will sell for **1 shilling / 4 barrels**.

For a standard voyage's profit of **50 shillings**, an average of at about **300,000 pounds** of **Meat**, **15,000 pounds** of **Bone**, and **20 barrels** of **Oil** are needed.

Most **Catches** are reeled in with the ship's enormous **Nets**. Left to drag throughout the day, **Nets** are reeled in at night, with any **Catches** inside dealt with as necessary. However, **Catches** with **Health** greater than **30** are too large to fit within the **Nets**, and must first be hoisted onto the deck with the use of the **Harpoon** pulley system before being killed. **Cannons** are used to subdue particularly large or dangerous **Catches** before they are hoisted.

During combat, sailors take turns performing actions such as firing a **Weapon**, operating a mechanism of the ship, or moving across the deck. Players control their **Officer** and subordinates during their turn. Each sailor can take up to **2** actions per turn, and can take the same action twice (unless otherwise specified). No specific turn order needs to be established, and players can choose to take their turn whenever they like. After all players have taken their turns, the **Catch** takes its turn, then the round restarts.

Whales

(e.g. Sperm Whales, Humpback Whales)

Enormous, many-eyed behemoths, encrusted with razor-sharp barnacles. While high in both **Meat** and **Oil**, **Whales** are extremely difficult to kill, and risk capsizing ships in their destructive, flailing rages. Best tired from afar, lest risking direct damage to the ship. **Whales** have a **Health** of **80**.

DESCRIPTION OF CATCH'S ATTACKS AND SPECIAL ACTIONS COMING SOON

Resources:

- 200,000 pounds of Meat
- 5,000 pounds of Bone
- 10 barrels of Oil
- Total: 27 $\frac{1}{2}$ shillings

Sharks

(e.g. Hammerhead Sharks, Reef Sharks)

Slim, lithe, and dangerous, Sharks hunt in groups. Often following other Catches such as Whales or Cephalopods, they lie in wait, looking for the perfect moment to strike when either a crew member falls into the water or a Catch is wounded. Using their unfurling, zippered mouths, their ensnaring bite is extremely difficult to escape from. Sharks have a Health of 20.

DESCRIPTION OF CATCH'S ATTACKS AND SPECIAL ACTIONS COMING SOON

Resources:

- 50,000 pounds of Meat
- 5,000 pounds of Bone
- 1 barrel of Oil
- Total: 10 $\frac{1}{4}$ shillings

Cephalopods

(e.g. Octopuses, Cuttlefish)

Cephalopods are intelligent monstrosities with a capability for limited speech and penchant for strangulation. Often known for conniving their way out of ignorant sailors' nets, only to return later with a vengeance. Their hidden inner beaks can slice through any man-made material, and are extremely sought-after. **Cephalopods** have a **Health** of **40**.

DESCRIPTION OF CATCH'S ATTACKS AND SPECIAL ACTIONS COMING SOON

Resources:

- **120,000 pounds** of **Meat**
- **4 barrels** of **Oil**
- **1 Cephalopod Beak** (**10 shillings**)
- Total: **23 shillings**

Crustaceans

(e.g. Crabs, Lobsters)

Often found scuttling alongside the exterior hulls of ships, or caught in fishing lines, dog-sized **Cephalopods** present a formidable threat in numbers. Between the fast movements of their claws, and rapid breeding and egg-laying process, they infiltrate ships and form colonies of thousands. **Crustaceans** have a **Health** of **10**.

DESCRIPTION OF CATCH'S ATTACKS AND SPECIAL ACTIONS COMING SOON

Resources:

- **20,000 pounds** of **Meat**
- **8 barrels** of **Oil**
- Total: **4 shillings**

Pinnipeds

(e.g. Seals, Sea Lions)

Pinnipeds are elusive and mysterious creatures, disguising themselves in the glamour of human beings, and shedding their skin to walk aboard ships. Their siren calls and reflective eyes dazzle those that are unprepared for them, but for the lucky few that are able to resist, their furs fetch a high price. **Pinnipeds** have a **Health** of **6**.

DESCRIPTION OF CATCH'S ATTACKS AND SPECIAL ACTIONS COMING SOON

Resources:

- **10,000 pounds** of **Meat**
- **3,000 pounds** of **Bone**
- **1 Pinniped Fur** (**20 shillings**)
- Total: **24 shillings**

Weapons

No ship ever leaves port without a well-stocked cache of weapons. Whether **Explosive**, **Gunpowdered**, or **Bladed**, sailors are well-equipped to take down any **Catches** they might encounter. Each type of weapon has a **difficulty** associated with it, requiring better and better **Deadeye** checks to use.

Explosive

Grenade

An expensive, but precise thrown explosive. Rarely found on most common vessels, and always locked safely in an arms' vault.

Type: **Explosive**

Difficulty: **Deadeye** **1**

Damage: **6**

Range: Far

Cannon

The most commonly-used weapon when subduing **Catches**. A typical ship has **6-10** cannons lining each side, each with **4** cannonballs.

Type: **Explosive**

Difficulty: Deadeye 2

Damage: 8

Range: Far

Gunpowdered

Pistol

A simple, handheld gun. Comes with bullets and gunpowder, enough for 5 firings.

Type: Gunpowdered

Difficulty: Deadeye 1

Damage: 3

Range: Close

Musket

The weapon of choice of most officers onboard. Comes with bullets and gunpowder, enough for 10 firings.

Type: Gunpowdered

Difficulty: Deadeye 2

Damage: 4

Range: Far

Bladed

Knife

Standard issue among all crew, used for cutting rope, filleting meat, and killing **Catches**.

Type: **Bladed**

Difficulty: **Deadeye** **1**

Damage: **2**

Range: Close

Harpoon

An extremely common and effective weapon used when hunting **Catches** too large to be dragged in by net. Attached by rope to the ship's inner pulley system.

Type: **Bladed**

Difficulty: **Deadeye** **2**

Damage: **6**

Range: Far

The Devil Seam, The Tax Man, & The Foghorn call

While no law nor religion governs the sea, certain powerful and vengeful entities can (or often must) be appeased to aid with your voyage. Bound and empowered by superstition and ritual, appeasement and communion with these entities is a core aspect of life in a ship crew.

The Devil Seam

A treacherous, mean-spirited presence that takes root within the middle hull seam that runs along the bottom of all ships. This searing, tarry mass of hatred must be fed each day with **Meat** and **Oil** to keep it from tearing the ship apart from below with its acrid burning. Corrupt and cynical, its spiteful words have swayed many the mind of a weak-willed sailor, leading to the destruction of entire fleets. **The Devil Seam** requires **20,000 pounds** of **Cooked Meat** and **1 barrel** of **Hot Oil** / day.

The Tax Man

A mysterious, vengeful entity that many sailors see as the patron saint of **Catches**. Requiring very little in terms of appeasement, **The Tax Man** remains only **one handful** of **Raw Meat** to be thrown back to the sea from each successful **Catch** made. While simple, this merciful task is easy to forget, an act which ensures that the crew's next **Catch** will be truly monstrous and deadly.

The Foghorn Call

The last presence with which all sailors must content is **The Foghorn Call**. A protector spirit of ships, and a warding influence against both **Madness** and dangerous **Catches**. Prayer rooms and sacred foghorn relics are kept onboard all licensed ships, to be communed with by all crew on a regular basis. **The Foghorn Call** requires no material offering for its services.

Lighthouses

Great, towering, twisted structures dot the sea like stars in a vast sky. Long abandoned by their builders, these **Lighthouses** now act as beacons for the will of **The Foghorn Call**. Few among a crew are chosen by **The Foghorn Call** to be **Wickies**, spending their lives alone in the rusting towers. Ships rarely dock too close, let alone send out their dinghies to visit, preferring instead to profit from the calm waves and illuminated seas that they provide between bouts of **Catches**. Too far gone to be called human, the **Wickies** that tend **Lighthouses** offer their bodies and minds up to the cacophony of **The Foghorn Call** at its purest, the highest honour a devotee can aspire to.