

# AETHAN GUIDE TO SEAFARING AND NAVAL COMBAT

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# НАД МАТЕРИАЛОМ РАБОТАЛИ

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Использован перевод Aleksey\_DanTe, Kerantis, poletaew, TonySt, k1nda, Dragon\_of\_Shades описания Солемарша CYBORGS & MAGES

Wordpress | Vkontakte | Facebook | Discord | Twitter |  
Telegram  
Twitch | Youtube  
Patreon

От автора

Перевод

Перевод основан на переводе SRD 5.1 от  
Киборгов и Чародеев

## ПРЕДИСЛОВИЕ

Этот документ является дополнением базовых правил по кораблям и морским приключениям приведенных в Ghosts of Saltmarsh. Appendix A.

Но, поскольку, лично мы оказались этими правилами крайне не удовлетворены, поэтому мы разработали собственные, основываясь на множестве источников и примеров, пролив немало виртуальной крови в спорах. Эти дополнительные правила – совместимы со стандартными, но являются более глубокими, детальными и, по нашему скромному мнению, более игребельными.

БАЗОВЫЕ ПРАВИЛА МОРСКИХ ПУТЕШЕСТВИЙ И МОРСКОГО БОЯ - GoS Of Ships and sea v01 13082020.docx

Из чего же состоят Расширенные правила?

Расширенные правила по офицерам.

Расширенные правила по экипажу

Дополнительные черты - ## штук

Дополнительные архетипы - ## штук

Дополнительные навыки владения инструментами - ## штук

Улучшенный процесс путешествия.

Улучшенные правила морского боя.

Правил по ремонту корабля.

Морские заклинания – анализ существующих и несколько ## новых

Новое снаряжение и предметы.

Базовые улучшения корабля - ## штук

Описания большого количества разных видов кораблей, в т. ч. летающих – помимо 6 базовых кораблей, дополнительно описаны ## кораблей.

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В этом руководстве мы намеренно не рассматриваем парусные корабли с широким и повсеместным распространением пушечного и огнестрельного вооружения – это слишком комплексная тема, к которой мы возможно вернемся позднее.

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## СЛОВАРЬ ТЕРМИНОВ

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Поэтому мы включили этот небольшой словарь терминов, чтобы вы смогли соориентироваться в терминологии.

КЗ – Уровень Защиты – AC (Armor Class)

КС – Уровень Сложности – DC (Difficulty Class)

Бонус владения – proficiency bonus

УО – Уровень опасности – Challenge

Спасбросок – Saving Throw

Восприятие – Perception

Хиты – Hit Points

### ***Первичные и вторичные навыки***

Под первичными навыками мы понимаем навыки Skills

А во вторичные навыки входят weapon proficiency, armor proficiency, tools proficiency, languages

Более детально концепция вторичных навыков описана в xxx.

# КОРАБЛЬ

## Draft

is the minimum depth of water necessary to float a vessel. A ship with a 3-foot draft requires at least 3 feet of water in which to float: it would run aground in water less than 3 feet deep.

## Length

represents the overall size of the vessel from bow to stem.

## Beam

is a measurement of a vessel's width at its most extreme point. A ship with a 15-foot beam measures 15 feet across at its widest point.

## Ship Size

The size of the ship typically determines how easy the ship is to handle. This is determined by the width of the ship (in nautical terms, its beam), rather than the length of the ship. Whilst the ships are listed using the 5th edition scale of large, huge, and gargantuan, each ship also has a Ship Size value. This is typically applied to difficulty checks to determine outcomes such as ability checks, saving throws, and so on.

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Ship Beam	DC Modifier (Ship Size)
Less than 10 ft.	+0
10 ft. - 14 ft.	+2
15 ft. - 19 ft.	+5
20 ft. - 24 ft.	+7
25 ft. - 29 ft.	+9
30 ft. - 80 ft.	+12
Over 80 ft.	+15

## Mounts: (Light/Heavy)

The number of weapons the ship can mount. The number before the slash is the number of light mounts, the number after the slash is the number of heavy mounts. A light mount is suitable for a ballista; a heavy mount is suitable for a mangonel.

## Cost

represents the total amount of money required to buy a ship or requisition the necessary skilled labor and materials to build a ship. If the ship is to have siege weapons, the cost for each of them must be added to this ship cost.

## Building Time

is the total amount of time required to build a ship from start to finish, assuming that the necessary materials, labor, and facilities are available.

## Speed

This is the vessel's speed in miles per hour (mph). For melees, you can convert these speeds to feet per round by multiplying them by 10. For example, a Caravel with a speed of 2 mph has a melee speed of 20 feet ( $2 \times 10 = 20$ ). The numbers separated by slashes represent the speeds of vessels equipped with both sails and oars. The first number represents the vessel's movement under both sails and oars. The second number indicates the vessel's movement under sails only, and the third number shows the vessel's movement under oars only. For example, a galley moving under both sails and oars has a speed of 4 mph. The same ship slows to a speed of 1 mph when powered only by sails, or a speed of 2.5 mph under oars only.

**AC:** The ship's armor class.

**HP:** The number of hit points for the ship's hull, also called hull points. When a ship's hull points reach 0 it is immobile and may sink. Ships also have a second type of hit points, called crippling points. All ships have a number of crippling points equal to their number of hull points. Strikes against a ship's rigging (including the sails, masts, jibs, cordage, etc.) or oars causes crippling damage. For example, a Caravel will have a 300 hull points and 300 crippling points. Crippling damage primarily affects maneuverability, pursuit, and movement. When a ship's crippling points reach 0 it can no longer move on its own.

**Damage Threshold:** A ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the ship's hit points. If a single attack represents multiple hits (such as a volley of arrows, for example) then the damage received from each individual hit (or each arrow in the example) must exceed this threshold in order for the ship to take any damage.

**Crew Capacity**

## Crew

This is the number of crew required for a sufficient crew. A sufficient crew is needed to efficiently operate the vessel. For ships that use oars, the number of crewmen rarely exceeds this number. But for sailing ships, the number of crew aboard the ship may be much larger. Each crewman can only work 8 hours a day without risking exhaustion. So with only a sufficient crew the ship will have to beach or anchor for all but 8 hours a day (as rowed ships normally do). To travel 24 hours a day requires three shifts of 8 hours each, so you will need a fully crewed ship with 3 times this many crewmen to operate 24 hours a day.

For extended voyages, or dangerous ones, there is a real danger of losing crewman so most ships carry more crewmen than needed for a full crew. The maximum number of crew members a ship can support per shift, as well as the total number of crew members that can work on a vessel without getting in each other's way, is double the number for a sufficient crew.

The absolute minimum number of crewmen required to operate this vessel is half the sufficient crew number (rounded up). If a ship has less than this number of crew on board, it is effectively crippled.

Operating with less than a sufficient crew, but at least the minimum (hereafter called a skeleton crew) needed to run the ship presents several obstacles. First, ships manned by skeleton crews cannot attempt to increase their movement rate as can other ships with full crew complements.

Second, ships with skeleton crews suffer a disadvantage on all combat actions.

If a ship's crew ever falls below the minimum required, the ship's speed falls to 1 mph - the vessel mostly drifts with the wind and current. In combat, the ship automatically fails all maneuver checks. The ship cannot attempt to ram, board, or evade.

These numbers do not include officers or infantry.

## Crew Quality

The initial Crew Quality for a ship of this kind. This will change up or down depending on how the crew are treated by the captain and other officers.

## Passengers Capacity

indicates the total number of extra personnel (people not involved in actually operating the ship) a ship can carry. If a ship carries infantry, they occupy passenger space.

## Cargo Capacity

The amount of cargo the ship can carry excluding the basic crew and basic stores. Additional passengers, supplies, stores and so on could be loaded onto the ship using up the available Cargo Capacity.

represents the total amount of carrying capacity for each ship. Ships usually possess some sort of cargo hold to protect their goods - though many vessels store cargo inside stern and fore castles, or simply lashed to their decks.

When a ship has more than 80% of her cargo capacity filled, her speed is reduced by 10 feet per round or 1 mile per hour, or 24 miles per day (if a sailing ship).

## Stores

The number indicated is the amount of stores the ship has on-board when first launched. Captains are encouraged to increase these before departing from dock. There are various ways of doing that, some legal, some not. A ship without stores is unlikely to operate for long.

## Food and Drink

As the name implies, these stores represent the food that will be consumed by the crew, and the amount of drink (a mixture of rum rations and water rations) that will be drunk during a month at sea. These stores are linked to the number of crew plus the number of passengers. **The link is 1 to 10, meaning 1 food store and 1 drink store is required for every 10 crew and/or passengers.** This ratio is for the normal amount of food and drink the beings aboard the ship will consume in a month at sea. Half rations or double rations will affect the number of stores needed and also effect Crew Quality. Each store of food requires 1 ton of cargo capacity. Similarly, each store of Drink requires 1 ton of cargo capacity. The PCs count as part of the crew requirements for a ship! Therefore, your first 10 crew include your PCs in this compliment.

## Medical

These are stores of bandages, tonics, unguents, poultices, compresses, balms, and jars with squishy bits in them. The surgeon will make use of medical stores every time there is battle, and sometimes when plague or other ailments beset the crew. If the surgeon runs out of medical stores, then they cannot perform many of the orders that they need to in order to keep the crew alive. Medical stores are not calculated on a monthly basis, but rather on a usage basis (mostly during ship combat). Medical stores do not contribute significantly to the ship's cargo capacity at all.

## Supplies

This represents extra wood, nails, canvas, rope, and sail that is carried aboard the ship. These are used in conducting repairs on the ship, and generally, in keeping the ship in working order. A ship without supplies cannot repair, and runs the risk of sinking. This is also not calculated on a monthly basis, but rather on a usage basis. 1 store is equal to 1 ton of cargo space. Each supply store will repair 10d10 HP worth of damage when out of combat. In combat situations the orders of the bosun will dictate how many stores of supplies are used and how much HP is restored in that usage.

## Bolts

These are long straight shafted, iron tipped bolts for use in ballista and harpoon weapon armaments. Ten bolts are usually carried per weapon. 100 bolts equal 1 ton of cargo space.

## Shot

Large heavy, slightly rounded stone shot used by mangonels primarily. 100 shot is equal to 1 ton of cargo space. This is a deliberate simplification of the weight to allow for easy calculation and management.

## Special

Some unique weapon armaments require special shot. This shot is usually heavy, difficult to store, and deals more damage than other weapons. Ten special ammunition is equal to 1 ton of cargo space.

## **Replacement Cost**

Each store has a fixed cost to replace, and usually it's monthly. GPM indicates a Gold Piece cost per Month. If this fee is not paid each month, the stores are not replenished and there are various consequences for a ship without food, drink, or supply stores.

Store	Cost	Store	Cost
1 Food	150 gp	1 Drink	10 gp
10 Bolts or Shots	10 gp	10 Special	20 gp
1 Medicine Store	100 gp	1 Supply	20 gp

## **Weight of Stores**

All ships are designed to operate at least one month at sea. As a result, the minimum stores of drink and food for a standard crew compliment (the first value of the crew capacity listing of the ship) have no impact upon the ship's cargo capacity or speed except in the case of the Lighten the Load action. For example, if a ship's usual crew capacity is 20 crew, the ship will be able to carry 2 food and 2 drink stores at no cargo cost. If the captain wants to increase the stores (for longer operations at sea) and increases the food and drink stores to 4 each, 4 tons of cargo space are utilized.

## **Salaries**

Each month, every member of the crew must be paid, including the PCs! The amount indicated here is the cost for the basic crew every 30 days. Failure to pay this amount can lead to mutiny.

Salaries of crew will be described in next chapter.

## **Maintenance Cost**

When at dock the ship requires a certain amount of basic overhauling, regardless of the best efforts of the bosun. This is the cost that needs to be covered in order for the ship to be considered, maintained. Failure to do so, does result in penalties, see the entry on ship maintenance.

## **Orders**

The amount of orders the ship can execute at the current crew capacity. Listed is also the number of additional sailors that are needed for additional orders. It also indicates how many sailors are needed to be lost in order to reduce the ship's orders. Having the right number of sailors is imperative, too many becomes costly, too few and your ship might only be able to perform one order a turn.

## **Ship Architecture**

Ships have a number of attributes and statistics that describe their performance and capabilities. Below is a short overview of common terms. A ship's base movement is the average speed of the vessel in miles per hour under a light breeze (for sailing ships) or under favorable conditions (for oared ships). Where two numbers are separated by a slash,

the first is the speed under sail and the second is the rowing speed. Base movement can be converted into movement in yards per round by multiplying by 30. Thus a caravel, which has a base movement rate of 4, moves at a base speed of 120 yards per round, or a character movement rate of 12. Emergency move is the top speed of the vessel in emergency or combat conditions. For sailing ships, emergency speed is gained by putting on every yard of sail possible. Galleys and other oared ships rely on the strength of their rowers. This speed can only be maintained for a short period of time; too long and rowers will collapse, and masts, yards, and sails will break. Each ship has at least two crew numbers. The first is the number of individuals needed to run the ship under normal circumstances. The last is the maximum number of individuals that the ship can carry and remain seaworthy. The middle number, if present, indicates the number of individuals required to operate the oars. If the vessel is not carrying that many individuals, it is limited to sail motion only. Seaworthiness rates the vessel's ability to remain afloat in dangerous situations, notably storms, hidden shoals, extended voyages, huge monster attacks, and rams. Seaworthiness is rated as a percentage value. Anytime there is a chance of sinking, the DM rolls percentile dice. If the roll is equal to or less than the seaworthiness rating of the ship, it remains afloat, although bailing or repairs may be necessary. If the roll is higher than the seaworthiness rating, the ship suffers critical damage. In addition to seaworthiness, there are many attacks that can force a ship to make a saving throw (such as a disintegrate spell cast on the bow) which will cause the ship to save or be damaged or destroyed. In general, use the Item Saving Throw chart (on page 39 of the DMG) for determining effects. Most ships are "Thick Wood" for general saves. Power type defines the type of motive force that causes the ship to move through the water. Armament varies from ship to ship. In a typical ship description, the standard armament (SA) is provided. Additional armament may be provided, though this cuts down on cargo space (the room that would normally be used for cargo is instead used to provide space for large weapons and their ammunition). This initial armament number reflects the number of armaments that can be built directly into the ship. Further additions can be made with each weapon eating up ten tons of cargo space. Additional armament cannot exceed one-quarter of the ship's total cargo capacity. This limitation allows some room for the crew's needs and ensures that the ship does not become topheavy and capsize. Armament falls into an number of categories:

- Catapult: blunt stone thrower
- Ballista: extremely large crossbow
- Ram: punches holes in ships
- Bombard: cannon; very rare, expensive, and dangerous to use
- Fire Projector: shoots liquid flame

Further information about each of these weapons is given under the individual entries. Cargo space is the amount of stuff the ship can contain. The remaining interior space is

needed for crew, armament, and other necessities. For each large weapon added to a ship over and above its standard ordnance, ten tons are subtracted from the total amount available for cargo (the weapons and ammunition occupy that space). Keel length (KL) is the long dimension of the ship, usually but not always measured along the ship's keel. Beam length (BL) is the width of the ship, measured at the ship's widest point but not counting any oars or yardarms that may widen the ship without effectively contributing to its tonnage. Armor rating (AR) for a ship is similar to the Armor Class of a character. Armor reflects the difficulty that an attacker has in causing significant damage to the ship because of its construction. In general, small, light ships have poor ARs while large, heavier-built ships have excellent ARs, trading speed for protection.

## Базовые характеристики корабля

### Размер корабля

ДЛЯ ЦЕЛЕЙ УПРАВЛЕНИЯ КОРАБЛЯМИ И МОРСКОГО БОЯ У КОРАБЛЕЙ ЕСТЬ СВОИ ОТНОСИТЕЛЬНЫЕ РАЗМЕРЫ, УКАЗАННЫЕ В ТАБЛИЦЕ

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Категория размера	Линейный размер	Пример
Крошечный	5	
Маленький	10	
Средний	50	
Большой	100	
Огромной	150	
Исполинский	250	
Гигантский	500	

### Использование характеристик корабля

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Характеристика	Параметр	Эффект
Сила	Грузоподъемность	
Сила	Вместимость	
Сила	Количество дополнительных компонентов	Модификатор силы
Ловкость	K3 компонентов	K3 компонента = базовый УЗ + модификатор Ловкости
Ловкость	Сложность управления	Модификатор ловкости добавляется в следующих случаях
Ловкость	Инициатива	
Телосложение	Хиты компонентов	
Телосложение	Порог урона	Порог урона

### Телосложение

#### Сила

##### Грузоподъемность

Сила и размер корабля определяют его грузоподъемность.

##### Вместимость

Сила и размер корабля определяют его пассажировместимость

##### Установка дополнительных компонентов

Сила и размер корабля определяют количество дополнительных компонентов, таких как дополнительное оснащение или осадные орудия.

#### Ловкость

##### УЗ компонентов

Модификатор Ловкости корабля прибавляется к УЗ компонента

##### Сложность управления

Модификатор Ловкости корабля прибавляется к результату проверки характеристик, связанных с управлением кораблем

### Телосложение

#### Хиты компонентов

Модификатор Телосложения определяет количество хитов некоторых компонентов.

#### Порог урона

Модификатор Телосложения определяет порог урона.

#### Проверки характеристик корабля

##### Инициатива

##### Проверки Силы

##### Проверки Ловкости

В случае тарана другим кораблем

##### Проверки Телосложения

При таране

#### Спасброски корабля

##### Спасброски Силы

##### Спасброски Ловкости

При путешествии в шторм

## Спасброски Телосложения

При сопротивлении эффектам воздействующим на конструкцию корабля.

## Общее описание компонентов корабля

### Класс защиты

#### Хиты

#### Порог урона

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Модификатор	Порог урона
Телосложения	
<1	0
1-2	5
3-4	10
5-6	15
7-8	20
9-10	25

### Иммунитеты

Корабль обладает такими же иммунитетами как и обычный объект.

## Корпус

### Материалы корпуса

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Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

### Уровень защиты

Уровень защиты корпуса рассчитывается с учетом базового УЗ материала, категории размера транспорта и модификатора Ловкости транспорта.

УЗ корпуса = УЗ материала + модификатор размера + модификатор Ловкости

### Порог урона

## Управление

### Control Devices

Every vehicle has a control device for steering. A control device is typically an object with object immunities and

resistances and with its own statistics. The following are some of the typical control device for ships, plus their usual Armor Class, hit points, and hardness.

When a control device is reduced to half hp, all sailing checks gain disadvantage.

When a control device is destroyed, a ship cannot be piloted until the control device is repaired.

### Рулевое управление

### Движение

Every vehicle has a means of propulsion. Boats and ships are propelled by currents, muscle, wind, or all three forces. The method of propulsion typically affects the speed and maneuverability of a ship, but more importantly, determines the required skill needed to control the ship. Controlling a ship takes common sense, awareness, intuition, and often some amount of skill in the ship's means of propulsion. In the case of wind or current propulsion, it is about using the current and tools like sails, oars, or a rudder to move the ship. In the case of muscle propulsion, it is about guiding creatures to move the ship. The following are the general methods of ship propulsion, along with the skills typically needed to pilot ships propelled by the specified means.

### Течение

All boats and ships can use water currents for propulsion, but ships that only rely on currents for propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a rowboat, or wind in the case of a sailing ship. A current-propelled ship requires a Wisdom check, adding one's proficiency bonus if proficient in the ship's helm.

A current-propelled ship's maximum speed depends on the speed of the current (often as high as 120 feet). The acceleration of a current-propelled ship is 30 feet.

### Muscle

Muscle-propelled ships use oars and rowers to push the ship forward. Sailing skills for muscle-propelled ships tend to be Persuasion, Intimidation, or Animal Handling, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.

For intelligent creatures, use Persuasion if the creatures providing the propulsion have an attitude of indifferent, or friendly. If the creatures providing the propulsion are friendly, Diplomacy sailing checks are made with advantage. An average crew is considered indifferent, though a particularly loyal crew might be considered friendly. Intimidation is used for intelligent creatures with an attitude of hostile, such as captive rowers on a slave galley. Animal Handling is used if the creatures providing the propulsion are not intelligent.

The maximum speed and acceleration of a muscle-propelled ship depends on the number of creatures providing the propulsion, but most muscle-propelled ship have a

maximum speed of 30 feet and an acceleration of 30 feet. Larger muscle-propelled ships with many rowers have a maximum speed of 60 feet and an acceleration of 30 feet.

### **Весла**

All muscle-propelled ships require the use of oars. Oars have their own statistics.

### **Ветер**

Wind-propelled ships use sails to harness the power of the wind for propulsion. A wind-propelled ship requires a Wisdom check for the sailing check, on which ship's helm proficiency applies.

Small wind-propelled ships can move at a maximum speed of 30 feet. Larger ships that are also muscle-propelled often have a maximum speed of 60 feet when using only wind propulsion. Large ships with multiple masts and many sails can have maximum speeds of up to 90 feet. The acceleration of a wind-propelled ship is 30 feet.

All wind-propelled ships can move twice their normal maximum speed when moving in the direction of the wind. A ship using wind propulsion cannot move in the opposite direction from the wind.

**Sails and Rigging:** All wind-propelled ships require the use of sails and rigging. To move at full speed, a ship requires 10 5-foot squares of sails per mast per square of the ship. For example, a 3-square ship with three masts requires 90 squares of sails. Sails have their own statistics.

### **Смешанные движители**

Some ships use multiple forms of propulsion. Multiple methods of propulsion add flexibility and can work in concert to create faster movement. If a ship has two means of propulsion, such as wind and muscle, it generally adds its two maximum speeds together to determine its maximum speed. Acceleration remains the same. Nothing is added for a third form of propulsion, except for the flexibility of having a back-up form of propulsion. A ship with multiple methods of propulsion often requires a large crew to get it going and keep it moving.

### **Весла**

### **Паруса**

#### **Хиты**

Количество хитов у парусов определяется количеством мачт и парусов у корабля с учетом его категории размеров.

#### **Влияние хитов на скорость**

Снижение скорости компонента при получении этим компонентом урона происходит линейно с шагом в 5 фт.

#### **Движение по ветру и против ветра**

#### **Влияние нагрузки**

A sailing ship's speed varies with the wind conditions. As long as the vessel is steering downwind or across the wind

(within 90° of downwind), its maximum speed is equal to the speed given in the vessel's statistics block multiplied by the speed multiplier for wind strength (see Wind and Weather, page 22). For example, if the wind is out of the northwest, a ship sailing northeast, east, southeast, south, or southwest can move up to its maximum speed.

A sailing ship steering within 45° to 90° of the wind—north or west, in the example given here—is reduced to half speed. Finally, a sailing ship cannot sail directly into the wind; its speed is reduced to zero if it tries to do so, although a ship can tack close to the wind and make good a course to the northwest by alternating between sailing north and sailing west, in the example above.

A sailing ship with its nose pointing into the wind isn't stuck there forever. The helmsman can "turn in place" 45° in one full round in order to fall off the wind and begin making way again.

### **Магический движитель**

### **Паровой движитель**

### **Турбина**

### **Осадные орудия**

### **Орудийная команда**

#### **Влияние количества орудийных расчетов на скорострельность**

The ships of the Inner Sea include all types of vessels from the ancient-style galleys of Mulhorand and Chessenta to the late Renaissance galleons of Cormyr and Sembia. With such a variety of vessels on the water, it is important to understand the basic principles of how ships work and move in order to understand how and why different types of vessels are chosen. The oldest type of vessel is the galley, or oared ship. Galleys move by rowing, pushing their oars through the water, and have no sails. Galleys move in any direction at essentially the same speed; it does not depend on the wind (or lack thereof) to make it go. Second, an oared vessel is more maneuverable, and is able to turn more quickly. However, galleys have problems as well. First of all, in order to move a ship of any size, you must have a large number of rowers. These rowers take up space, and (more importantly) food and water for such a large crew also takes up space. Thus, either the galley must remain close to shore, so that it can be frequently resupplied, or it must devote a large amount of its cargo space to food and water, making it less efficient at carrying cargo. Also, an oared vessel requires either a larger loyal crew (who must all be paid with a share of the profits of the voyage) or a slave crew (whose rebelliousness at an inopportune moment may lead to

disaster). For these reasons, other seamen experimented with the use of sails, large cloths which could push the ship ahead of the wind. A sailing ship needs a small crew, and can go somewhat faster than an oared vessel in a strong wind. However, in poor winds, the ship is slow and difficult to maneuver, and in any case it was not practical to travel any direction except where the wind was blowing. To overcome these problems, many ships were built which carried both sails (for normal operation) and oars (to provide movement in case the ship became becalmed). As sails became more controllable, and as seamen learned more about sailing, the use of sails overwhelmed the use of oared vessels on most oceanic ships. An alternative type of vessel which exists on the Inner Sea and the other seas of the Forgotten Realms is the towed vessel. Rather than having sails, such vessels use either swimming or flying creatures outside the ship to provide the motive power. While even the flying creatures are not strong enough to actually lift the ship, they can provide reasonable motive power. For a more extensive discussion of towed ships, see the section below.

## Прочие компоненты корабля

## Движение и навыки мореплавания

# ОФИЦЕРЫ

## Иерархия на корабле

### Количество офицеров

Any ship with a crew of 9 or fewer will have only one officer, the Captain, and he will also function as one of the crew. A ship with a number of crewmen of between 10 and 19 will have both a Captain and a Boatswain. Ships with 20 or more may have all of the officers listed above. When a ship is missing one or more officer positions, the officer in the position above that one will also perform the duties of the lower office.

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CREW	OFFICERS
0-9	CAPTAIN
10-19	CAPTAIN, BOATSWAIN
20+	

## Роли персонажей

### ВАЖНО!

Следует различать:

- должность офицера – далее называемая как «офицер»
- роль в морском сражении – «боевая роль»
- роль в морском путешествии – «роль во время путешествия»

## Действия во время сражения

## Деятельность во время путешествия

## Иерархия на корабле

Порядок рангов от самого высокого до самого низкого:

Капитан - Captain, Первый помощник - First Mate, and Quartermaster: Leadership and Support  
 Рулевой - Helmsman: Piloting the Ship  
 Канонир - Cannoneer: Making Attacks with Siege Weapons  
 Master Gunner: The Head Cannonner  
 Хирург - Surgeon: Recovering Casualties  
 Боцман - Boatswain: Repairing the Ship and Weapons  
 Arcanist / Militant: Spell Casters or Martial Fighters  
 All Officers share a position of authority, and as such may give orders to crew (Charisma checks if applicable)

Officer Positions are not restrictions, although some may require constant attention.

During Naval Combat, ships take initiative, and every member of ship acts as one cohesive unit. Rather than taking full individual turns, Officers may only take a single action each on their ship's turn. For information on how this works, see "Officer Locations". Each Officer Position offers additional actions on top of any other actions you can normally take. These actions are Naval-Combat specific, such as firing cannons or piloting the ship.

Features and Actions granted by officer positions are only available during Naval Combat

Each Position also comes linked a Travel Role; a responsibility you are trusted with while making journeys on the sea, such as navigating or keeping a lookout. The implementation of these roles are further discussed in "Making AJoumey". A quick guide to these roles is available in the "Printable" section.

Officer Positions can be taken or swapped as an action but carry over across non-combat scenarios. There is no need to re-take officer positions.

If initiative is called and you do not have an officer position, or wish for a different one, an action will need to be taken to have it swapped / assigned to you.

В описании офицерских позиций также приводятся характеристики, которые являются основными для этого офицера и рекомендуемые навыки владения инструм

### GM SIDEBAR

What if the players do not want to be captain, or feel that the GM should be the captain as an NPC, or GMPC (GAmes Master Player Character)? This is a wonderful opportunity for you to excel at building an NPC character who will slowly train up the PCs, and by default the players too, into becoming a captain. It can be really daunting for a single player to bear the burden of the final decision maker, which being the captain requires. Don't force someone to be the captain, you'll end up with a lackluster performance and the entire game will suffer because of it.

Create a captain NPC. I don't believe a GMPC is ever really needed except in highly unusual circumstances. Make sure that captain is likable, competent and proactive, they are captain for a reason after all. Let your NPC nurture and guide the PCs. How? By asking for their input, exploring their ideas and posing alternatives. Over time you, and hopefully the other players, will see which one of them is ready to be captain. Now you have a great chance. Build up the relationship between the PCs and the captain, they must adore their captain, and then have him retire, sacrifice himself, or be killed in a glorious adventure. Just before his death, he should hand over the ship to the PC that is most ready to be captain. Congratulations, you've up-skilled a player to be confident and take leadership on, and you've created an awesome set of stories.

Another frequently encountered challenge regarding these roles is the notion of shared captaincy. “We’re all equal here,” declare the PCs, “we all make decisions.” Whilst that might sound great and will work wonderfully in a small party or even a small ship’s crew, say of 10 or less, when it comes to coordinating 30 or 40 sailors and ship’s guard the chain of command is there for a reason. If the players elect for a ‘rank-less’ ship then all orders (see later) become bonus actions. And the crew will respond to the first order given, and will instantly stop if a counter order is given. This isn’t to be vindictive or attempt to force ranks and roles onto the PCs, but an accurate reflection of the mentality of the average sailor: “Boss said stop, we stop. Another boss said go, we go. We’re not paid to think, we’re paid to follow orders.” Perhaps that works for some, but in reality, it slows down the operation of a ship. As an option to ease players into a rank and file system, suggest that during combat one PC is the voice who issues orders to a particular group of sailors. That way during non-combat situations the committee for the ship can debate all they like with little side effect, but during battle, orders can be given and followed without confusing the crew.

## Капитан

Обращение: Капитан

Т

he captain of a ship bears the burden of command: of ensuring the safety of the entire crew, and the successful completion of missions and cargo runs. Additionally, the captain is responsible for paying wages, earning profit enough to feed and water the crew, and for determining the course of the future for the ship.

A good captain will have high Wisdom and Charisma scores as these are often the abilities that allow for good ship control in battle, negotiating and handling of crew.

The captain should be played by a player who is happy to make decisions and is a team-player. Issuing orders that cannot be challenged or questioned by your fellow PCs is not in the spirit of role-playing; although captains traditionally had full autonomy, only the weakest of players will enforce that. Instead, the player of the captain PC should consult, engage with, and use the suggestions of their fellow crew mates.

It is also the responsibility of the captain to give their fellow PC’s things to do aboard the ship. This delegation of tasks and skills serves to make the experience of playing a nautical game all the more inclusive. If a player seems lost as to what their PC can do aboard a ship in and out of combat, the captain should issue orders to that PC to include them.

The Captain, First Mate, and Quartermaster are generally charismatic officers. While the names may imply authority, remember that all Officers share the top of the hierarchy of a ship. Still, a ship would be amiss without someone calling themselves “Captain” and wearing a funny shaped hat.

Without a specific responsibility during combat, these positions focus on supporting others and have the unique ability to take the Boarding Action, in which the entire ship participates. While their Available Actions are the same, differences lie in the Travel Role of each.

**Характеристики:** Интеллект, Мудрость, Харизма

**Первичные навыки:** Persuasion, Survival, Nature, Intimidation

**Вторичные навыки:** Vehicles (Water), Cartographer tools

Доступные действия:

Рекомендуемая роль во время путешествия:

Капитан (Командующий или Шкипер) Непререкаемый авторитет на любом судне, его слово – закон для всех на борту. Капитан решает, куда плыть, что огра-бить, и кто занимает другие должности на корабле, на ряду со многими другими ру-ководящими решениями. Лидерство часто оказывается рискованным, однако, поскольку капитан, прежде всего обязан обеспечивать успех своему кораблю и экипажу. Если он не в состоянии сделать это, то увеличивается риск мятежа. Он обычно опытный моряк, навигатор и командир.

Командир корабля должен должен каждый ход направлять действия экипажа и наблюдать за действиями врага. Если команду - ющий не в состоянии направить движение судна, он не может приказать рулевому изменить курс или скорость, или прика-зать выполнить какой либо особый маневр. Для этого требуется находиться на палубе и выкрикивать команды экипажу корабля, передавая информацию от впередсмотря-щего рулевому и так далее. Представляйте его стоящим на полубаке или полутое с подзорной трубой.

**Игра за Капитана:** Вы ответственны за все решения касающиеся корабля. Успеш-ный Капитан будет слушать совет дру-гих, но в конечном счете управлять судном это ваша работа. Во время боя в начале каждого раунда Вы можете приказать вы-полнить любой маневр. Капитан говорит Старпому, какой маневр он хочет попытаться осуществить, а работа Старпома проследить проследить, чтобы это было выполнено. В случае необходимости, Стар-пом может задержать выполнение этого маневра на нескольких раундов чтобы сначала занять требуемую позицию.

**Действия Капитана:** Выбор маневра судна - свободное действие Капитана. Он может также выполнить любое боевое действие, обычно доступное во время бое-вого раунда, или он может выбрать одно из следующих действий.

**Сложение:** Капитан может попытаться запугать/вдохновить команду один раз за сражение для получения преимущества на одинбросок на свой выбор. Осуществите проверку Харизмы. Вычтите лояльность экипажа из 20, чтобы определить слож-ность проверки. Все на палубу: Вызовите весь экипаж на палубу, и они занимают свои предписан-ные позиции для боя. Это требует раундов 1к4+2. Обычно этого времени достаточно до начала сражения. (Если на палубе

недо-статочно места, остальная часть эки-пажа остается на нижней палубе, готовая появиться если нужно.)

**Атака:** «*Огонь по готовности*» - приказ канониру атаковать вражеский корабль. Вместо этого вы можете скомандовать ему «Зарядить и навести осадные орудия и ждать моей команды» или «Предупреди-тельный огонь над их бортом»или любой другой приказ от «Ждать пока не увидите белки их глаз» до»Огонь из всех орудий!»

**Прекратить огонь:** Прекратить все ата-ки против вражеского судна.

**Поднять белый флаг (Сдаться):** Счита-ется подлым продолжать огонь по врагу, когда он поднял белый флаг, если только из каких то его действий, например попыток сбежать или продолжению огня, не следует, что он не собирается сдаваться.

**Запросить переговоры:** Подъем белого флага, сам по себе, не является признаком сдачи. Скорее подъем белого флага указыва-ет на запрос о перемирии, чтобы провести переговоры с врагом.

**Покинуть корабль:** В большинстве случа-ев, капитан, подавая пример, воздержива-ется от собственного быстрого бегства с корабля в бедствии, и вместо этого кон-центрируется на спасении других людей. Это часто приводит или к смерти или к запоздалому спасению капитана, из-за принципа «капитан покидает свой корабль последним».

**Приказ офицерам:** Приказать офицер предпринять определенные действия. Это добавляет +2 к проверке способности офи-цера.

**Изучать обстановку:** Вы не предпринима-ете действия в этот раунд. В следующем раунде вы можете добавить +2 к одной проверке способности, своей или любого офицера.

#### Корабельный маг [по желанию]

(или Корабельный заклинатель или Знахарь) В фентезийном мире, где магия реаль-на, на борту некоторых кораблей будет кто-то владеющий магией. Наличие опыт-ного Корабельного мага повышает боевой дух экипажа, а так же увеличивает спо-собность корабля переживать шторма и тяжелые боестолкновения. Любой офицер может владеть магией, но предполагается, что персонаж, исполняющий роль Кора-бельного мага не отдает приказов и отве-чет только перед Капитаном. Не на всех кораблях есть Корабельный маг. Но если он есть, он как правило будет персонажем или НИПом.

**Игра за Корабельного мага:** Вы мо-жете совершать свои собственные атаки, тушить пожар,чинить корабль, и т.д.

В отличие от других офицеров, Кора-бельный маг не берет на себя обязанности недостающих офицеров ниже рангом. Эти

функции возложены на Капитана. Как предполагается из названия, персонаж, который берет на себя эту роль, должен владеть магией. Корабельный маг даёт советы

Капитану и использует свои ма-гические способности так, как считают целесообразным.

У Корабельного мага нет никаких особых действий. Корабельный маг может выпол-нить любое действие, обычно доступное ему во время боевого раунда.

## Первый помощник

Honorary: Mr. Maximum: 1

A good first mate provides backup for the captain, acts as captain in his or her absence, and also acts as the voice of the crew when dealing with the captain. Playing the first mate brings with it the same responsibility for the player to ensure that the other players' PCs are engaged in and out of combat as it does for the captain player. The first mate is also directly responsible for the Crew Quality, keeping up morale, training and numbers whilst keeping dissent down.

A good first mate should also have good Wisdom and Charisma scores as they will frequently need to interact with the crew.

The first mate also has access to various orders that they can give outside of combat to enhance the Crew Quality. These tasks can be allocated to other PCs to carry out and are not limited to be performed solely by the first mate.

Keeping track of the Crew Quality falls to this player and should be a matter of their focus. There are great options for role-playing between the first mate, the crewmembers, the rest of the officers and of course the captain. Explore the idea of being almost in command, but also subordinate to the captain.

Options to explore for the first mate as a character:

1. Trying to run the ship as well as possible and keep Crew Quality above 3.
2. Conflict with the captain and resolution that follows.
3. Conflict with the crew and the resolution that hopefully follows.
4. Looking to have your own command someday.

Importantly when playing a first mate feel free to explore the paradox of wanting to faithfully follow the commands of your captain and at the same time keeping the crew alive, as often these are at odds with one another. This natural source of conflict should be seen as an opportunity for role-play, not as a means to breaking the party apart. When a situation arises were you do not agree with the captain's orders, don't just flat out refuse. Ask permission to speak freely, and then counter with your own points. Ultimately you must decide if you are going to go against the captain and mutiny or trust your captain to make the right call.

Step back from the game at this point and ask yourself and your fellow players what they think, if the player of the captain is happy to be dethroned and explore the path, then are you, as the first mate, willing to take on the burden of being captain? Are you happy to assume the burden of command as the player and the character? If the answer is no then look for ways in which your character as first mate might express their unhappiness but resolutely support the captain's orders. The chance here is to explore inter-party

conflict and resolution without slowing the game down, or splitting the party into two groups.

The Captain, First Mate, and Quartermaster are generally charismatic officers. While the names may imply authority, remember that all Officers share the top of the hierarchy of a ship. Still, a ship would be amiss without a jack - of - all - trades to act as the right hand to the other officers.

Without a specific responsibility during combat, these positions focus on supporting others and have the unique ability to take the Boarding Action, in which the entire ship participates. While their Available Actions are the same, differences lie in the Travel Role of each.

**Характеристики:** Wisdom, Charisma, Intelligence

**Первичные навыки:** Persuasion, Survival, Nature, Intimidation

**Вторичные навыки:** Vehicles (Water), Cartographer tools

Доступные действия:

Рекомендуемая роль во время путешествия:

Старпом (или Старший помощник или Старший офицер) Офицер, чей ранг идет по рангу сразу за Капитаном корабля и исполняет его обязанности, когда Капитан больше не может выполнять свои обязанности. Он защищает моряков друг от друга, поддерживает порядок, улаживает ссоры, и распределяет еду и другие предметы первой необходимости.

**Игра за Старпома:** Ваша основная работа в качестве Первого Помощника выполняет команды Капитанов. Если Капитан выбирает маневр судна, у которого есть требование, которое в настоящее время не выполняется, но может быть выполнено через несколько раундов, если сначала выполнить другой маневр, то ваша работа задержать выполнение приказа Капитана и заменить его другим маневром судна, пока предпосылка не будет выполнена. Обычно для этого требуется повернуть судно или приблизиться к вражескому судну.

Вы также ответственны за отслеживание местоположения корабля относительно любой опасности или других судов. Во время сражения Вы должны сохранять расстояние между вашим и вражеским кораблями. Кроме того, вы должны отслеживать направление, в которое обращено ваше судно, относительно вражеского судна и направления ветра. Это легко может быть сделано с моделями судов, или вырезанными из бумаги контурами, или даже карандашами.

**Действия Старпома:** Приказать кораблю выполнить маневр - свободное действие для Старпома. Он может также выполнить любое боевое действие, обычно доступное во время раунда боя, или он может выбрать одно из следующих действий.

**Замещение:** Старпом может совершить действие любого другого офицера, которое не совершалось в этот раунд.

**Полный вперёд/Лечь в дрейф:** Старпом отвечает за определение скорости судна, приказывая, чтобы команда развернула больше парусов или наоборот подняла лишние паруса. Это увеличивает или

уменьшает скорость судна, но не может превысить максимальную скорость судна.

**Пошевеливайтесь:** Старпом заставляет команду уделять пристальное внимание своим обязанностям, чтобы судно плыло гладко и легко. При успешной проверке Ха-ризмы (Убеждение) с УС 10, вы предоставляете Рулевому бонус +2 на его проверку управления кораблём.

**В укрытие:** Старпом приказывает экипажу защитить себя от предстоящего огня осадных орудий, магических атак, и т.д... Экипаж получает бонус укрытия +8 к КД, но Рулевой получает штраф -4 к проверкам управления кораблём, и Лучники и Артиллеристы получают -4 к атакам.

**Приготовиться к столкновению:** Прикажите, чтобы команда села на корточки на один раунд. Это как правило ответ на ожидаемую атаку тараном. До следующего хода этого офицера у команды есть сопротивление всему урону кроме урона психической энергией, а все проверки получают помехи. Ваши Лучники и Артиллеристы не могут атаковать.

**Focus Fire (Attack)** - The officer must be within 10 feet of the weapon component about to be fired. One weapon from that weapon component makes its attack against the target hull, with advantage. The rest of the weapons in that component do not fire this round.

**Reload! (Attack)** - The officer orders the gunnery crew to rapidly reload a weapon. If a second officer (any) is present, they can order the weapon to make a second attack as part of this order. This requires two officers to work and requires both officers to take free actions or bonus actions as appropriate, but only uses one ship's order.

**Split Your Targets (Attack)** - If a weapon component has two or more weapons in it, an officer can divide a weapon component attack between multiple targets. Multiple ships could also be targeted with this order. This takes a Full Action to perform. The attacks are always made against the target's hull.

If the ship has 4 ballista this order allows for any combination of ballista to target and fire at any number of targets equal to the number of ballistae.

**Sacrifice to the Gods (Attack)** - If the ship has a rowboat and the target ship is within 200 feet, reduce the crew compliment by 2 and deduct one rowboat from the ship's manifest. Drop CQ by 1 as two sailors take a rowboat and attempt to ram the target ship. The rowboat is full of oil barrels and carries an open flame. Make a CQ check to hit the target ship's hull. If the rowboat hits, the target ship takes 8d10 fire damage to its hull and is now considered to have a large fire on board. If the rowboat misses, the boat and the sailors can be retrieved later after the combat, restoring the CQ by 1.

**Kill Them All (Attack)** - This horrific attack targets the crew of the opposing ship. This attack can only be initiated when the target ship is 100 feet or less away. One weapon component of the ship focuses on hitting the crew instead of the target

ship. An attack is made versus the target ship's helm AC. If the attack is successful roll 2d6 and subtract that number of crew from the target ship's total.

**Launch:** Attack Target (Attack) - This order launches whatever and however many units, sea or air, the ship might be capable of launching. The issuer of the order determines how many units are launched for this order to the maximum of the launch component of the ship. The order also includes a specific component of the target ship or creature to be attacked. See Mounted Combat.

**Rip It Open (Attack)** - The ship braces itself and tries to pull out any harpoons, attached via cables, it has successfully lodged into the target ship. The ship makes a Strength check DC 5 plus the target ship's size. The check is made with advantage. If the ship succeeds, the harpoons are pulled free and deal 2d10 damage per harpoon, to the target. If the ship fails the Strength check, the cables are snapped and the harpoon component suffers 2d10 damage. The harpoons are no longer considered attached to the target ship.

**Drag it down (Attack)** - The ship with a cabled harpoon attached to a target attempts to stop the target from moving. It makes an opposed strength check versus the target's strength. The ship has advantage when making this check. If it succeeds both ships reduce their speed by 40 feet per round. If the ship fails the check then it suffers 2d10 damage to the harpoon weapon component and the cables are snapped.

**Ram them (Attack)** - If the distance between the two ships is 50 feet or less, and the attacking ship has a speed greater than the target ship, the captain can attempt to ram the target ship. Make a CQ check versus the target ship's hull. If the check succeeds the target ship take 16d10 damage. The ramming ship must make a Strength DC 5 plus the target ship size value. If it succeeds it takes half the damage dealt. If it fails, it takes the full damage dealt. The attacking ship's speed is reduced to 0. The target ship's speed is reduced by 20 feet per round. Both crews suffer 1d10 casualties.

**Evasive (Buff)** -The captain can attempt to anticipate an incoming attack by making an a DC 14 Insight check. If successful, all the ship's components gain +2 AC until the start of the ranking officer who made the order's next turn. The ship that performed the Evasive order has disadvantage on all attack rolls for this round, as the ship's heading becomes erratic making aiming difficult.

**Hide (Buff)** - The ranking officer can attempt to hide the ship in either a chain of islands, a fog bank, or other obstacle big enough to conceivably hide the ship in its entirety. The officer must make a Survival check, DC 10 plus the ship's size, to identify a possible hiding location. If successful roll 1d6. That is the number of rounds it will take for the ship to hide successfully and be removed from the combat encounter. This action cannot be taken if there is no suitable obscuring option. Surface ships cannot hide from aquatic ships unless there is a storm.

**Hoist the Colors (Buff)** - The ship hoists colors (pennants, flags, and ensigns) designed to send a message to any other ships in the area (1-mile radius above water, 500 feet below

the surface). This message could be: plague aboard, parlay, trade, pirates, allies, in need of help, surrender or steer clear. The target ship must make DC 14 Insight check to determine if the colors raised are true or a ruse. If the ship that hoists the flag has a Charisma of greater than 14, this order has no effect as the ship's reputation precedes it. Pirates often hoist the colors of an ally in order to lure their victims into closer range before launching their attack.

**Club Hauling (Movement)** - The ship makes a sharp turn using a Dexterity DC 5 plus the ship's size modifier check, whilst the crew drop anchor. The effect is the ship pivots 180 degrees using the anchors as a fulcrum. The ship takes 2d10 hull damage; however, it is now facing in the opposite direction to the direction it was heading before. **Dead Stop (Movement)** - The ship drops anchors and stops instantly. It takes 1d10 points of hull damage per 10 feet of movement speed at the time of the order. All PCs aboard must make a DC 14 Acrobatics check or be knocked prone and suffer 1d6 damage. The Crew must make a DC 14 check. If the crew fail the check then 1d4 crew are lost overboard and considered dead. Any attacking ship gains disadvantage on all its attack rolls for the next round against this ship. The attacking ship moves closer by 3 range increments unless both ships have performed a Dead Stop this round.

**Gnome It (Movement)** - The ship feints to starboard and then suddenly switches to port, often causing a following ship to miss the new heading. The captain makes a DC 15 Deception check to execute this maneuver. The pursuing captain makes a DC 14 Insight check to realize what is happening and avoid being "gnomed". A "gnomed" ship has disadvantage on all attacks made with all its weapons next round, as it is aiming in the wrong place.

**Surface (Movement)** - Ships that are submerged can use this action to surface. When surfaced they no longer suffer the range or attack penalties when targeting other ships on the surface. To do this the ship must make a Dexterity check DC 5 plus the ship size modifier. Failure indicates the ship performed an erratic breaching. For the next round the crew cannot perform any orders.

**Dive (Movement)** - Ships that can operate underwater but that are on the surface, can dive. The ship sinks below the waters and gains all the advantages and disadvantages of underwater combat. The ship must make a Strength check DC 5 plus the ship size modifier. If the ship fails the check, it submerges but unevenly. For the next round the crew cannot perform any orders.

**Faster! (Movement)** -The crew pour everything into increasing the ship's speed. The ship gains an additional 5 feet per round of speed. This lasts until the end of the combat. Due to the increased strain on the ship, the ship takes 2d10 hull damage per round whilst the speed is maintained.

**Ramming Speed! (Movement)** - The ship must have Oars or Paddles and a Naval Ram component upgrade. The ship must also be within 100 feet of the target. The ship puts everything it has into speed. Increase its movement by 30

feet per round for two rounds. The crew make an attack versus the target ship's hull. If they hit, the target ship takes 20d10 damage, and the ramming ship's ram component takes 10d10 damage. The ships are now locked together, both speeds are reduced to 0 and boarding can begin. In order to dislodge the ship, the ship attempting to break free must make a DC 18 Strength check to pull free. If the ramming ship fails to hit its target, the ship comes to a full stop for 1d6 rounds, as the crew have become exhausted.

**Launch:** Scout (Movement) - This order launches two mounts, sea or air, from the ship's compliment, who move ahead of the ship attempting to scout the immediate area. Using the CQ modifier the scouts make a DC 14 Perception check. If successful, the ship gains 5 foot of speed until the next time the Scaled Movement Tracker is adjusted.

**Reduce speed (Movement)** - This order reduces the ship's speed to any speed the officer chooses to a minimum of 10 feet per round. It does not stop the ship. The ship can stop next round if it so chooses.

## Боцман

Honorary: Master

Maximum: 1

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his may seem like a mundane role compared to the leadership roles of captain and first mate, but the bosun has the power to halt the ship for repairs. Repairing and maintaining the ship however, should not be a bosun's singular activity on the ship. There are many other duties that a bosun has: redesigning the interior layout of the ship, overseeing the loading and unloading of the ship's cargo and securing it properly in the hold, improving the weapons aboard the ship, reinforcing or improving the hull of the ship, and enhancing or upgrading the ship from one tier to the next.

None of these activities should take a single attempt to improve or correct. But should be an ongoing process where you can explore the disruption and improvement that comes with these actions.

A bosun needs a good Strength ability score as they are required to haul heavy timber, make emergency repairs and the like.

Bosuns often consider the ship theirs, and that the captain and crew are merely guests. Possessiveness comes with all kinds of fun adventure and story options. Need a particular walnut wood to finish off the hand railing around the wheel? It only grows on an island in the middle of the Aquavortex? Worth it! Need the ironwood from the dwarvish mines in the middle of a desert? Not a problem really. Have fun spending ship's resources on trying to make your baby the best she can be.

The bosun should also look to hire a few aquatics to work on their team. If there is an aquatic race PC the bosun should lean heavily on them during repair and reconstruction times as aquatic races can breathe underwater.

Conversely, for aquatic vessels, a few surfacers can be of great help when dealing with other surfacers.

Options to explore for the bosun as a character:

1. It is your ship (technically the captain but they just command it) you should treat it as a prize
2. Enhancing the ship to improve its functions
3. Inventing fun ways to include other PCs in terms of finding specific supplies for the ship

The bosun isn't just a ship healer. The orders that bosuns can give are far ranging: dealing combat damage, repairing, restoring, enhancing, and buffing. This means you have the opportunity as the player to explore all facets of the role. Often bosun are seen as obsessive about their ship. Maybe you are a laid back bosun who casually reports the ship is sinking? Do you talk to the ship? Protect it with your life? Or treat it as a pile of junk and kick it when it's down?

Don't just focus on repairing the ship. Take ownership of it and look for ways in which to include your fellow PCs. Get other PCs involved in loving the ship by encouraging them to make their quarters their own. You are the soul of the ship, and the bosun can either make the ship seem like a living space, or just a piece of game board.

You are also responsible for the ship's supplies. This is a resource that you'll use throughout the game to repair the ship with. If you don't have the supplies, you can't repair the ship. So, managing how you use the supplies and when you restock those supplies, and how many supplies you keep on board is part of your role. Lots of supplies, means lots of repair, but less cargo can be carried as the supplies take up space.

What a Doctor does for people, you do for boats. Only, your instruments aren't as dainty, and boats can't sue. Take your actions patching up holes and repairing sails- whatever you can to keep your feet dry. If you have a spare moment, fix a cannon or two. Everyone will thank you for it.

**Характеристики:** Strength

**Первичные навыки:**

**Вторичные навыки:** Carpenter tools

**Доступные действия:**

**Рекомендуемая роль во время путешествия:**

Boatswain (AKA bosun or bos'n - pronounced "bosun" either way)

Он контролирует обслуживание судна и его запасы. Он ответственен за ежедневный осмотр судна и его парусов и такела-жа каждое утро, и сообщение об их состоянии капитану. Боцман также отвечает за все действия на палубе, включая подъём и бросок якоря, и поднятие парусов. Боцман может направлять действия Такелажника и/или Комита, и вынуждает их заставлять перемещать судно быстрее. Судно и с веслами и с парусами может извлечь пользу только от одного увеличения скорости за счет обслуживания экипажем, но офицеры могут попытаться получить этот бонус обоими средствами, а именно, если Комит корабля не смог вдохновить своих гребцов, Такелажник может

попытаться вдохновить своих моряков вместо этого. Боцман может быть во время боя где угодно на палубе. **Игра за Боцмана:** Вы ответственны за количество членов экипажа, в настое - щее время назначенных на каждую задачу (моряки, гребцы, лучники, артиллеристы и абордажники). Вы также отслеживаете количество пострадавших членов экипажа и переназначаете на их места новых. Боцман пытается обеспечить все осадные орудия необходимым расчётом, и чтобы все весла имели гребцов, а паруса обслуживались по крайней мере достаточной командой. Его обязанность сообщать Капитану всякий раз, когда потери в членах экипажа дости-гают (или приближаются) к порогу, ко-торый вызовет сокращение скорости судна или эффективность осадных орудий.

**Действия Боцмана:** Боцман может вы-полнить любое боевое действие, обычно до-ступное во время раунда боя, или он может выбрать одно из следующих действий. Проверка такелажа: Боцман совершает проверку Телосложения с УС15. При успехе модификатор Мудрости Боцмана добавля-ется к проверке управления кораблём руле-вого.

Переназначение команды: Боцман может оторвать членов экипажа от их текущего занятия и перенаправить на другую необ-ходимую должность. Это означает, что он может оторвать моряков от такелажа, чтобы заменить ими потерянных в бою

пехотинцев. Используя это действие, он может приказать члену экипажа заняться любыми необходимыми обязанностями. Лю-бому члену команды, который переназна-ченный с одного поста на другой, тратит раунд на перемещение на другую позицию и не считается неназначенным в этот раунд.

Поддержать Комита/Такелажника: Бо-цман должен пройти проверку Харизмы (Убеждение) с УС15. Если бросок успешен, следующая проверка либо Комита, либо Та-келажника совершается с преимуществом.

He supervises the maintenance of the vessel and its supply stores. He is responsible for inspecting the ship and its sails and rigging each morning, and reporting their state to the captain. The Boatswain was also in charge of all deck activities, including weighing and dropping anchor, and the handling of the sails. The bos'n can direct the actions of the Sailmaster and/or the Oarsmaster, and encourage them to move the ship faster. A ship with both oars and sails can benefit from only one speed increase through crew handling, but the officers can try to gain the bonus through both means; that is if a ship's Oarsmaster fails to inspire their rowers, the Sailmaster can try to inspire their sailors instead. The bos'n could be anywhere on deck during combat.

### **Playing the Boatswain:**

You are responsible for keeping track of the number of crew members currently assigned to each task (sailors, rowers, archers, artillerist, and Swordsmen). You will also track crew casualties and re-assigning crew stations. The Boatswain will

try to insure all siege weapons are adequately manned, all oars are manned, and the sails maintain at least an ample crew. It is his responsibility to inform the Captain whenever the loss of crewmen reaches (or nears) a threshold that will cause the reduction in ship speed or efficiency of siege weapons.

### **Boatswain Actions**

The Boatswain can perform any combat action normally available during a combat round or he can choose one of the following actions.

**Debris (Attack)** - By dropping barrels covered in gnomish pitch, and set on fire, behind the ship, a minor obstacle can be formed. This reduces the pursuing vessel's speed by 5 feet until the distance between the ship's changes. Reduce this ship's stores by 1. This takes a Standard Action to set-up.

**A Little Surprise (Attack)** - The bosun rigs a single barrel with explosives. This takes a Standard Action. The barrel is dropped overboard to sink, if a surface ship, or allowed to float to the surface, if an aquatic ship. The barrel must make an attack versus the Hull AC of the target ship. The bosun makes an Intelligence check with proficiency to make the attack. If the attack hits, the barrel explodes dealing 4d10 damage in a 15-foot radius. This attack can only be launched if the target ship is 400 feet away or closer.

**Improvised Shot (Attack)** - The bosun can order the crew to scrounge for make-shift ammunition for mangonels and trebuchets only. The crew must make a DC 12 check to find suitable material, nails, cutlery, broken chairs, garbage and the like. This generates 2 shots worth of ammunition. The damage is 3d10 with range values of the weapon fired from. Any living objects fired in this way take damage upon impact equal to 1d6 per 10 feet travelled and deal 3d10 damage to whatever they hit. Half the range of the weapon for this attack.

**A New Paint Job (Buff)** - This requires two full days to complete whilst in port and costs 1d10 x the ship's length in gold pieces. The ship is repainted and for the next month has a charisma score improvement of +2. This action cannot be repeated more than once

every three months of in-game time. If the action is interrupted, an additional two days are required to finish.

**Swabbing the Deck (Buff)** - This improves the Charisma of the ship. A ranking officer orders the crew to clean-up the ship, making the vessel spotless and ship-shape. This requires the crew to pass a DC 5 plus ship size modifier check. Until the end of the next combat encounter the ship's Charisma is raised by 2. This takes a day to complete. This cannot be performed more than once between combat encounters.

**Wet that! (Buff)** - The bosun orders the ships more flammable components to be drenched in water making fire less likely. The ship gains advantage on all saving throws made to resist fire damage for the next two hours.

**Jury Rig (Repair)** - This command requires the bosun to order the crew to begin making make-shift repairs. The crew must

make a DC 14 check to pull, hammer, drag, seal, or hold the ship together. If successful, restore 5d10 hit points to a component of the ship being repaired. This consumes 1 Supply store as it is an emergency repair.

**All Hands on Deck (Repair)** - In dire circumstances, to avoid the ship sinking, the bosun takes control of as many crew as needed to keep the ship afloat. This is a Standard Action for the bosun. The bosun elects how many of the ship's orders to utilize when giving this order. For each available ship order used by the bosun, the bosun can restore 2d10 hp to the ship's hull. If the bosun uses 2 of the ship's available orders 4d10 hp is restored. If they elect to, and have 3 orders, they may use all 3 restoring 6d10 hp, and so on, representing the entire crew desperately trying to patch the holes in the hull. This consumes 1 Supply store per order used.

**Bucket Chain! (Repair)** - Requires the Bilge Pump upgrade. The bosun orders the removal of water from the flooded areas below deck. All saving throws to avoid sinking damage are made with advantage until the next turn.

**Cannibalize (Repair)** - The bosun rips apart ship components to repair others. The bosun selects one ship component and deals up to 5d10 damage to the component. The amount of damage dealt to that component can be used to repair another component by the same amount. This does not use Supply stores. This takes 2 full rounds to complete, and takes a full action on behalf of the bosun.

If the bosun deals 20 damage to the ballista, she can restore 20 hit points to the hull.

**Fix her up (Repair)** - The bosun orders a group of sailors to repair the ship. Oiling pulleys, re-threading rope, fixing small tears in a sail, patching the hold and so on. Per day spent performing maintenance the ship regains 10d10 hit points to a component of the bosun's choice. This takes 8 hours to complete. It uses 1 Supply store. The ship can continue to move normally whilst these repairs are being conducted.

**Miracle Worker (Repair)** - If the bosun and all the crew aboard work on restoring the ship's hull, after 12 hours of beginning this order, the ship's hull is fully restored to maximum hit points. Reduce the ship's Charisma by 1d6 as these repairs are not pretty. As this order requires the whole crew to be working on the hull, the ship must be stopped and at anchor for the duration. This consumes 1 store for every 80 hit points restored.

**Drydock (Repair)** - The bosun gives instruction to a Drydock Master on what needs repairing on the ship. After 24 hours, and at a cost of 10 gp per foot of ship's length, the shipwrights of a drydock have fully repaired the ship. Increase the ship's Charisma by 1, and all components are back to full HP as she's fresh and cleaned up.

## Ship's Carpenter \_(AKA the Ship's Engineer or Shipwright)

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Корабельный Плотник ответственен за обслуживание и ремонт деревянного корпуса, мачт, люков и рей. Он

работает под руководством Старпома и Боцмана. Плотник регулярно проверяет корпус, шпаклюя щели между досками и деревянными затычками заделывать течи, чтобы сохранить судно целым. Он опытен в своей работе, которую он изучал длительное время. Он восстанавливает повреждения, или регулирует детали судна, чтобы улучшить их работу. Он должен находиться в месте, в котором он осуществляет ремонт.

**Игра за Корабельного Плотника:** Вы обязаны отслеживать оставшиеся хиты корабля, как хиты корпуса, так и хиты такелажа. Корабельный Плотник должен держать Капитана в курсе всего урона, нанесенного кораблю, который угрожает скорости судна или безопасности, и ход ремонта. Его основная ответственность - восстановление урона корабля. Он также основной человек, ответственный за тушение пожаров.

**Действия Корабельного Плотника:** Корабельный Плотник может выполнять любые боевые действия, обычно доступные во время раунда боя, или он может выбрать одно из следующих действий.

**Проведение ремонтных работ:** Раз в 4 раунда, Корабельный Плотник может совершить проверку Мудрости с УС15. При успехе судно получает количество времененных хитов, равное удвоенному модификатору Мудрости плотника, или может прекратить одно вредное воздействие, под влиянием которого находится судно.

**Укрепить корпус:** Корабельный Плотник может потратить раунд, чтобы добавить временные вспомогательные крепление к отсекам корпуса, делая их более прочными. Это предоставляет судну 1к4 временных хитов корпуса.

**Восстановить небольшой урон:** Корабельный Плотник принимается за дело всякий раз, когда происходит поломка или неполадка на судне либо из-за урона осадными орудиями, либо по любой другой причине: ломается рангоут, слетают балансиры паруса, осадное орудие даёт осечку и т.д... При успешной проверке Ловкости с УС 15, используя инструменты плотника, проблема может быть на скорую руку устранена, чтобы убрать любые штрафы или предотвратить дальнейший урон.

**Восстановить урон корпусу:** За один раунд при успешной проверке Ловкости с УС 15, используя инструменты плотника Корабельный Плотник может восстановить 1 хит из нанесенного корпусу урона, но может быть восстановлено не больше половины хитов корпуса, потерянных в данном столкновении. Это восстановление может остановить течь или пробоину и затопление.

**Восстановить урон такелажу:** За один раунд при успешной проверке Ловкости с УС 15, используя инструменты плотника Корабельный Плотник может восстановить 1к4 хитов такелажа, которые были потеряны в результате атаки осадного орудия.

Починить осадное орудие: При успешной проверке Ловкости с УС 15, используя инструменты плотника Корабельный Плотник может отремонтировать осадное орудие, которое было повреждено в результате вражеской атаки. На ремонт требуется количество раундов, равное числу хитов полученного урона.

The Ship's Carpenter is responsible for the maintenance and repair of the wooden hull, masts, hatches and yards. He works under the direction of the ship's First Mate and Boatswain. The Carpenter checks the hull regularly, placing oakum between the seams of the planks and wooden plugs on leaks to keep the vessel tight. He is highly skilled in his work which he learned through apprenticeship. He repairs damage, or adjusts ship components to improve performance. Must be in whichever location he's fixing or modifying.

### **Playing the Ship's Carpenter**

You are responsible for tracking the ships remaining hit points, both hull points and crippling points. The Ship's Carpenter must keep the Captain informed of all ship damage that threatens the ships speed or safety, and of the current state of repairs. He has the primary responsibility of repairing damage to the ship. He is also the primary person responsible for putting out any fires.

### **Ship's Carpenter Actions:**

The ship's Carpenter can perform any combat action normally available during a combat round or he can choose one of the following actions.

## **Рулевой HELMSMAN**

Обращение: Мистер

Максимальное количество: 1

Рек: Proficiency in Water Vehicles

Restriction: Cannot also be a Cannoneer or Master Gunner  
Manning the wheel the Helmsman is responsible for safely navigating the vessel to its destination. While other Officers should weigh in on the direction of the ship, the Helmsman might be taking Evasive Maneuvers to avoid the enemy's cannons or ramming the prow directly into another ship. While most officers may only take a single action each turn during Naval Combat, you may also take a Bonus Action, which may only be used for your pilot checks. If you take a non-pilot action, then your pilot checks have disadvantage until the start of your next turn. Remember, don't drive distracted!

**Характеристики:** Wisdom, Intelligence

**Первичные навыки:** Nature, Survival

**Вторичные навыки:**

**Доступные действия:**

**Рекомендуемая роль во время путешествия:**

## **Navigator**

(AKA the Second Mate, Ship Master or Sea Artist)

Лоцман (или Второй Помощник или Навигатор)

Он прокладывает курс и заботится о картах и инструментах, необходимых для навигации. Так как карты часто неточные или несуществуют, то его работа трудная. Говорят, что хороший Лоцман стоит своего веса золотом. Возможно он самый ценный человек на борту судна кроме капитана, потому что многое зависит от его умений. Лоцман – эксперт в чтении и корректировании карт, используя инструменты навигатора, такие как алидада, гюйс-шток, квадрант или секстант (в зависимости от периода времени). Он также эксперт в использовании методов точного определения долготы. Некоторые также способны определять долготу, используя наблюдения за луной (по форме диска луны). Профессиональный моряк – он также эксперт в чтении океана, который в состоянии отличать отмели и скрытые рифы от глубоких вод и способен определять грядущие шторма.

**Игра за Лоцмана:** Вы ответственны за отслеживание местоположения судов во время путешествия. Во время сражения ваша обязанность идентифицировать и общаться с другими судами, как дружественными так и вражескими (по приказу Капитана). Навигатор наблюдает глубину воды и течение. Он так же следит за погодой.

Он получает отчеты от впередсмотрящего, сам совершает наблюдения и находится на постоянной связи с Капитаном.

**Действия Лоцмана:** Навигатор может выполнить любое боевое действие, обычно доступное во время боя вокруг, или он может выбрать одно из следующих действий.

**Слабое место:** Сделайте проверку Мудрости с УС15, чтобы определить слабое место цели, давая преимущество на один бросок атаки артиллерийскому орудию или атакующему персонажу против этой цели в этот раунд

**Сигнальные флаги:** Общаться с другими судами в море – обязанность Лоцмана. Это прежде всего осуществляется подъемом общепризнанного набора сигнальных флагов. Над этими судами как правило развиваются их национальные флаги, таким образом, они опознают друг друга. Кроме того, есть универсальные сигналы. Белый флаг означает, что «мы пришли с миром», в то время как черный флаг это универсальный символ пиратов, поскольку это означает «мы пришли, чтобы сражаться.» Желтый флаг означает болезнь на борту. Более сложное сообщение может быть передано серией флагов, не больше, нескольких слов длиной. Конечно, нет никакой гарантии, что другие суда ответят.

**Изучить цель:** Сделайте проверку Мудрости с УС 10, чтобы изучить текущие хиты, флаг, оставшуюся команду, или другую информацию о вражеском судне. Требуется подзорная труба.

## **Квартермейстер**

Honorary: Master

Maximum: 1

The role of quartermaster is expansive ensuring that there is plenty to do: from the duties of navigating a course and finding safe passage through unknown waters, to keeping stock of what is aboard the vessel in terms of food and drink. They are also entrusted with the ship's purse. This makes the quartermaster very aware of the ship's status. Adviser to the captain is a natural fit for the quartermaster who should always be aware of where the ship is, how long the ship can remain at sea, and how likely getting new stores will be. The player should not see this as an accounting burden as it is most certainly not. Basic rations and their values are listed later making it very easy to reconcile costs.

Having strong Wisdom and Charisma ability scores and a focus in Survival skills will assist a quartermaster greatly.

Being responsible for navigating the course the ship is following, is a large responsibility, as a ship lost is a ship doomed. Focus can be put on getting better maps, finding better passages and interrogating fellow quartermasters on met vessels for updated information. Building up a network of suppliers at various ports, informants, and the like can be really fun to establish and then utilize during the game.

A quartermaster should work closely with the bosun to ensure the ship remains maintained and seaworthy. The quartermaster works with the ship's mage to keep the charms and spells up-to-date. The surgeon must be consulted to ensure they have enough medical supplies, ointments and unguents to keep the crew healthy. Finally, the quartermaster must keep an eye on the captain and first mate as all spending should be within reason.

Options to explore for the Quartermaster as a character:

1. Monitoring and allocating the money on the ship, assuming there's enough coin to pay the crew
2. Balancing crew moral against profit
3. Plotting course and ensuring swift arrivals while avoiding the maelstrom
4. Brokering deals with NPC merchants for the best prices on cargo, supplies and even new sailors

Although it may seem that your role on the ship is one of book keeper moonlighting as ranger, it is far more than that. A ship runs on gold - one way or another. Captains find it, and burn through it with an insane recklessness that is second only to the bosun who has outrageous demands for unnecessary stores, whilst the surgeon would have you believe that without a million gold pieces everyone on the ship will die of plague. You have a great opportunity to roleplay the master of coin, a negotiating and PC involving position. Want to go on a quest? Make it a priority in order to keep the coffers full. Want to relax and enjoy an afternoon in the sun? Set the other PCs to resupplying the ship.

Although manipulation of one's fellow players is never a good thing, manipulating their PCs into working together, into going on quests and exploring exotic islands is. The captain might make the decisions, the bosun might fix the ship, and the surgeon may keep everyone healthy, but without you, there is no ship. There is mutiny, death, and

debris. The only role more critical than yours is the cook - and they couldn't function without your help, so... actually... no. You are the most important person on the ship.

The Captain, First Mate, and Quartermaster are generally charismatic officers. While the names may imply authority, remember that all Officers share the top of the hierarchy of a ship. Still a ship would be amiss without someone to help take care of the crew and their quarters.

Without a specific responsibility during combat, these positions focus on supporting others and have the unique ability to take the Boarding Action, in which the entire ship participates. While their Available Actions are the same, differences lie in the Travel Role of each.

**Доступные действия:**

**Рулевой (или Кормчий или Штурвальный)** Он определяет курс и положение судна, использование карт и других навигационных инструментов. Он также управляет кораблём. Он должен быть в состоянии произвести изменение курса по приказу командующего. Во время сражения Рулевой стоит у штурвала корабля. Если рулевой не в состоянии управлять, корабль не может изменить курс в текущий ход. Штурвалом должны управлять игрок или НИП, или судно будет дрейфовать. Игра за Рулевого: Ваша работа выполнять маневры, выбранные Капитаном и Старпомом. В конце каждого раунда Рулевой проводит проверку управления кораблём, результат которой определяет уровень успеха или неудачи предпринятого маневра.

**Действия Рулевого:** Осуществление проверки управления кораблём является свободным действием для Рулевого. Движение Рулевого в раунд боя ограничено необходимостью начать и окончить раунд у штурвала корабля. Помимо ограниченного движения, он может выполнить любое боевое действие, обычно доступное во время раунда боя, или он может выбрать одно из следующих действий.

**Крутить штурвал:** Рулевой вносит небольшие корректировки штурвалом в курс судна, чтобы оставаясь на этом курсе, избежать опасности. Если судно движется, успешный спасбросок Ловкости с УС 15, добавит модификатор Ловкости Рулевого к КД корабля.

**Контроль штурвала:** Рулевой совершает проверку Интеллекта с УС 15. При успехе, на один раунд, модификатор Интеллекта Рулевого добавляется к скорости судна (в милях в час).

**Рекомендуемая роль во время путешествия:**

**Квартирмейстер** отвечает за наблюдение за приготовлениями корабля и объявляет о готовности корабля отправиться в плавание. Он также распределяет спальные места между членами экипажа. Кроме того опыт в определении погоды помогает ему определить, насколько мудро отправляться в плавание. Эта должность обычно присутствует только на кораблях с многочисленной командой или на торговых судах.

**Игра за Квартирмейстера:** Вы ответственны за все сокровища, найденные или захваченные кораблем. Квартирмей-

стер идентифицирует, оценивает, бережно хранит и поровну делит все сокровища. Если среди магических или других полезных предметов, находящихся под его хранением, есть те, которые могут помочь в текущем сражении, то он должен уведомить Капитана и рекомендовать их возможное применение.

**Действия Квартирмейстера:**

**Снабжение обычными предметами:** Предполагается, что есть много предметов, которые обычно находятся на палубе корабля (веревки, бочки, крепёжные шкивы и т.д.), но иногда необходимые обычные предметы ломаются, расположены не там, где надо или падают за борт. Такие предметы включают в себя подзорную трубу, песочные часы, некоторые навигационные инструменты и т.д. Квартирмейстер может найти запасные предметы, которые он убрал именно для такой чрезвычайной ситуации. Он в состоянии предложить предмет при успешной проверке Интеллекта (Расследование) с УС 15.

**Снабжение необычными предметами:** Перед тем как корабль покинет порт, Квартирмейстер откладывает небольшое количество необычных предметов. Это предметы, которые не важны для управления кораблём, но могут быть иногда полезными. Они могут включать в себя такие предметы как зеркала, игры, карамель, одежду, различные типы инструментов и т.д. Если офицер просит особый предмет, Квартирмейстер может найти один такой при успешной проверке Интеллекта (Расследование) с УС 20. Если он провалит проверку на 5 или меньше, то найдет другой, но похожий предмет.

**Снабжение редкими предметами:** При проверке Интеллект (Расследование) с УС 25, Квартирмейстер может предложить очень особый (не магический) запрошенный предмет. Например, его могут попросить найти набор для грима с особо высоким цилиндром и мягкими ботинками, как те, которые носит капитан вражеского судна.

**Target Component (Attack)** - An order is given targeting a specific component of an enemy ship (Movement, a Weapon, Hull, or Helm) within 300 feet. The officer makes an Investigate check, DC 5 plus the ship's size to identify the weak point in the component. If successful, one weapon component then fires at the targeted component with advantage. On a failed check, the weapons fire at the hull by default with disadvantage.

**Target Squadron (Attack)** - An order is given targeting an incoming squadron or mounted unit that is within 200 feet. The ship fires one weapon component, which must be either a ballista or harpoon, at the targeted mounted unit. An

additional 2d10 damage is applied when damage is calculated.

**Weighted Shot (Attack)** - The quartermaster can order the crew to add extra weight to the shot. This action halves the range of the weapon but adds 1d10 extra damage on a successful hit. Weight can be added to any weapon component. The crew must pass a DC 14 check to succeed. On a successful check, the weapons fire with weighted shot. On a failed check, the crew fumbles getting the weapons weighted before they fire and the attack is as normal without the added damage but with the range penalties.

**Scrounge Up Supplies (Buff)** - The quartermaster can direct the crew to resupply the ship's food and water stores when a suitable location is nearby (an island, main land, reef for example). Make a check using the crew quality versus DC 12 modified up at the GM's discretion for resource poor areas. Success increases ship's stores of food and drink by 1d3 each. It requires a full 8 hours to complete.

**Hunt (Buff)** -The whole ship is utilized to hunt large aquatic animals. The quartermaster makes a DC 14 Survival check to find suitable prey. The crew must make an attack against AC 13 to hit with either a ballista or harpoon. If they hit, increase the ship's food store by 1d2. If they miss the creature escapes and a new hunt must begin. This takes 4 hours to complete.

**Rally for Pay (Buff)** - The quartermaster can declare a 5 gp reward to each crewman if they win the engagement. This improves the CQ by +1 until the end of combat. The quartermaster must pay the amount in full after the battle or the CQ drops by 3 until the next payday. The quartermaster can declare a maximum of a 10 gp reward for each crewman to gain an additional +1, bringing the total to +2.

**Rig for Speed (Movement)** - The quartermaster knows the waves and can order the crew to rig the ship for more speed regardless of how the ship moves. The ship must make a Dexterity DC 5 plus ship's size modifier check, to gain an additional 5 feet of movement per round. This effect lasts for the duration of the combat or eight hours whichever ends first.

**Lighten the Load (Movement)** - The order is given to dump cargo. The crew must make a DC 12 check to toss cargo overboard. The effect is an increase of 5 feet per round of speed until the ship resupplies. Reduce one of the ship's stores by 2, it's the quartermaster's choice as to which stores are thrown overboard. Alternatively, remove 2 tons of cargo. **Collect Flotsam or Jetsam (Movement)** - The ship angles itself to collecting floating debris when it is sighted. The crew make a CQ check DC 12 to haul aboard up to: 1 store worth of objects, 10 humanoid creatures, 5 large creatures, or 1

huge creature. Reduce the ship's speed by 20 feet per round for this round.

## Судовой лекарь

Honorary: Dr.

Maximum: -

Requirement: Medicine Skill or other Healing Means

The Seas are a dangerous place, Doctor, and the burden of life in Naval Combat lies on your shoulders. As crew are injured, you may use your action to attempt to get them on their feet again. Be sure to check out the Casualties section to better understand what your position may require. Remember, everyone on the other side is working as hard as they can to make your life hell! Have fun!

Характеристики:

Первичные навыки:

Вторичные навыки:

Доступные действия:

Рекомендуемая роль во время путешествия:

## Корабельный хирург Ship's Surgeon

A ny class can be allocated the surgeon's position aboard a ship but those with some Medicine skill and possibly healing magic would be in greater demand than those without. The surgeon should also not see themselves as being duty bound to remain below decks during combat. There are ship's orders that can be performed by the surgeon during combat that free them up to do other actions besides just healing. Furthermore, a surgeon can, in downtime, train up subordinates from the crew to provide small bonuses when performing surgery and the like. Because a surgeon often has some learning about them, they are frequently leaned upon by the captain for advice, will easily make friends with the other officers, and naturally will be a friend to the crew, unless the surgeon gets a reputation for being a Butcher. Surgeons need a good Wisdom score, and a high Intelligence ability score is likely to be of great benefit.

Do not assume that the surgeon's role is an easy one. Interrogations, keeping prisoners alive, treating massive ill-tempered sea monsters, and maintaining the health, safety and wellbeing of a crew is a full-time job.

Options to explore for the surgeon as a character:

1. You are more than just the ship's doctor
2. You provide support to the entire crew
3. You have your own supplies to worry about

The surgeon aboard a ship can keep the crew alive, can restore the wounded to a working state, and thus has a heavy burden in ensuring that the captain doesn't put too much of a strain on the crew. Keeping your own medical supplies stocked is a vital component of being the doctor, and shouldn't be looked at as a burden but as a boon. Asking for other PCs on the ship to help gather supplies, to look for rare herbs and find alternatives can be a great way to start

adventures or just to keep a good rapport with your fellow crew members.

The surgeon should be reluctant to go into battle, and should make sure the captain has considered all the options before engaging. Every person lost from the crew is a major blow to the ship. But it can mean so much more, usually individuals become surgeons (healers) because they don't want to see any harm come to others, and the loss of an income earning family member can put entire families at risk. Such is the awareness of most doctors, and it should be foremost when engaging in combat.

Это человек, ответственный за здоровье людей на борту корабля. Он заботится об экипаже, имеет дело с боевыми ранениями, болезнями и другими проблемами со здо-ровьем, которые изводят команду. Хирург принимает больных утром у грот-мачты, ему помогают его помощники, а так же он ходит к травмированным морякам в тече-ние дня. Во время морских сражений хи-рург работает в кубрике, в пространстве, специально отгороженном перегородкой от окружающих около люка вниз, через ко-торый на лечение приносят раненых. Па-лубу перед боем посыпают песком, чтобы препятствовать тому, чтобы хирург не подскользнулся в накопившейся крови. У него может не быть способностей к накладыва-нию заклинаний, но некоторые излечиваю-щие заклинание, конечно, были бы полезны.

Игра за Корабельного Хирурга:

Вы обязаны следить за текущими хитами экипажа.

Действия Корабельного Хирурга:

Исцеление раненых: При успешной про-верке Мудрость (Медицина) с УС 15 хирург судна может восстановить 1к8 хитов урона экипажу, или стабилизировать одно существо, у которого 0 хитов.

Сортировка раненых: Пройдите провер-ку Мудрости (Медицина) с УС10, чтобы возвратить 1 члена экипажа к исполнению своих обязанностей.

Освободить от обязанностей: У Корабель - ного Хирурга есть полномочия освободить офицера или члена экипажа от его или её обязанностей (в том числе и на один ранг выше), если по профессиональному мнению Корабельного Хирурга, этот человек с ме-дицинской точки зрения негоден, подвергнут заклинанию контроля разума или иначе по-казывает поведение, которое указывает на физическое или психическое расстройство. Это нужно делать с предельной осторож-ностью, иначе вы можете навлечь на себя обвинение в мяте же - преступлении нака-зуемом на усмотрение Капитана, вплоть до смерти.

### *Playing the Ship's Surgeon*

You are responsible for tracking the crew's current hit points.

Ship's Surgeon's Actions:

Maximum Casualties (Attack) - The surgeon orders a single weapon from a weapon component to target the crew of the

other ship. The target ship must be no more than 100 feet away. The crew make an attack against the ship's helm AC and if it hits deals damage against the crew instead of the ship. For every 5-damage dealt 1 crewman is killed. Old Sea Bones (Attack) - The surgeon uses their knowledge of sea creature anatomy to deal more damage. They can order the crew to attack critical areas of sea creatures, alive or undead, to increase damage. The surgeon must make a Medicine check with the DC 5 plus the CR rating of the creature to target its vital areas. The next weapon attack is made with advantage and deals an additional 2d10 damage if it hits. Butcher's Work (Buff) - The surgeon orders the crew to begin treating the wounded. They make a DC 10 plus 1 per sailor they want to restore to active duty (who were previously 'killed' in combat) check. This uses 1 Medical store regardless of the number of sailors restored.

The crew can attempt a DC 11 check to restore 1 sailor to active duty, or a DC 16 check to restore 6 sailors to active duty.

Alternatively, a paladin can use their standard action and 5 points from their Lay on Hands ability to restore 1d4 sailors. This does not use a Medical store.

Any form of magical healing regardless of level can be used to restore the crew. For each healing spell cast, 1d4 sailors can be restored to active duty per level of the spell. Note this takes an action and is not a free or bonus action. This does not use a Medical store.

Invigorating Tonic (Buff) - The surgeon's lot in life is to keep the crew alive and tonics are excellent at that! The surgeon orders crew to distribute a tonic. For the duration of the combat, the ship gains +1 to their Crew Quality score. The tonic can only be issued once per long rest. Each use of the tonic uses up one medical store.

Heal Up (Buff) - The surgeon can use 1 Medical store to restore 1d8 hit points to any character within 10 feet, and on the ship, as a standard action.

Medicinal Herbs (Buff) - The surgeon gives a list of plants, animals, and minerals they need. The crew can go and forage in a suitable location determined by the GM for the supplies. The crew has to make a DC 13 check to find the ingredients, or the surgeon can make a DC 13 Medicine check but must present the entire time. If successful, consult the Medicinal Stores Table to determine how many herbs were gathered. The foraging requires at least 10 crew and takes 8 hours.

Check Medicinal stores gathered

12 or less	None
13 - 18	1 store
19 - 24	2 stores
29+	3 stores

Rest in a Bottle (Buff) - The surgeon can administer a tonic to exhausted crew members. This tonic uses one of the surgeon's medicinal stores, but removes any penalty to the ship's speed caused by the overexertion of the crew to be negated. This tonic can also be used to remove one level of Fatigue from a PC. Any character can attempt to take the tonic more than once within a 24-hour period. If they do,

they must pass a Constitution save DC 18 or suffer 1d10 points of temporary constitution damage as a result of burst blood vessels.

Insanity (Movement) - The surgeon induces a state of hyperactivity in the crew. Considered deeply unethical by many healers, Insanity is a potion given to the crew of a ship. For 1d8 rounds the ship's speed is increased by 5 feet per round, and the ship can perform 1 additional order per round. At the end of the potion's duration, 1d10 sailors die as a result of the potion. Any PCs who have taken the potion gain 5 feet of extra speed and 1 additional bonus action for the duration. At the end they gain 2 levels of fatigue.

## Командир абордажной команды

Militants are Martial Combat Officers who share all the same features and rules as Arcanists, but do not require the ability to cast spells. Arcane Well is replaced with Warrior's Focus. Variant Action: Warrior's Focus: As an action, begin concentrating on an attack, with the same concentration rules as Arcane Well. If, by the start of your next turn, your Concentration has not been broken, your next weapon attack has Advantage on both the Attack and Damage rolls. This bonus does not apply to Siege Weapons. You may use this action several times equal to your proficiency bonus per long rest.

Характеристики:

Первичные навыки:

Вторичные навыки:

Доступные действия:

Рекомендуемая роль во время путешествия:

## Мастер оружия Weapons Master

(AKA the Artillery Master or Master Gunner or Master Sergeant or Siege Engineer)

Являясь корабельным специалистом по оружию, в дополнение к борьбе плечом к плечу с солдатами, его обязанность следить, чтобы они должным образом обучались и руководить огнём всех осадных орудий корабля. Основная работа Канонира состоит в том, чтобы решить, когда и по какой цели открывать огонь из корабельных орудий. Для большей части из них действуют правила из раздела «Осадные орудия». Какой расчёт имеет каждое орудие? Сколько раундов требуется для того, чтобы зарядить, прицелиться и т.д...? Канонир может тренировать все орудийные расчёты, при этом предполагается, что экипажа достаточно, чтобы укомплектовать каждое орудие. Канонир помогает скоординировать время и цели отдельных расчётов, особенно когда получен приказ бортовой залпы.

Игра за Канонира: Вы руководите боевыми действиями всего корабля. Канонир ответственен за всех Пехотинцев (лучники, артиллеристы и абордажники). Используя действие, Вы можете переместить пехотинцев с любой позиции на любую другую где они необходимы (например, лучник покидает отряд лучников, чтобы

заменить павшего члена орудийного расчёта). Любой пехотинец, которого переназначили с одного поста на другой, тратит один полный раунд на перемещение на другую позицию и считается неназначенным в этот раунд. Если вы не выполняете приказ вышестоящего офицера, то вы определяете цели и когда стрелять. Если идёт абордажный бой, вы выбираете бойцов и ведете в бой абордажную команду.

#### Действия Канонира:

**Зарядить/Навести/Огонь:** Канонир со-вершает проверку Харизмы (Убеждение) с УС 15, чтобы дать расчёту одного орудия бонус +2 к их броску атаки.

**Проверить орудия:** Игрок совершают про-верку Ловкости с УС 15. При успехе моди-фикатор Ловкости Канонира добавляется к урону одного орудия. Урон применяется только если орудие успешно атакует судно врага. Канонир должен быть около этого осадного орудия.

**Приказать бортовой залп:** Раз в 4 раунда, вся готовая к огню артиллерия на одном борту судна (минимум 2) стреляют одновременно. Если цель в пределах близкого расстояния, сделайте один бросок атаки с преимуществом. Цель получает обычный урон при попадании.

**Придать устойчивость... Успокоиться:** Канонир может потратить дополнительный раунд на тренировку орудийных расчётов в прицеливании. Всем осадным орудиям требуется дополнительный раунд, прежде, чем они смогут выстрелить. При успехе в проверке Мудрости (Восприятие) с УС 20 каждое осадное орудие наносит двойной урон при своей следующей атаке, если она попадёт. Это действие не может использоваться вместе с бортовым залпом.

**Подгонять расчёты:** Раз в 4 раунда Канонир может сделать проверку Харизмы с УС 10, чтобы ускорить время заряжания. На успехе все осадные орудия могут подготовиться к стрельбе на один раунд быстрее, чем обычно. Только расчёты, которые могут видеть и слышать Канонира, могут получить эту преимущества.

**Пустите им кровь:** Если Канонир приказывает расчётам целиться в корабль, в который они ранее попали, он может совершить проверку Мудрости с УС 20 и каждое осадное орудие, которое стреляет в этот раунд, наносит тройной урон при своей следующей атаке, если оно попадёт. Оно может совершить попытку этого действия, только если осадное орудие ранее наносило урон вражескому судну.

**Подготовиться к абордажу (или Подготовиться к защите от абордажа):**

Канонир выбирает членов абордажной команды (или противоабордажной команды). Это могут быть любые пехотинцы и столько матросов, сколько, по его мнению, необходимо. Он как правило будет оставлять как минимум костяк экипажа, чтобы управлять судном. В этот раунд все, кого он выбирает, считаются неназначенными, в это время они берут своё оружие и занимают свои позиции.

На следующем раунде их считаются абордажниками (или «защитниками», если они защищают свое судно от абордажа).

**Взять на абордаж:** Все абордажники, готовые к бою и находящиеся на позиции (см. “Подготовиться к абордажу” выше) бросают свои крюки, чтобы схватить и притянуть вражеское судно к вашему и закрепить его. Это также включает в себя постановку абордажных досок и других устройств, чтобы сделать абордаж легче (см. «Абордаж» ниже). Действие «взять на абордаж» должно быть выполнено в тот же раунд, когда судно совершил манёвр «взять на абордаж». Если Канонир не выполнит это действие, то маневр судна «взять на абордаж» проваливается.

**Абордаж:** Все абордажники, готовые к бою и находящиеся на позиции (см. “Подготовиться к абордажу” выше), переходят на вражеское судно. Это может быть сделано только в раунд после успешного манёвра таран или взять на абордаж. Поскольку они перепрыгивают с корабля на корабль, переходят по доскам, раскачиваются на веревках, привязанных к реям, и т.д., а абордажники на вражеском корабле пытаются отбиться от них. Обратитесь к разделу «Абордаж» выше для получения информации о том, как предпринять действие абордаж.

As the master at arms for the ship, in addition to fighting alongside the troops it is his responsibility to see that they are properly trained and to help manage all the siege engines on a ship. The basic job of the Master at Arms is to decide where and when to fire all the weapons on the ship, and at what. For the most part this just involves following the rules for Siege Engines. How many crew are on each engine? How many rounds does it take to load, to aim etc...? The Master at Arms can coach all the weapon crews simultaneously assuming there are enough crew to man each weapon. A Weapons Master will help to coordinate the timing and accuracy of the individual crews, especially when a broadside was ordered.

## Playing the Weapons Master

You direct all the ship's combat actions. The Weapon's Master is responsible for all Infantrymen (archers, artillerist, and swordsmen). Using an action, you can move infantrymen from any position to any other as needed (an archer pulled out of an archery group to replace a downed man at a siege weapon, for instance.) Any infantryman that is pulled from one assignment to another spends the entire round moving to the other position and is counted as being unassigned for this round. Unless directed by a superior officer, you determine targets and when to fire. If there is a boarding action, you select the Swordsmen and you lead the boarding party.

Weapons Master Actions

## Master Gunner

Honorary: Master Maximum: 1

Behold your artillery, Master Gunman. While you roll attacks and damage for the cannons under your control the same as any normal Cannoneer, you have the unique ability to order any side of the ship to fire all their cannons at once in a massive Broadside. This devastating attack will be sure to satiate your appetite for destruction.

Доступные действия:

Рекомендуемая роль во время путешествия:

### **Feature:**

Automatically gain the Officer Position “Cannoneer” - together, these two officer positions count as only having 1. Cannons under your control require one less gunner than normal (min. 1)

## Канонир Cannoneer

Honorary: Mr.

Maximum: 4

Cannons require men to man them, and men require other men to lead them. As a cannoneer, you oversee cannons on one side of the ship. Repairing misfires and giving extra guidance to your men, you have the final decision on which of your cannons will be fired at the enemy- and the distinct honor of making the rolls. That's a lot of dice.

Доступные действия:

Рекомендуемая роль во время путешествия:

### FEATURE: OVERSEE GANNONS

Select one side of the ship. If there are to be more than 2 canoneers, you should instead select a single deck and side. You may not select cannons that are already under a different cannoneer's jurisdiction.

You are in control of all cannons that are assigned to that side, and count as one gunner for the sake of manning them. Firearm proficiency is not required to be a cannoneer. Effects that deal damage when you hit (Hunter's Mark, Hex) only trigger if you are personally manning a siege weapon - not to cannons you are overseeing.

## Arcanist

Honorary: Magus/Arcan

Maximum: None

Requirement: Ability to cast at least one spell

The ship's mage, sometimes called an aquamage, is often seen as a complete necessity when it comes to ship operations. A ship's mage focuses on aquatic magic, a mixed magic that combines druidic, divine and arcane magic. The role of the ship's mage is to manipulate the local environment for the betterment of the ship, and to perform defensive magic during ship combat. Mechanically, a good aquamage does not need to be a multi-class wizard/druid, but can be any spellcaster (recommended) or even a non-spellcaster!

Outside of controlling the weather, putting out fires or rapidly sealing holes in the sides of the ship, the ship's mage is also required to look after the ship's charms, upgrades and magical relics that assist the ship in day to day operations.

A ship's mage works closely with the bosun in times of repairing the ship, and with the quartermaster during navigation. They also work with the first officer or captain during combat to best assist the ship. Very seldom will the ship's mage deal with the crew directly.

During long voyages the ship's mage should focus on researching new spells, on examining what charms the ship has and might need, as well as looking for magical solutions to the myriad of problems a ship could face: How many potions of water breathing are there aboard? What about Kraken repellent? Watching the maps to make sure land isn't too far away if they suspect a doldrum or battle and the like. Preparation is the key to a good aquamage.

Options to explore for the ship's mage as a character:

1. Advising the Captain and First Mate on their choices
2. Being the magical compass for the ship
3. Providing insight into all things arcane

The ship's mage is unique insofar as anyone can become a ship's mage, and suddenly gain the ability to cast spells, but only on the ship, and only for the ship's benefit. Aside from those duties, the mage is fairly free to pursue their own thoughts when the ship is simply moving from point a to point b. This means you have a great opportunity for inter-party engagement. Go and find out what the bosun is doing. Trouble the quartermaster, or look in on the surgeon. See if you can be of help to them at all.

Your focus should be on the support role you provide to the ship and the crew, and on the ‘illusion’ of power that you hold over the forces of water and nature. You have specialist orders that allow for the ship to move into or out of combat quickly, to protect the ship, or to make sure the crew are better able to withstand destruction from magic. Exploring options for improving those functions, magic items, more spells, ship upgrades, should be something of a priority.

The ship's mage spell list is not a traditional spell-list but instead is derived from the orders that the ship's mage can give whilst aboard a ship. The moment a ship's mage is off the ship, they lose any and all spell casting abilities they gained whilst acting as ship's mage. They can cast as many ‘spells’ as they can issue orders aboard a ship in a day, as most of the ship's orders have specific time-limits or events that must occur in order for the ship's mage to be able to act. The reason for this is because the ship's mage draws their power, neither Arcane nor Divine, from the ship itself. There is a certain majesty and power that large vessels have, and the collective wills of the crew only add to this power. Maybe it's the way the water interacts with the hull, or the millions of beings that inhabit the oceans that feed into the mystical energy that the ship's mage taps into. Whatever its source, for purposes of game play, the ship's mage's magic is considered to be Divine magic.

Some say cannons were invented only to let the mundane contend with the arcane. Arcanists are a central component of any successful ship- leaving port without one is considered foolhardy. While the other officers spend their time wrestling with the ship, take advantage of your own power to influence the battle. Climb to the crow's nest and rain down fire or obscure your vessel in a well of fog.

Unlike other Officers, you may take full turns on the ship- but that does come with restrictions. While others are not constrained to any physical space, you are. You can't cast a lightning bolt from the crow's nest if the turn before you were helping below deck. Your turns on the ship act exactly as they do on land This physical location overrides the lack of location most officers have.

### **Feature**

As an Arcanist, you may use ship turns as your own turn, taking full turns of actions, bonus actions, movement, etc. Your responsibilities to the ship include helping others with their roles, casting offensive and defensive spells, or doing whatever you deem appropriate. See the Magic Section for information on how spells interact with Naval and Ship-bound combat.

Unlike normal Naval Combat, your location defines what actions are available to be taken- To take an action granted by an officer position, you must be in the Associated Location of the position that grants you that action.

So, as a Pilot/Arcanist, you must move to the helm to take any actions associated with piloting. For information on how to take actions, and how to interact with other officers, see the Associated Locations Table in the Combat Section.

#### **Доступные действия:**

Рекомендуемая роль во время путешествия:

**Distraction (Attack)** - When a target is within 100 feet the mage can attempt to distract the target crew with a siren's song, a flash of light on the water, or a sudden wind buffet, mages can get creative. The target must make a DC 13 CQ check or lose 1 ship's order for the round. This takes a standard action on behalf of the ship's mage. **Sparkling Lights (Buff)** - The ship's mage throws sparkling lights into the air, or out into the water to a maximum distance of 100 feet. The lights blind, daze, and distract mounted units reducing the incoming damage for a mounted unit squadron attack by 1d10 for the round.

**Ward (Buff)** - The ship's mage makes an a DC 14 Arcana check to impose disadvantage on the next spell attack made against the ship or crew.

**Disrupting Hex (Buff)** - The ship's mage makes a DC 15 Arcana check to give advantage to the ship and crew for the next saving throw from a spell that has been in effect for one round or more.

**Protection of Magics (Buff)** - The ship's mage waves the ship's totem around (a small relic said to hold magical power, but probably just some driftwood from the beach) and claims magic protects the ship. For the duration of the battle

the CQ is increased by 1. The mage must succeed on a DC 13 Performance check to use this.

**Wind! (Movement)** - The ship's mage can summon a small wind that fills the sails of the ship. This takes a standard action. It can be performed once per day by a spell caster of levels 1-10, twice per day by a spell caster level 11-15 and three times per day for higher level casters. It lasts for 1 turn or for as long as concentration is maintained to a maximum of 10 rounds. The ship gains 10 feet of movement for the duration of the spell.

**Invisible Workforce (Movement)** - The ship's mage summons an invisible energy that can drive a ship's paddles, oars, or flippers for up to 10 rounds, provided the ship's mage maintains concentration. This workforce increases the ship's speed by 20 feet per round. It can be performed once per day by a spell caster of levels 1-10, twice per day by a spell caster level 11-15 and three times per day for higher level casters.

**Read the Wind (Movement)** - Careful observation of the wind, the water, and a minor incantation allows the ship's mage to offer sage advice. The mage must make a Survival DC 5 plus the ship's size modifier check to make use of the differing wind currents. If successful the ship gains 10 feet of movement per round for one round. This is only useful for ships that use sails.

**Control Currents! (Movement)** - The ship's mage can summon a strong current that propels the ship forward. This takes a standard action. It can be performed once per day by a spell caster of levels 1-10, twice per day by a spell caster level 11-15 and three times per day for higher level casters. It lasts for 1 turn or for as long as concentration is maintained to a maximum of 10 rounds. The ship gains 10 feet of movement for the duration of the spell. This is only useable by ships below the surface of the water.

**Ship Mending (Repair)** - As a standard action, the ship's mage can use the magic of the oceans to repair 1d10 HP to any ship component. No spell slots or material components are necessary to use ship mending, but it may only be used by the ship's mage three times per long rest.

\*Note, this ship action is much more powerful and separate from the spell Mending. The spell Mending cannot be used to repair any part of a ship due to its limited effect as a cantrip.

### **Мастер весел Oars Master**

(AKA the Coxswain - often shortened to Cox'n)

This specialist is the member who coordinates the power and rhythm of the rowers. The Coxswain is also responsible for piloting and maintaining the longboats of a ship. Most notably the Coxswain was charged with transporting the captain to shore and back. They usually sit or stand in the stern of the boat.

#### **Playing the Oars Master**

The oars don't move except at your command. The Oars Master is responsible for all movement that is powered by

oars. He is also responsible for the rower's safety and the safety of the oars themselves.

Oars Master Actions:

## Мастер парусов Sailing Master (AKA the Sailmaster)

The sailmaster is responsible for the ship's sailing qualities. He is responsible for sails, rigging, ship's anchor, stowing of items in the hold and security and issue of spirits. He takes care of the fitting out of the vessel, and before they put to sea, he examines whether it be sufficiently provided with ropes, pulleys, sails, and all other rigging necessary for the voyage. During the Voyage he visits once a day all the tackle, high and low. He takes care of the management of the sails, yards and mooring of the ship.

### Playing the Sailing Master

Your Character (the Sailing Master) is the one who determines how well the sails can catch the wind to move the ship. The Sailing Master is responsible for all movement that is powered by sails. This includes the raising, lowering and re-positioning of the sails as required for them to take advantage of the wind.

### Sailing Master Actions

## Shantyman (AKA the Ships Musician)

This person is leading the crew in songs, or cheering them on, and generally trying to raise their morale. Those who can play drums, bagpipes, trumpets, accordions, fiddles, and other instruments are so well liked that they escape torture if captured by pirates. With entertainment at a premium on most uneventful days at sea, they will be expected to play a jig to dance to, lead a shanty for work tempo, or provide dinner music. Musicians will usually play prior to and during a battle, blaring out martial tunes, nautical favorites, or simple loud noise to inspire the crew.

### Playing the Shantyman

Your Character is responsible for keeping up the crews spirits and providing them with inspiration with your music.

### Shantyman's Actions

The DC for each of these actions is calculated by subtracting the crew's current loyalty rating from 20. See how to calculate loyalty rating below. For example, if the crew's loyalty rating is 5 the DC for the check will be 15 (20-5).

## Общие действия

These actions are available to any Officer during Naval Combat. This list is not exhaustive.

Any actions or bonus actions a character may normally take (Bonus Actions may be taken using the officer's action)

**Give orders to Crew.**

**Participate in Boarding.**

**Ready for Combat**

As an action, gain advantage on individual initiative if standard combat begins before the start of your ship's next turn.

**Interact with anything on the boat**

## Действия Офицеров

## Роли во время путешествия

# КОМАНДА И ЭКИПАЖ

## Достаточный экипаж

### Качество экипажа

#### Crew Quality (CQ)

C

rew Quality represents the crew morale, pride, attitude, skill level, and loyalty to the ship. As it goes up the ship functions better, as it goes down, the ship functions worse. Thus, it behooves a good captain and first mate to keep Crew Quality as high as they reasonably can.

CQ is not indicative of the crew's moral compass, a good aligned crew might have a very good or very poor CQ. An evil aligned crew can equally have a high or low CQ score. To determine the alignment of a crew, check the alignment of the captain and first officer. Collectively the crew will have that alignment. Individually however, each member may have a slightly different alignment but it is unlikely for a chaotic evil crew to have a member who is lawful good without good reason.

#### CQ Range

The CQ range is from -10 to +10. This directly represents the modifier bonus the crew will apply to all checks. A good Crew Quality of +8 will see all the ship's actions made with a +8 bonus. A bad Crew Quality of -7 will see all ship's actions made with a -7 modifier.

If CQ drops to 0 or less, the crew might mutiny. The captain or first mate must make a Charisma (Intimidation or Persuasion check) versus a DC of 10 plus the current CQ, as a positive value. A CQ of -5 results in a DC of 15, a CQ of -2 results in a DC 12. If the check is equal to, or higher than the DC, the crew remain loyal until the following day when another check must be made. Furthermore, the CQ increases by 1. If this takes the CQ above 0 then no further checks are needed on subsequent days. If it raises it up but it is still less than zero, another check must be made the next day and so on. A rolled natural 20 on the die increases CQ by 2 whereas a rolled natural 1 on the die decreases CQ by 2. If the check is less than the DC, the crew CQ drops by 1 until it reaches -10, at which point the crew mutiny and all ranking officers are either expelled from the ship (marooned on an island), executed, or eaten (the crew alignment should be used as a guide for a suitable outcome).

#### Increasing CQ

There are several ways to increase CQ aboard a ship. Some are temporary and almost all of them can lead to a drop in CQ if incorrectly done, or ignored. Sailors are a fickle lot and they like to know life is a routine of steady living.

#### Long-term increases

Shore Leave - This increases CQ by 1 for each day spent in a port or off the ship in a habitable, friendly location. CQ cannot be increased beyond +3 in this manner. For each week after the first month at sea without shore leave CQ drops by 1.

**Salary Increase** - Each crewman receives a commonplace salary of 30 gp a month. Each time the crew are not paid, their morale decreases, and CQ drops by 2. The first adventure on the ship is assumed to be after the first payday and so the starting CQ will be stable for at least 30 days, or until the next payday. Increasing the salary by 15 gp a month per sailor will improve the CQ by 1, until the salary returns to normal. Increasing the salary by 30 gp a month per sailor improves the CQ by 2, until the salary returns to normal. Any decrease to the salary will result in the CQ dropping by 1. If the salary ever drops below 25 gp per month, the sailors will simply leave the ship, or mutiny.

**Loot Share** - Each crewman is entitled by the law of the sea, to a share of any treasure gained during a voyage. When loot share occurs, the morale of the crew increases by 3 for one month provided the loot share equals more than 10gp a head. If loot is taken and not shared, the morale drops by 3. The share amount per crewman is at the discretion of the captain and quartermaster but at least 50% of the treasure needs to be distributed to the crew to avoid a drop in the CQ.

**Drink Ration** - A single barrel of rum, included in the cost of

a drink store, holds 31 gallons, and if purchased separately costs 6 gp. Each crewman is entitled to a cup of rum a day. If the rum ration is doubled, the CQ increases by 1 for as long as it is doubled. If the ship is running low on Drink stores, and half rations are ordered, the CQ decreases by 1 until normal rations are resumed. If rum is not supplied, CQ drops by 1 per week or until more rum can be acquired. Even on ships where alcohol is not served, this counts for water consumption too. Most of a drink store is fresh water used for drinking and cooking.

**Food Ration** - At 5 sp per crew member per day, crew meal costs add up. If double rations are served, CQ increases by 1 for as long as the food is doubled. If half rations are given to the crew, the CQ goes down by 1 until normal meals are resumed. If rations are not served at all, CQ drops by 1 per day until food is supplied, or the crew turn to cannibalism.

#### Short-term increases

**Training** - One of the ranking officers train the crew in hand to hand combat for one hour each day for three days. For the next week CQ increases by 1.

**Skilling** - One of the ranking officers train the crew in seamanship for one hour each day for three days. For the next week CQ increases by 1.

**Morally Aligned** - One of the ranking officers weeds out those crew who are not morally aligned with the ship's purposes. Good people don't belong on murderous pirate ships, and pirates and rogues find it hard to live by good law-abiding codes. The first officer selects the general crew alignment the ship's CQ increases by 1 for a week. However, 1d10 crew also leave as they're not a good fit. Mechanically, this also determines the nature of the ship in terms of detecting alignment, specific intentions etc.

## Боевой дух экипажа

## Уровень лояльности экипажа

Уровень лояльности колеблется от 0 до 10. Лояльность экипажа используется в качестве модификатора в проверках морали. Начальное значение уровня лояльности равно бонусу опыта экипажа, указанному в таблице «Опыт Экипажа». Вы должны отслеживать текущую лояльность экипажа, поскольку он может измениться в любое время.

Уровень лояльности экипажа увеличивается на 1 после каждого успешного путешествия, сражения, шторма, столкновения с монстром или любого другого столкновения или события, которое является стрессом для экипажа или подвергает их опасности. После любого из них, которое оказалось неудачным, или если закончилось смертью или большим уроном любому из команды, то они должны пройти проверку лояльности. Уровень лояльности никогда не может опуститься ниже 0 или подняться выше 10.

## Проверка лояльности

Боцман совершает проверку Харизмы (Убеждение) с УС 15 с модификатором бонуса опыта экипажа. Неудача приводит к потере одного пункта уровня лояльности экипажа. Если в результате выпала натуральная 1, теряется 2 пункта уровня лояльности. Успех добавляет 1, а естественная 20 добавляет 2 пункта к уровню лояльности.

Мастер может дать один или два пункта бонуса или штрафа на проверку в зависимости от ситуации.

## Проверка боевого духа

Боевой дух команды затрагивает результаты во время морского сражения. Экипаж с низкой моралью сражаются не так эффективно и, в экстренных случаях, могут сдаваться, несмотря на противоположные приказы капитана.

Проверки морали не должны производиться после каждого раунда боя. В конце концов, каждый моряк осознавал опасность, выбирай свою профессию. Однако, определенные события или столкновения действительно проверяют характер даже самых закалённых моряков.

Чтобы осуществить проверку морали, игрок совершает спасбросок к 20 для экипажа, с модификатором уровня лояльности экипажа. Сложность проверки определяется Мастером в зависимости от ситуации. Некоторые примеры указаны ниже:

Мастер может принудить к проверке морали в другое время, в ситуациях, способных вызвать стресс для экипажа. Он может использовать нижеприведённую таблицу в качестве руководства для установки СЛ для проверки.

## Эффекты провалов проверок морали

Обычно провал проверки морали не заставляет экипаж автоматически впадать в панику, и это не означает, что экипаж автоматически сдается. Реакция членов экипажа

на неудавшуюся проверку морали зависит от того на сколько провалилась проверка.

Если команда провалила проверку на 2 или меньше, бонус опыта экипажа уменьшается на 1 пункт. Если бросок провален на 3-5, их бонус уменьшается на 2 пункта. Если бросок провален на 6-8, их бонус уменьшается на 3 пункта. Если бросок провален на 9 или больше, экипаж сдаётся.

Достаточный экипаж необходим, чтобы эффективно управлять судном. Для судов, которые используют весла, число членов экипажа редко превышает это число. Но для парусных судов, количество экипажа на борту может быть намного больше. Каждый член экипажа может работать только 8 часов в день, без риска получить истощение. Так, имея только достаточный экипаж, судно должно будет стоять на якоре или быть вытащено на берег все время, кроме 8 часов в день (как гребные суда обычно и делают). Чтобы плыть 24 часа в день требуется три 8-часовых смены, таким образом, вам нужно, чтобы полный экипаж судна был в 3 раза больше, чтобы плыть 24 часа в сутки.

При продолжительном или опасном путешествии, есть реальная опасность потерять часть экипажа, таким образом, большинство судов имеет больше членов экипажа, чем необходимо. Максимальное количество членов экипажа, которое судно может иметь в одну смену, то есть общее количество членов экипажа, которые могут работать на судне, не мешая друг другу, равно удвоенному достаточному экипажу.

Минимально необходимое число членов экипажа для управления этим судном, является половиной от достаточного экипажа. Если экипаж судна меньше чем это число, оно считается поврежденным.

Имея экипаж меньше достаточного, но не меньше минимального (далее будем называть их костяком экипажа), судно имеет некоторые затруднения. Во-первых, суда, управляемые костяком экипажа, не могут попытаться увеличить свою скорость движения, как могут суда с полным экипажем.

Во-вторых, суда с костяком экипажа имеют помехи на все действия в бою.

Если экипаж судна сокращается ниже минимально необходимого, то скорость судна падает до 1 мили в час – судно по большей части дрейфует по ветру и течению. В бою судно автоматически проваливает все проверки маневров. Судно не может попытаться таранить, идти на абордаж или сбежать.

Это число не включает в себя офицеров или десант.

Опытность команды

Seafaring in the Forgotten Realms is a labor-intensive process. Galleys need oarsmen, sailing ships need crew to manipulate the rigging and to maintain the ship, and all ships with weapons need someone to operate them. Crews are divided into four classifications: green, average, trained, and crack. Their costs per man per month are below:

Payment is usually in advance for the first two months, with any extra money accrued payable upon landfall. In addition, crews going into hazardous situations (such as when hired by adventurers) may demand an additional “crew’s cut” of plunder-a share equal to that of the leaders to be distributed among the surviving crew. Such an arrangement will not improve their sailing ability but will affect their morale in combat situations.

**Сухопутные:** У них нет никакого предыдущего мореходного опыта и никакого желания хорошо выполнять свои обязанности. Путешествие с командой «сухопутных» часто очень опасно. Рабы-гребцы обычно попадают в эту категорию.

**Салаги:** Это члены экипажа с небольшим мореходным опытом - возможно, несколько коротких путешествий - и небольшим желанием выполнять свои обязанности. Головорезы и другие плуты часто появляются среди моряков с этой степенью опыта. Команда рабов-гребцов может подняться до этой категории, если будет хорошо обученной, ухоженной и с высокой мотивацией.

**Моряки:** Профессиональные моряки (мужчины и женщины, которые зарабатывают себе на жизнь, ходя по морям под парусами) попадают в эту категорию. Моряки составляют большинство экипажа на большей части кораблей. Они компетентны, сознательны, и довольно лояльны (пока капитан соблюдает их права).

**Профессионалы:** Это высококвалифицированные моряки. Часто эти члены экипажа несколько старше и имеют несколько шрамов - физических или эмоциональных, полученных за годы морских путешествий. У них часто есть несколько жутких историй, которые им нравится рассказывать за холодной выпивкой.

**Морские волки:** Эти потрёпанные морскими ветрами мужчины и женщины являются одними из самых квалифицированных моряков в мире. Морские волки провели большую часть своих жизней в море. Они часто оказываются стойкими, жёсткими и склонными - хотя никогда не перечат Капитану или Старпому. Более молодые моряки часто слушают байки, которые травят эти старики. Иногда, они требуют небольшую часть [обычно только одну долю] от выручки полученной в путешествии в дополнение к зарплате.

**Корабль получает критический удар.**

Враг застал экипаж врасплох.

Корабль сталкивается с очевидно превосходящими силами.

Корабль потерял 25 % хитов корпуса

Корабль потерял 50 % хитов корпуса

Корабль потерял 75 % хитов корпуса

Союзник или члены экипажа убиты магией.

25 % экипажа мертвы.

50 % экипажа мертвы.

Все офицеры дезертировали, убиты или сдались.

Экипаж сражается с существом, которому они не могут навредить из-за магической защиты.

Экипаж просят выполнить героическую или опасную задачу.

Корабль не может сбежать от врага или ситуации  
Капитан корабля убит или дезертировал.

## Initial Crew Status

Initially a crew has the rating of the majority of its members. A crew of 10 with one trained, six average, and three green recruits is considered average while one with two trained, and eight green members is considered green. This is for determining the initial crew rating only, when a ship is just starting out in play.

### Non-Officers.

Crew are skilled and unskilled NPC's who assist on the ship. Crew are key to sailing the ship (See Skeleton Crew and manning cannons in Naval Combat. Crew take care of menial tasks so that the officers don't have to. Larger ships require more crew in order to be functional

Most crew are "Unskilled", in that they have a commoner's stat block and no proficiencies. These crew cannot be officers but are cheap to hire. Being unskilled does not mean that they are not competent: these men are seamen who are able to carry out the various aspects of seafaring. They are dependable workers, not prone to poor decisions or failure at basic tasks. Being unskilled just denotes their inability to take officer position, their lack of specialization, and their inclusion in things such as Casualty Rolls.

"Skilled" Crew refers to crew who are proficient in a skill (and receive a +5 to checks with it) These are professionals, and their price reflects that. While you can find unskilled crew at any harbor or tavern, Skilled crew are less common and may need to be sought out. Skilled hirelings come in a variety, so prices may vary. Someone with a single proficiency in a low-demand skill may ask 5 gp a day, while a caster who will be asked to fight will likely ask for more than 100 gp (and may haggle for a cut of the profit)

Unskilled Crew are, by default, non-combative. For this reason, they should not be considered during Standard Combat. Fighting a large ship does not mean fighting against 50+ people, but only the combat units the ship keeps. It is up to the DM to respect this, or to warn their players if they plan for the crew to be involved. The crew are not on battle maps nor take up space in the environment. They are ignored until after combat is resolved

### Опытность команды:

Бонус навыка - тот бонус, который получают офицеры на проверки характеристик при взаимодействии с командой.

Опытность повышается на усмотрение ДМа и сюжета.

## Боевой дух

## Особенности экипажа

To better characterize crew, each of them have 3 secret traits, which have rating from 1 to 5 and average value is 3. These traits don't affect any mechanics (unless you want them to) but help create meaningful characters with potential to be more:

### Мореплавательские способности

Their skill at doing their job, knowledge of seafaring, etc. Crew High in Naval Ability will be respected for their work, and often complete their job to excess. With training, they may be able to become a Skilled Hireling and be able to assist the pilot or navigator, and eventually take on those responsibilities themselves. Being low in Naval Ability makes a crew member a ready target by the other crew. They may be used as a scapegoat or given extra duties. They don't have a lot of potential on the sea.

### Воинские способности

While most crew don't take part in standard combat, you may consider using crew high in Martial Ability in the flavor of things: While they don't enter the battle as a combatant, they may help influence things in other ways. Crew high in martial Ability may eventually develop into combat units. Crew who are low in Martial Ability are unable or unwilling to fight- this may be respected, or it may be seen as a sign of weakness by the crew.

### Поведение

A basic idea of the agreeableness of a crew member. A summary of their social skills, this has a large impact in their role on the ship, and how they respond to orders or conditions on the ship. Crew High in demeanor are well liked among the crew, and likely the officers as well. They may be chosen as a sort of mouthpiece for the crew, communicating to the officers the state of things. They will likely seek out and quell trouble on the ship. They raise general moral and take problems and issues in positive ways. If anything happens to them, morale could take quite a toll. Low Demeanor crew are disliked and unwelcome by many- but not all. They may be sneaky or rude, or simply untrusted. Low demeanor crew may interpret things in the worst way, loath orders, and are quick to resort to extreme measure. Have you ever heard of a mutiny?

### Зарплата экипажа

Whenever you make landfall, it's time to even up. Add up the total salaries of your crew and pay them for each day they were with you since last you landed. Documentary: Since crew are on call even while ashore, you must pay them half their price on the outset of your next journey for the days spent on land.

Моряки (или члены экипажа или палубные матросы)

### Примеры улучшений команды:

Корабельный врач уменьшает количество раненых и убитых по исходу боя.

Мастер по оружию увеличивает атаку и защиту команды.

Мастерское оружие/броня увеличивает атаку/защиту команды на 1.

Щедрая оплата команде увеличивает Мораль команды. Особые тренировки увеличивают опытность команды в определенных направлениях.

Победа в бою сразу повышает Мораль команды на 1 (даже выше базового значения).

Отдых в порту восстанавливает Мораль команды (не выше базового значения).

## Increasing Crew Numbers

T

here are two methods of increasing the crew compliment of a ship. One requires time, money and has little risk. The other is fairly quick, illegal throughout most civilized kingdoms and runs a huge risk. It does come with one big benefit however, it's free.

### Recruiting

Heading into a civilized area, such as a port or populated island allows a ship to recruit new sailors. Roll 1d20 for small ports, 2d20 for medium ports, and 3d20 for large ports, the result is the number of sailors available to join the crew per week. The captain of the ship, first mate, or quartermaster must head into a public space, like a tavern or town square, and begin interviewing those who might be keen. This takes an entire afternoon or 4 hours. Each sailor signed up requires a 5 gp signage fee.

This can be mitigated by the recruiting officer giving an impassioned speech, talking of treasure and fortune, and inspiring those willing to join to waive the signage fee. This requires a Persuasion check with a DC of 10 + the number of sailors being recruited that day.

Once the sailors have been paid their signage fee, they happily join the ship and are effective immediately. However, if the number of sailors joining the ship is greater than 50% of the current crew, the CQ lowers by 1 for the first week, as the sailors learn how to work with one another.

### Press-Ganging

This highly illegal activity requires the remaining crew of the ship, plus any officers who want to be involved, to sneak into a populated public space, a tavern or brothel, and abduct sailors. Roll 1d10, the result is the number of sailors that can be safely abducted from the location. The ranking officer then makes a Stealth check, DC 15, if no officer is present use the ship's CQ as the modifier. Success means the press-ganging worked and the ship can sail safely out of harbor having not alerted the town authorities to their illegal activities with all of the press-ganged sailors available now as part of their crew.

The press-ganged sailors automatically lower the overall CQ of the ship by 2 until they get their first salary. It is important to note that press-ganged sailors are not slaves nor prisoners, at least not after the first pay day, and there is an expectation that they will become part of the regular crew and thus get paid. If they are not paid, and are treated as slaves, see the slave entry for what happens.

The ship will also be marked by that town or location as being potentially dangerous. Although the authorities may not know which ship absconded with the sailors, they would know which ones left straight after the incident. If the same ship attempts a press-ganging in the same town more than twice, the ship will be marked as a pirate ship and a bounty would most likely be placed upon their heads.

#### Slaves as Crew

It is possible to use slaves as crew, and this was often done as a means of securing cheap labor. Slaves do not require a monthly wage, their meal rations cost a mere 1sp per day or 30gp a month for 10 slaves; instead of the usual 5sp (150gp for 10 regular sailors), and they do not require rum but they do require water, mechanically the drink store remains the same. However, their CQ is fixed at 1, and cannot be increased above that number. However, it can decrease.

Food, drink, and crew shortages reduce the CQ in typical fashion.

When the CQ drops below 0, to increase slave crew CQ back to 1, the captain or first mate must make an Intimidation check versus a DC of 10 plus the current CQ, as a positive value, doubled. So, a slave crew with a CQ of -3 generates a DC 16 to prevent a mutiny. However, that is difficult to do, so an alternative, simply execute slaves. For each slave executed the CQ increases by 1 to a maximum of 1. Slaves will only actually mutiny at CQ -5. Until then, they are merely disgruntled and perform below standards. The captain and first mate will however be aware of the poor CQ.

When slaves do mutiny, it is generally with significant loses. For every 1 active ranking officer on the ship 10 slaves are required to mutiny. For example, on a big ship, where there are 7 ranking officers, 70 slaves, at least are required to mutiny. Once the mutiny is over 1d10 slaves per officer are deducted from the slave crew, representing their losses in taking the ship, and may result in an undermanned ship. This should be played out only if PCs are present in the slave mutiny, on either side. The PCs should face off against the heroic NPCs whilst the background battle is handled as a narrative. Upon a successful slave mutiny, the ship's CQ immediately becomes 0. As they are no longer slaves, a new chain of command must be established by force, diplomacy, or any other means you as the GM deem appropriate, before ship's orders can be given, by the newly recognized captain, to raise CQ as normal.

# --ВТОРИЧНЫЕ НАВЫКИ

## Базовые вторичные навыки

### *Cartographer's Tools*

Using cartographer's tools, you can create accurate maps to make travel easier for yourself and those who come after you. These maps can range from large-scale depictions of mountain ranges to diagrams that show the layout of a dungeon level.

Components. Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.

Arcana, History, Religion. You can use your knowledge of maps and locations to unearth more detailed information when you use these skills. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

Nature. Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

Survival. Your understanding of geography makes it easier to find paths to civilization, to predict areas where villages or towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where settlements arise in relation to geographic locations, are familiar to you.

Craft a Map. While traveling, you can draw a map as you go in addition to engaging in other activity.

#### 7 Cartographer's Tools

Activity	DC
Determine a map's age and origin	10
Estimate direction and distance to a landmark	15
Discern that a map is fake	15
Fill in a missing part of a map	20

### *Land and Water Vehicles*

Proficiency with land vehicles covers a wide range of options, from chariots and howdahs to wagons and carts. Proficiency with water vehicles covers anything that navigates waterways. Proficiency with vehicles grants the knowledge needed to handle vehicles of that type, along with knowledge of how to repair and maintain them.

In addition, a character proficient with water vehicles is knowledgeable about anything a professional sailor would be familiar with, such as information about the sea and islands, tying knots, and assessing weather and sea conditions.

Arcana. When you study a magic vehicle, this tool proficiency aids you in uncovering lore or determining how the vehicle operates.

Investigation, Perception. When you inspect a vehicle for clues or hidden information, your proficiency aids you in noticing things that others might miss.

Vehicle Handling. When piloting a vehicle, you can apply your proficiency bonus to the vehicle's AC and saving throws.

### 8 Vehicles

Activity	DC
Navigate rough terrain or waters	10
Assess a vehicle's condition	15
Take a tight corner at high speed	20

### *Navigator's Tools*

Proficiency with navigator's tools helps you determine a true course based on observing the stars. It also grants you insight into charts and maps while developing your sense of direction.

Components. Navigator's tools include a sextant, a compass, calipers, a ruler, parchment, ink, and a quill.

Survival. Knowledge of navigator's tools helps you avoid becoming lost and also grants you insight into the most likely location for roads and settlements.

Sighting. By taking careful measurements, you can determine your position on a nautical chart and the time of day.

### Navigator's Tools

#### 9

Activity	DC
Plot a course	10
Discover your position on a nautical chart	15

### *Using proficiency with water vehicles*

If a creature has proficiency with vehicles (water), the creature's proficiency bonus can be added to any check it makes to control that kind of vehicle in difficult circumstances.

- In nearly all cases, pilot checks add proficiency in vehicles (water) to a Wisdom check
- When visualizing the line, a wave takes or similar analyses, use Intelligence
- If the pilot is ordering the crew to quickly get up to full sail, use Charisma
- For sudden evasive maneuvers, use Dexterity

### *Passive Proficiency.*

Consider using the pilot's passive proficiency for routine checks to speed up play at the table.

### *Armor Class & Saving Throws.*

As your pilot gains experience, you could add the pilot's proficiency with vehicles (water) to the ship's Armor Class (AC) and saving throws. This will greatly increase the importance of a pilot's skill in naval combat.

For an aquatic beast, an Intelligence (Nature) check.

For an aquatic aberration, elemental, fiend, monstrosity, or other magical creature, an Intelligence (Arcana) check.

For ships, an Intelligence (water vehicles) check.

### **Tying Knots**

The rules are purposely open-ended concerning mundane tasks like tying knots, but sometimes knowing how well a knot was fashioned is important in a dramatic scene when someone is trying to untie a knot or slip out of one. Here's an optional rule for determining the effectiveness of a knot.

The creature who ties the knot makes an Intelligence (Sleight of Hand) check when doing so. The total of the check becomes the DC for an attempt to untie the knot with an Intelligence (Sleight of Hand) check or to slip out of it with a Dexterity (Acrobatics) check.

This rule intentionally links Sleight of Hand with Intelligence, rather than Dexterity. This is an example of how to apply the rule in the “Variant: Skills with Different Abilities” section in chapter 7 of the Player’s Handbook.

### **Новые навыки владения инструментами**

Обычно используется только вторичный навык владения инструментами – Транспорт (водный), но если есть желание возможно использовать более детальные навыки

### **Ship's helm**

### **Shipwright**

### **Управление транспортом (лодки) Vehicles (water boats)**

Вы хорошо умеете управлять небольшими суднами, в которых помещается всего несколько человек.

### **Управление транспортом (гребные корабли)**

### **Управление транспортом (парусные корабли) Vehicles (water ships)**

Базовые правила D&D 5e не делают разницы по точности попадания из осадных орудий, таких как баллиста в независимости от того, кто их использует. Если вы используете эти optionalные правила, то

бонус попадания при стрельбе из осадных орудий определяется как бонус владения навыками + максимальное значение модификатора Ловкости или модификатора Интеллекта

### **Осадные орудия (баллисты) Siege weapons**

### **Осадные орудия (катапульты) Siege weapons**

### **Осадные орудия (артиллерия) Siege weapons**

## --АРХЕТИПЫ

НЕОБХОДИМО ПЕРЕНЕСТИ В E5E CLASSES

### Воин

Fighters spend years honing their technique with countless weapons and in a variety of styles. When they dedicate themselves to focusing on a particular style of combat, they become even more skilled and deadly.

#### **Модификация начального снаряжения**

You can choose to substitute the following starting equipment for your fighter:

- chain mail in exchange for a breastplate
- a light crossbow and 20 bolts in exchange for a light pistol, 20 lead balls, and powder flask

#### **Воинский архетип: Корсар**

The archetypal Corsair is a fighter who has learned one truth: only fools believe they do not need luck. After surviving many battles and storms, a Corsair comes to accept that success comes as much from luck as know-how. These fighters can't leave their fate purely to chance and hone their skills to better their chances of surviving the next peril they face. Corsairs adapt their fighting methods to suit any situation. They also train to be as fast and mutable as the wind. A Corsair knows a gamble can overcome incredible odds, as fortune favors the bold.

#### CORSAIR FEATURES

Fighter Level	Feature
3rd	Breath of Fortana, Windward & Leeward
7th	Fair Winds
10th	Winds of Change
15th	Wind in the Sails
18th	Master of Four Winds

#### BREATH OF FORTANA

Starting at 3rd level when you choose this archetype, you have begun to identify with one of the primary tradewinds of the seas - believed by some to be servants of Fortana.

Fortana Dice. You have two Fortana dice, which are d6s, and are expended when you use them. You regain expended Fortana dice when you finish a short or long rest. You gain one additional die each time you master additional tradewinds, at 7th, 10th, and 15th levels.

Fickle Fate. When you roll a 6 on a Fortana die, you can choose to roll the die again, adding the combined result to any feature that allows you to roll Fortana die. You can continue to do so as long as you keep rolling a 6. However, if you roll a 1 after rolling a 6, you expend the die and add nothing to your result instead.

Tradewinds. You harness one of the tradewinds of Fortana and work its fickle nature into your fighting. Choose one of

the following tradewinds to master. You master another tradewind at 7th, 10th, and 15th level.

- Tradewind of the North. Versatile weapons are finesse weapons for you, and you deal additional damage equal to the lower of your Strength or Dexterity ability modifier (minimum of 1) when you use them with two hands. You can expend a Fortana die when you deal damage with a versatile weapon and add the result to the damage. Additionally, whenever you would be forced to move, you reduce the amount of forced movement by 5 feet.

- Tradewind of the South. Loading and reach weapons increase their damage die by one size when you wield them with one hand. You can expend a Fortana die when you deal damage with a loading or reach weapon and add the result to the damage. Additionally, the first 15 feet of difficult terrain you move through each turn costs you no extra movement.

- Tradewind of the East. When you make an attack with a light or thrown weapon, you can add the lower of your Strength or Dexterity ability modifier (minimum of 1) to the attack roll. Additionally, your speed increases by 5 feet, and you can expend a Fortana die and add the result to your AC until the start of your next turn whenever you use the Disengage action.

- Tradewind of the West. You can use the Help action as a bonus action immediately after you use the Attack action. Additionally, you can give the creature you Help a Fortana die to use with their choice of their next attack roll or damage roll before the start of your next turn. The die is expended even if they do not use it.

#### WINDWARD & LEEWARD

Beginning at 3rd level when you choose this archetype, you have become accustomed to fighting unarmored, or while wearing light or medium armor.

While you are not wearing heavy armor, you can expend a Fortana die to Dash or Disengage as a bonus action.

While unarmored or wearing light armor, as a reaction when a creature makes a weapon attack against you, you can expend a Fortana die and add the result to your AC for that attack. You can also move up to 15 feet in a direction of your choice without provoking opportunity attacks.

While wearing medium armor, as a reaction to being hit with a weapon attack, you can expend a Fortana die to reduce the damage from the triggering attack by that amount, and you may move up to 5 feet in a direction of your choice without provoking opportunity attacks.

Further, you doff and don light and medium armor in half of the normal time.

#### FAIR WINDS

Upon reaching 7th level, you have learned to seize opportunities and turn them ever-so-slightly in your favor, granting a small amount of protection against the dangers of ships and port towns - both physical and monetary. You gain proficiency in your choice of gaming sets, and have

advantage on Wisdom (Insight) ability checks made while playing dice or cards.

While unarmored, or wearing light or medium armor, you can reroll any d20 roll that results in a 1 on a Dexterity (Stealth), Dexterity (Acrobatics), or Strength (Athletics) ability checks, but you must take the second result. If you make the check while standing on anything that is floating on water, or while you are in the water, you can reroll results of 1, 2, or 3.

### **WINDS OF CHANGE**

Starting at 10th level, you are ready for your fate to shift with the winds. After using your Second Wind feature, attack rolls against you that would have advantage instead have disadvantage, and attack rolls and saving throws you make that would have disadvantage instead have advantage. This lasts until the end of your next turn.

### **WIND IN THE SAILS**

Upon reaching 15th level, you can weather any storm. When you use your Indomitable feature, you gain temporary hit points equal to twice your Constitution ability modifier.

### **MASTER OF FOUR WINDS**

Beginning at 18th level, each time you expend a Fortuna die, you can treat the first result of a 1 on the die as a 6.

## **Рейнджер**

Rangers combine martial prowess and nature magic. Their abilities aid them on their never-ending hunt to protect the borderlands, whether that be on land or sea.

### **Модификация начального снаряжения**

You can choose to substitute the following starting equipment for your ranger:

- a longbow and quiver of 20 arrows in exchange for a light pistol, 20 lead balls, and powder flask

### **Буреносец**

Rangers who emulate the ideal of the Stormcloak are drifters of the wild seas. These rangers make the dangers of the ocean into their own weapons. Stormcloaks wield lightning and thunder to a mighty effect, whether they favor melee weapons or ranged. The storms that rake the seas are a terror to sailors, but not the Stormcloaks. To the crews, a Stormcloak is a rare boon, a sign of good fortune for the voyage ahead.

Some Stormcloak rangers wear a cloak or long coat that courses with lightning when they use their powers. For others, this is a more figurative sense of being cloaked in power.

### **STORMCLOAK FEATURES**

Ranger Level	Feature
3rd	Stormcloak Magic, Tempest's Lash
7th	The Power of the Cloak
11th	Stormwrack
15th	In the Storm I Rise

### **STORMCLOAK MAGIC**

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stormcloak Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### **STORMCLOAK SPELLS**

Ranger Level	Spells
3rd	thunderwave
5th	gust of wind
9th	haste
13th	freedom of movement
17th	passwall

### **TEMPEST'S LASH**

Also at 3rd level, when you hit a creature with a weapon attack, you can expend one ranger spell slot to deal lightning or thunder damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage increases by 1d6 if the target is made of metal or wearing predominantly-metal armor.

When you are grappled or swallowed whole, you can spend spell slots as an action to deal the lightning or thunder damage specified above without making a weapon attack. The target can avoid this damage automatically by releasing you.

### **THE POWER OF THE CLOAK**

Starting at 7th level, you gain resistance to lightning damage and resistance to thunder damage. When you suffer damage of either type, you can spend your reaction to absorb some of its power into your weapons instead of grounding it out harmlessly. One weapon of your choice becomes empowered until the end of your next turn. The first time you deal damage with the empowered weapon, it deals an additional 2d6 points of lightning or thunder damage (whichever you absorbed). You can use Tempest's Lash on this strike as well.

Furthermore, whenever you would suffer disadvantage on Wisdom (Perception) checks due to heavy rain, snow, or sleet, you do not suffer disadvantage and instead gain advantage.

### **STORMWRACK**

Starting at 11th level, the lightning and thunder that you command become all the more deadly when you strike twice. When you hit with two weapon attacks in a single turn, one target that you damaged in this round suffers an additional 3d6 thunder damage.

### **IN THE STORM I RISE**

Beginning at 15th level, your cloak grants you flight, and you can protect your allies from lightning and absorb it. As an action, you gain a flying speed equal to your walking speed, and when you or a creature within 10 feet of you takes

lightning damage, you can use your reaction to reduce that damage to 0. These benefits last for 1 minute.

Once you use this feature, you can't do so again until you finish a short or long rest.

## --ЧЕРТЫ

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E FEATS

Feats for a swashbuckling and seafaring world.

If you are using the optional feats rule, the following new feats allow your players to further customize their player characters to fit swash-buckling and seafaring campaigns. Данные черты открывают дополнительные офицерские возможности персонажей. Сбалансированы таким образом, чтобы персонажи не теряли своей эффективности в общей канве подземелий и драконов. Чертвы придумывались по мере того, как игроки интересовались возможной должностью.

### Тренировка капитана

#### +1 Харизма

Владение навыком Запугивание.

Владение вторичным навыком (Водный транспорт (корабли)

Сердце корабля. Действием ты можешь отдать приказ любому из офицеров на палубе, давая ему бонус +2 на любые проверки, необходимые для исполнения данного приказа.

Выпустить им кишки! за действие ты можешь вселить страх в сердце врага. Все враждебные существа, которые могут тебя видеть, слышать и понимать, должны пройти спасбросок Мудрости против УС = 8 + твой модификатор Харизмы + бонус мастерства или стать напуганными. В конце каждого своего хода они могут повторить спасбросок. Успешный спасбросок делает существа невосприимчивым к последующим попыткам запугивать на 24 часа.

### Тренировка боцмана

#### +1 Телосложение

Владение навыком Выживание.

Владение плотницким инструментом.

Починка судна: имея достаточное количество стройматериала, когда корабль встает на якорь на длительный отдых, ты посылаешь команду подлатать корпус и такелаж, восстанавливая количество хитов, равное 1к10+модификатор Телосложения хитов корабля, но не более половины урона, полученного в последнем сражении..

Аварийная починка: во время боя ты можешь действием направить часть экипажа на устранение повреждений корабля. Пройди проверку Мудрости (Выживание) с УС 15 и при успехе корабль получает 1кб + твой модификатор Мудрости временных хитов или заканчивается пожар на палубе или на такелаже.

### Тренировка квартирмейстера

#### +1 Интеллект

Владение навыком Анализ.

Владение навигационными приборами.

Знаток рынка: при продаже Добычи ты получаешь +2 к проверке и получаешь на 10% больше золота.

Запасливые карманы: пройди проверку Интеллекта (Анализ), чтобы найти в своих закромах нужный предмет. Сложность варьируется от редкости предмета - обычные (Сложность 10), необычные (Сложность 15) и редкие (Сложность 20).

### Тренировка мастера-оружейника

#### +1 Сила

Владение навыком Атлетика.

Владение абордажным оружием.

Боевая тренировка: экипаж под твоим командованием получает +1 бонус на атаку и защиту.

Вдохновение: действием пройди проверку Харизмы (Дипломатия или Запугивание) с УС 15, и при успехе лучники или абордажная команда получают преимущество на следующую атаку.

### Тренировка мастера осадных орудий

#### +1 Ловкость

Владение навыком Восприятие.

Владение вторичным навыком осадные орудия.

Пристрелка: управляя орудием, ты получаешь +1 к атаке после каждого промаха (накапливается до максимума +5), и +2 к урону после каждого попадания (накапливается до максимума +10)

Общее наведение. действием пройди проверку Мудрости (Восприятие) УС 15, и при успехе все осадные орудия корабля получают твой бонус мастерства на атаку на следующий выстрел.

### Тренировка корабельного врача

#### +1 Мудрость

ладение навыком Медицина.

Владение набором травника или алхимическим набором.

Нюхательная соль. при стабилизации персонажа успешной проверкой Медицины, персонаж получает 1д6 хитов.

Перевязка ран. по завершению абордажного боя пройди проверку Мудрости (Медицина) Сл 15, и при успехе ты уменьшаешь безвозвратные боевые потери на треть, как у своей команды, так, по желанию, и у команды противника. Раненые под присмотром врача исцеляются в 2 раза быстрее.

### Deck Brawler

Prerequisite: Sailor Background (includes variants)

Accustomed to fighting on ships, barges or anything else that floats, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to initiative while standing on anything that is floating on water.
- Climbing doesn't halve your speed.
- You can add your proficiency bonus to any check that involves boarding another sea vessel.

### Deep Diver

You have spent years diving to catch fish, hunt pearls, or find treasure.

You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You have a swim speed equal to your movement.
- You can hold your breath for a number of minutes equal to  $1 + \text{your Constitution modifier} + \text{your proficiency bonus}$ .
- When you run out of breath or are choking, you can survive for a number of rounds equal to your Constitution modifier + your proficiency bonus.

### **Firearms Expert**

Prerequisite: Proficiency with a firearm

Thanks to extensive training and practice with firearms, you gain the following benefits:

- You load firearms so fast, it seems like they never run out of ammunition. You ignore the loading property of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a pistol with the light property that you are holding.

### **Nimble**

Prerequisite: Dexterity 13 or higher

You are built for speed and are an expert at getting out of the way of an attack. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Add +1 bonus to your AC while you are wearing light or no armor and not wielding a shield.

### **Siege Engineer**

Long trained with siege engines, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you fire a siege weapon, it does not suffer a mishap on a roll of 1.
- When you aim a siege weapon, you gain advantage on any intelligence checks to aim.

### **Agile Swimmer**

You flip, twist, and turn in the water with grace.

Benefit:

Increase your Dexterity score by 1, to a maximum of 20. If you gain a swim speed equal to your walking speed. If you already have a swim speed, or if you are at least level 10, your swim speed increases by 10 feet.

You may hold your breath twice as long before suffocating, and if you start suffocating, you can survive for an additional 2 rounds before dropping to 0 hit points.

### **Breaching Leap**

You can hurl your body out of the water up and over obstacles and creatures, and even crash down on those below.

Prerequisite: Str 13, swim speed.

You can take the Dash action or Disengage action as a bonus action on your turn if you are swimming. If you fall into water, the maximum falling damage you may suffer is  $3d6$  no matter what height you fall from.

You gain advantage on Dexterity (Acrobatics) checks made to jump when you are swimming. If you are swimming and you jump at least 5 feet immediately before attacking, you gain a +1 bonus on damage rolls for every 5 feet you jump.

### **Amphibious Adaptation**

You can survive out of water far longer than your aquatic kin. Prerequisite: Aquatic creature that cannot breathe out of water.

Benefit:

Increase your Constitution score by 1, to a maximum of 20. You can survive of hours equal before you risk have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled.

If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land your speed on land speed that is less than 20 feet increases by 5 feet.

### **Corsair**

You are a nimble and dangerous foe aboard a ship. Prerequisites: Spent at least 1 month working on a ship.

Benefit:

Increase your Dexterity score by 1, to a maximum of 20. You get a +2 bonus on initiative checks made while on a ship or in an aquatic environment and deal an additional +1 damage when using light or one-handed weapons on a ship or in an aquatic environment.

You can walk across the top of unstable mats of seaweed, kelp, lily pads, and the like, requiring a DC 5 Dexterity (Acrobatics) check for large, thick tangles of such aquatic vegetation and a DC 15 Dexterity (Acrobatics) check for thin or loose layers of such vegetation. In addition, plants and plant-based effects gain disadvantage on any check to grapple you and you gain advantage on any roll to avoid being grappled by a plant or plant-based effect (such as a saving throw against entangle).

### **Eel Strike**

You can strike swiftly and retreat beyond your enemy's reach, whether swimming or dancing across seaweed beds. Prerequisite: Dex 13, swim speed.

Benefit:

You gain a +10 to your movement speed while swimming. If you use the disengage action while swimming you can take a single melee attack as a bonus action before you begin your movement.

When using your swim speed to move before and after an attack action, your swim speed increases by 20 feet or by an amount equal to your swim speed, whichever is lower.

### **Hear the Sea**

Your ears are keenly attuned to faraway sounds in the water.

Benefit:

You gain a +2 bonus to your passive Perception when you are in water, and on hearing based Perception checks in all situations.

You reduce the distance penalty on hearing-based Perception checks to -1 per 30 feet at the water's surface and -1 per 60 feet underwater. In addition, you can detect the location of creatures moving creatures in the water within 5 feet (or within 20 feet for creatures lacking a swim speed) as if you had tremorsense.

### ***Hoist the Colors***

Your dread banner strikes terror into the hearts of enemies.  
Prerequisite: Charisma 15 or higher, Intimidation proficiency

Benefit:

Increase your Charisma by 1, to a maximum of 20.

You can use Charisma (Intimidation) checks to demoralize creatures that can see your distinctive banner or flag at any distance, as long as they can clearly see your ensign.

Once per day while making a Charisma (Intimidation) check, you can demoralize the entire crew of a ship by successfully demoralizing the captain of that ship; at the GM's option, you can also use this ability to demoralize a troop of soldiers or similar military unit, using their commander to set the DC of the Intimidate check.

### ***Naval Commander***

Your clever tactics and forceful leadership help your crew tackle any task.

Prerequisite: Charisma 13 or higher, Intimidation or Persuasion proficiency.

Benefit:

If you are on board a ship, you can use the Help action to assist every ally on board that is performing a type of action specified by you, either performing a skill or making an attack.

You can use the Help action to assist your allies defensively, granting a +2 bonus to Armor Class and a advantage on Dexterity saves until the beginning of your next turn.

### ***Sea Shooter***

You are deadly with ranged attacks underwater.

Benefit:

Ranged weapon attacks do not suffer disadvantage underwater as long as they are made with piercing weapons or nets.

You have advantage when making a ranged attack from water to a target above water, or from land to water.

### ***Sea Sight***

Your eyes are accustomed to penetrating the murk of the sea and the creatures lurking in it.

Prerequisite: Perception proficiency, swim speed. Benefit:

You can see out to double the normal range in the water. If you have darkvision, the range of that darkvision is also doubled underwater. When your attack misses a creature in the water due to obscurement, you can reroll that attack once.

You have advantage on Wisdom (Perception) rolls when underwater.

### ***Sea Singer***

Your powerful humming carries your music underwater with power.

Prerequisite: At least 1 level in bard.

Benefit: You can use potent subsonic humming to create bardic performances with auditory components underwater and cast bard spells with verbal components while underwater, even while holding your breath. These spells and effects have the normal range and effect, save that language-dependent effects do not function in conjunction with this feat (such as the command spell). You cannot use this feat to cast spells from other classes. If you are at least level 10, you can cast spells if you magically assume the form of a creature with a swim speed.

### ***Share Breath***

You and your allies can share another's breath above the waves or below them.

Prerequisite: Prerequisite: The ability to breathe water

Benefit: As an action, you can imbue an ally with the ability to breathe water. Your ally must remain within 10 feet of you. This ability persists until you revoke it as an action or until the creature moves farther from you than the above distance. If the ability ends while that creature is still underwater, it may begin to drown.

### ***Ship Sage***

Your blend your knowledge of the natural and the magical into true nautical expertise.

Prerequisite: Proficiency in Nature or Survival, the ability to cast at least one spell.

Benefit:

You do not have to make concentration checks as a result of an unsteady ship, even in a storm.

You gain advantage on checks to identify aquatic creatures.

You can spend one week familiarizing yourself with a specific ship, living and working aboard it. Once you have done so, spells that you cast that deal hit point damage do not harm the ship. This benefit ends if you spend more than one month away from your ship or if you familiarize yourself with another ship.

### ***Submarine Skirmish***

You can flip, twist, and turn in deadly and dangerous attacks in the water.

Prerequisites: A swim speed.

Benefit:

If you dash when swimming, your swim speed is increased by 10 feet until the end of your turn.

If you use the disengage action while swimming, you may take a single melee attack before beginning your movement.

If you move at least 10 feet before making an attack, you gain advantage on one attack you make during or after that movement.

### ***Sea Raider Heritage***

You come from a culture known for using ships to engage in piracy or raid mainland settlements. This feat grants you the following benefits:

Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.

You have advantage on all saving throws and ability checks related to swimming and to staying on-board any water vehicle.

You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it. You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals  $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$  (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

### ***Steady At The Helm***

You are highly skilled in steering vessels that travel by sea, such as ships, sailboats, fishing boats, yachts, and other types of maritime vessels. This feat grants you the following benefits:

Increase your choice of either your Dexterity or Wisdom score by 1, to a maximum of 20. You gain proficiency with navigation tools and with vehicles (water).

You gain expertise with your proficiency in vehicles (water), which means your proficiency bonus is doubled for any ability check you make with that proficiency.

You have advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks related to swimming, climbing, keeping your balance, or avoiding falling.

You can use a sudden maneuver to aid an ally in combat. You can use the Help action to aid an ally's attack roll, even if they are not within 5 feet of you, so long as you can see both your ally and their target, and both are aboard a vehicle you are piloting.

### ***Навигатор***

You have developed the skills necessary to assist navigation at land and sea. You gain the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.

You have proficiency in navigator's tools. If you are already proficient in navigator's tools, you can add a bonus equal to your Wisdom modifier to any checks made while using them. If you can see the stars or sun, you know which way is north. You can tell which way the weather, including wind and temperature, is going to turn in the next 24 hours.

### ***Negotiator***

You have honed the knack of the deal and counter offer, perhaps by crossing words with creatures used to getting the upper hand in negotiations. You gain the following benefits: Increase your Charisma score by 1, to a maximum of 20.

When a creature two or more size categories larger than you targets you with a melee weapon attack, you can use your reaction to make yourself seem pathetic and unthreatening. The creature must redirect its attack against a different target; if no alternative target is within the attacker's reach or range, it can still attack you. Until the end of your next turn, your next melee or ranged attack against that creature is made with advantage. You must complete a short or long rest before using this ability again.

When you purchase a good or service, you can attempt an opposed Charisma (Persuasion) check versus the seller's Wisdom (Insight). If you win the contest, you secure a 10 percent discount on the transaction. Once you use this feature on a given individual, you can't use it on them again for one week.

When you pay for lifestyle expenses during downtime, they are halved.

## **Путешествия**

In a setting which revolves vehicles, traveling from place to place is a key part of the game. No one buys a ship to let it sit in the harbor! These journeys are exciting and often as fruitful as the goal itself. It is between locations that the joys and discoveries of a naval campaign come to life.

### ***Начало***

At the onset of a journey, a destination, however tentative, must be decided. A location on a map, following a series of directions, a known location, or a basic direction are all acceptable.

Making Ready a ship takes 10 Minutes, decreased by 1 minute for every person proficient in water vehicles involved. Making ready involves untethering from the dock, prepping lines and sails, organizing crew, etc. Remember, a ship must have above its Skeleton Crew to make a journey without risking exhaustion.

### ***Путешествия***

traveling on ships is based around Travel Roles- the responsibilities each Officer has available to take on. It is recommended to see the source for any questions regarding traveling.

At the beginning of the adventuring day, you may choose to fulfill one of the roles granted by your officer positions, assist another in their role (granting a +1 to their rolls) or neither. Fulfilling a role is an all day commitment.

As a group, you must also decide on the pace of travel - the speeds of each class of ship are given in the Travel Speed Section.

<sup>1</sup> DM14, page 5

Your Officer Position defines what roles are available to you. You may elect to change one of your officer positions to gain a certain role. This can be done easily out of combat. Be wary though - once initiative is called if you want to switch back, it will require an action to do so.

When fulfilling a role, consider it the equivalent of traveling over land - you can't participate in downtime activities while actively scouting for danger. Over the day, rolls are made by the DM to discover if anything happens- and what that thing may be.

You may not rest while fulfilling a traveling role. It is not required for every party member to take a role, but to make a journey at all you must have a Pilot. If you do not take a role, you may spend the day as you please- downtime activities, resting, etc.- but know that others may not look kindly at too many days off.

Many of the roles echo the originals outlined in the source material, with some additions due to the necessities of life on the high sea. For more information on how to use this traveling mechanic, please reference the Darker Dungeons PDF r / darkerdungeons5e

### **Ночные смены**

While ships traditionally do not travel during the night, the ship still requires at least one person to keep her steady. For each portion of watch, a pilot check is made to keep the ship under control on top of a traditional perception check. The ship makes very little progress over night, as sails are generally up. If the crew wishes to travel through the night, a number equal to skeleton crew will need to have not worked or fought over the day and will not be able to participate in anything until a potential night shift comes again. Navigation checks are made with disadvantage at night.

### **Прибытие**

Upon reaching the destination, there are several options on how to proceed. If the water is deep enough, the ship can be pulled right to land. Should there be a dock, the ship could be tied there. If the water is too shallow, or the area unsavory, boats can be taken ashore. When this second option is taken, the ship generally sits around 600 ft. from shore, and one or more capable crew are left aboard to look after it.

### **Captain Hook Mode**

Officer Positions and their travel roles do not have to be linked. Instead, players are allowed to choose from any of the roles to fulfill throughout the day. These work exactly the same, and this style is closer to the original source.

### **Досуг на судне**

В долгих морских путешествиях, когда день за днём вокруг простирается только бесконечная водная гладь, заскучает кто угодно, а потом и вовсе может начать сходить с ума. Поэтому организация досуга для экипажа очень важна и актуальна. Когда моряки не несут вахту и не спят, они развлекаются, как могут.

Матросня чаще всего режется в кости или карты, чтобы скоротать время. Кости могут быть из самых разнообразных материалов — из дерева, из костей или даже из драгоценных или подручных материалов: из хлебного мякиша, янтаря и так далее. Разные умельцы сами декорируют собственные игральные кости, где максимальное значение может быть изображено в виде монстра, например, дракона или кракена, а наименьшее в виде черепа. Играют как на интерес, так и на щелбаны, на смены, на паёк, на жалование или личные вещи. Когда играют на смены, то обычно на кон ставится кому достанется лучшая из возможных смен, либо проигравший может отстоять две вахты — за себя и за победителя. Поскольку матросы в большинстве своём не богаты, то больших ставок от них ждать не приходится. Помимо карт и костей, матросы очень любят заключать задорные пари, типа кто из пассажиров первым начнёт жаловаться на питание или станет страдать от морской болезни, кто из матросов провинится первым, или кто из офицеров первым повысит голос, как скоро начнёт плакать новичок-юнга и так далее.

Помимо азартных игр ни один морской переход не обходится без алкоголя, песен и травли баек, каждая из которых фантастичнее, страшнее и похабнее предыдущей.

Кто-то также любит в свободное время помечтать, делать записки в своих небольших блокнотах или зарисовки из жизни корабля или тех мест, которые они посетили. Матросы редко занимаются физическими упражнениями, потому как их труд тяжёл и без этого — для того, чтобы ворочать тяжёлые вёсла, лазать по мачтам и реям и крепить такелаж нужны большие усилия.

Большая часть матросов суеверна, а потому в свободное время они могут делать мелкие подношения морю и почитать богов, преимущества среди которых отдаётся Амберли, покровительствующей мореходам и рыбакам. Также молитвы возносятся и Талосу, богу громов, чтобы тот не посыпал штормов.

Капитан практически никогда не проводит свободного времени вместе с рядовым составом, потому как это подрывает его авторитет. Его удел — одиночество или компания офицеров и гостей судна, с которыми он может вести беседы в комфортной обстановке за чашечкой ароматного чая или бокалом изысканного вина. Кроме разговоров, капитаны также не прочь сыграть с офицерами или гостями в азартные игры, правда не в такие примитивные, в какие играют на палубе или в общей трапезной. Это может быть декорированная настольная игра, расписные атласные карты или резные шахматы из слоновой кости. Также капитаны в свободное время читают книги, ведут судовой журнал или планируют дальнейшие события.

в

# --СНАРЯЖЕНИЕ

## ДОСПЕХИ

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E EQUIPMENT

The Armor table provides new and existing armor and shield options that fit a swashbuckling world. Details and costs for the most commonly available armor in Vodari are provided in the table.

## Оружие

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E EQUIPMENT

#### **Новое свойство оружия:**

Новое состояние: Зацеплен

Зацепленное существо не может отдалиться от зацепившего.

Зацепленное существо может попытаться действием снять зацеп, совершив проверку Ловкости (Акробатика) или Силы (Атлетика) против проверки Силы (Атлетика) зацепившего.

Зацепивший может попытаться действием подтянуть зацепленное существо к себе на 15 футов, совершив проверку Силы (Атлетика) против проверки Ловкости (Акробатика) или Силы (Атлетика) зацепленного существа. Если существо на два размера больше зацепившего, на проверку налагается помеха, и расстояние, на которое можно подтянуть зацепленное существо снижается до 5 футов.

#### **Новые свойства оружия**

#### **Огнестрельное оружие**

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E EQUIPMENT

While flintlock firearms cause more damage than crossbows, they have some potential drawbacks. Here are four optional rules and weapon properties for all firearms.

#### **Владение огнестрельным оружием**

Flintlock firearms are a common sight in some regions of Forgotten Realms. Characters gain proficiency with firearms as listed in the Fire-arms Proficiency table.

#### **FLINTLOCK FIREARMS & WATER**

When black powder becomes wet, it can't ignite. Typically, flintlock firearms don't work underwater, but with magic, anything is possible.

#### **MISFIRES & GUNSLINGERS**

Flintlock firearms are more advanced than earlier ranged weapons such as bows or crossbows, but mis-fires can occur. A flintlock firearm has to be meticulously maintained for the weapon to fire reliably.

If you want to add flintlock misfires to your game, we strongly recommend that gunslinger characters be immune to this mechanic. Gunslingers spend years gaining expertise and mastery with firearms. In

addition, they regain bravado points by maintaining their firearms during a rest, keeping their flintlock weapons in peak condition.

#### **Специальное оружие**

Weapons with special rules are described here.

#### **Scattering Shot**

When loaded with pellets rather than a normal bullet, some weapons fire a scattering shot, attacking all creatures within an area. This area is a 15-foot straight line from the firer, extending into a 15-foot-cone in the same direction. Make separate attack rolls against every creature within the area, applying modifiers for range and any cover to each. The weapon's damage is 3d4 to creatures in the line area or 2d4 to creatures in the cone area. Effects that hinder visibility, such as fog or dim light, or the blur or invisibility spells, do not foil a scattering shot attack.

## СНАРЯЖЕНИЕ

The Adventuring Gear table provides new equipment options that fit swashbuckling and seafaring campaigns. You'll find adventuring gear that is commonly available in the port cities around Vodari listed in the table.

This section describes any items that have special rules or require further explanation.

#### **Firearm Ammunition**

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E EQUIPMENT

The rifled musket has spiraling grooves carved inside the barrel, increasing the weapon's accuracy.

Firearms usually shoot bullets or pellets and use black powder to propel their rounds. Those skilled in alchemy may know how to produce special rounds with different effects. Accessories like bayonets allow firearm wielders to continue fighting with their guns, even if they can't reload them.

#### **SMALL CRAFT**

### НЕОБХОДИМО ПЕРЕНЕСТИ В E5E EQUIPMENT

Small Craft are boats not fit for naval travel or combat. See the "Leaving the Ship" section in "Overboard" for information regarding taking a small craft during naval combat. Their size varies from 10 to 15 ft. but are represented as taking 1 hex. Full Stats are found in the Ship Stat Block section in the references.

Siege Weapons mounted in Small Craft maintain their qualities. Rather than a cannoneer to oversee it, one of the people manning it selects its targets. Small Craft cannot grapple ships but may attach themselves to be pulled along by larger ships by achieving a boarding bonus of +2. At 0 HP they are simply destroyed

## --КОРАБЕЛЬНОЕ ВООРУЖЕНИЕ

Siege weapons (also called siege engines) assault structures and people from a distance by propelling ammunition in some fashion. All siege engines in a pirate campaign use the following basic rules, unless stated otherwise in an individual siege engine description.

**Proficiency:** Siege engines are martial weapons. A character able to gain proficiency with martial weapons can become proficient with one kind of siege weapon with proficiency. A creature with the Siege Engineer feat is proficient with all siege engines.

**Crew:** The sheer size of a siege engine often necessitates a crew for its use. One person of that crew is the crew leader. Usually the crew leader controls the movement of a siege engine or designates its targets; sometimes the crew leader does both. Often the crew leader is required to take actions and make specific checks in order for a siege engine to function. The rest of the crew members are required to spend actions and make checks in order for a siege engine to function. The crew of a siege engine is in addition to the crew needed to operate the ship.

**Magical Siege Engines:** Siege engines can be enchanted like any other weapon, and their ammunition can be enchanted as well. However, not all enchantments lend themselves as well to catapult stones as they do to arrows. A cannonball of slaying should be a very rare and esoteric item, if it exists at all.

**Disabling Siege Engines:** A siege engine is a difficult device to disable, requiring 2d4 rounds of effort and a DC 15 Dexterity check with thieves' tools to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working after 1d4 minutes of use.

**Repairing Siege Engines:** Repairing a broken or disabled siege engine requires a DC 15 Intelligence check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

**Defense and Hit Points:** All siege engines are objects, typically crafted out of wood. A siege engine typically has an AC of 15, and a further penalty based on its size. Each type of siege engine has its own hit points.

### Assembling Siege Engines:

Siege engines can be broken down for storage or transport and can be reassembled on a ship's deck. A Large siege engine requires 1 hour and four workers to assemble. A Huge siege engine requires 2 hours and six workers to assemble. Each assembly worker must make a DC 10 Intelligence. If an assembly worker fails, he makes no progress towards assembly but assembly is not set back in any way. Assembly can be performed with at least half the required number of workers by doubling the time required. If fewer than half are available, the siege engine cannot be assembled.

При нехватке расчета орудия, скорость атаки падает соответственно. То есть, необходимость 3 человек для ведения огня означает, что для стрельбы нужно

потратить 3 действия. 1 человек также может стрелять из орудия, но раз в три раунда

The following section provides stats for possible cannons for players to equip their ships. Some cannons can only be equipped on the largest, most expensive ships, and these cannons are themselves the more expensive options. Alternatively, players may choose to outfit their ship with conventional siege weaponry such as ballistae or catapults, in which case the DM should use the information provided in the Dungeon Master's Guide.

### Armaments

Ship weapons are the descendants of siege machinery. In addition to the wide variety of personal weapons and magical abilities, there is a collection of catapults, ballistas, trebuchets, and scorpions available to ship captains, as well as a variety of rams

### Огонь из осадных орудий

Siege engines hurl massive projectiles in one of two ways: direct fire or indirect fire. Both take a number of actions to load or aim, and the basic rules are described below.

**Load Ammunition:** In order for a siege engine to fire, it must be loaded with ammunition. Loading ammunition takes a number of actions depending on the siege engine. For example, a heavy ballista loaded by two creatures takes 1 round to load the siege weapon, since the creatures each take one of the two necessary actions to do so.

**Aiming a Siege Engine:** Siege engines must be aimed in order to attack a desired target. Aiming takes a number of actions depending on the siege engine. Aiming a siege engine with a diminished crew doubles the amount of time it takes to aim the siege engine. Each time a new target is chosen as the target of siege engine's attack, that siege engine must be aimed anew. For example, a light catapult aimed by one creature would have to spend a turn aiming the catapult in order to fire

it on the next round, since a light catapult takes an action to aim. If the same light catapult were instead crewed by two creatures, one could spend an action aiming it and the remaining creature could fire it using their own action.

**Direct-Fire Siege Engines:** Direct-fire weapons launch their projectiles on a relatively flat trajectory, allowing them to more easily target creatures or pummel barriers directly in front of them.

A direct-fire weapon uses a normal ranged attack roll based on the siege engine. The crew may take advantage of any relevant feats or abilities. The crew takes a -2 penalty on the attack roll for each size category difference between them and the siege weapon. However, each crew member beyond the first reduces this penalty by 2 as long as they are no more than 3 sizes smaller. For example, a Huge ballista fired by a Medium creature that is part of a crew of two (one more than the minimum number of crew members required) takes

only a -2 penalty on attack rolls, and a crew of three would negate the penalty altogether.

**Indirect-Fire Siege Engines:** Indirect-fire weapons launch projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but they are harder to aim accurately. Indirect-fire weapons can bypass many forms of fortification, delivering their payloads of solid shot, scatter shot, or even disease-ridden offal to targets on other ships.

**Indirect Attack:** To fire an indirect-fire siege engine, the crew leader makes an Intelligence check to target with a DC set by the siege engine. A PC commanding the siege weapon that has proficiency with siege weapons can add their proficiency bonus on this check. This check uses the appropriate modifiers from Table: Indirect Attack Check Modifiers. If the check succeeds, the ammunition of the indirect attack hits the square the siege engine was aimed at, dealing the indicated damage or effect to any object or creature within the area of its attack. Creatures may get a saving throw to limit the effect of the attack; this is typically based on the type of ammunition used.

If the attack misses the intended square, roll id8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll id4 for every 200 ft. at which the attack was made, rounding up (id4 if the target square is within the first 200 ft., 2d4 if the target square is within 400 ft., and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects in the square it lands on.

**Critical Hits:** Siege engines can score critical hits as normal. For the purposes of relevant abilities or feats, the character firing the siege engine is the character who scores the critical hit.

**Mishaps and Misfires:** Rolling a natural 1 on an attack roll with a direct-fire siege engine or a targeting check made by an indirect-fire siege engine produces a mishap. Usually a mishap gives disadvantage to attack rolls until the siege engine is repaired out of combat for several hours, with a second mishap rendering it inoperable.

If the creature that serves as crew leader has the Siege Engineer feat, that creature does not generate a mishap on a natural 1 when firing the siege engine.

Certain siege engines also misfire on a roll of 1. Misfires usually also happen alongside mishaps (unless the crew leader has the Siege Engineer feat or other relevant ability).

## Описания осадных орудий

The following siege engines are available for use on board ships and in shore fortifications where their defenders may return fire to ships attacking them from the water. Bombards, cannon, and rocket springals are gunpowder weapons, and so their availability depends on whether the campaign features firearms and similar gunpowder technology. In a more purely medieval-style campaign, such weapons might be unknown, or might be an exclusive secret held by a far-off island nation or a society of mad tinkers.

## Свойства осадных орудий

The siege engine table is presented in the following format:  
**Cost:** This value is the siege engine's cost in gold pieces (gp). The cost includes gear needed to work the engine as well as gear for upkeep. Typical ammunition costs and weights are given in the siege engine descriptions.

**Damage:** This entry gives the damage typically dealt by the siege engine. Unlike normal ranged weapons, siege engines deal full damage to objects. Siege engines do not deal sneak attack damage or any other kind of precision damage.

**Range:** Any attack made closer than the first range number given suffers disadvantage. A siege engine cannot attack beyond the second range number.

**Type:** Like weapons, siege engines are classified according to the type of damage they deal: B for bludgeoning, P for piercing, or S for slashing. Some siege engines deal energy damage. In those cases, the type of energy damage is listed instead.

**Crew:** This column gives the number of Medium creatures needed to properly operate the siege engine.

**Aim:** This column gives the number of actions required to aim a siege engine. If the siege engine is being controlled by less than its normal crew complement, the number of actions it takes for the crew to aim the siege engine is doubled.

**Load:** This column gives the number of actions required to load a siege engine.

## SIEGE WEAPON PROPERTIES

The following rules replace the ones given for siege weapons in the DMG. They introduce slightly modified mechanics to range and damage.

For the sake of simplicity, “cannon” in this section refers to any ship-mounted siege weapon, not just the firearm. While Similar to, the following rules replace the ones given for siege weapons in the DMG.

Each round the Cannoneers and Master Gunner may fire cannons under their control at targets. Cannons have several characteristics which must be understood to properly utilize them, including changes to range mechanics and damage.

## PHYSICAL LOCATIONS

In Naval Combat, the location of siege weapons are not tracked except their side of the ship, port or starboard. If you have more than 2 Cannoneers, you may wish to further track which deck ships are on for the sake of control. It takes 5 minutes to change the side a weapon is positioned on.

In Naval Combat, the location of cannons are not tracked except their side of the ship, port or starboard. If you have more than 2 Cannoneers, you may wish to further track which deck ships are on, but this will likely be uncommon. It takes 1 minute to move a Cannon to the other side.

#### **HP**

At 0 hp, a siege weapon becomes broken. A broken weapon cannot be fixed using tinker's tools. Smith's tools, and a furnace are required to repair it at 1/4 the cost of the weapon (for materials). These repairs take one hour. Weapons are immune to Psychic and Poison damage.

#### **RANGE**

While similar to normal ranged attacks, siege weapons gain a bonus to hit huge or larger targets (such as all ship) that are within first range listed. The second and third numbers are the same as those for any other ranged weapon (normal and maximum range, respectively). Due to the length of their barrels or size of the machine, no siege weapon can attack targets within 5 ft of them.

#### **DAMAGE**

This indicates the damage die to be rolled on a hit. With the exception of Carronades, no modifiers are added to siege weapon damage.

#### **ATTACKS AND DAMAGE**

Siege Weapons do not add any modifiers to their attacks or damage with the exception of Carronades, which add the highest dexterity modifier of those manning it to its damage.

#### **GUNNERS**

Each cannon requires a certain number of gunners in order to load, aim, and fire them. There are no proficiencies required to act as a gunner, but acting as one renders you unable to take other actions. The required gunners is the minimum number that must be assigned for that cannon to be operable. Remember that this number is not compared to the total number of crew, but that crew is a finite resource assigned to cannons. The Cannoneer and Master Gunner each count as 1 Gunner.

- So, if you have 4 crew and 3 Light Cannons (Required Gunners: 2) only 2 of the cannons may be active at the same time.

Out of combat, you may assign people however you like to siege weapons- when initiative is rolled it is assumed that they take their positions. Once in combat, an "Assign Position" Action is required to change their locations. Be sure to note if you have enough crew assigned man a cannon "Efficiently".

Each cannon requires a certain number of gunners in order to load, aim, and fire them. There are no proficiencies required to act as a gunner, but acting as one renders you unable to take other actions. The "Required Gunners" is the minimum number that must be assigned for that cannon to be operable. Remember that this number is not compared to the total number of crew, but that crew is a finite resource.

assigned to cannons. Cannoneers and the Master Gunner (who doubles as a cannoneer) each count as 1 Gunner.

- So, if you have 4 gunners (including your canoneers) and 3 Light Cannons (Required Gunners: 2) only 2 of the cannons may be active at the same time.

Out of combat, you may assign people however you like to siege weapons- when initiative is rolled it is assumed that they take their positions. Once in combat, an "Assign Position" Action is required to change their locations. Be sure to note if you have enough crew assigned to man a cannon "Efficiently".

#### **Формат описания корабельного вооружения**

##### **XXXWeaponName**

*Size, type, Cost*

*Armor Class ##*

*Hit Points ## each (damage threshold ##)*

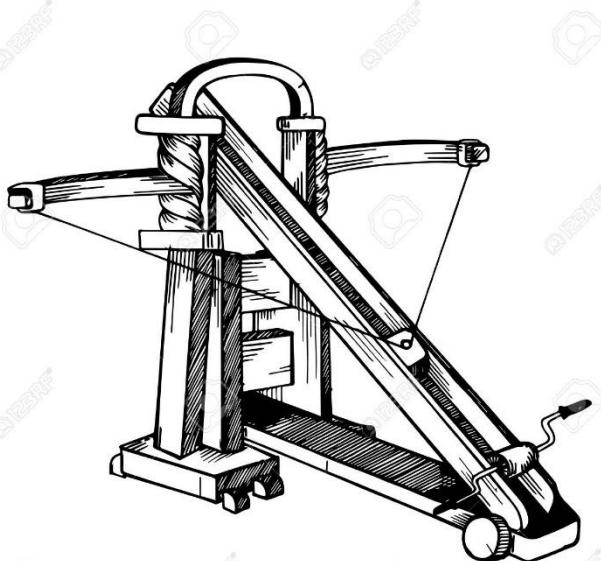
*Crew*

*Damage Immunities poison, psychic*

*Actions*

*Attack1 name. Ranged Weapon Attack: +## to hit, range ####/#### ft., one target. Hit: ### (##d##) XXXDamageType damage.*

*Attack2 name. Ranged Weapon Attack: +## to hit, range ####/#### ft., one target. Hit: ### (##d##) XXXDamageType damage.*



**Рис. 0.1**  
1

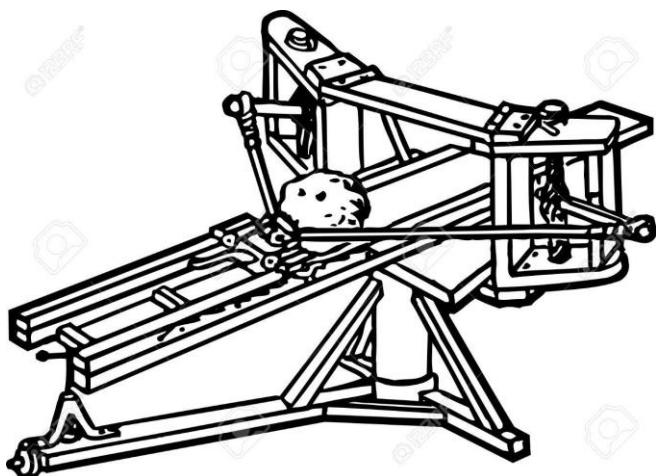


Рис. 0.2

2

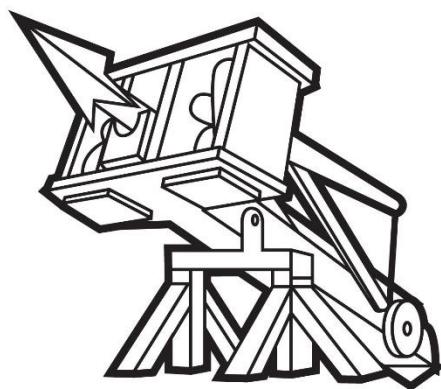
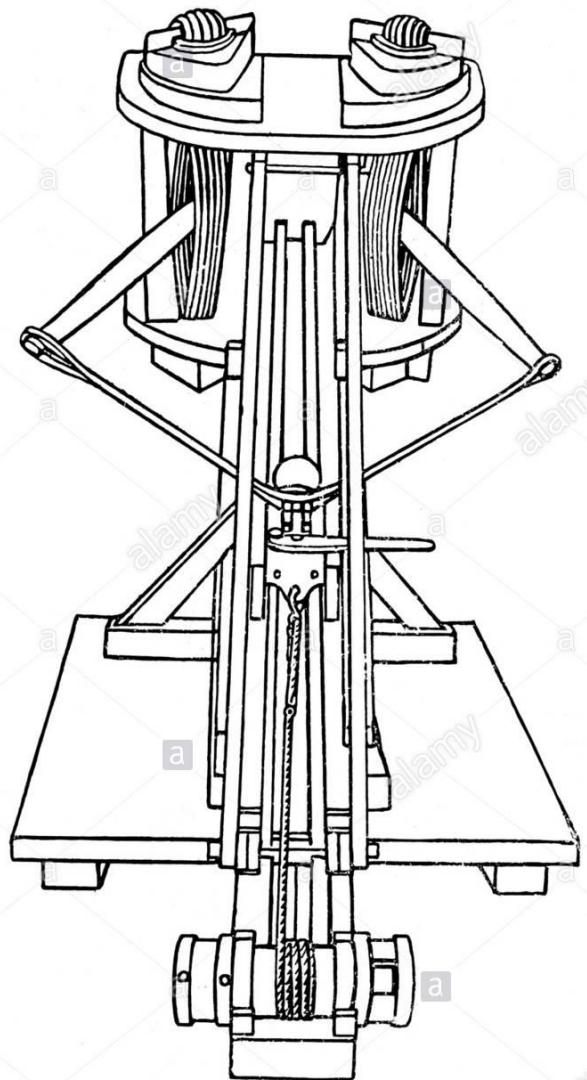


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Рис. 0.3



Рис. 0.7

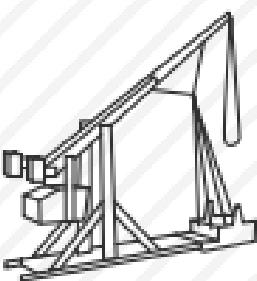


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Рис. 0.6

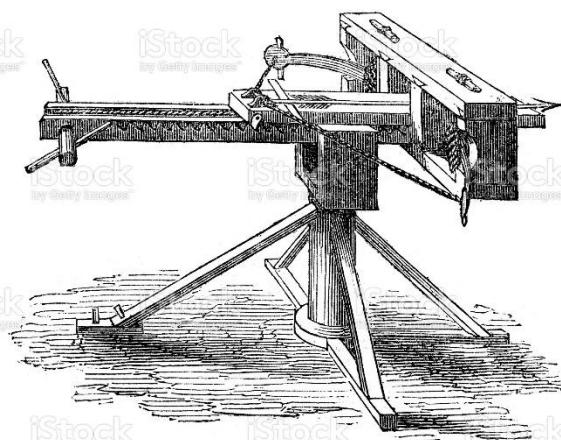
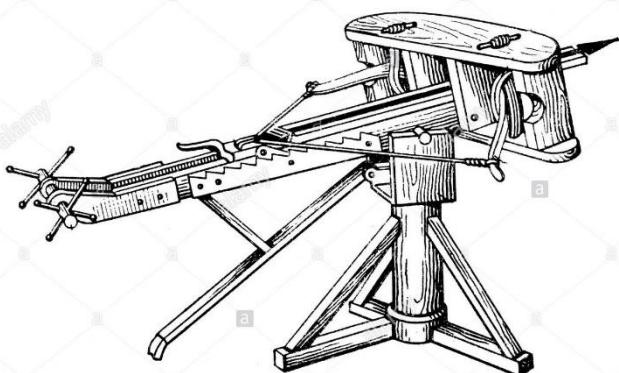
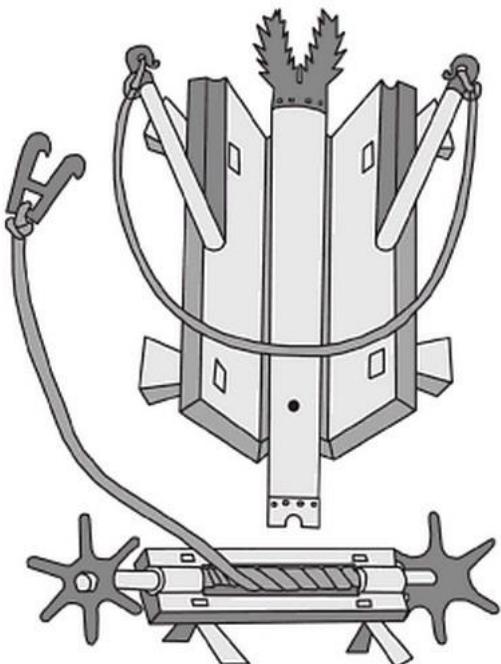


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Рис. 0.9

#### STANDARD TREBUCHET

Легкий мангонель (AC 15; 75 хитов; 4 человека) +5 атака; 5д6 дробящего урона; дальность 200/800 (но не ближе 60)

Тяжелый мангонель (AC 15; 100 хитов; 5 человек) +5 атака; 5d10 дробящего урона; дальность 200/800 (но не ближе 60)

#### SHOOTING CANNONS AT SMALLER TARGETS

Hitting a huge monster or gargantuan ship with a shot from a cannon is much easier than hitting a smaller target such as a reef shark or longboat rowing to shore. The following optional rule is designed to make hitting smaller target harder for some cannons:

- Attacks made with an 8-pound or heavier cannon have disadvantage against Large or smaller targets.

- Attacks made with a 24-pound or heavier cannon have disadvantage against Huge or smaller targets.

Armor Class: 19

Hit Points: 60

Damage Immunities: poison, psychic

Round Shot: Ranged Weapon Attack: +6 to hit, range 2,000/6,000 ft., one target. Hit: 16 (3d10) bludgeoning damage

Cost: 400 gp

#### Аммуниция

The Ammunition property is the same as in 5e.

Documentary Mode: Each cannon requires a different ammunition stock, and each shot utilizes black powder (BP).

- Carronade: 1 lb. Cannonball, 1 unit BP
- Light Cannon: 4 lb. Cannonball, 1 unit BP
- Medium Cannon: 1 5 lb. cannonball, 2 units BP
- Heavy Cannon: 32 lb. cannonball, 3 units BP
- Culverin: 1 5 lb. cannonball, 2 units BP

The Ammunition property is the same as in 5e. For most playstyles, ignore the size of the cannonball - all you need to fire a cannon is a "cannonball", a catapult a "missile" and a ballista a "bolt".

#### Cannon Ammunition

Before you can fire a cannon, you need to load it with gunpowder and a projectile to fire out of it. This section provides details for gunpowder, cannonballs, and other ammunition for cannons.

#### Special Siege Engine Ammunition

The following kinds of ammunition can be used in select types of indirect-fire siege engines. The ammunition description specifies which types of siege engines can use the special ammunition. The costs and weights on Table: Special Siege Engine Ammunition are for individual uses of special ammunition.

#### SPECIAL SIEGE ENGINE AMMUNITION

Ammunition with special rules is described here.

#### Flairs

Carronade and Light Cannon Ammunition

Signals:

Red: Danger

Blue: Navy

Yellow-Green: Distress

#### Shot

In addition to ordinary round shot, cannons can fire a variety of alternative shot types for different situations.

Canister Shot: Canister shot consists of a can filled with musket balls that explodes when fired from a cannon. Unlike grape shot, the balls can not penetrate cover. When used in place of round shot, use the following stats:

Ranged Weapon Attack: Each creature in a 30-foot cone must make a DC 15 Dexterity saving throw. Creatures further than 15-feet away have advantage on the saving throw. A creature takes bludgeoning damage equal to half that dealt

by the equivalent round shot on a failed save, or half as much damage on a successful one.

**Light or Medium Cannon Ammunition Cannister:** Must be fired from a cannon to be effective. Lasts 6 rounds, dispersed by moderate wind or moving 3 hexes in one turn (or 5 over 2) Comes in Two Varieties:

### ***Storing & handling gunpowder***

Gunpowder, or black powder, is a mundane alchemical substance composed of sulfur, charcoal and saltpeter. Individuals carry small amounts of gunpowder in a powder horn. Larger amounts are stored in wooden barrels (or powder kegs). On a ship, gunpowder and any explosive ammunition are carefully stored in a room called the magazine.

If exposed to fire or lightning damage, gunpowder explodes. Any creature within 15 feet of a gunpowder barrel that explodes must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't worn or carried.

If gunpowder becomes wet, it is ruined.

**Ranged Weapon Attack:** +4 to hit, range 250/1000 ft., one target. Hit: 18 (4d8) slashing damage. If the attack targets a ship's sails, it has advantage and does an additional 18 (4d8) slashing damage.

**Explosive Shot (12-pound).** This iron ball is hollow and filled with gunpowder. When it hits its target, it explodes and sends shrapnel everywhere.

**Ranged Weapon Attack:** +6 to hit, range 400/1600 ft., one target.

Hit: 22 (4d10) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried. Any creature within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 5 (1d10) fire damage on a failed save.

**Grapeshot (1-pound).** A canvas bag filled with musket balls, used to target multiple creatures at short range. When fired from a cannon, the bag breaks open, firing like a giant shotgun in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a success.

**Grapeshot (12-pound).** A canvas bag filled with musket balls used to target a creatures at short range. When fired from a cannon, the bag breaks open, firing like a giant shotgun in a 90-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a success.

### **Goods to trade or plunder.**

~~~~~  
Wealth is measured as much in coins and paper as it is in goods and control of the trade routes to move them. Treasure and plunder are as likely to be sacks, crates, and barrels full of trade goods as chests filled with gems and coins. The Trade Goods table shows the value of commonly exchanged goods in Vodari.

# УЛУЧШЕНИЯ КОРАБЛЯ

## Базовые улучшения корабля

К

### Превосходные улучшения корабля

During the construction of a new ship, or occassionally at any point after construction, the owner may choose to apply upgrades to it. The following lists contain both structural upgrades to alter the effectiveness or of the ship and themed room upgrades to provide bonuses to the characters and crew.

As with the base ship, the indicated costs include materials and labour, which may vary depending on where the party chooses to get the upgrades installed. If a character wishes to participate in the construction of an upgrade, the cost reduces by a percentage equal to the character's ability in a relevant skill, at the DM's discretion.

#### Defensive Improvements

#### Замечание по поводу размеров корабля

While wherever possible information has been provided regarding the average sizes of different ship types, it is not possible to be fully comprehensive. Naming conventions changed often, and in many cases a ship would change type throughout its life by being rigged in a different manner. In addition, ships would vary greatly in their size within their classification, as they were always custom built for specific purposes.

In addition to the average lengths noted in the information regarding each ship, it may also be useful to the players and the DM to know the following suggested beams (widths) of the various ships. As noted before, these varied from ship to ship:

#### Улучшения и модернизация корабля

The following section offers customizable options for ships and cannons. Both can have as many upgrades / enhancements as can be afforded but some upgrades cannot be added to the same unit.

Build Time is 1 day for every 2000- gold value.

Create extraordinary ships with upgraded hulls, sails, weapons, and more.

The following ship upgrades require a skilled shipbuilder working while the ship is in port for the number of weeks and the cost listed for each upgrade.

The following ship improvements can be added to a ship.

#### Успешность улучшений (вариантное правило)

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile might consider adding modifications to their vessels. Each of the following ship

improvements must be planned, built, or installed (as appropriate) by someone an Intelligence check using appropriate artisan's tools (carpenters for woodwork, smiths for metalwork and so forth). In order to alter a ship with one of the following modifications, the shipwright must make a skill check, with the final DC dependent upon the overall complexity of the desired modification. A failed check means that this particular ship-builder is unable to install that feature, though 1/2 of the cost of the feature is nonetheless expended on wasted parts.

Another shipwright must be consulted to complete the work, but the DC for his check is increased by 2 if any previous modifications were made by another shipwright (different builders have different techniques).

### Улучшения корпуса

These upgrades alter the physical structure of the ship in some way. Some are purely cosmetic, though most provide some form of mechanic benefit. Due to the complexity of some upgrades, more expereinced shipwrights are required for certain upgrades.

### Улучшение носовой фигуры

Figureheads are carved to resemble dolphins, mermaids, and other such creatures of myth, often related to the ship's name or role. These figurehead upgrades provide both decoration and magical enhancement. A ship can benefit from one figurehead upgrade.

### Улучшения весел

### Улучшения парусов

### Улучшения магических движителей

#### Улучшения движителей

#### технологических

### Улучшения вооружения

The following upgrades can be applied to any weapon that is already mounted aboard a ship.

### Улучшения кают

These room upgrades provide assorted benefits to those who spend time in them, though the amount of room upgrades a ship can have is limited by its maximum room points.

#### Armoury

*Captain's quarters*

*Enchantment room*

*Fancy cabin*

*Jail*

*Laboratory*

*Library*

*Mage's sanctum*

*Mess hall*

*Officer's quarters*

*Passenger cabin*

*Planar expansion*

*Reinforced powder room*

*Summoning circle*

*Teleportation circle*

*Temple*

*Training deck*

*War room*

## Прочие улучшения

The following upgrades apply to the entire ship, rather than a specific element. A ship can benefit from multiple miscellaneous upgrades, but can only gain a specific upgrade once.

., plus price of cannons

Characteristics: Adds port holes for 2 siege weapons facing fore or aft. Can only fit Light Cannons, Carronades or Ballista. Acts as an additional "side" of the ship. See "Cannon Aim" for more detailed information. Further Upgrades: DaveyJones's Triplets: Replaces Light cannons with 3-barral cannons. Triplets only available in Bow. Use Light cannon stats, but IdIO damage and Loading

# МОРСКИЕ ПУТЕШЕСТВИЯ

Ниже вы найдете правила, созданные для путешествия по морю, длительностью от часа и более. Этот материал основан на правилах по путешествию, описанных в «Книге Игрока» и «Руководстве Мастера».

## Rules of the Ocean

These are purely suggestive and would be completely determined by your campaign setting.

### *Salvage Rights*

Any ship, flotsam, or debris found more than three miles (15,000 feet) from the shore is considered unowned and subject to salvage rights. To claim salvage, a representative of the group claiming rights must be present with the items for 24 hours without anyone else laying claim of ownership. After 24 hours, the salvage claimant is now considered the owner.

When debris washes up on the shore anyone who finds the debris should, by law, report it to a local magistrate or lord. If it can be carried out of sight before anyone tells the authorities (stolen) then... no one needs to know and the debris can be sold off by those who found it later.

### *Rights of a Captain*

Most authorities realize a captain bears some semblance of common sense, and should know how to keep the peace aboard their ship, and in theory, respect the chain of command. This of course is seldom true.

A recognized sea captain, one that has sworn an oath of allegiance to a local authority, has signed in the register of known captains, and pays the small fee of 100gp a year to the maritime authority receiving a Captain's Writ, or racially appropriate body can claim the rights and privileges of the rank of Sea Captain.

These privileges and rights are:

1. To be afforded a birth at any port under the authority of the nation (or ally of the nation), to which they have a Writ, as soon as it is available at half rates of normal.
2. Hold autonomy over their crew, passengers, and cargo aboard their own vessel in terms of treatment, judgment, and rulings unless the crimes/acts/situation was committed off-ship, or the crimes/acts/situations will cause an off-ship incident that would require an authority to act upon.
3. Surrender their vessel, their crew, and themselves to their authority under exceptional circumstances to carry out whatever such duties as may be required. Recompense is 500 gold pieces a day. 800 gold pieces, if the action includes the likelihood of violence and a fleet has not been created.
4. Comply with superior ranked individuals' orders including not refusing the directives of a Fleet Admiral from the same Authority that has issued their Writ.
5. Have lower ranking individuals comply with their orders.

## Maintaining Relationships

In a campaign that often changes location, it can be difficult to have recurring NPCs. If you introduce characters you'd like the party to stay in touch with, consider the following options:

Aquatic or flying characters can visit the characters as they travel, appearing unexpectedly.

Magic items such as sending stones and spells such as animal messenger allow characters to stay in touch over long distances.

Powerful creatures might teleport to the characters' location—particularly those unable (or disinclined) to share their teleportation powers.

## Скорость путешествия

Корабли передвигаются со скоростью, согласно описанию в их блоке характеристик. В отличии от путешествия по земле, игроки не могут выбрать передвижение быстрым темпом, однако они могут решить передвигаться медленнее.

Если корабль, совершающий движение, получил урон, то он может начать двигаться медленнее. За каждые потерянные 10 футов скорости, корабль теряет 1 милю в час или 24 мили в день.



## Деятельность во время путешествия

Деятельность, доступные участникам команды и пассажирам, немного отличаются от того, что доступно им же на земле. Смотрите «Активность во время

приключений» в 8 главе «Книги Игрока», чтобы узнать подробности о том, что мы обсудим ниже.

Количество активностей ограничено офицерами, если только Мастер не решит иначе. К примеру, бард может помочь в том, чтобы поднять мораль команде при помощи непристойных песен.

Скорость передвижения не влияет на активности, в которых принимают участие члены команды во время путешествия.

### **Рисование карты**

#### **Добыча продовольствия**

#### **Навигация**

*Квартирмейстер*

Квартирмейстер может помочь группе найти верный путь и не заблудиться. Для этого ему нужно совершить проверку по Выживанию (Мудрость), когда этого потребует Мастер. (В 5 главе «Руководства Мастера» можно найти правила о том, как не заблудиться).

### **Обнаружение угроз**

*Любой*

Используйте пассивное значение Восприятие (Мудрость) персонажей или команды для определения, сможет ли кто-то из них увидеть спрятанный корабль. У команды пассивное значение Восприятия (Мудрости) равно  $10 + \text{показатель Качества команды}$ . Мастер может решить, что конкретную угрозу могут обнаружить только персонажами в конкретном месте корабля. К примеру, только те персонажи, что находятся на нижней палубе, могут заметить существ, которых прячутся на борту.

### **Рисование карты**

*Любой офицер*

Капитан корабля часто прибегает к подобной активности, создавая карту, на которой будет отслеживаться путь корабля. Карта также поможет вернуться команде на курс, если она его потеряет. Никаких проверок для этого не нужно.

### **Добыча пищи**

*Любой*

Персонажи бросают сети и следят за другими источниками пищи. Совершите проверку по Выживанию (Мудрости), когда этого потребует Мастер.

### **Поднятие морали (только для старшего помощника)**

*Старший помощник*

Первый помощник может изменить время работы команды, чтобы увеличить перерывы, выдавать поручения и просто повышать мораль. Один раз в день, если Качество вашей команды меньше или равно 3, первый помощник может совершить проверку по Убеждению (Харизма) с УС 15. При успехе Качество увеличивается на 1.

### **Ремонт**

*Боцман*

Боцман корабля может попробовать предпринять эту активность. В конце дня боцман может совершить

проверку по Силе или Интеллекту с использованием инструментов плотника. При значении 15 и выше каждый поврежденный компонент корабля восстанавливает  $1\text{кб} + \text{значение качества команды}$  (минимум 1) Хитов. Компонент, у которого было 0 хитов (кроме корпуса), вновь начинает функционировать.

### **Скрытность**

*Капитан*

Капитан корабля может принять участие в этой активности, только если погодные условия ограничивают обзор, к примеру, густой туман. Корабль должен совершить проверку Ловкости с бонусом, равным Качеству команды, для определения, сумел ли он скрыться.

# ОПАСНОСТИ

Опасности могут быть представлены в двух типах: окружение (бури, турбулентность) и другие события (пожар на корабле, распространение чумы).

## Опасности окружения

Айсберги бороздят холодные моря. Сильные ветра и высокие волны норовят опрокинуть корабль. Метели угрожают кораблям, которые забрались далеко на север в неудачное время года. Это все примеры опасностей окружения, которые могут длиться целыми днями и требовать внимание команды.

Каждый день, пока корабль испытывает на себе влияние опасностей окружения, от офицеров будет требоваться совершение проверок навыков, согласно таблице ниже. Эти проверки идут вместо всех активностей, в которых принимает участие офицер. Они являются своеобразным вкладом офицера в поддержание судна на плаву.

### Проверки опасностей

Если никто не может совершить проверку, то она считается равной 0.

Наконец, бросьте к20 для команды, используя Качество команды в качестве модификатора. Сложите все проверки вместе и сравните значение с таблицей, представленной ниже. Она покажет, сумел ли корабль справиться с напастями, или пострадал от них.

## Результат проверок опасностей

Если вы хотите добавить разновидности к опасностям, подумайте над интересными вариантами. К примеру, водоворот может утащить корабль на План Воды в качестве бедственного результата. В любых других случаях корабль избегает этой участи.

Вы также можете добавить или убрать один из результатов в таблице выше для того, чтобы отразить опасность конкретного события. Если вы решите так сделать, то увеличьте или уменьшите границы в таблице на 35.

### Групповые проверки

#### Определение опасностей

#### Конфликт экипажа

#### Пожар

#### Туман

Туман на суше обычно создает неудобства, но на море он может оказаться катастрофическим. Ухудшение видимости затрудняет навигацию и может привести к крушению судна.

Групповая проверка определяет, как офицеры и экипаж справляются с одним днем тумана. УС проверки определяется случайным образом или выбирается из таблицы УС тумана. Капитан и квартирмейстер каждый делают проверку способности, как показано на таблице проверок тумана. Если никто не делает проверку для конкретного офицера, неудача вносится в групповую проверку. Кроме того, сверните d20 для экипажа,

используя его оценку качества в качестве модификатора к рулону, и сравните эту проверку с DC.

Определите, сколько проверок группы удалось – офицеров и членов экипажа — затем обратитесь к таблице результатов проверки тумана.

#### Туман DCs

#### Туман Проверяет

#### Офицер Проверять

|         |           |                                |
|---------|-----------|--------------------------------|
| Капитан | Интеллект | (водные транспортные средства) |
|---------|-----------|--------------------------------|

|                |                 |
|----------------|-----------------|
| Квартирмейстер | Wisdom (Nature) |
|----------------|-----------------|

## Болезнь

### Шторм

## Другие события

В дополнение к жестокому морю и пугающей погоде, корабль может столкнуться с множеством угроз.

Опасности ниже служат в качестве примеров того, что может произойти с кораблем. Каждый из них требует внимания одного из офицеров на целый день, во время которого он не может принимать участие в других активностях. Есть 10% шанс, что одно из описанных ниже событий произойдет один раз в день.

### Чрезвычайные маневры.

Команда должна быстро отреагировать, чтобы избежать внезапную угрозу. Кракен проплывает под кораблем, угрожая опрокинуть его, или корабль вот-вот напорется на риф. Капитан должен совершить проверку по Владению морским судном (Интеллект) с УСложностью 15. При провале проверки корпус корабля получает 8610 дробящего урона от столкновения. При успешной проверке капитану удается отвести корабль от угрозы. Конфликт. Жизнь в море – это смесь монотонность, упорный труд и внезапные моменты ужаса. Стресс может обуять даже самого стойкого моряка. Порой этот стресс может вылиться в конфликт с членами Владение кораблем

## Weather

Those traveling the sea know a change in the weather can be the difference between a smooth passage or going to Davy Jones' Locker. Tell your players what they see, hear, smell, or feel. Make sure the players know the current weather, visibility, and state of the seas at the start of any encounter. The following tables provide tools to determine the weather while your PCs sail the seas.

You can pick weather to fit your campaign, or roll on the Weather table to determine the weather for a given day, adjusting for climate and season as appropriate. Consider the following:

- A wind speed of None is a dead calm, which halts movement by sail and requires rowing or magic to move.

- Strong winds can increase the speed of a ship sailing with the wind by 50%, or reduce the speed of a ship sailing against the wind by 50%.
- When the wind speed is Strong and precipitation is a Storm, the weather should be dramatic and challenging, with a 25% chance of a devastating hurricane.

### **Visibility**

For the visibility and state of the seas, make a judgment call based on the weather.

- Strong wind creates high, rolling seas, reducing visibility.
- A calm sea and clear sky offer great visibility from the crow's nest, with the ability to spot another ship up to 10 miles away. Overcast reduces this to 5 miles, rain to 1 mile, and fog to 300 feet or less.
- In extreme weather, such as fog and storms, sailors face low visibility. They could even get lost, with the sun or stars hidden and only a compass to guide them.

### **State of the seas**

Don't forget to describe things like the color, clarity, depth, or obstacles of the sea itself. Let them know if they are sailing over a clear, shallow sea full of wrecked ships, through shallows with jagged rock or coral reefs, or a roiling and opaque sea of hidden depths.

### **Making knowledge checks while sailing**

If players ask to learn more about an approaching ship or aquatic creature, ask for a skill check with a Difficulty Class (DC) based on available clues they can sense. You can use an Intelligence (Investigation) or Wisdom (Perception) check or one of the following:

# VISITING PORTS

People, places, and things for your players to meet, visit, and find while in port.

## Ship's Fees and Maintenance

Running a ship incurs costs; replacement beams, wood, rope, canvas and the like. To take this into account the size of the ship is used to calculate the costs of the monthly operational fees. These fees must be paid each month to keep the ship in seaworthy condition. The ship must be in dock at the time the fees are paid.

Each month that these fees are not covered causes the ship to lose 2d10 from its total HP values from each ship component, until such time as the ship sinks from lack of maintenance, or the ship reaches harbor and pays the fees. Docking usually provides a ship with a safe harbor for the night.

Ship maintenance and docking fees

| Ship Length     | Cost per month | Docking Fee per day |
|-----------------|----------------|---------------------|
| 10 feet or less | 1 gp           | 1 sp                |
| 11 - 30 feet    | 10 gp          | 5 sp                |
| 31 - 75 feet    | 30 gp          | 2 gp                |
| 76 - 100 feet   | 50 gp          | 4 gp                |
| 101 - 200 feet  | 80 gp          | 8 gp                |
| 201 - 300 feet* | 100 gp         | 16 gp               |

\*Many harbors are not big enough to accommodate a ship of this size.

## Ports

### PORT LOCALES

A visit to any port should be full of interesting places to visit and people to find there. The following section provides gamemasters with tools to fill in port locales while preparing for a session or during a game session with an unexpected visit to a new port. In this section, you'll find random tables for inns and taverns, shops, docks, the harbormaster's office, and more locations.

### INNS & TAVERNS

Inns and taverns are the heart of social life in any town or city. They serve as a place to rest, relax, socialize, and share information. From the fancy tea houses of Xoleni to the rough taverns of Sceptre, you'll find a variety of inns and taverns in the list below.

### INNS & TAVERNS IN A PORT

#### SHOPS IN A PORT

d12 Shop

d10 Inn/Tavern

### SHOPS

After a long voyage at sea, players will likely want to sell some of the plunder and treasure they earned. The table below has a mix of shops you'd expect to find in any settlement, and some that only fit a port.

## DOCKS

The busy heart of any port is the docks. In wealthy cities, these are safe and well-guarded. Less affluent ports tend to be more dangerous, with visitors left to fend for themselves. The Sights and Sounds on the Docks table provides details to add some life to the docks of any port.

### SIGHTS AND SOUNDS ON THE DOCKS

#### HARBORMASTER'S OFFICE

The harbormaster is an important appointment. They are responsible for everything that happens in port. They enforce rules, ensure security, and oversee all operations. The Harbormasters table provides a few harbormasters to introduce to your players.

#### HARBORMASTERS

d4 Harbormaster

Outside of every harbormaster's office is a board where the harbor-master posts news, sale notices, and more. The Notices on the Har-bormaster's Board table provides some notices for you to share with your players if they take a look at the board.

### NOTICES ON THE HARBORMASTER'S BOARD

#### OTHER LOCATIONS IN A PORT

#### OTHER LOCATIONS

Other significant locations in the docks, and the people to be found in them, are provided in the Other Locations in a Port table.

### Port talk & rumors

A port is full of ships and people, moving in and out like the tide. They carry information from all across Vodari; some of it is even true. The Port Talk & Rumors table provides information for your players to overhear or be told.

#### PORT TALK & RUMORS

d20 Rumor

## Деятельность простоя

Если вы приобрели себе корабль, то открыли для себя новое интересное место для приключений и подписались на кучу логистических задач. Чтобы поддерживать корабль функциональным, может потребоваться громадное количество работы.

Правило по использованию простоя — обслуживание корабля — абстрактно покажет вам требуемые усилия для сохранения судна, поставки комплектующих и оплаты труда команды.

Смотрите «Руководство Мастера» и «Руководство Занатара обо всем» для большей информации по активностям во время простоя.

Простой: Обслуживание корабля Наняв компетентного капитана и команду, а также заставив их работать над перевозкой грузов или другими услугами, вы можете сделать так, что ваше судно не только останется в

хорошей форме, но еще и будет приносить вам доход во время приключений.

Обслуживание корабля — это возможность для использования простоя, которое потребует времени и вложений для найма как офицеров, так и команды. Корабль можно будет использовать тогда, когда он будет нужен. В ином случае корабль сможет развозить пассажиров и доставлять грузы, чтобы оплачивать плату за обслуживание.

## Ресурсы

На набор команды уйдет неделя и 100 + 416 золотых монет для того, чтобы покрыть стоимость набора матросов и покупки пропитания для них. Как только вы заплатили эту сумму, вы получаете капитана и команду для обслуживания корабля.

## Доход

Как только у вас есть корабль на ходу, вы сможете зарабатывать небольшую сумму каждый месяц. Раз в четыре недели вы зарабатываете 5120 зм.

Осложнения владельца корабля

Владелец корабля может столкнуться с УСожностями типа плохой погоды, неудачной сделки или бунта. Когда вы определяете заработок по итогу месяца, если на 120 выпадает 1, то бросьте кубик по таблице ниже для определения осложнений владельца корабля.

Осложнения владельцев кораблей d6 Осложнение  
Пожар. Пожар в море может сделать так, что корабль выйдет из строя. Выберете случайный компонент. Он получает 4610 огненного урона, если боцман провалит проверку по инструментам плотника (Сила) с УСожностью 15.

Чума. Болезнь распространяется по рядам, причиной которой могут стать крысы или насекомые, сумевшие пройти на борт. Военный врач должен совершить проверку по Медицине (Мудрость) с УСожностью 15. При провале Качество команды снижается на 5 на 166 дней. Заражение. Жуки, крысы и другие вредители заражают корабль, угрожая запасам еды. Повар должен преуспеть в проверке по инструментам повара (Телосложение) с УСожностью 15. При провале команда получает помеху ко всем проверкам, в которых используется модификатор Качества команды до тех пор, пока корабль не сменит запасы продовольствия.

## Случайные встречи

The Random Sailing Encounters table provides a list of encounters for your crew to confront. This list offers a variety of hazards, monsters, ships, and other oddities. The encounters provide a wide range of difficulties, so feel free to scale the encounters or select ones that best match your party's level.

### *Random sailing encounters*

## PLUNDER

Whenever your party find themselves raiding a ship or exploring a wreck, in most cases there should be some plunder to be found. Whether taking the plunder is a just reward or vile thievery is for you and your players to decide.

## CARGO HOLD

Searching the cargo hold of a ship could provide anything from trade goods to treasure.

## CAPTAIN'S QUARTERS

The captain usually occupies a cabin that spans the width of the stern with large windows. A captain's quarters often contain the most valuable or interesting items on a ship.

## SEA CHASES

If an encounter turns into a chase, don't let the encounter become long and drawn out. Determine how many rounds it takes to close in on the quarry, or for the fleeing ship to escape, and fast forward to the excitement.

Convert rounds to minutes, or multiply travel distances by ten, until you need to zoom in on the action. A chase on the water is just a chase between ships (or between a ship and an aquatic monster). To run a chase, consult the chase rules found in Chapter 8 of the DMG.

## COMPLICATIONS

Try introducing complications to sea chases, such as those found in the Sea Chase Complications table, which provide challenges for a ship's pilot.

## GRID OR GRIDLESS?

When running naval combat encounters, all the specifics of positioning ships can be a bore or over the top for some players, while others love the tactics involved.

### *Grid-Based Naval Combat.*

For groups that are interested in being specific and exact with details, bring out the grid and tokens for ships and monsters. Avoid the grid until the ships are close enough to each other to attack. If you have a big enough table or screen, start to place the ships once they are inside the long range of whatever weapons can attack.

### *Gridless Naval Combat.*

For groups preferring a narrative style, go gridless. Even without markers and a grid, it's a good idea to quickly sketch out ship placements, indicating speed, heading and facings for your players. Even without combat, the encounter might involve skulking or chasing, so keeping track of range is important.

## Опасности

## Быстрые правила для разрешения случайных встреч

*Быстрый бой*

# ОКЕАН

# МОРСКИЕ СРАЖЕНИЯ

Этот раздел расскажет, как нужно управлять кораблями в бою.

## Уточнение базовых правил

Как сказано в описании владения навыком управления водного транспорта, бонус владения добавляется к базовым УЗ, спасброскам корабля.

Тем не менее, в некоторых случаях это правило использоваться не будет = к примеру, если расширенные правила рассматривают ситуацию более подробно.

## Корабли и инициатива

Корабль совершает проверку по Инициативе, используя свою Ловкость, а также показатель Качества команды в качестве модификатора к броску.

Во время хода корабля капитан принимает решение, какое действие совершил корабль.

## Очередность хода

1. В начале раунда определяется инициатива каждого корабля в этом раунде.
2. Фаза движения: все корабли осуществляют передвижение.
3. Фаза абордажа
4. Фаза артиллерии: осуществляются все атаки с использованием корабельной артиллерии.
5. Фаза стрельбы: лучники, если они имеются, осуществляют свои атаки.
6. Фаза заклинаний: заклинатели сотворяют свои заклинания.

Капитан и офицеры могут использовать свои действия во время любой из фаз, если только они не хотят использовать свои действия для стрельбы или сотворения заклинаний – в таком случае они осуществляют эти действия во время соответствующей фазы.



## Специальные действия офицеров Ship's maneuvers

Во время морского боя каждое судно перемещается, совершая ряд маневров. В начале каждого раунда Капитан выбирает, какой маневр корабля будет предпринимать. Корабль должно выполнить предварительные требования, чтобы совершить попытку маневра. Если судно не выполняет предпосылку, но сможет ее выполнить, если сначала переместиться, Старпом может задержать выполнение маневра на необходимое количество раундов, приказывая выполнить другие маневры, необходимые для занятия необходимого положения судна. В первом раунде, в котором судно выполняет предварительное требование, предпринятое Капитаном первоначальный маневр. В конце каждого раунда рулевой корабля осуществляет проверку управления кораблем, указанную для текущего маневра.

Бонус опыта экипажа корабля добавляется проверке управления кораблем. Действия других могут также затронуть проверку управления кораблем. У рулевого, который работает в костиже экипажа, есть помеха по проверке. Судно с меньше чем костижем экипажа или без рулевого, или если рулевой не предпринимает мер, или предпринимает другие действия, которые препятствуют тому, чтобы он вел судно, судно предпринимает действие «Неуправляемый».

В конце раунда судно изменяет своё направление на 90 градусов. Оно может переместиться на половину своей скорости перед поворотом.

Требование: если корабль приводится в движение только парусами, судно должно продвинуться (на минимальную скорость 1 мили в час) как часть этого маневра. Если приведено в действие веслами, судно может повернуться без движения.

Проверка управления кораблём: Для успеха требуется пройти проверку Мудрость (транспорт, водный). При провале судно не поворачивается, и может переместиться только на половину его скорости в этот

### **Сближение (Полный вперёд)**

В конце раунда расстояние между судами сокращается на скорость вашего судна.

Требование: Ваше судно должно быть ориентировано на другие корабли.

Проверка управления кораблём: успешная проверка Мудрость (транспорт, водный) с УС15 добавляет 1к4 мили в час к скорости корабля. Натуральная 20 на броске добавляет 2к4 мили в час к скорости корабля. При неудавшейся проверке ваш корабль перемещается на свою обычную скорость в этот раунд, если результатом броска не была натуральная 1. В этом случае скорость судов уменьшается на 1к4 (минимальная скорость 1 мили в час).

### **Отход (Полный назад)**

В конце раунда расстояние между судами увеличено на скорость вашего судна.

Требование: Ваше судно должно быть сориентировано от другого корабля. Если сориентировано в право или влево, расстояние между судами увеличивается только на половину скорости вашего судна. Этот маневр не может быть предпринят, если Ваше судно обращено к врагу.

Проверка управления кораблём: Такие же, как для манёвра сближение.

### **Держать дистанцию**

Этот маневр включает изменение скорости и поворот на 90 градусов, если требуется, чтобы удерживать расстояние до другого судна. В конце раунда расстояние между судами неизменно.

Требование: Ваше судно не должно быть к кораблю кормой. Ваша скорость судна должна быть в состоянии поддерживать текущее расстояние до другого судна.

Проверка управления кораблём: Рулевые обоих судов совершают проверку Мудрость (транспорт, водный). Если ваш корабль выигрывает соревнование, и соответствует скорости другого судна и направлению, расстояние между судами не изменяется. При неудаче скорость и направление вашего судна сохраняются такими же, как они были в предыдущем раунде.

### **Пристать к борту**

Этот маневр включает поворот на 90 градусов, когда они приближаются к другому судну. В конце раунда судно

выравнивается с врагом и находится в пределах 10 футов от вражеского судна.

Требование: Ваше судно должно быть со-ориентировано на другое судно и находиться достаточно близко, чтобы достигнуть его за один раунд.

Проверка управления кораблём: Для успеха требуется пройти проверку Мудрости (транспорт, водный) с УС 20. Каждый раунд после этого, рулевой поддерживает скорость как у врага и маневрирует автоматически (в рамках способностей его судна, конечно), если враг не преуспеет в маневре Сбежать (подробнее ниже).

Провал проверки управления кораблём с разницей 5 или меньше, указывает, что рулевой был не способен начать маневр правильно, и судно – теперь в 30 футах от вражеского судна и все еще сориентировано

Если проверка провалена с разницей больше 5, но меньше 10, корабли сталкиваются, как будто рулевой начал таранный маневр. Оба судна получат одинаковое количество урона, равное 1/2 урона, которое нападающее судно нанесло бы при успешном маневре тарана. Судно с носовым тараном не наносит дополнительного ущерба в этом случае. Судно заканчивает раунд в 10 футах от другого судна, сориентированым вперед и не перемещаясь.

Провал проверки управления кораблём на 10 или больше, указывает, что судно прошло в 10 футах без остановки. Любые выставленные весла ломаются (становятся бесполезным), в то время как столкновение такелажа наносит урон тараном на 1/4 хитов такелажа каждого судна. Если моряки не успели втянуть весла в судно, все весла на ближайшей стороне судна ломаются, а скорость уменьшается пропорционально оставшимся вёслам. Корабль теперь в 30 футах от вражеского судна, стоя задом к тылу и все еще перемещается.

### **Таран**

В конце раунда судно врезается во вражеский корабль, нанося урон обоим кораблям. Оба судна уменьшают скорость до 0. Обратитесь к разделу «Таран» выше для других возможных эффектов.

Требование: Ваше судно должно быть ориентировано на другое судно и быть достаточно близко, чтобы достигнуть его за один раунд.

Проверка управления кораблём: Рулевой должен совершить успешный бросок атаки. Базовый бросок атаки: 1к20 + модификатор Мудрости (транспорт, водный). Рулевого + бонус опыта экипажа судна. Общее количество по сравнению с целевым Классом До-спеха корпуса судна: если бросок равен или больше, попытка тарана успешна. Иначе, нет никакого урона судам. Вы не настигли другое судно или задели по касательной без любого существенного урона любому судну. Натуральная 20 всегда попадание, а 1 всегда провал. Натуральная 20 также критическое попадание. Атакующий корабль наносит 1к6 урона хитам корпуса вражеского судна за каждую 1 милю в час скорости.

Атакующее судно получает 1/2 этого урона хитам корпуса. Судно с но-совым тараном наносит дополнительный урон 1к4 вражескому судну за каждую 1 милю в час скорости корабля.

### **Бортовой залп**

В конце раунда судно находится на бла-гоприятной позиции, чтобы одновременно атаковать из всех осадных орудий.

Требование: Ваше судно должно стоять правым или левым бортом к врагу, и Вы должны быть в пределах дальности своих осадных орудий от вражеского судна.

Проверка управления кораблём: Для успеха требуется пройти проверку Мудрости (транспорт, водный) с УС 15. Если проверка успешна, а осадные орудия вашего судна (минимум 2) выполнили действие подго-товки к стрельбе, когда приказал Канонир, он отдает приказ, и они все стреляют одновременно. Они имеют преимущество при атаке.

Кроме того они наносят критический урон на 19 или 20. При провале позиция судна неудачна. Если Вы захотите запустить подготовленные осадные орудия в этот раунд, то атака будет совершена с помехой, и они не могут нанести критиче-ский урон.

### **Взять на абордаж**

Маневр «взятие на абордаж» обычно ис-пользуются непосредственно перед аборда-жем. В конце раунда команда зацепит абордажные крюки и фактически зацепиться за судно врага (кошки или абордажные крюки считают стандартным снаряжением для любого судна, намеревающегося участво-вать в боевых действиях).

Требование: Ваше судно, должно быть, выступило, успешное прибывают рядом с маневром.

Проверка управления кораблём: Рулевой должен совершить успешный бросок атаки. Базовая сила атаки: 1к20 + модификатор Мудрости (транспорт, водный) Рулевого + бонус опыта экипажа корабля. Результат сравнивается с Классом Доспеха корпуса целевого судна; если бросок равен или боль-ше, вражеское судно поймано в ловушку и неспособно отделиться, пока его Рулевой не сможет успешно выполнить противоабордажный маневр и скинуть все крюки. Иначе, судно занимает свое положение, но захват не удаётся.

### **Противоабордажный маневр**

Противоабордажный маневра производит-ся, чтобы освободиться от захвата суд-ном врага. В конце раунда, яростно крутя штурвал, пилот не только сбрасывает зацепленные крюки врага, но и делает по-пытку абордажа весьма опасной перспек-тивой для вражеской команды.

Требование: Вражеский корабль должен взять на абордаж ваш корабль.

Проверка управления кораблём: Для успеха требуется успешная проверка Мудрости (транспорт, водный) с УС 20. Любой враг, пытающийся провести абордаж, когда выполнен противоабордажный маневр стра-дает,

получая модификатор +2 к Сл любой проверки, необходимой для абордажа (Про-верки прыжков для персонажей, прыгающих на борт, проверки Баланса на тех, кто использует реи и доски).

### **Сбежать**

Когда вражеское судно пристает к борту, рулевой может попытаться сбежать от врага. В конце раунда расстояние между судами увеличивается на скорость вашего судна

Требование: вражеское судно пристало к борту вашего. Проверка управления кораблём: Пилоты обоих судов совершают проверку Мудро - сти (транспорт, водный). Если Ваше судно выигрывает соревнование, это означает, что судно успешно сбежало. При неудаче вражеское судно остается рядом. Если Вы терпите неудачу на 10 или больше, то вы перепутали лево и право, и столкнулись с вражеским судном, и оба судна получат 1к6 урона хитам корпуса.

### **Уклонение**

Рулевой совершают серию внезапных неожиданных поворотов и изменений ско-рости, чтобы избежать обстрела орудий вражеского судна. Из-за этих отчаянных движений у вашего судна есть помеха на все атаки в этот раунд. Ваше судно может продолжить свой текущий курс во время этого маневра на половине скорости.

Требование: нет.

Проверка управления кораблём: Рулевые обоих судов совершают проверку Мудрости (транспорт, водный). Если ваше судно выигрывает соревнование, оно получает +2 к своему УЗ и спас-броскам до своего хода в следующий раунд. За каждые 5 пунктов, на которые рулевой побеждает своего про-тивника, он может увеличить этот бонус на +2.

### **Потеснить**

Ваше судно совершает хитрый или труд-ный маневр, который вынуждает враже-ского рулевого реагировать. В конце раунда ваш корабль находится в 30 футах от другого корабля.

Требование: Ваше судно должно быть об-ращено к другому судну и находиться до-статочно близко, чтобы достигнуть его за один раунд.

Проверка управления кораблём: Рулевые обоих судов совершают проверку Мудрости (транспорт, водный). Если Ваше судно выигрывает соревнование, вы можете выбрать один из следующих эффектов:

- У вражеского Рулевого помеха на про-верки Мудрости (транспорт, водный) на раунд.
- Вражеское судно получает -4 к КД и спас-броскам на раунд.
- Вражеские Осадные Орудия имеют по-меху на атаки на раунд.

### **Неуправляемый (бездействие)**

Когда рулевой ничего не делает, если нет никакого рулевого или если экипаж судна меньше костяка экипажа, судно являет-ся неуправляемым.

Неуправляемое судно не делает ничего, кроме бездействия, пока оно не остановится, или кто-то не станет его новым рулевым. Неуправляемый корабль движется только вперед и автоматически замедляется до половины своей текущей скорости при минимуме в 1 милю в час.

Требование: Нет

Проверка управления кораблём: Нет

## Экипаж в бою

### Потери среди экипажа

Убийство экипажа корабля уменьшает количество действий, которые могут предпринять большинство кораблей, делая экипаж заманчивой целью в бою. Resolve individual attacks as normal, using the guidelines for resolving many, identical attacks at once from the Dungeon Master's Guide as needed.

In the case of spells that cover an area, such as fireball or lightning bolt, you might track the exact location of the spell and crew to determine how many sailors it affects. Кроме того, вы можете бросить 1к6 на каждый уровень заклинания. Общая сумма кубиков - это количество членов экипажа, пойманных в зоне действия заклинания.

## Разбивая корабль

Если корабль попадает в пространство, занимаемое другим объектом, он может разбиться. Корабль избегает возможности разбиться, если существо или объект как минимум на два размера меньше, чем сам корабль.

Когда корабль сталкивается, он должен немедленно сделать проверку по Телосложению с УСложностью 10. При провале он получает повреждение корпуса в соответствии с размером существа или объекта, в который врезался. Урон указан в таблице ниже. Корабль также перестает двигаться, если объект или существо его больше или меньше лишь на один размер, чем корабль. В ином случае корабль продолжает двигаться, а существо или объект отталкиваются в соседнее незанятое пространство, которое не находится на пути корабля. Если Мастер разрешит, то объект, который должен оттолкнуться, но был закреплен, может быть уничтожен.

### Урон от столкновения

Существо, по которому ударили корабль, должно совершить Спасбросок по Ловкости с УСложностью 10 + модификатор Силы. При провале существо получит полный урон из таблицы выше, а при успехе — только половину.

## Прицеливание при дальнобойных атаках

In Naval Combat, all types of damage - may it be cannons, spells, or individual attacks - have a specific selection of targets. If an attack might affect more than one target (Such as an AoE spell) than only % damage is dealt/considered for anything other than the intended target. The breakdown is as follows:

### Вражеский корабль

Без штрафов.

The Ship: Targeting the ship deals damage to the ship's HR  
The Hull is the standard target of any attack against the ship.

Damage done to the hull must succeed the damage threshold of the ship (per attack). The Deck is the same as the hull in all respects, but attacks against the crew or specific targets are likely to specifically damage it. This may come into play when fireproofing or upgrading the ship.

### Компоненты вражеского корабля

Штраф -2

The Rigging describes the sails, masts, and other aspects of the ship related to movement. Attacks against the rigging are made with disadvantage and -3 to the attack roll. Damage to the rigging impacts the Rigging HP, affecting the movement of the ship as it decreases. There is no damage threshold to attacking the rigging.

### Экипаж вражеского судна

Штраф -2

### Отдельные персонажи

Штраф -5 и помеха.

A Specific Target: Targeting specific targets incurs disadvantage on the attack roll and may incur cover penalties at DM's discretion. A specific target is anything not listed above, including specific people or things. In this case, the AC and HP are that of the target, and in most cases does not affect the ship HP or rigging HP, although it can.

### Прицеливание осадных орудий

Siege Weapons are large installments which cannot easily be moved and have a limited turning radius. In Naval Combat, the only physical location cannons are given is which side they are on- their position forward to aft is not tracked. Targets must fall on the same side of the ship as the cannon for it to fire on it.

## ОБСТРЕЛ БЕРЕГА

While most of the rules for siege engines given above are intended to facilitate ship-to-ship combat, ships armed with siege engines also can attack fortifications or buildings on land, pounding them to rubble and demoralizing their defenders to the point of surrender. The following rules give the statistics for various buildings and barriers that are often the targets of siege engine attacks. They are split up into three different categories: buildings, gates, and walls.

When any of these structures reach 50% hp, their damage threshold is halved.

### Строения

Buildings are sizable structures with many hit points. When a building is reduced to half its hit points, it is broken—it still stands, but only partially. It can be easily entered, and for all intents and purposes it has been breached. Reducing a building to 0 hit points completely destroys that building. Creatures inside the building suffer the effects of a cave-in. All these building statistics assume that the structure's inside is somewhat hollow but sturdily built, with enough space for its occupants to walk around inside. Flimsy buildings have

half the hit points of the buildings detailed in Table: Buildings. Buildings can be magically treated, like dungeon walls and doors can. Doing so doubles their hardness and hit points. Magically treating a building costs 5,000 gp for a Large building, 10,000 gp for a Huge building, 20,000 gp for a Gargantuan building, and 40,000 gp for a Colossal building. For larger buildings, put together multiple buildings of these sizes and add the hit points together. The damage threshold is subtracted from the damage dealt by any attack (minimum 0).

### **Ворота**

Gates serve as the entrances and exits to fortified structures, and are typically the weakest spots in any fortification's defenses. Gates are at least Large, but can be as large as Colossal. It typically takes three moves and actions to open or close a Large gate (up to three creatures can work together to close a Large gate as a move and an action), and larger gates typically take at least a minute to close or open. Gates can be magically treated. Doing so doubles the hardness and hit points. Magically treating a gate costs 2,000 gp for a Large gate, 4,000 gp for a Huge gate, 8,000 gp for a Gargantuan gate, and 16,000 gp for a Colossal gate. A spellcaster with the Craft Magic Arms and Armor feat can magically treat gates.

Gates can be attacked and damaged, or they can become broken as a result of ramming. When a gate reaches 50% hp, it is effectively breached, and can be moved through as if it were an opening one size smaller. The gate's damage threshold is subtracted from damage dealt by any attack (minimum 0).

### **Walls**

The walls that guard castles and cities are sturdy fortifications, usually constructed in a series of 5-foot squares. A square of wall has an AC of 5, and damage threshold and hit points equal to its type.

Squares of walls can be magically treated. Doing so doubles the damage threshold and hit points. Magically treating wall squares costs 500 gp per wall square.

Destroying a section of wall allows it to become breached. When a square of wall is breached, any sections directly above it fall onto the missing section of walls. Doing this reduces the falling wall section to half its current hit point total -1. A wall's damage threshold is subtracted from damage dealt by any attack (minimum 0).

TABLE 8: BUILDINGS

Material AC Threshold Hit Points

|               | Large | Huge | Gargantuan |     |       |
|---------------|-------|------|------------|-----|-------|
| Wood          | 15    | 5    | 120        | 270 | 960   |
| Stone         | 17    | 8    | 200        | 450 | 1,600 |
| Iron or steel | 19    | 10   |            | 400 | 900   |
|               | 3.200 |      |            |     |       |
| Adamantine    | 23    | 20   |            | 560 | 1,260 |
|               | 4,480 |      |            |     |       |

TABLE 9: GATES

Material Threshold Hit Points

|               | Large | Huge  | Gargantuan |     |     |
|---------------|-------|-------|------------|-----|-----|
| Wood          | 5     |       | 60         | 135 | 240 |
| Stone         | 8     |       | 100        | 225 | 400 |
| Iron or steel |       | 24    | 200        |     | 500 |
|               |       | 800   |            |     |     |
| Adamantine    |       | 48    | 280        |     | 630 |
|               |       | 1,120 |            |     |     |

TABLE IO: WALLS

| Material      | Damage Threshold | Hit Points per 5-Foot Square |
|---------------|------------------|------------------------------|
| Wood          | 5                | 30                           |
| Stone         | 8                | 45                           |
| Iron or steel | 10               | 90                           |
| Adamantine    | 20               | 120                          |

### **ПРЕСЛЕДОВАНИЕ**

Если два корабля стремятся держаться друг от друга подальше, то боя не происходит.

Если два корабля стремятся сблизиться друг с другом, никаких проверок не проводится, оба судна считаются преследователями и получают автоматические успехи. Если же один корабль пытается сблизиться, а второй этого не желает, происходит преследование.

Капитаны кораблей совершают встречную проверку управления судном - проверку Мудрости (водный транспорт). Цель - получить 5 успехов этой встречной проверки.

Если 5 успехов первым набирает капитан убегающего судна, он отрывается и скрывается от преследования (скрывается в шторме, уходит через рифы, повреждает преследователю руль и т.п.). Если 5 успехов первым набирает преследующий корабль, корабли сходятся на расстояние абордажа.

Разница в скорости кораблей дает бонус на проверку управления судном. Превышение скорости на каждые 5 футов дает +1 к проверке (скорость кораблей берем из UA: Of Ships and the Sea). Урон оснастке ведет к уменьшению скорости корабля. При наличии нескольких движителей, корабль может переключаться на другой за раунд. При использовании сразу двух движителей, вторичный дает прибавку к скорости в размере половины доступной.

Опытность команды также дает бонус или штраф к проверке управления судном.

Если корабль управляемся недостаточным количеством команды (от требуемого значения до половины - например, для парусного судна от 15 до 29), все проверки управления совершаются с помехой. При количестве экипажа меньше половины необходимого, проверки проваливаются автоматически.

Расстояние между кораблями зависит от количества успехов, которые набрал преследователь:

0 успехов: 800 футов

1 успех: 400 футов

2 успеха: 200 футов

3 успеха: 100 футов

4 успеха: 50 футов

5 успехов: корабли сходятся на расстояние абордажа  
Если преследователь желает оставаться от убегающего на определенном расстоянии для ведения огня из осадного оружия, то он все равно должен набрать определенное количество успехов для сближения на необходимое расстояние. Убегающий по-прежнему может оторваться, если наберет 5 успехов.

Пример: Капитан Барбосса хочет расстрелять своего противника капитана Тернера из пушек с расстояния 200 футов. Для этого капитану Барбоссе нужно выиграть в двух проверках против капитана Тернера для выхода на нужное расстояние. После того, как Барбосса сблизился на 200 футов и начал вести огонь. Встречные проверки управления кораблями по-прежнему проводятся. Но теперь Барбоссе успехи не важны, и он их больше не набирает, так как не собирается сближаться дальше, но Тернер продолжает считать свои успехи и уходит из-под огня Барбоссы, если наберет 5 успехов. И будет еще на плаву, конечно...

### **Сражение команды с монстрами**

При сражении команды с большими и страшными НЕХ, правила боя становятся смешанными.

Команда считается единым существом, занимающим все пространство корабля, с следующими характеристиками:  
За каждое очко Морали команда имеет 20 хитов.

Команда имеет бонус атаки, в зависимости от своей опытности.

Команда имеет урон, равный 1d6 + бонус атаки при рукопашном бою, или 1d8 + бонус атаки при дальнем бое.  
Команда за действие может совершить 1 атаку с преимуществом за каждый 10 ее членов (так Команда из 40 человек может совершить 4 атаки в раунд).

При снижении хитов до половины, команда больше не имеет преимущества на атаку.

Большое и страшное существо имеет дополнительное действие для сражения именно с командой. То есть, при сражении, например, с кракеном, кроме обычных атак по персонажам, дополнительно кракен может атаковать и по команде своими щупальцами.

Да, большие и страшные монстры опасны для неписей...

### **Абордаж**

При сближении на расстояние абордажа корабли считаются сцепившимися и притянутыми друг к другу.

Команда имеет 3 характеристики: Атака, Защита и Мораль

Бонус атаки команды и защита зависит от опытности команды.

Мораль команды = опытность команды + половина бонуса мастерства капитана.

За каждые 10 членов команды больше/меньше членов команды противника = +/- 1 к Атаке и Защите

Победа/поражение в предыдущем раунде = +1/-1 к Атаке и Защите (складывается)

Различная экипировка может модифицировать атаку и защиту.

Мораль может быть модифицирована различными действиями капитана или офицеров (например, Вдохновляющий Лидер дает команде +1 Морали при произнесении речи).

Атака, Защита и Мораль могут быть модифицированы различными сиюминутными модификаторами, на усмотрение ДМа.

Переход на палубу корабля противника занимает действие, если нет особых улучшений корабля для этого (ворон).

Команды дерутся друг с другом на инициативе 0, в то время как офицеры дерутся с офицерами противника по общим правилам ДНД. Команды действуют одновременно, поэтому может быть ситуация их взаимного разгрома.

На своей инициативе команда совершает бросок атаки против Защиты команды противника. При успешном броске атаки Мораль команды противника снижается на 1.

Сами сражающиеся команды не выставляются на поле боя - они сражаются фоном. Однако, при наличии сражающейся своей команды на палубе, офицеры получают все преимущества Тактики Стai: для любых подобных способностей считается, что рядом с противником находится твой союзник.

Команда, чья Мораль понижается до 0, прекращает сопротивление и сдается/разбегается/уходит в защиту, то есть теряет свою боеготовность.

После сражения за каждое полученное повреждение морали определяются потери команды - 1d3 за каждое потерянное очко Морали. При количестве членов команды больше 20 потери составляют 1d3 за каждого 20 членов команды (2d3 при составе 21-40, 3d3 при 41-60, и т.д.). Это число погибших членов команды. Число раненых (серезные ранения, а не случайные царапины) = удвоенному количеству погибших.

Если вражеский капитан с офицерами повержен, команда прекращает сопротивление и сдается, даже если она еще имеет Мораль. Хотя какие-нибудь несдающиеся фанатики могут продолжать сражение до конца...

Если бой между командами закончен победой одной из них, а офицеры еще сражаются, то каждый раунд победившая команда может совершить атаку по каждому сражающемуся офицеру противника, имея преимущество на атаку.

### **ДОПОЛНИТЕЛЬНЫЕ ЭЛЕМЕНТЫ...**

... которые появляются время от времени, так как невозможно сразу предусмотреть все моменты. Не все они проверены на практике, поэтому пока идут отдельной статьей. Появлялись по мере всплытия вопросов...

#### **Пожар на корабле.**

При нанесении урона огнем некоторых заклинаний, корабль и оснастка может загореться. Корабль

совершает спасбросок Стойкости (свой собственный из UA), и при провале загорается. Горящий корабль получает огненный урон 1d6, увеличивающийся на 1d6 каждый раунд. Начиная с третьего раунда имеется 50%, что огонь перекинется на другие элементы корабля (с корпуса на оснастку или орудия, или наоборот). Бросок на перекидывание огня совершается для каждого элемента отдельно.

Боцман может направить часть экипажа на тушение пожара, проходя проверку Мудрости (Выживание). При успехе пожар тушится.

Если перед боем намочить паруса и палубу, это дает судну преимущество на спасбросок от возгорания, но снижает управляемость судна, предоставляя штраф -1 на проверки управления.

### **Огненные стрелы.**

Команда может вести стрельбу зажигательными снарядами. Повредить оснастку таким образом они не могут, но могут поджечь их. При успешном попадании зажигательным снарядом, Сложность спасброска от возгорания = 12 + бонус навыка команды.

## **После сражения**

### **Определение потерь среди экипажа**

#### **Ремонт корабля**

Экипаж может попытаться восстановить поврежденный корабль в море. Такие попытки ремонта могут восстановить только 1кб хитов корпуса и 1к12 хитов такелажа. Экипаж может отремонтировать корпус или такелаж за 1к4 дня. Если судно начинает тонуть от боевого урона, оно может быть временно восстановлено при выпадении 12 или больше на 1к20 (если судно в настоящее время не вовлечено в боевые действия или не управляется костяком экипажа). Если кто-то на борту владеет навыками Мореходство или Кораблестроение, добавьте к броску ремонта бонус +3.

Отремонтированное судно остается на плаву достаточно долго, чтобы обеспечить более исчерпывающий ремонт. Ремонт может производиться после каждого сражения или события, в котором кораблю был нанесён урон. Однако, экипаж не может восстановить больше хитов корпуса или такелажа, чем половина от нанесённого событием. Таким образом, судно, которое получило урон 12 по хитам корпуса в сражении, может восстановить максимум 6 хитов корпуса, находясь в море. Если это судно после удара о риф теряет одно очко корпуса, экипаж не может восстановить больше одного хита корпуса.

Костяк команды не может попытаться осуществить ремонт, и ремонт невозможен во время сражения, шторма или бури. Исчерпывающий ремонт (больше чем на 6 хитов) требует навыков и материалов для верфи. Поврежденные суда должны стоять в доке или у берега для ремонта. Из-за материалов и квалифицированной рабочей силы, вовлеченной в такой ремонт, ремонт

корабля требует большого количества времени и крупную сумму денег. Некоторые владельцы судов могут счесть что дешевле и удобнее купить новое судно, чем ремонтировать поврежденное. Ремонт стоит 150 зм за восстановление хита корпуса/ такелажа. И за каждые 3 восстановленных хита, требуется 1 день работы.

The fastest and easiest way to repair a ship is with spells. Mending is not powerful enough to meaningfully affect an object as large as a ship (though it can be used to repair small objects on board a ship, such as ropes, windows, chains, and the like), but fabricate repairs 4di2 points of damage plus your spellcasting ability modifier. In addition, more mundane methods can also be used to repair ships. Because of their specialized construction, ships (as well as oars and sails) usually require the Craft (ships) skill to repair. Depending on the nature of the damage, carpenter's tools or weaver's tools or other tools or skills, can be used to repair ships with the GM's approval. In general, a day's worth of work by a single person using the appropriate skill to repair a ship requires 10 gp of raw materials and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure. New oars can be purchased for 2 gp each.

Корабль необходимо ставить в сухой док, чтобы отремонтировать корпус и деревянные элементы

Для ремонта парусов ставить в сухой док обязательно, только если хиты парусов опускаются ниже 10% и/или у корабля обломана мачта/мачты

Корпус, паруса и рулевое управление можно ремонтировать параллельно.

Чем больше и развитей город и его сухой док, тем дороже и быстрее происходит ремонт. При желании можно замедлить прохождение ремонта.

Базовая стоимость ремонта по умолчанию

| Поселение     | Стоимость     | Скорость ремонтных работ      |
|---------------|---------------|-------------------------------|
| Поселение     | 20 гп в день  | Восстановление 1 хита в день  |
| Малый город   | 40 гп в день  | Восстановление 2 хитов в день |
| Средний город | 60 гп в день  | Восстановление 3 хитов в день |
| Большой город | 80 гп в день  | Восстановление 4 хитов в день |
| Мегаполис     | 100 гп в день | Восстановление 5 хитов в день |

#### **Repairing Damage**

Traversing violent and often unpredictable expanses of ocean in damaged vessels tends to cut short adventuring careers. The natural (and not so natural) elements are harsh enough on undamaged vessels—let alone those ships battered by combat. As a result, ships and their crew often carry spare supplies and construction materials (such as extra sailcloth, rope, oars, pitch, and even masts) to help with repairs.

However, a crew can do only so much to restore a damaged vessel at sea. Such repair attempts can restore only 1d6

points of hull damage and 1d 12 points of crippling damage. Repairing hull damage takes 1d4 days plus 2 days per size category above Small. Thus, fixing the hull of a Trireme (Very Large) requires a minimum of 7 days (1 plus 6 for size). Crews can repair crippling damage in 1d4 days. If a ship begins foundering from battle damage, it can be temporarily patched on a roll of 12 or better on 1d20 (provided the ship is not currently engaged in combat or manned by a skeleton crew). If someone aboard makes a successful Seamanship or Shipbuilding proficiency roll, add +3 to the roll for patching. A patched ship generally stays afloat just long enough to allow more extensive repairs. Once the ship regains even one hull point from repairs, it stops leaking.

Repairs can occur after each battle or event that damages a vessel. However, crews cannot restore more hull or crippling points than the particular event caused. Thus, a ship that suffers 12 hull points of damage in a battle can repair a maximum of 6 hull points while at sea. If that same ship later strikes a reef and loses one hull point, its crew cannot repair more than one hull point.

Skeleton crews cannot attempt repairs, and repairs are not possible during battle, storms, or gales.

Extensive repairs (more than 6 points) require the skills and materials of a shipyard. Damaged vessels must dock or beach for repairs. Because of the materials and skilled labor involved in such repairs, fixing a vessel requires a good deal of time and a potentially large amount of cash. Some ship owners may find it cheaper and more convenient to buy a new vessel than repair a damaged one. Table 30: Vessel Repair Cost and Time details the overall requirements, in money and time, for repairs.

#### Исправление повреждений

A crew can do only so much to restore a damaged vessel at sea. Such repair attempts can restore only 1d6 points of hull damage and 1d12 points of crippling damage. Crews can repair hull or crippling damage in 1d4 days. If a ship begins foundering from battle damage, it can be temporarily patched on a roll of 12 or better on 1d20 (provided the ship is not currently engaged in combat or manned by a skeleton crew). If someone aboard makes a successful Seamanship or Shipbuilding proficiency roll, add +3 to the roll for patching. A patched ship generally stays afloat just long enough to allow more extensive repairs.

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potentially large amount of cash. Some ship owners may find it cheaper and more convenient to buy a new vessel than repair a damaged one. It will cost 150 gp per hull/ crippling point repaired. And for every 3 points repaired it will require 1 day of labor.

# РУКОПАШНЫЙ БОЙ

## ***Bind Weapon***

When you take the Bind Weapon action, you make a melee weapon attack contested by a creature's Strength (Athletics) or Dexterity (Acrobatics). If you're able to make multiple attacks with the Attack action, this attack replaces one of them. On success, you bind your target's weapon. While bound, you and your opponent can't use the bound weapons or move. On their turn, your opponent can use an action to attempt to free their weapon with an opposed Strength (Athletics) or Dexterity (Acrobatics) check or drop the weapon. If the creature doesn't free or drop their weapon, the creature can't move. A bound weapon that is dropped remains bound until the character that initiated the bind ends it. While binding your opponent, you suffer the same limitations, except that you can end the bind at any time.

## ***Give Ground***

As a reaction when you take damage from a melee attack, you can move 5 feet away from the attacker onto non-difficult terrain, reducing the damage you take by 1d6. This movement doesn't provoke opportunity attacks. If this reduces the attack's damage to 0, treat the attack as a miss.

The attacker can immediately move into the space you evacuated. This doesn't cost the attacker's reaction and doesn't provoke opportunity attacks, but a creature can only move this way once per turn.

A clarification: If none of the three squares behind you that increase your distance from the attacker are legal places to end your movement, you can't Give Ground (even if you could otherwise pass through the square, such as when occupied by an ally).

## ***Tackle***

When you want to tackle a creature, you can use a special melee attack, a tackle. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your tackle must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make your choice of a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, the target is knocked prone and takes 1 + your Strength or Dexterity modifier in bludgeoning damage. On a success or failure, you are knocked prone, landing in a square adjacent to the target.

## ***Tag***

You can attempt to slice the feather off a hat, pin a cape to a wall with an arrow, or some other impressive act with a weapon against an enemy. While wielding a weapon with the finesse property or any ranged weapon, you can use a special attack, a tag. If you're able to make multiple attacks with the Attack action, this attack can replace one of them.

Instead of making an attack roll, you make a Dexterity

(Performance) check contested by a creature's Strength (Athletics) or Dexterity (Acrobatics). On a success, the target has disadvantage on saving throws against the frightened condition until the start of your next turn. You can't use this action against the same creature again for the next 24 hours.

## ***Toss Debris***

When you take the Toss Debris action on your turn, you can hurl sand or other small particles at a creature you can see within 5 feet of you. This debris could be from your inventory, such as a bag filled with sand, or from the environment, such as kicking up embers. As an action, you make an improvised ranged attack to throw debris at a creature. Being within 5 feet of a creature doesn't impose disadvantage on this ranged attack. On a hit, the creature has disadvantage on its next attack roll before the start of your next turn. In addition, the target must succeed on a Constitution saving throw (DC 8 + Dexterity modifier), or it is blinded until the start of your next turn. Once blinded, a creature can spend an action to clear its eyes of the particles and end the condition.

You can't use the Toss Debris action again until you finish a short or long rest.

# СРАЖЕНИЯ ФЛОТОВ

## Fleets and Admirals

T

here may come a time when your PCs have several ships under their command, or are part of a large fleet. One of the PCs, if the fleet is owned by the PCs, must be designated the admiral. Their role aboard their own ship must be given to someone else, typically an NPC. The admiral can issue any order as a free action whilst aboard any ship in the fleet. The admiral also gains access to a new set of orders, ones only a fleet can utilize.

Typically, an admiral does not assume command of a ship, but instead allows the ship's usual captain to command the vessel. The admiral is concerned with the fleet, not the individual craft. When an admiral is aboard a ship, the ship's captain's title is changed to commodore. If the admiral is killed in battle, the commodore will assume the admiral's roll for the remainder of the encounter, thereafter, the fleet can vote to retain the new admiral, or elect another.

A fleet exists when there are three or more ships or aquatic creatures working together for a common purpose.

To join an existing fleet, the captain of the PC's ship must swear the Oath to the Admiral. This oath is considered legally binding and failure to uphold the oath can and should result in narrative consequences for the PCs. Fleets are extremely powerful and the PCs can gain significant rewards. The consequences should be equally high, bounties placed upon their heads by the ruling kingdom, branded as traitors and so on.

This is the oath most captains are required to swear. Modify by race and context.

I, your name, honorable and entitled captain of the, your ship's name, do hereby speak these words of oath and fealty for all here to bear witness to. On this day, as by my right of my position, I do swear my ship, my crew, and myself into the service of the fleet under the command of Admiral, the admiral's name. This privilege shall be borne by myself, my crew, and my ship until such time as the admiral releases me from it, or until such time as the gods see fit to remove me or the admiral from our positions. So, help me lords of the afterworld, I make this oath freely and merrily. May punishment for disloyalty, dishonor, or disservice to these spoken words be swift, righteous, and earned without mercy warranted. So, say I, Captain, your name, of the ship, insert your ship's name.

Admirals typically will only hold a fleet together for a specific purpose. The reason is simple, each ship in the fleet is paid 1,000 gp per week. To hold a fleet together for a long period of time is financially exhausting for a nation. The only time the fleet does not get 'paid' is if it is commissioned or comprised of ships that belong to the same navy. Their operational costs are covered by the state. The fee is only applicable to fleets assembled from volunteer independent ships.

As a result, fleets of small ships are uncommon, whilst larger ships are often encouraged to join as the return on cost is higher.

If the PCs want to start a fleet, this is the price that each captain will want. Note that should the PCs attempt any land invasions with the crew of the fleet, the captains are free to refuse. The law of the sea is not the law of the land. The admiral will need to make a case for why the captains and their crews should join in the land battle. If the fleet does engage in a land battle, combine the ship crew sizes of all participating ships to determine the CQ values for crew versus crew combat.

An admiral also has the following orders they can issue to all ships in the fleet, using the message spell, heliograph, semaphore, signal flags, whale-song, whichever is most appropriate to the setting and the fleet. These orders count towards a ship's order total. An admiral can issue only one order per round.

Each captain aboard each ship can decide to follow the admiral's orders or not. If they choose not to, their ship does not contribute to the admiral's order outcome. There may well be serious consequences for captains who choose not to follow an admiral's orders.

**Focus on these (Attack)** - The admiral makes an Investigate check DC 10+ the number of vessels in the opposing fleet. If successful all participating ships in the fleet may make an attack using one of their available weapon components, on a vessel designated by the admiral. The attacks have advantage and deal an additional 1d10 damage each.

**Target at Will (Attack)** - The participating ships in the fleet gain advantage on all attack rolls they make this round. This order does not grant them the ability to make an attack. Each ship must still choose to attack or not this round.

**Bombard (Attack)** - All participating ships drop their movement speed to 0 feet per turn. All participating ships have advantage on all attack rolls and gain an additional 3d10 damage. The AC of all the ships components and the hull are reduced by 4.

**Draw Their Fire (Buff)** - Reduce the amount of enemy damage dealt by 1d10 for every ship in the defending fleet for one turn.

**Resupply (Buff)** - All participating ships share their current supplies. Instead of calculating for each ship how much they each have, increase the food, water, and all ammunition stores by 1 for every 10 ships in the fleet. The ships cannot be engaged in battle when this order is given.

It is assumed that fleets have the advantage of being able to send some of their ships to forage for supplies from time to time, thus accounting for the increase in supplies. Note: Maintenance and Medical stores are not restored in this way.

**Board Them (Buff)** - The admiral orders the ships in the fleet to board the enemy ships. The ships gain +1 CQ for the first round of boarding combat.

**Disengage (Movement)** - All participating ships gain 5 feet of movement speed in order to increase the distance between f

themselves and the enemy fleet. This only applies when the fleet is retreating from battle.

**Engage (Movement)** - All participating ships gain 5 feet of movement speed in order to decrease the distance between themselves and the enemy fleet.

**Retreat! (Movement)** - The admiral orders the fleet to retreat. This is not a controlled Disengage, but a full-on rout of all the ships in the fleet. For every 10 ships in the opposing fleet roll 1d10. That is the number of ships lost to capture, damage, or navigation errors from the fleet that has just retreated. All remaining ships are assumed to have fled the combat and are now at sea and must be tracked and found using normal rules for finding ships on the ocean.

PC ships are assumed to have escaped but suffer 8d10 hull damage.

If the damage dealt is enough to sink the PC ship, the PCs must escape their sinking ship using the normal rules. Unless the enemy have reason to search for survivors the PCs remain undetected, and will make it to shore (if within 800 yards of shore) or need to figure out how to survive in the wide-open ocean.

#### Keeping Track of All the Ships

I

In order to keep track of all the ships in a fleet, it is recommended to turn the fleet into a single entity on the Scaled Movement Tracker. The PC's ship should always be tracked separately as this allows for dramatic interventions, escapes, and daring rescues.

1. When rolling attacks for all the ships, quickly decide the CQ of the fleet, not each ship. Take an average estimate. Then add +1 to that for every 10 ships involved in the combat.

2. Thus, a fleet of 12 ships might have an average CQ of 3 as a base, but that increases to 4 (+1 for every 10 ships).

3. The damage dealt is always 4d10 per ship in the fleet.

4. The AC is always assumed to be the hull of the target, and always the average for the fleet.

5. A single attack made by the fleet would then be calculated along these lines:

6. The attack is made with a CQ of 4 (see above). If it hits the AC (average of 14) it would deal 48d10 damage (assuming 12 ships attacking).

7. If you plan on running 100 ship battles, you'll finally be able to use your entire dice collection to roll damage.

8. Similarly, for the fleet's hit points generate an estimated average. Unless the Focus Fire order is given, the damage of the enemy fleet is assumed to be spread over all the ships in the participating fleet. For every 100 hit points of damage dealt, narratively describe a ship losing a mast, or a mangonel exploding. It is not mechanically important.

9. For every 300 hit points of damage the fleet sustains, remove one ship from the fleet. It is so badly damaged it is assumed to have no efficacy in combat calculations. Where

a single ship is 'targeted' by an order, if it sustains more than 300 hp of damage it is removed immediately and its loss triggers a recalculation of the fleet's values.

10. Squadrons increase the damage dealt during the damage round by 1d10 per squadron. When damage is dealt if the amount of damage dealt to the fleet in a single round is more than 200 hit points, remove one squadron from the combat. They have been destroyed.

11. When considering two fleets engaging with one another, if one fleet is larger by 10 ships, the smaller fleet suffers a -1 to their CQ due to intimidation and fear. However, this is only applicable if the average class of the ships is comparable. A fleet of four Battleships isn't going to be intimidated by 20 Current Kites. The average class of the fleet is calculated based on which class is most prevalent in the fleet. A fleet of haulers isn't likely to scare a fleet of hunter class ships

#### Boarding Fleets

W

hen fleets are issued the Board order, each ship attempts to board. To best track this use the average estimated CQ of the fleet as calculated for range attacks. Simply roll CQ versus CQ. To determine losses, multiply the difference by the number of ships in the biggest fleet, using the boarding principals for single ship on ship combat.

Mounted unit squadrons, add 1 to the CQ of the fleet they are assigned to. Since mounted units are so rare these must be handled on a ship by ship basis for this calculation.

Make an estimated total of all the sailors involved in the combat per fleet. On average smaller ships have 30 crew, bigger ships have 80 crew, and massive ships have 120. This is the total sailor pool. Each time the sailor pool is reduced by 45 crew, remove one ship from the fleet for calculation purposes. If the average crew capacity of the fleet is less than 45, instead remove a ship every time 25 crew are lost.

For example, the CQ of the attacking fleet is +4 whilst the CQ of the defending fleet is +3. The defending fleet has 2 squadrons of mounted units in play giving them +2 to their CQ total, raising it to +5. The Attacking fleet rolls 1d20+4 to get a 15 result. The Defending fleet rolls 1d20+5 but rolls low and only scores a 9! The difference of 6 is then multiplied by the number of ships in the fleet. The attacking fleet is comprised of 7 ships, whilst the defending fleet has 10. Thus, the number of sailors lost in this round is 60.

#### Ending Fleet battles

W

hen the fleet has sustained massive loses, the admiral orders a Retreat, or there are not enough crew left, the battle is over. Ships participating in the losing fleet are considered scattered (randomly positioned within a 100-mile radius of the battle site) and need to regroup in a few days' time to reform as a fleet. They are no longer considered a fleet, and the admiral is now a hollow title with no orders available. If they are part of the participating fleet that won, they remain as a fleet and can continue to follow Admiral's orders.

#### PC Ships in a Fleet

P

C ships within a fleet are always going to be treated as individual combatants from the fleet calculations. Whilst the main fleet is using average estimates for rolls and damage, the PC combat should still be handled in a one on one basis using all the normal rules. Randomly or narratively single out a ship from the opposing fleet to act as the nemesis ship for the PCs to fight. Use the fleet combat rules to work out what is happening in the background.

The admiral's orders are always optional for the PCs to follow. However, it should be noted that if the PCs have sworn an oath to the fleet, then defying those orders may have consequences narratively.

Boarding rules for PC ships use the one on one rules as outlined in regular ship combat earlier.

When the Retreat order is given, the PCs ship is assumed, if they elect to follow the admiral's order, to have withdrawn as full speed. Roll 1d8 to determine the direction in which the PC ship headed. Roll 1d8 to determine which direction the admiral's ship headed to calculate how separated the ships are. This is assuming the PC ship survived the 8d10 damage dealt to it when the Retreat order is given.

#### Blockading

N

aval blockades have been used for centuries as siege warfare. A fleet blocks off a port town or island from all trade, usually bombarding the town and its defenses until they surrender.

Many port towns have towers protecting their harbors. It is the GM's discretion as to how many towers are protecting a harbor. The largest economic ports could easily have eight towers, where small villages may not have any.

When a fleet blockades an area, the ships surround it attacking its towers and any vessels attempting to enter or leave the harbor. For each day a town is blockaded, the CQ of the towers is reduced by 1. Once the CQ or hp of the town reaches 0, the town has no way to defend itself, and they surrender.

All towers provide advantage on Perception checks made to spot ships at sea. This advantage is not applied to spotting anything of medium size or smaller.

Only once all the towers are destroyed can the fleet being a boarding action, conducted exactly the same way as crew versus crew, use the port's guards (as listed on the port stat sheet) and the combined crew values from all the ships participating in the invasion.

Should the PCs be in the town, working to defend the harbor from an attacking fleet, and they have the authority, they would treat the Harbor Tower or towers as a ship, using ship orders as appropriate.

#### GM SIDEBAR

The fleet, attacking ports, and engaging in huge battles like this should be a center-piece of a series of adventures leading up to this moment. Be careful not to get bogged down in the minutia of the battle. The focus should be on dramatic moments and letting the PCs and their ship shine. The actions, the rules, and the orders presented here are to

give you some guidance in terms of what may happen in a massive fleet battle like this.

Consider this chain of adventures, locating the enemy fleet as an operation in stealth and takes place in a port where the PCs must follow the captain of a suspected enemy fleet into a dungeon where they discover the location of the fleet. Then the PCs must get the information to the admiral, whilst avoiding capture from the countless bounty hunters and assassins who pursue them. When they make it to the admiral, he orders a scouting of a bay that the enemy fleet will be attacked in. The PCs must sail there undetected. When they arrive, they find a strange structure over-looking the bay. It must be destroyed first, from within. The PCs need to assault the structure without alerting the enemy fleet. Finally, the engagement can begin with a massive fleet battle. Four very fun adventures have led to this moment. Each adventure utilizes different PC skills and abilities and some make use of the ship, others do not.

Ports should be dangerous targets, sacking a town should be a major invasion and should not be something done easily, regardless of the PCs level. If the PCs manage to assemble a fleet and look to be able to over-run a small town, make sure to populate the town with a few heroes who won't stand idly by whilst the port is destroyed. There are heroes everywhere and like the PCs, these NPC wanna-be's are ready to fight back.

Historically speaking, battles at sea were nearly as important as battles on land just because of the outsized importance that control of the waterways has always had on commerce, communication, and transport. Cities and fortifications sprang up around water both to take advantage of the natural barriers they provide but also to deny free passage to their rivals. Control of the waters, whether on rivers, lakes, or ocean sea-lanes, is a critically important element in a holistic view of warfare.

Naval engagements are a much closer approximation in a fantasy RPG to their real-world equivalents, with the primary anachronisms being the decision of whether to incorporate gunpowder weapons and how to integrate magical artillery alongside weapons powered by tension and torsion. More tellingly, of course, naval combat requires the integration of traditional ships under oar and sail and the crews and soldiers that inhabit their decks with savage sea monsters of every description. The presence of water-breathing sentient races and monsters also brings the realities of submarine warfare into play in an RPG campaign in an analogous way to the elevation of aerial combat through various elevation levels. A battle at sea may take place primarily at the surface, but it may be joined on multiple levels by battles in the heavens above and the deeps below.

For players and GMs who wish to integrate fleet battles and naval combat into a broader uniform system for building and managing kingdoms of their own, building up their militaries, and engaging in large-scale warfare, the rules presented in Kingdoms, Ultimate Rulership, Ultimate Battle, and (especially) Ultimate War for 5th Edition. Ultimate War deals specifically with naval combat above and below the waves, integrating it with mass combat on land and in the air and with siege warfare; however, the rules presented there depend on the use for the other products in that line. While those rules are engaging and exciting in their own right, not all GMs and players want that level of detail. The fleet rules here occupy a middle space, between fully detailed military expeditions between rival nations using the Kingdoms rules and its expansions, but that are larger than a skirmish between just a few ships, which are best handled with the ship-to-ship combat rules in the previous section. If you want to be able to pull together a short series of fleet battles without a ton of prep time, these rules are for you.

## Основы флотов

A fleet consists of multiple ships organized under a single admiral. A fleet is made up of squadrons, each led by a commodore. Each individual ship in a fleet is crewed by a captain and her crew. For the sake of simplicity, all ships in a squadron should be of the same ship type, such as a longship, junk, sailing ship, or warship. Each squadron must have at least one ship, with a maximum number of ships equal to  $3 + \text{the commodore's Charisma modifier}$ . Likewise, the fleet as a whole must have at least one squadron and can have a maximum number of squadrons equal to  $3 + \text{the admiral's Charisma modifier}$ . A character with a Charisma modifier of -3 or worse cannot serve as a commodore or admiral. If using rules such as Fame or Infamy for PCs in a nautical campaign, as described in the Pirate Campaign Compendium, the PCs (or specific NPCs with a Fame or Infamy score) can use this score divided by 10 plus their chosen admiral's Charisma modifier.

**Command Bonus:** Many rolls in fleet combat use a simple statistic for admirals or commodores called their Command Bonus, which has a base equal to the commander's proficiency bonus (if any) with water vehicles, or a base of 1 for every 5 Hit Dice or levels if the commander is not proficient with them. To this base the command bonus is increased by 1 for each of the following that apply: Intelligence modifier +2 or greater, Wisdom modifier +2 or greater, Charisma modifier +2 or higher, or each background, feat, class feature, or similar characteristic that is relevant to ships, sailing, or the ocean, at the GM's discretion.

**Command Checks:** A Command Check is determined by rolling 1d20 and adding the Command Bonus, plus any other relevant modifiers based on flagship boons or other factors determined by the GM.

## Флоты

A fleet is represented in text as a stat block, as follows:

Name: This lists the fleet's name.

XP: This lists the number of experience points earned by the PCs for defeating the fleet. Experience point awards for defeating a fleet should be tailored to match a Challenge roughly equal to the party's average level at the time the battle took place. For particularly tough or easy battles, the GM can adjust this award upward or downward as she sees fit.

Admiral: This lists the name of the fleet's admiral, followed by the admiral's proficiency bonus for driving water vehicles and the fleet's initiative modifier.

Flagship: This lists the name of the fleet's flagship.

Significant Characters and Boons: This lists the fleet's significant characters, their location in the fleet, and the boons they provide to the fleet.

## Эскадроны

The second half of a fleet stat block lists the fleet's individual squadrons. The entries below are repeated for each of the fleet's squadrons. Some fleets may have all unique squadrons (this is likely to be the case for the PCs' fleet) while others might simply have multiple essentially identical squadrons (as far as game statistics go).

Configuration: This lists the number and type of ships in the squadron.

Commodore: This lists the name of that squadron's commodore, the commodore's Charisma modifier, and her proficiency bonus for driving water vehicles.

Hits: The amount of damage a squadron can take before all of its ships sink.

Morale: This lists the squadron's morale score.

Defense Value: This is the DC of any attack against the squadron in order to cause significant damage.

Attack Value: This lists the squadron's attack roll modifier.

Damage: This lists the damage the squadron deals on a successful hit.

Morale Check: This lists the squadron's morale check modifier.

## Терминология

Listed below are key terms for describing fleet battles.

**Admiral:** Commander of a single fleet. An admiral influences a fleet's morale score and determines the fleet's maximum size.

**Battle Phase:** Period during which each squadron attacks the enemy fleet.

**Captain:** Commander of a single ship.

**Commodore:** Commander of a single squadron. A commodore primarily influences a squadron's Attack Value and Defense Value.

**Disabled:** A ship that has taken an amount of damage equal to its hits is disabled. A disabled ship does not count toward its squadron's damage rolls or the squadron's number of

hits. A ship that takes further damage while it is disabled sinks.

**Flagship:** The ship in a fleet on which that fleet's admiral is located.

**Fleet:** A number of squadrons that are commanded by a single admiral.

**Hits:** Every ship in a squadron takes up a certain number of squares—this number represents the number of times the ship can be damaged during fleet combat before becoming disabled and is referred to as its hits.

As long as the amount of damage a ship has taken does not equal its number of hits, the damage is automatically repaired at the end of the fleet battle. A squadron has a number of hits equal to the sum of its ships' hits.

**Morale:** Every squadron has a morale score ranging from 1 to a maximum of 10. When a squadron's morale score drops to 0, that squadron mutinies and is lost.

**Morale Check:** This check is made during the rout phase of a fleet battle and requires rolling a d20 and adding the squadron's morale check modifier. This check determines whether a squadron mutinies and is removed from play.

**Round:** A round consists of a battle phase and a rout phase. A single round of mass naval conflict generally accounts for 10 minutes of open warfare in game time.

**Rout Phase:** Period after a battle phase when each squadron must make a morale check to avoid mutiny.

**Ship:** A single ship in a fleet, which is commanded by a single captain.

**Significant Character:** A PC (in the case of a player fleet) or a named unique NPC (in the case of a GM-controlled fleet) whose presence in a fleet grants additional boons and bonuses.

**Squadron:** A number of similar ships commanded by a single commodore.

**Sunken:** When a ship sinks, it is removed entirely from a fleet. A new ship must be purchased or recruited to replace it. Survival of any characters on a sunken ship is subject to the GM's discretion and how quickly and successfully the PCs undertake rescue attempts (in the case of a player fleet).

## Создание флота

The point of these rules is not to create multiple small fleets under PC control, but rather to create one single large fleet—as such, any one party might only ever control a single fleet at a time in a typical nautical or pirate campaign, though if desired you could create a number of squadrons which might operate independently if the campaign demanded it. In this way, the heroes might fight a rival pirate lord's fleet in one area of the campaign while their allies fought off an invading flotilla sent by a hostile nation or merchant consortium, with those squadrons recombining into a large fleet or trading squadrons between them for later actions. Generally speaking, though, much as a party of heroes tends to stick together during the course of an adventure rather than separating and pursuing their own subplots independently, so too should they stick together when

running fleet battles. Regardless of how you organize fleets, use the following steps to get the fleet organized.

**Step 1—Fleet Name, Home Port, and Flagship:** The name the PCs choose for their fleet and the names of their home port and the fleet's flagship have no effect on the fleet's statistics—these are purely flavor elements.

**Step 2—Select an Admiral:** A fleet can have only one admiral. Whether this is a PC or an NPC ally is in large part irrelevant, but you should explain to the PCs that a fleet admiral should have a strong mental ability scores (especially Charisma) and should possess skills, talents, or knowledge about ships and the sea. Note that nonadmiral PCs can still bolster a fleet by granting flagship boons (see Step 4). Record the admiral's name and his or her command bonus on the sheet.

**Step 3—Determine Maximum Squadrons:** A single fleet can consist of a maximum number of squadrons equal to the party's Infamy score divided by 10 (rounded down)—this initial value is increased or decreased by the admiral's Charisma modifier. For NPC fleets, this maximum is  $3 + \text{the admiral's Charisma modifier}$ .

**Step 4—Assign Significant Characters:** Each fleet possesses a number of significant characters—either PCs (in the case of a player-controlled fleet) or unique, named NPCs (in the case of a GM-controlled fleet). Record the names of the significant characters here, as well as their location in the fleet (either on the fleet's flagship, or in a squadron). If a significant character is an admiral, he must be located on the flagship—if a significant character is a commodore, she must be located in the squadron she commands. Finally, each significant character grants the fleet a boon—record that significant character's boon here. See Flagship Boons on below for more details.

**Step 5—Begin Recruiting Squadrons:** Each squadron recruited has its own statistics to go along with it, but if the PCs wish to build up their own squadrons from scratch, they can do that as well (although this is fantastically expensive—it's generally faster and easier to recruit existing squadrons of allies or hired mercenaries).

### TABLE II: SHIP TYPES

The number of hits it takes to sink a ship and how much damage a squadron of ships of each type does in fleet combat is listed below.

#### Ship Size Dmg Hits/Ship Ships

|        |     |   |                              |
|--------|-----|---|------------------------------|
| Boats  | 1d2 | 1 | Raft, rowboat, ship's boat   |
| Small  | 1d3 | 2 | Keelboat                     |
| Medium | 1d4 | 3 | Junk, longship, sailing ship |
| Large  | 1d6 | 4 | Galley, warship              |

#### CREATING A SQUADRON

A squadron consists of a number of individual ships, each commanded by a captain. The squadron (and its captains) are in turn commanded by a single commodore. A squadron can have no more ships than its commodore's Charisma modifier + 3. Each squadron and its statistics is listed in its fleet's stat block under a separate subheading.

**Step 1—Name the Squadron:** Record the squadron's name at the top of the box—this name can be whatever you want.

**Step 2—Determine the Configuration:** Record the number of ships in the squadron, along with the type of ships in the squadron. Record how many hits each ship contributes to that squadron's total hits. Ship type determines how many hits each ship contributes. All ships in a squadron must be the same type of ship. The types of ships available for use in a fleet are listed in the sidebar, including the hits for each ship of that type.

**Step 3—Select Commodore:** List the name of the squadron's commodore, along with her Charisma modifier and Profession (sailor) skill modifier. An admiral can never serve as a commodore. If a commodore is also a significant character (either a PC or a significant named NPC), that squadron gains a +2 bonus on all attack rolls, damage rolls, and morale checks. (As a general rule, most NPC fleets should have 2-4 significant named NPCs serving as commodores.)

**Step 4—Determine Hits:** A squadron's hits equals the number of ships in the squadron multiplied by the number of hits each ship contributes. For example, a squadron of five rafts would have only 5 hits (since a raft is only a 1-hit ship), whereas a squadron of five warships would have 20 hits (since a warship is a 4-hit ship). This number is temporarily reduced by disabled ships and permanently reduced by sunken ships.

**Step 5—Determine Morale:** Morale for each squadron fluctuates during a battle. A newly created or recruited squadron has a starting morale score of 3. A typical NPC fleet's squadron has a starting morale score of 3 points. Inexperienced crews or sailors press-ganged or enslaved into service might have a lower starting morale of 2 or even 1, while veteran or elite crews might have a morale score of 4 or 5. If a squadron's morale score is ever reduced to 0, the squadron mutinies and is lost—it cannot be "repaired" in this case and can only be replaced by a new squadron. A single squadron's morale score can never be higher than 10.

**Special:** If using the Infamy rules in the Pirate Campaign Compendium, a newly consigned squadron's morale is equal to the party's Infamy score divided by 10 (round down), with a minimum morale score of 1 and a maximum score of 10.

**Step 6—Determine Defense Value:** A squadron's Defense Value (DV) is equal to  $10 + \text{the commodore's Command Bonus}$ , further increased by some flagship boons.

**Step 7—Determine Attack Value:** A squadron's Attack Value is equal to its commodore's Command Bonus. This value can be increased by flagship boons or the presence of a significant commodore.

**Step 8—Determine Damage:** A squadron's base damage is determined by the size of the ships in the squadron, plus an additional point of damage per ship in the squadron. This damage can be further modified by flagship boons and the presence of significant commodores.

**Step 9—Determine Morale Check:** A squadron's base morale check is equal to its commodore's Charisma modifier, further modified by flagship boons and the presence of significant commodores. Each time that squadron has a ship become disabled, add +1 to its loss count. Each time a squadron has

a ship sink, add +1 to its loss count. Each time an entire squadron is destroyed or mutinies, add +1 to each surviving squadron's loss count. A squadron's total morale check is equal to its base check minus its loss count.

## Флагманы и важные персонажи

A flagship is the ship on which the fleet's admiral is located. A flagship moves around during a fleet battle, issuing orders and providing support as needed, but does not itself belong to a specific squadron. A flagship cannot be damaged or sunk during a fleet battle and is generally regarded as a prize or trophy of any conflict. See the Victory section for more details on the fate of a flagship once a fleet battle is resolved. A flagship's primary purpose in a fleet is to grant boons to the fleet. Boons are advantages granted by the fleet's significant characters. For a party-controlled fleet, each PC counts as a significant character. A GM-controlled fleet's significant characters are unique NPCs—a GM-controlled fleet generally has four significant characters.

A fleet gains one boon for each significant character who travels with the fleet. If the significant character associated with a particular boon is not present in the fleet (either because that character was elsewhere at the time of the battle or because that character's squadron was destroyed), the fleet does not gain that boon.

## Бонусы флагмана

Flagship boons must be chosen when the fleet is created, and once chosen, they cannot generally be changed. Adding a new significant character to the group allows a new boon to be selected, but otherwise, you must decommission the current flagship and place a new flagship in command of the fleet in order to be able to pick different boons. Decommissioning a flagship in this way deals  $1d4$  points of damage to each squadron's morale score—which can result in the need to replace squadrons if mutinies result from this morale damage. The available flagship boons are as follows. A boon cannot be taken more than once for a fleet unless otherwise noted.

**Advanced Tactics:** At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Attack Value. Whenever that squadron deals damage during that battle phase, you can determine which enemy ships take the damage, rather than the damaged fleet doing so.

**Requirement:** Significant character with a proficiency bonus of at least +5 with water vehicles and at least 4 of the following: siege weapons, Intelligence (History), Intelligence (Nature), Wisdom (Insight), Wisdom (Perception), Wisdom (Survival), Charisma (Deception), or Charisma (Intimidation).

**Defensive Tactics:** At the start of a battle phase, select a squadron. That squadron gains a +2 bonus to its Defense Value for that battle phase. **Requirement:** None. **Special:** This boon may be taken multiple times. Each time it is taken, you may add a +2 bonus to a different squadron at the start of

the battle phase. (This bonus does not stack if it is placed on the same squadron.)

**Divine Protection:** At the start of a battle phase, select a squadron in the fleet. That squadron takes 1 fewer point of damage than it normally would when attacked by a squadron in the other fleet. Requirement: Significant character with the channel divinity or lay on hands class feature. Special: This boon may be taken multiple times. Each time it is taken,

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it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

**Loyalty:** Whenever you recruit a new squadron, all squadrons gain a +2 bonus on morale checks (this bonus does not stack if multiple squadrons are recruited). Requirement: Significant character with a Charisma score of 15 or higher.

**Magical Artillery:** All squadrons gain a +1 bonus on damage rolls and a +1 bonus on morale checks. Requirement: Significant character capable of casting at least one 6th-level spell.

**Overwhelming:** The fleet's maximum number of squadrons increases by 1. If this boon is lost, the squadron with the lowest morale (determined randomly if multiple squadrons have equally low morale) immediately mutinies. Requirement: Significant character with Charisma score of 15 or higher. Special: This boon may be taken multiple times—its effects stack.

**Reckless Maneuver:** At the start of a battle phase, select a squadron in the fleet. That squadron gains a +4 to its Attack Value for that round, but these maneuvers leave it open to attacks. The selected squadron takes a -2 penalty to its Defense Value until it acts in the next battle phase. Requirement: None. Special: This boon may be taken multiple times. Each time it is taken, it must be applied to a different squadron at the start of the battle phase. (This bonus does not stack if it is placed on the same squadron multiple times.)

**I Remorseless Advance:** At the start of a battle phase, select a squadron. That squadron gains a +2 bonus on attack rolls and damage rolls for the duration of that battle phase. Its morale increases by +1 at the start of the battle phase. Requirement: Significant character with a proficiency bonus of +4 or greater with all martial weapons.

**Swift Repairs:** At the end of a battle phase, roll 1d6. You may remove this amount of damage from any combination of non-sunken ships from any single squadron, including disabled ships. Requirement: Significant character capable of casting at least one 4th-level spell.

**Swift to Battle:** The admiral gains a +4 bonus on Command Bonus checks made to determine initiative. Requirement: None. Special: This boon may be taken multiple times—its effects stack.

**Vengeance:** The first time one of the fleet's ships sinks in a battle phase, all allied squadrons become overwhelmed with

a need for vengeance and gain a +2 bonus on attack rolls and morale checks for the rest of that battle phase. Requirement: None.

## Проведение сражений между флотилиями

A fleet battle begins as a result of two fleets encountering each other on the high seas. During a mass naval conflict, players do not draw upon their characters' abilities—instead, they use their fleet's squadrons to make attacks against the enemy, with their characters serving as commanders on the ships. A mass naval combat plays out over the course of multiple rounds, with each round consisting of a battle phase and a rout phase. At the start of a combat, place each fleet's ships on the table as representations for the attack, using any tokens, miniature ships, or other similar markers you wish. For each squadron, place a number of appropriately sized ship counters on the table so that they are adjacent to each other. For ease of reference, you can use a card (of any kind) to indicate each squadron, with a number of counters on that card equal to the number of ships in the squadron. Alternately, a square of graph paper with the name of the squadron at its top and a number of rows marked to indicate the ships in the squadron, so that squares of the graph paper or tally marks can be used to indicate damage to the ships in battle (see below). Actual placement on the table is irrelevant as the placement of ships in the battle is purely abstract using these rules. The allocation of damage represents the ships maneuvering and shifting position during the battle.

### Боевая фаза

bonus on attack rolls. This Command

At the start of a battle phase, each fleet's admiral makes a Command check to determine initiative. The admiral whose result is higher gains the upper hand in that battle phase, which grants all of his squadrons a +1 check is repeated at the start of each battle phase. Each fleet then takes turns making attacks with their squadrons. The winner of the initiative roll gets to make the first attack, using any one of his squadrons. The other fleet then makes its first attack, using any one of its squadrons. Attacks with squadrons go back and forth during the battle phase until all squadrons able to attack have done so—a single squadron can only attack once per battle phase. If one fleet has more squadrons than the other, the additional squadrons attack at the end of the battle phase after the other fleet has used up all of its attacks for that round.

**Attacking:** When you attack with a squadron, pick one of the enemy fleet's squadrons as your target. Roll 1d20 and add that squadron's attack value. If the result equals or exceeds the enemy squadron's Defense Value, you deal damage as appropriate for your squadron. If you miss, you still deal damage to the target squadron, though your base damage die is reduced by one size and you subtract 1 point and apply

no other increases from any boon or effect. Hence, a squadron of 4 warships deals  $1d6+4$  hits to the target on a successful attack,  $1d6$  for its Large ship size plus 4 for the number of ships. On failed attack, it deals  $1d4-1$  points of damage ( $1d4$  for smaller ship size, with no bonus for the number of ships and applying an additional -1). Small ships and boats deal no damage on attacks that fail to overcome the target squadron's Defense Value. This damage is an abstract combination of siege weapons, ramming, spellcasting, missile fire, and even boarding actions against enemy crews.

**Assigning Damage:** The damaged fleet normally gets to assign its damage by marking (either by crossing out of by placing a marker such as a die, penny, or some other counter) the amount of damage on the targeted squadron. This damage doesn't all have to be on the same ship—you can spread it out in any way you wish among all of the non-sunken ships in your squadron.

**Critical Hits and Fumbles:** A natural 20 on an attack roll always hits and allows you to assign damage to the enemy as you wish, rather than allowing the defender to allocate it (you do not deal double damage with a critical hit, though). A natural 1 always misses entirely (and results in no damage at all to the enemy fleet). Every time a squadron scores a critical hit, its morale score increases by 1; each time it rolls a fumble, its morale score decreases by 1.

**Effects of Damage:** Each point of damage reduces a squadron's total hits. When a particular ship takes an amount of damage equal to its hits, it becomes disabled. A disabled ship does not count toward its squadron's damage rolls when it attacks, and it increases that squadron's loss count by +1. A ship that takes damage while it is disabled sinks and is removed entirely from the fleet, increasing that squadron's loss count by an additional +1.

**Losing a Squadron:** Each time you lose an entire squadron (as a result of either damage or mutiny), increase the loss count for each surviving squadron by +1.

**Abandoning Ship:** For simplicity's sake, you can assume that a commodore's ship is the last to sink in any squadron. Note that not all characters on a sinking ship automatically perish. Typically, a ship sinks slowly enough that officers and crew can abandon ship, and there's usually ship's boats and other pieces of wreckage to grab onto. Once a battle is over, you can assume that any significant characters who were on a sinking ship survive, either by escaping in a boat, by clinging to flotsam, or by fleeing via magical means. The ultimate fate of a significant character on a sunken ship depends more on the results of the actual battle itself. If the imperiled character's fleet wins, she can be rescued after the battle, but if her fleet loses, the best she may be able to look forward to is capture by the enemy—more often, such victims are merely left to perish via the countless methods the sea presents for death.

## ROUT PHASE

A rout phase occurs after each battle phase. At this point, each surviving squadron must succeed at a DC 10 morale check by rolling  $1d20$  and adding its morale check modifier. Failure indicates that the squadron takes  $1d4$  points of damage to its morale score. A squadron whose morale score is reduced to 0 immediately mutinies and is removed from play. Mutinied squadrons that have fled can be brought back into the fleet later if the admiral of the fleet survives and can persuade them to rejoin.

**Fleeing a Battle:** At the end of a rout phase, an admiral can attempt to flee the battle entirely. When he does so, the other fleet immediately gets one free attack using any one of its squadrons and can target any one of the fleeing fleet's squadrons. The fleeing admiral makes Command check with a -4 penalty, opposed by the other admiral's Command check. If the fleeing admiral's check result is higher, his fleet escapes; otherwise, every squadron in the fleeing admiral's fleet takes 1 point of morale damage and the battle continues into a new round.

## Специальные правила

These fleet battle rules are intentionally abstract, so a great many special cases and unusual situations are not addressed in the interest of simplicity and playability. However, if you wish to incorporate some additional rules, you can include the following.

**Creatures as Ships:** In most cases, you should use the ship-to-ship combat rules to deal with sea creatures attacking ships and vice versa. However, in an exotic scenario with large numbers of large aquatic creatures that were either intelligent enough to behave tactically or could be controlled by magic or other means, you could treat Huge or larger creatures as if they were ships, with each creature being able to take a number of hits equal to its hit points divided by 100 (rounding down; hence, creatures with fewer than 100 hit points should not be treated as ships). Squadrons made up of creatures with strong attack abilities, such as a dragon turtle's breath weapon, are treated as if you had the magical artillery boon. You can assign other boons that fit the theme and abilities of such creatures, such as granting a squadron of krakens the advanced tactics boon due to both their high Intelligence and their siege monster ability that makes their attacks especially devastating to ships and similar objects.

**Shore Fortifications:** Fleet combat assumes an engagement on the high seas, but if one fleet is defending a port, you could allow a portion of the fleet to remain sheltered within the harbor. Possession of the harbor could grant one squadron the benefits of the defensive tactics or swift repairs boon (or even both, for a dedicated naval base). A squadron in the harbor, however, may be either unable to attack or may have disadvantage on Command rolls made to attack.

In addition, for a battle near shore you could designate shore fortifications as a special type of squadron. Wooden forts

can take 2 hits (with a +1 bonus to DV), while stone forts can take 6 hits (with a +3 bonus to DV). Forts may be purely defensive, offering shelter and forcing their destruction before the harbor or city they protect can be attacked directly. However, most shore forts are armed with siege weapons and soldiers. Still, their range is limited and they are unable to move, so a short fort squadron cannot attack a squadron of ships unless that squadron attacks the forts first, indicating that they have come close enough that the forts can return fire.

**Time:** The amount of time each turn of a fleet battle takes is abstract, but if tracking time is important due to other events occurring at the same time, including a fleet action going on in the background so to speak while PCs are adventuring nearby, each turn (including both rout and battle phase) can be treated as taking id4 hours.

**Wind and Weather:** The effects of high winds or severe weather generally are not addressed by these rules either, as they are assumed to affect both fleets equally. If that is not the case and such conditions offer an advantage to one side or the other, you may add a +2 bonus on Command checks to determine initiative during a battle phase, and an additional +1 bonus on Command checks made to attack.

In addition, in conditions of fog, darkness, or heavy weather that similarly obscures vision, attack rolls take a -2 penalty for dim light, light fog, or typical rain and heavy weather. In total darkness, heavy fog, or severe storms, all attack rolls have disadvantage, and any attack has a 50% chance to miss entirely, dealing no damage. The above penalties apply instead as a bonus on Command checks made to flee from battle.

In stormy conditions, you may require commodores to make proficiency checks using their water vehicle proficiency modifier for their squadrons at the end of each rout phase, with a DC set by the severity of conditions. A failed check results in id3 hits of damage to their squadron. This damage may be increased if there are reefs or shoals, and if land or a harbor is nearby ships retreating from battle may be able to take shelter or beach themselves to avoid damage or potential sinking.

## VICTORY

A fleet wins a battle once all of the enemy's ships are removed from play, either by disabling or sinking all the ships in play or by causing squadrons to mutiny and flee. When victory is secured, the enemy fleet's flagship is rendered defenseless, allowing the victors to board the flagship at once.

**PC Defeat:** If the PCs are defeated, the repercussions of that defeat depend on the course of the adventure you wish to create. In general, the enemy captures the PCs' flagship and seeks to take them captive or execute them. Allies or NPCs on their crew are considered to have surrendered or been overcome by their enemies and defeated in combat. You could play out a boarding action on board the PCs' flagship, assuming that PCs have taken id6 x 10% of their hit points in damage throughout the course of the battle. If the PCs

surrender or escape before their fleet is destroyed, every squadron in their fleet takes id8 points of damage to its morale score, in most cases causing their fleet to disband. Squadrons that do not mutiny may keep fighting even without the PCs in command or may flee and seek shelter with allies remaining loyal to the PCs (and perhaps even trying to recruit other mutinied crews to reform the fleet and seek to effect a ransom or rescue).

**PC Victory:** If the PCs win the battle, they capture the enemy flagship. In most cases, the fleet's commanders refuse to go down without a fight. At this point, the PCs resolve the conflict by engaging in shipboard combat against the enemy, but because of their recent triumph, all PCs and their allies gain a +2 bonus on attack rolls, skill checks, and saving throws made during this shipboard combat.

Each surviving squadron gains id4 points of morale with a fleet victory, minus 1 point for every ship in that squadron that was sunk during battle (minimum 0 morale gain). After a battle, any damage to non-disabled ships are repaired at the rate of 1 hit per hour as the crew works to recover from the battle. Disabled ships must be towed back to a harbor for repairs (unless the fleet has the Swift Repairs boon). A disabled ship is reduced to 5% of its total hit points. Sunken ships and ships that fled a battle after their squadron was reduced to 0 morale cannot be repaired—they must be replaced.

## МАГИЯ НА МОРЕ

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a Will save. A ship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on the following page. DMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

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### Заклинания связанные с кораблями

The following section provides new spells themed around nautical uses, as well as a list of official spells that could be useful while sailing and engaging in naval combat. New spells presented here can be learned and cast by any class.

### Эффекты заклинаний в морском сражении

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a mental (Intelligence, Wisdom, Charisma) save. A ship without a crew is considered an unattended object and cannot make saving throws.

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guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion. Существа могут атаковать корабли с помощью заклинаний. Корабли являются объектами, поэтому заклинания, которые могут выбирать целью только существ не имеют никакого эффекта на корабли. Однако, поскольку корабль управляемый и обслуживается экипажем, он может делать спасброски против заклинаний. Корабли имеют иммунитет к большинству заклинаний, которые требуют спасбросков. Судно без экипажа считается неодушевлённым объектом и не может делать спасброски.

Действие большинства заклинаний на кораблях может быть определено как обычное. Тем не менее, некоторые заклинания имеют другие эффекты в морском бою.

Действия этих заклинаний описаны далее. Мастер можете использовать эти примеры в качестве руководства для определения того, как другие заклинания, не указанные здесь затрагивают суда. По большей части, эти эффекты применяются только в бою корабль на корабль, а не во время обычного боя на борту корабля, хотя некоторые влияют (такие как пожар), на усмотрение мастера.

**Оживление вещей:** Вы не можете использовать это заклинание, чтобы оживить судно больше 15 футов длиной.

Стена клинков, Облако смерти, Туманное облако, Зловонное облако: Эффекты, созданные этими заклинаниями, не перемещаются с судном.

Призыв молнии, Пляшущая молния, Молния, Молниевая стрела, Палящий луч, Гроза гнева: Эти заклинания не начинают пожар.

**Власть над водами:** Судно не может покинуть область, затронутую этим заклинанием и должно предпринимать действие «неуправляемое» на время действия заклинания.

**Власть над ветрами:** Область ветров, созданных этим заклинанием, не перемещается с судном.

Огненные ладони, Замедленный огненный шар, Огненный шар, Огненный снаряд, Горящий клинок, Пылающий шар, Огненный щит, Метеоритный дождь, Сотворение пламени: Эти заклинания могут начать пожар.

Переносящая дверь, Телепортация, Круг телепортации: Поскольку корабли постоянно находятся в движении, у накладывающего заклинания телепортации должна быть прямая видимость, чтобы телепортироваться на судно. Иначе, он должен сначала магическим образом увидеть корабль, а затем немедленно телепортироваться к предсказанной цели. Любая задержка в накладывании заклинания, приводит к тому, что судно переместится от его увиденного местоположения и заклинание терпит неудачу.

**Распад:** Это заклинание наносит 2кб урона кораблю за каждый уровень заклина–теля (максимум 40кб).

**Землетрясение:** Это заклинание не имеет никакого эффекта в глубоких водах океана.

**Изготовление:** Материалы, созданные этим заклинанием, могут использоваться, чтобы ремонтировать корабль.

**Огненная буря, Небесный огонь:** Эти заклинания не начинают пожар на корабле, кроме как если корабль не выбросит на–туральную 1 на своем спас–броске против урона от пожара.

**Узилище, Отилюков упругий шар, Силовая стена:**

Эффекты этих закли–ний перемещаются с судном, если они при–вязаны к нему. В противном случае, они не перемещаются вместе с судном, и судно, сталкивающееся с ними, получает таран–ный урон.

**Отилюков ледяной шар:** Это закли–нание может использоваться, чтобы попы–таться заманить судно в ловушку во льду, будучи нацеленным на воду вокруг судна, а не на судно непосредственно. Скорость судна уменьшена до 0 на время действия заклинания, если Рулевой не пройдёт про–верку управления кораблём с УС 25, чтобы освободиться от льда.

**Газообразная форма:** Существо в га–зообразной форме не двигается с судном.

**Сфера неуязвимости, Леомундо– ва хижина, Ледяная стена:** Эффекты, созданные этими заклинаниями, перемеща–ются с судном.

**Стражи, Кабинет Морденкайнена:** Эти заклинания могут быть наложены на судно.

**Великолепный особняк Морден– кайнена, Трюк с верёвкой:** Входы в межпространственные измерения, создан – ные этими заклинаниями, не перемещают–ся с судном.

**Таинственный мираж:** Корабли счи–таются зданиями для этого заклинания.

**Град, Метель:** Метель, снег и лед, созданные этими заклинаниями, не пере–мещаются с судном, но палуба считается ледяной. Эти заклинания также позволяют судну совершать дополнительный спас–бросок, чтобы погасить пожар.

**Воспламеняющаяся туча:** Облако, созданное этим заклинанием, не перемещается с судном, но заклинатель может концентрацией, чтобы переместить обла–ко вместе с судном. Это заклинание может начать пожар на корабле.

**Создание прохода:** Если заклинание наложено на корпус судна, Рулевой должен совершить проверку управления кораблём с УС 20 или судно будет считаться име–ющим пробоину на этот раунд, но судно возвращается к его обычному состоянию, когда заклинание заканчивается.

**Радужные брызги, Радужная стена:** Эти заклинания не начинают пожар на ко–рабле, за исключением случая, когда корабль проходит через эффект заклинания выбросит естественную 1 при своём спас–броске против урона от пожара. Радужная стена перемещается с

судном, если она привяза–на к нему. Иначе, она не перемещается с судном.

**Изменение тяготения:** Судно должно полностью находиться в области закли–нания, чтобы быть затронутым этим заклинанием, хотя существа и предметы на палубе судна затрагиваются как обычно. Если все судно затронуто и падает боль–ше чем с 50 футов, пилот должен пройти проверку управления кораблём с УС 20 когда судно приземлится или его хиты кор–пуса сокращаются до 0.

**Огненная стена:** Огненная стена, на–ложенная на палубу судна, перемещается с судном и может начать пожар на борту. Иначе, стена не перемещается с судном, и не начинает пожар на борту.

**Стена ветров:** Эффекты этого закли–нания перемещаются с судном, если оно привязано к судну.

**Существующие заклинания**

- Animate objects
- Call lightning
- Conjure volley
- Control water
- Control weather
- Control winds XGE
- Create food and water
- Create or destroy water
- Dimension door
- Disintegrate
- Fabricate
- Fire bolt
- Fire storm
- Fireball
- Flaming sphere
- Gust
- Gust of wind
- Hallucinatory terrain
- Heat metal
- Ice storm
- Immolation XGE
- Incendiary cloud
- Jump
- Maelstrom XGE
- Mending
- Meteor swarm
- Produce flame
- Purify food and drink
- Scorching ray
- Storm of vengeance
- Storm sphere XGE
- Thunder step XGE
- Tidal wave XGE
- Tsunami
- Wall of fire
- Wall of force
- Wall of water XGE
- Water breathing
- Water walk
- Watery sphere
- Whirlwind
- Wind wall

## +++НОВЫЕ ЗАКЛИНАНИЯ

Перенесено в E5E Spells – Palant Guide to Magic v01

# ИНСТРУМЕНТАРИЙ МАСТЕРА

I see this section as a chance to speak a bit more informally to you, the DM, to help guide you on how to use this guide and give you some personal suggestions.

## Как построить морской бой

Unfortunately, it is hard to assign ships levels or CR the same way we can monsters. This makes understanding how two ships compare much harder - with the added pressure of the unforgiving nature of Naval Combat. An unbalanced battle is harder to make up for, and extract oneself from, than standard combat.

Since ships can be understood by the parts that make them, I use gold as my current balancing tool Gold accounts for the size of the ship, its potential for weapons, the crew it has hired, the weapons it has purchased and any upgrades it has. Theoretically, I consider a "Functional Gold Value" for both my parties and enemies ships, a value that ignores any non-combat investments.

From my current pool of data, a functional value difference of 10,000 gp is the largest difference in which the matchup could be considered even. Any more than this, and I consider one of the ship's to have a serious advantage. To determine values of ships, I use a Ship Calculator Excel sheet I have created, and is linked in the subreddit, r/ .

Using the calculator, I build a ship of the gold value I want, and then transfer the stats onto the "Naval Combat Management" sheet I have supplied at the end of this guide.

For starters, I would run your party against a ship of roughly -8,000 gp while they learn the ropes. After that, I would continue to keep enemies at a deficit for a time until you become more comfortable with the system - this has the added bonus of not accidentally giving your players a ship or upgrades you didn't intend

Unfortunately, the gold value method is imperfect, especially at the extremes. An unrated ship with fully upgraded weapons will defeat a 1st class ship without any weapons. On a more reasonable note, different upgrades may be worth different values to combat despite having similar prices, (despite the prices trying to reflect this) Basically, I implore you to mess around and get comfortable with this yourself. I will continue to try and improve this aspect of play.

## Как вести морской бой

Naval Combat introduces a lot of new rules and interactive aspects. While this is fun for players, this can bog down an already busy DM. Here are my tips for streamlining things on your end I often run using these shortcuts:

Use the average damage for each cannon instead of rolling Track how many of each type of cannon you have, and fire half or all of each type on a turn, not specific number

For Broadsides, add +1 damage for every hit, instead of the exploding dice.

- To simplify casualties rolls on enemy ships, assume 1 casualty for every 2 hits a ship takes.

## ОБЩИЕ СОВЕТЫ

Give more gold than usual

While most of the rules are based around travel and naval combat, that shouldn't be the focus; destinations are.

How to get players a ship

- Steal
- Inherit
- Emergency on the sea (captain dies)
- Earn it after capturing it with others
- Already own

Cannons are very deadly, treat them like dangerous monsters. Don't introduce the best ones too early the same way you wouldn't throw a dragon at the party.

Most Naval Battles end in boarding because the players are most confident on land and in standard combat - they excel there so it's ok.

Players will always "trade up", so don't present anything you don't expect them to take

Maybe have a roll to see how much of the ship is recoverable or come up with a point based capture system.

Let players feel secure about leaving their ship (IE, on a dock) No one wants to feel like their coolest possession could be stolen while they sleep. A guard presence, dockworkers, or a harbor master to leave a paper trail with all do well in accomplishing this. If it may be a bad idea to leave the ship for extended time, make this clear to players.

The longer a trip, the less encounter dense it should be. Require fewer perception checks the longer a trip is, down to one a day, and weigh random events in a similar fashion.

## СОВЕТЫ ПО МОРСКОМУ БОЮ

Fights should usually end before a ship is sinking

In Naval Combat, Players have less agency, and comebacks are less possible. Introducing too big of a ship will kill the party

If your party wishes to disengage, try to let them. In my experiences, Naval Combat can be a positive feedback loop, and so if one ship takes the lead the outlook can be bleak for the other.

In the same vein, have contingency plans for if the parties ship is sunk or they are taken captive. This is pretty likely and you don't want to be caught off guard

Ship battles are long, I wouldn't use evenly matched ones as random encounters, only planned

A multi-ship battle can easily span an entire session.

# РАЗНОЕ

## GAMBLING

Tips and rules for running gambling, from the back alleys to the shining casinos of Razina.

Gambling is a popular activity on most islands of Vodari. While the activity is illegal in Taevara, it's allowed almost everywhere else, from the back alleys to casinos. This section provides gambling options for running games of chance for your players.

### FORTANA'S WHEEL

This casino game features a large ship's wheel with twenty spokes sitting horizontally on a table. The spokes are numbered 1 to 20 and colored black (odd) or white (even). The table around the wheel provides places for six gamblers to sit.

To wager on Fortana's Wheel, a player chooses one of the following betting options based on where they believe the wheel will stop:

- A number between 1 and 20.
- Black (odd) or white (even).
- Low (1 to 10) or high (11 to 20).

A croupier (or dealer) accepts wagers from the gamblers and appoints one of them to be the captain who spins the wheel (rolling a 1d20). The captain position generally passes to the left through each of the gamblers. Once wagers are placed, the wheel is spun and whichever spoke lands on a triangular marker is the winning number and color. Fortana's Wheel pays out as follows:

- A player who chose the correct single number gets their wager back plus eighteen times their wager.
- A player who chose the correct color gets their wager back plus an equal amount.
- A player who chose high or low correctly gets their wager back plus an equal amount.

### SEA HORSE RACING

This is a game found only in the finest casinos, where six giant sea horses race around a massive pool with seating surrounding it. Each seahorse is controlled by a jockey. Gamblers bet on which seahorse will be the first to complete the 480-foot circuit around the pool. The odds column provides the likelihood that a seahorse will win the race, and the payout if it wins. The seahorse with the lowest left odds number is the favorite and most likely to win. For example, a seahorse with 5:1 odds pays 5 gp on a bet of 1 gp if it wins, but is less likely to win than a seahorse with 2:1 odds that pays out only 2 gp on a 1 gp bet.

Complete the following before each race begins:

- Select six seahorses from the Seahorse Odds table, or create your own racers and odds.
- Order the racers by their odds and provide the list to your players who wish to gamble. Explain to your players that a seahorse with lower odds is more likely to win but will return less money on a bet.

A race around the pool generally takes around a minute to complete. To run the race, roll 1d8 and add it to the left odds number for each sea horse four times. For a racer with 3:1 odds, you roll 1d8+3 each round. After each round describe who is winning and losing, with a lower roll indicating a faster running seahorse for that round. After four rounds, the seahorse with the lowest total for all four rolls is the winner of the race.

To determine the payout, those who picked the winning racer are returned their bet plus their bet times the amount you set for that seahorse's odds. Those who did not pick the winning racer lose their bet. Payout is calculated as:

$$\text{payout} = \text{bet} + (\text{bet} \times \text{odds})$$

On a bet of 10 gp for a sea horse with 3:1 odds, the bettor receives 40 gp based on 10 gp + (3 x 10 gp). If you are familiar with horse racing, you can provide expanded betting options such as place, show, or box bets.

### SEAHORSE ODDS

| d10 | Odds | Seahorse Name   |
|-----|------|-----------------|
| 1   | 2:1  | Swift Current   |
| 2   | 3:1  | Fish Bait       |
| 3   | 4:1  | Stormwind       |
| 4   | 4:1  | Okeano's Choice |
| 5   | 5:1  | Blue Beauty     |
| 6   | 5:1  | Seacookie       |
| 7   | 6:1  | Coral Chaos     |
| 8   | 6:1  | Masquerade      |
| 9   | 7:1  | Moon Swimmer    |
| 10  | 8:1  | Dancing Dash    |

### SKULLS

This dice game is popular in both the back alleys of port cities and in lavish casinos. This simple game is played with dice made of bone, with the side with a single pip (or dot) representing the skull. The goal of the game is to roll as many skulls (or ones) as you can in three chances.

To make a wager on a game of skulls, a player places a wager, usually set by a croupier (or dealer). The player rolls three dice (rolling 3d6). Skulls pays out as follows:

- if one skull is rolled the player gets their wager back plus an amount equal to their wager.
- if two skulls are rolled they get their wager back plus an amount equal to two times their wager.
- if three skulls are rolled they get their wager back plus an amount equal to twenty times their wager.
- if no skulls are rolled, the house keeps the wager.

Wagers at the casino tend to be much larger, and gamblers are far less likely to end up dead for rolling triple skulls.

### PIRATE'S DICE

This dice game is for two or more players, requiring the ability to deceive and to detect an opponent's deception.

- Hand each player 5d6 dice along with an opaque cup (or tankard, mug, or anything else you can find).
- To determine which player goes first, have all players roll 2d6. The player with the highest roll goes first, with the remaining players taking turns clockwise from

them. In the case of a tie, roll an additional d6 until someone has a higher roll.

- To start the game, each player pays the ante (such as 1 gp) into the pot and rolls 5d6 at the same time in their cup. A player is allowed to view their dice, but should cover their cup to keep their rolls hidden from other players.
- Let the first player guess how many total of one dice face were rolled, such as “five 6s”.
- Allow the other players to challenge the bet or make a new one. A new bet must increase either the pip count or the match count (so “three 3s” can be followed by “three 4s” but not “four 2s”).
- Continue around the table making new bets until there’s a challenge.
- Reveal all the players’ dice when a player challenges a bet. If the player who made the challenge was wrong and the player before them got their bet right, the challenger removes one die from their cup.
- Begin the next round with the loser of the previous round making the first bet.
- In later rounds, players roll their remaining dice. Optionally, you can require each remaining player to have to pay an ante each round to continue playing.  
When there’s only one player with dice left, they are the winner and collect all of the coins in the pot.

# +++СОЮЗНИКИ ПРОТИВНИКИ

Перенесено в Бестиарий версии 5

## ИСТОЧНИКИ

### AD&D 2ed

DMGR9 Of Ships and the Sea (2e)  
FOR3 Pirates of the Fallen Stars (2e)  
Sea of Fallen Stars (2e)  
ALQ1 Golden Voyages (2e)

### D&D 3.5 ed

Stormwrack

### D&D 5ed

Ghosts of Saltmarsh. Appendix A: Of Ships and the Sea

#### *Dmsguild*

Palant Word Template by Anton Palikhov  
Call from the Deep. Ships&Crew  
Call from the Deep: Races & Feats  
Of Smoke and Splinters: Expanded maritime combat rules for  
Ghosts of Saltmarsh  
Ulther's Ship Character Sheet  
Expanded Sailing  
Ship Template for MS Word  
Captains and Cannons: A Ship Combat Guide in D&D 5eM  
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Captains and Cannons: A Ship Combat Guide in D&D 5e by  
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Pirate Campaign Compendium (5E) by Legendary Games  
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Cutthroats and Crew (5E)  
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Naval Code  
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Правила морских сражений by Sergor опубликованные в  
<https://rpg-world.org/index.php/topic,9484.0.html>  
Seafaring in Fifth Edition by RocksInMyDryer  
Greater GM

## Дополнительные материалы от Киборгов и Чародеевц

Организации (WIP)  
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Правила торговли (WIP)  
Правила массовых сражений (WIP)  
СНАРЯЖЕНИЕ D&D 5E FORGOTTEN REALMS (WIP)

БАЗОВЫЕ ПРАВИЛА МОРСКИХ ПУТЕШЕСТВИЙ И  
МОРСКОГО БОЯ - GoS Of Ships and sea v01  
13082020.docx  
Вспомогательный файл с таблицами и генерацией  
случайных событий и прочего – РУКОВОДСТВО  
ЭЙТАНА В ТАБЛИЦАХ

### Прочее

<http://pirate-islands.com/>  
<http://www.cogandgalley.com/2009/02/celestial-navigation.html>

## ПРИЛОЖЕНИЕ А. КОРАБЛИ

The ships of the Inner Sea include all types of vessels from the ancient-style gal-leys of Mulhorand and Chessenta to the late Renaissance galleons of Cormyr and Sembia. With such a variety of vessels on the water, it is important to understand the basic principles of how ships work and move in order to understand how and why different types of vessels are chosen.

The oldest type of vessel is the galley, or oared ship. Galleys move by rowing, pushing their oars through the water, and have no sails. Galleys move in any direction at essentially the same speed; it does not depend on the wind (or lack thereof) to make it go. Second, an oared vessel is more maneuverable, and is able to turn more quickly.

However, galleys have problems as well. First of all, in order to move a ship of any size, you must have a large number of rowers. These rowers take up space, and (more importantly) food and water for such a large crew also takes up space. Thus, either the galley must remain close to shore, so that it can be frequently resupplied, or it must devote a large amount of its cargo space to food and water, making it less efficient at carrying cargo.

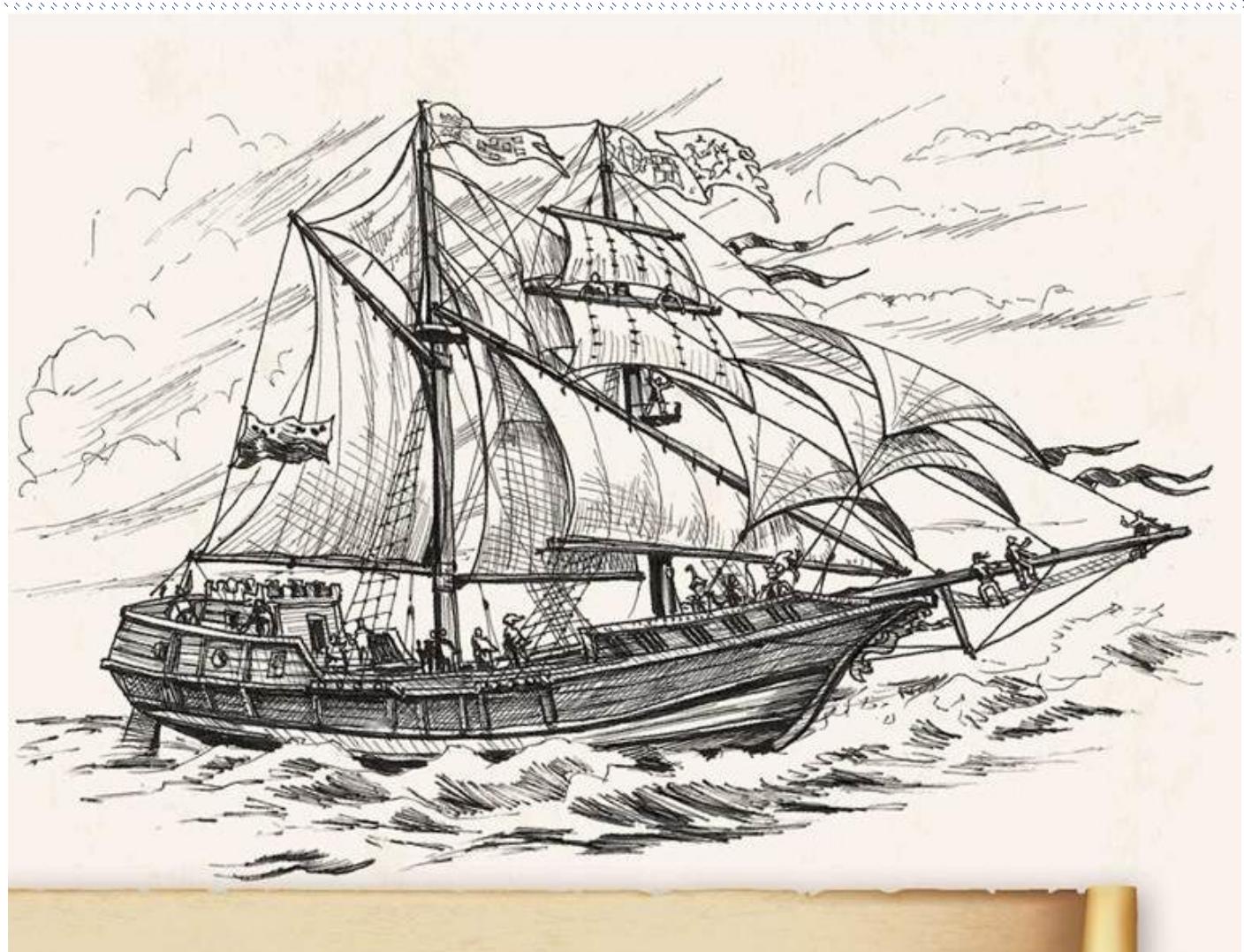
Also, an oared vessel requires either a larger loyal crew (who must all be paid with a share of the profits of the voyage) or a slave crew (whose rebelliousness at an inopportune moment may lead to disaster).

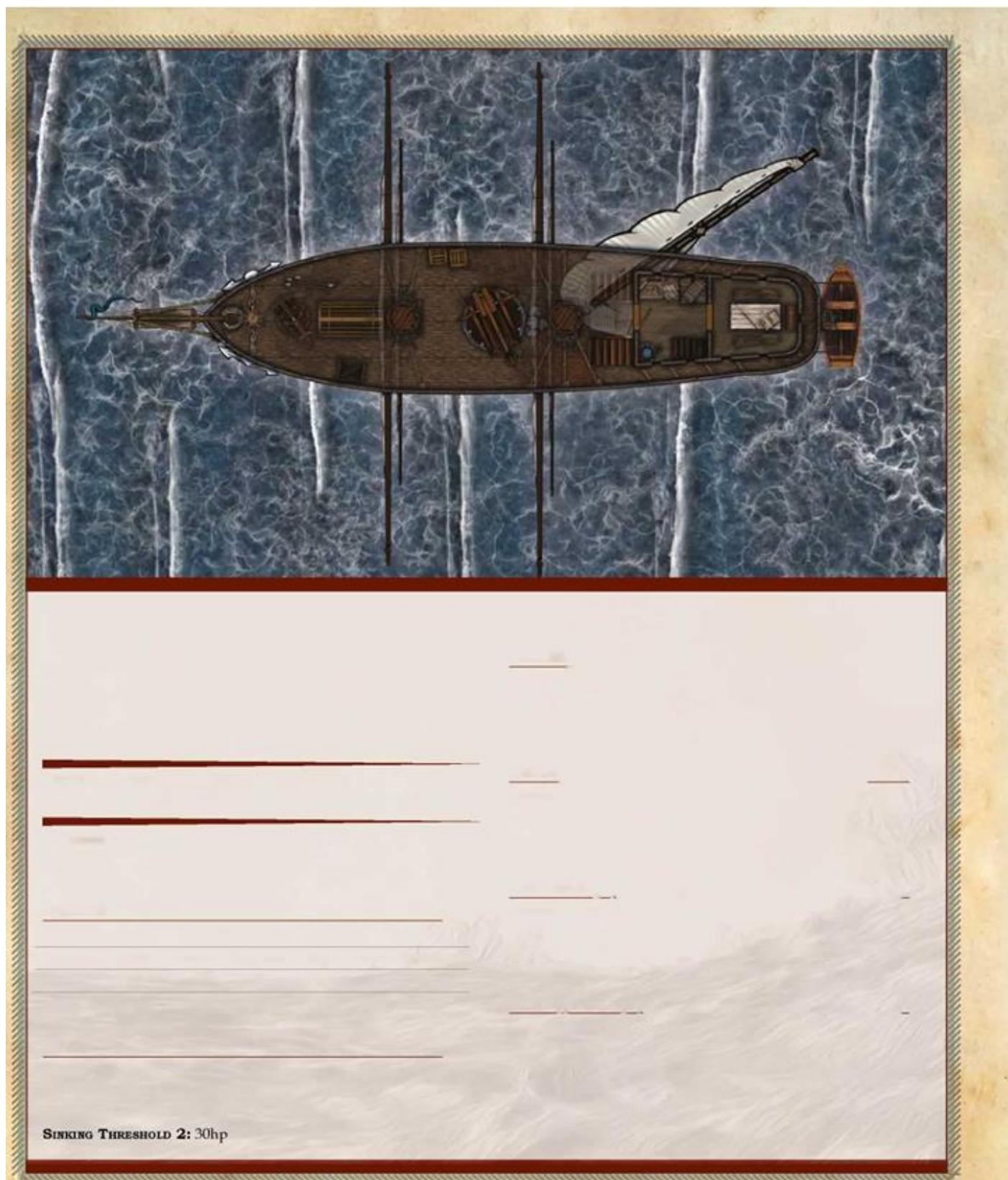
For these reasons, other seamen experimented with the use of sails, large cloths which could push the ship ahead of the wind. A sailing ship needs a small crew, and can go somewhat faster than an oared vessel in a strong wind. However, in poor winds, the ship is slow and difficult to maneuver, and in any case it was not practical to travel any direction except where the wind was blowing. To overcome these problems, many ships were built which carried both sails (for normal operation) and oars (to provide movement in case the ship became becalmed). As sails became more controllable, and as seamen learned more about sailing, the use of sails overwhelmed the use of oared vessels on most oceanic ships.

An alternative type of vessel which exists on the Inner Sea and the other seas of the Forgotten Realms is the towed vessel. Rather than having sails, such vessels use either swimming or flying creatures outside the ship to provide the motive power. While even the flying creatures are not strong enough to actually lift the ship, they can provide reasonable motive power. For a more extensive discussion of towed ships, see the section below.

Масштаб: 1 квадрат = 5 футов

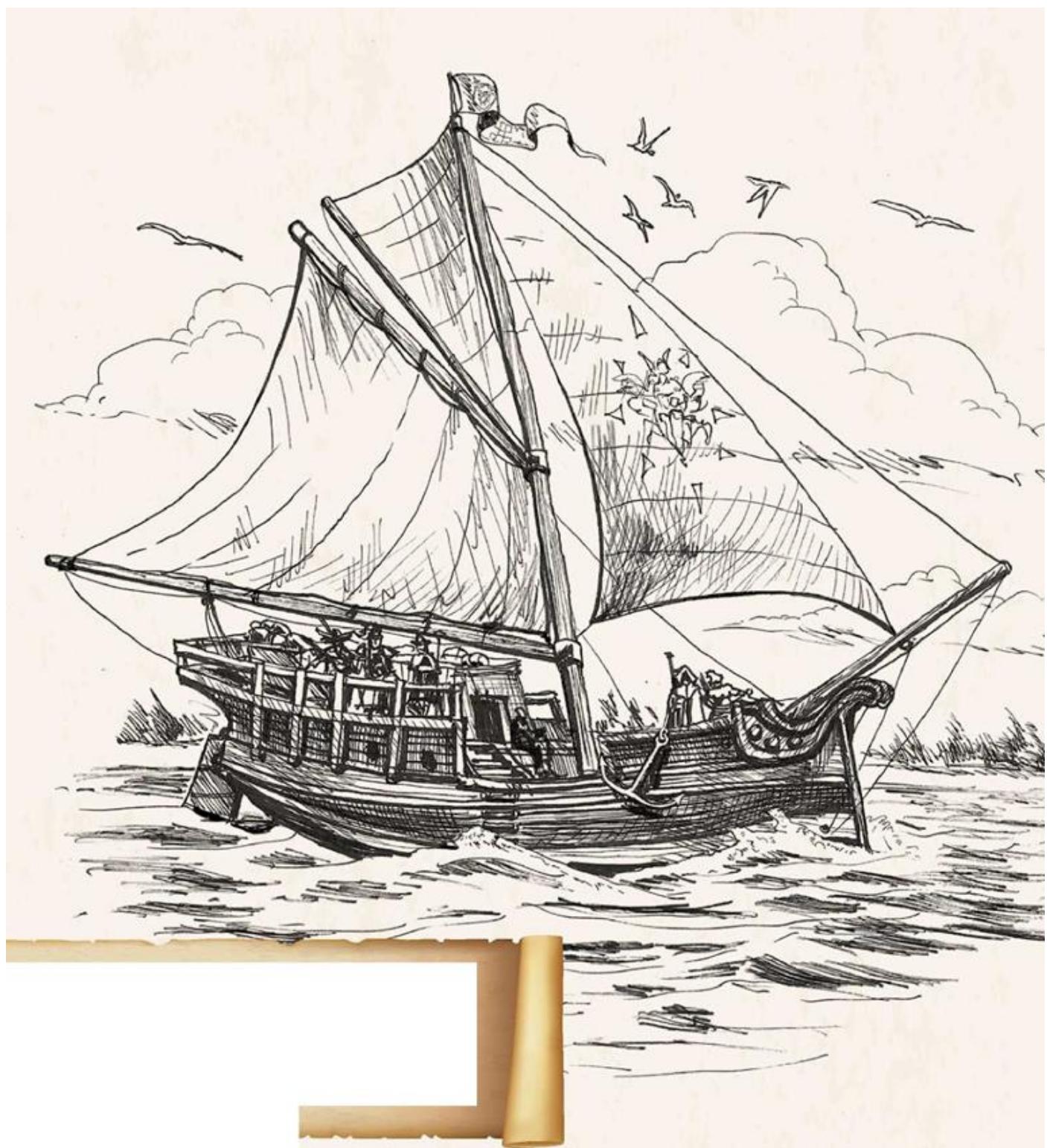
## Brigantine

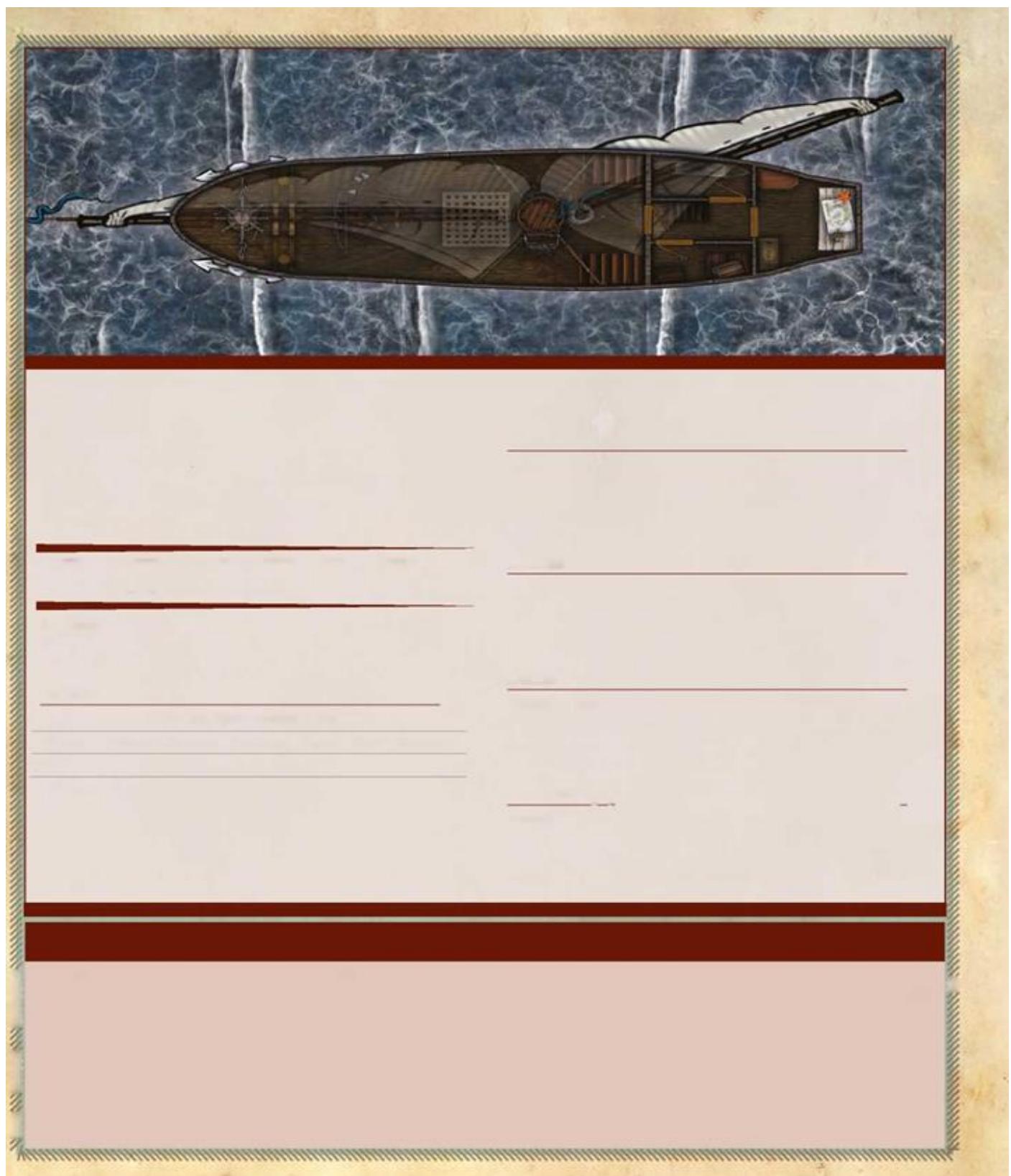




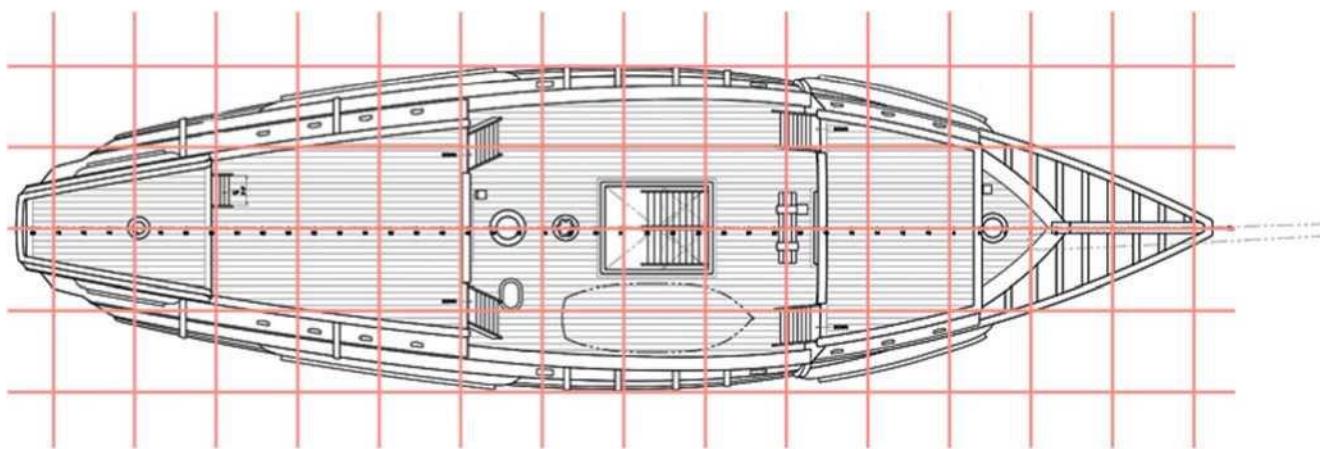
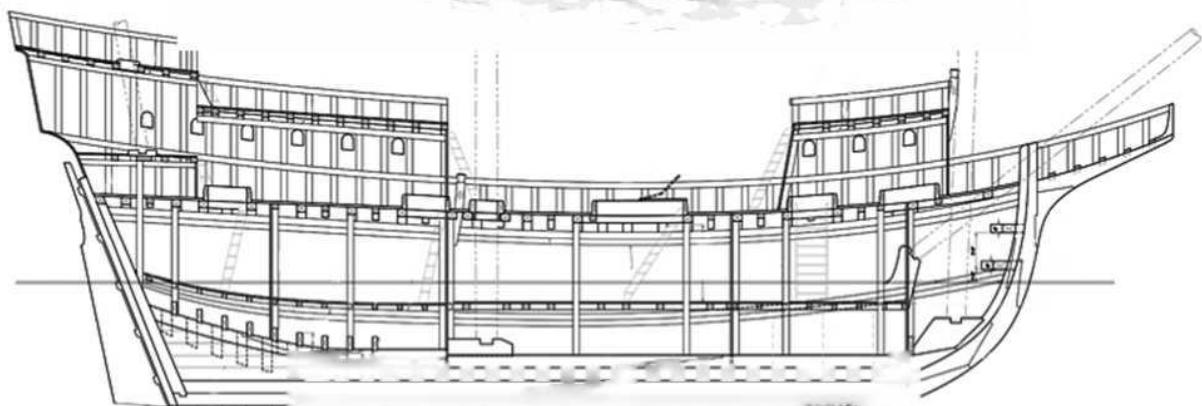
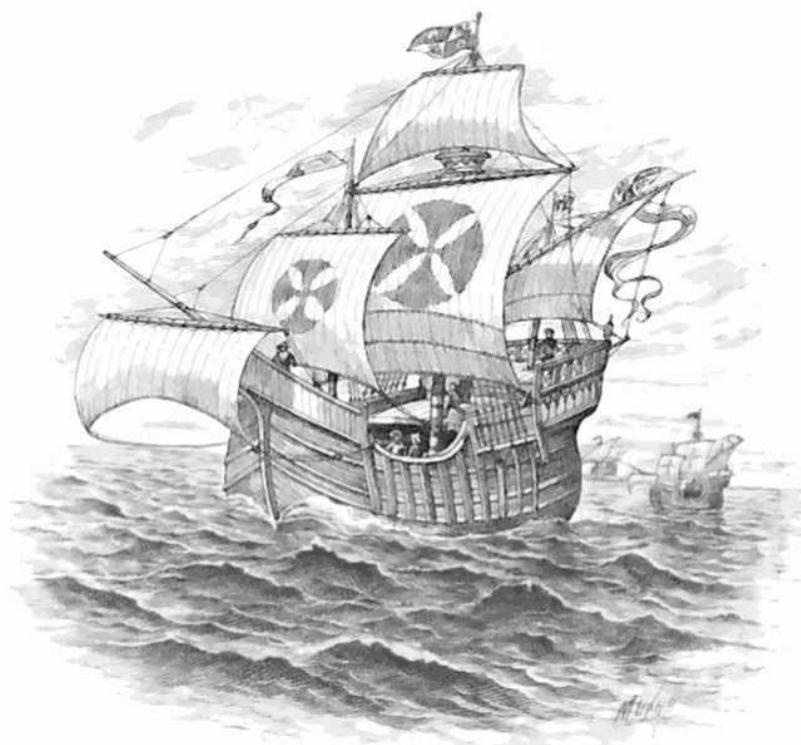
## Sloop

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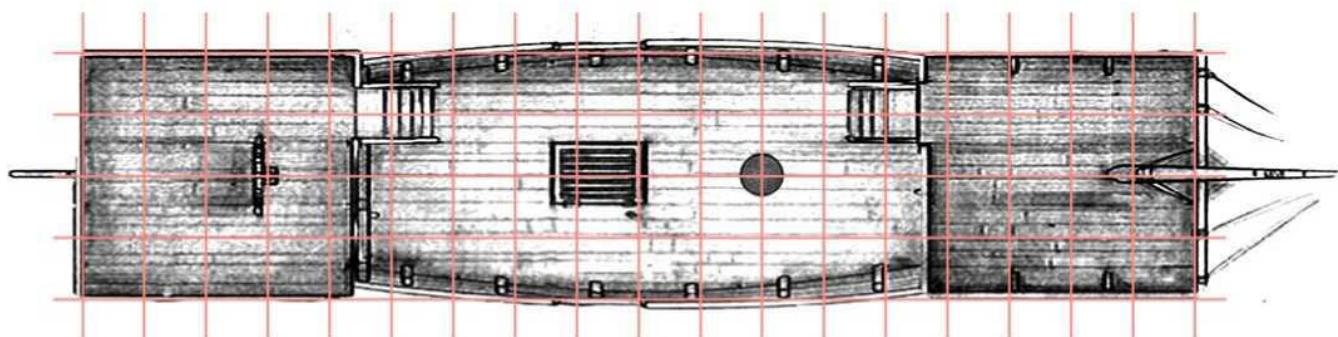
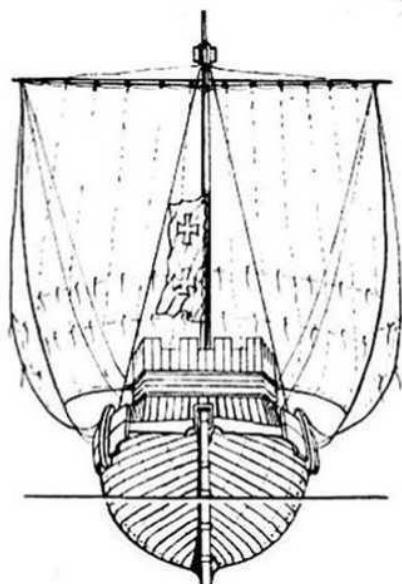


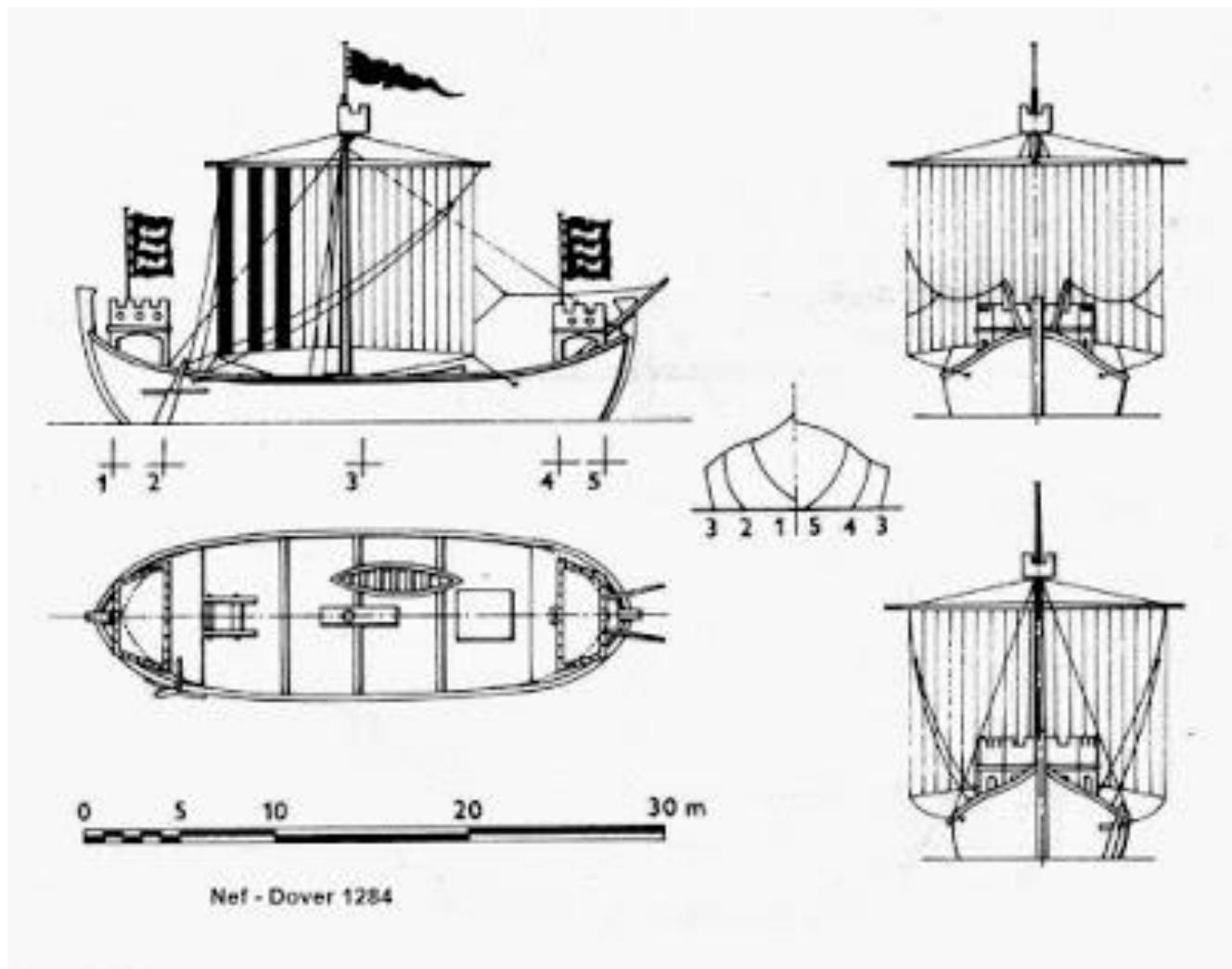


## Caravel



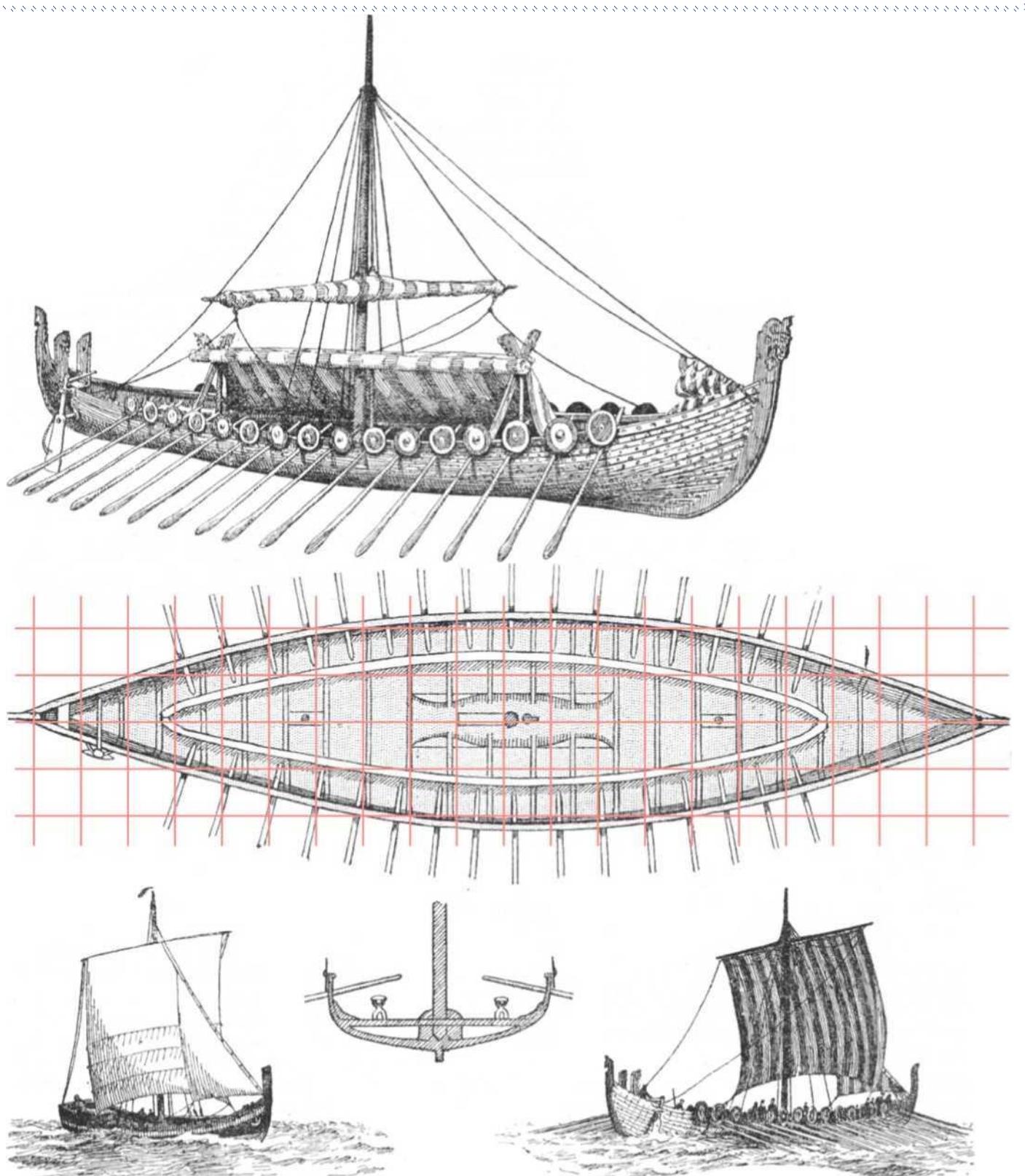
## Cog





Nef - Dover 1284

## Drakkar

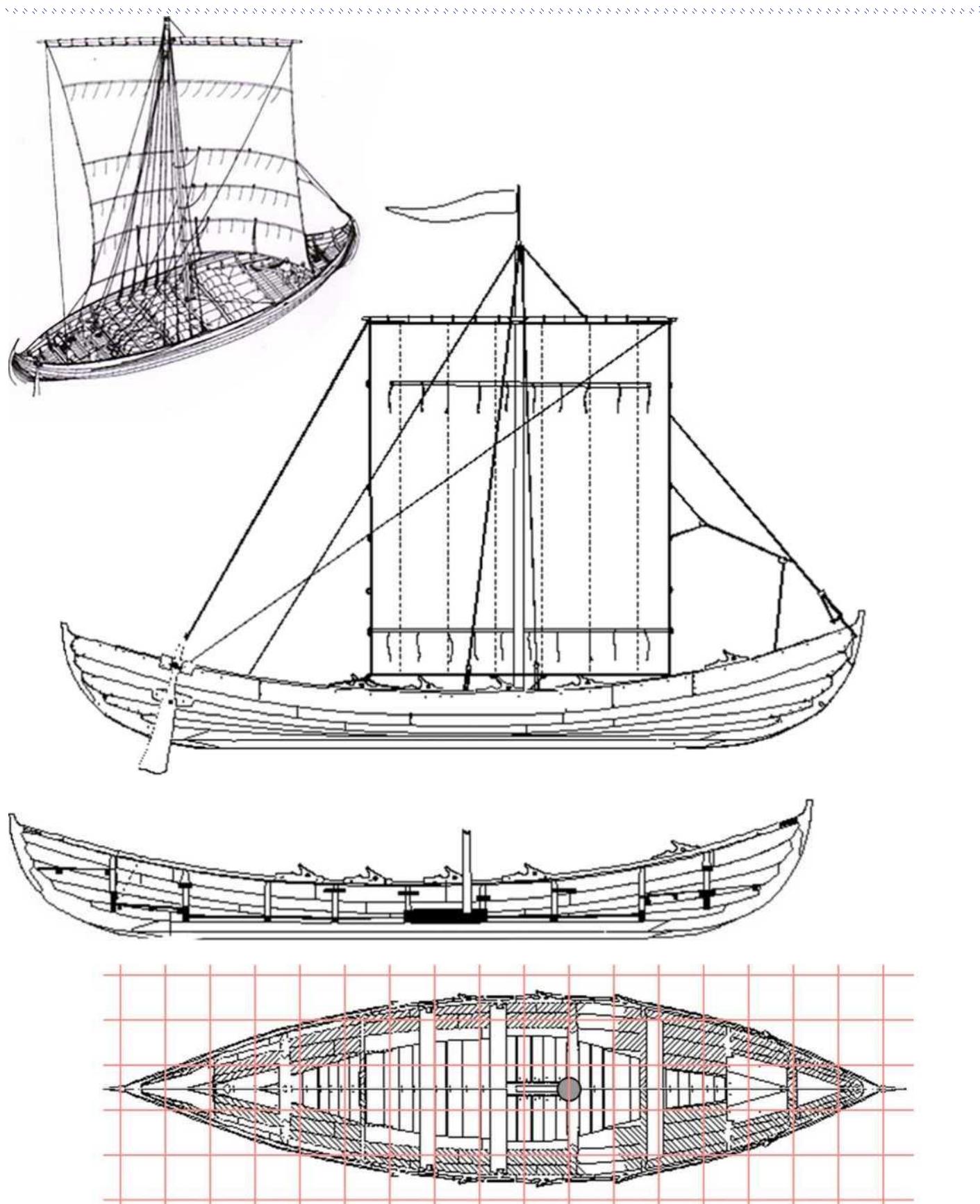


## Dromond

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## Galley

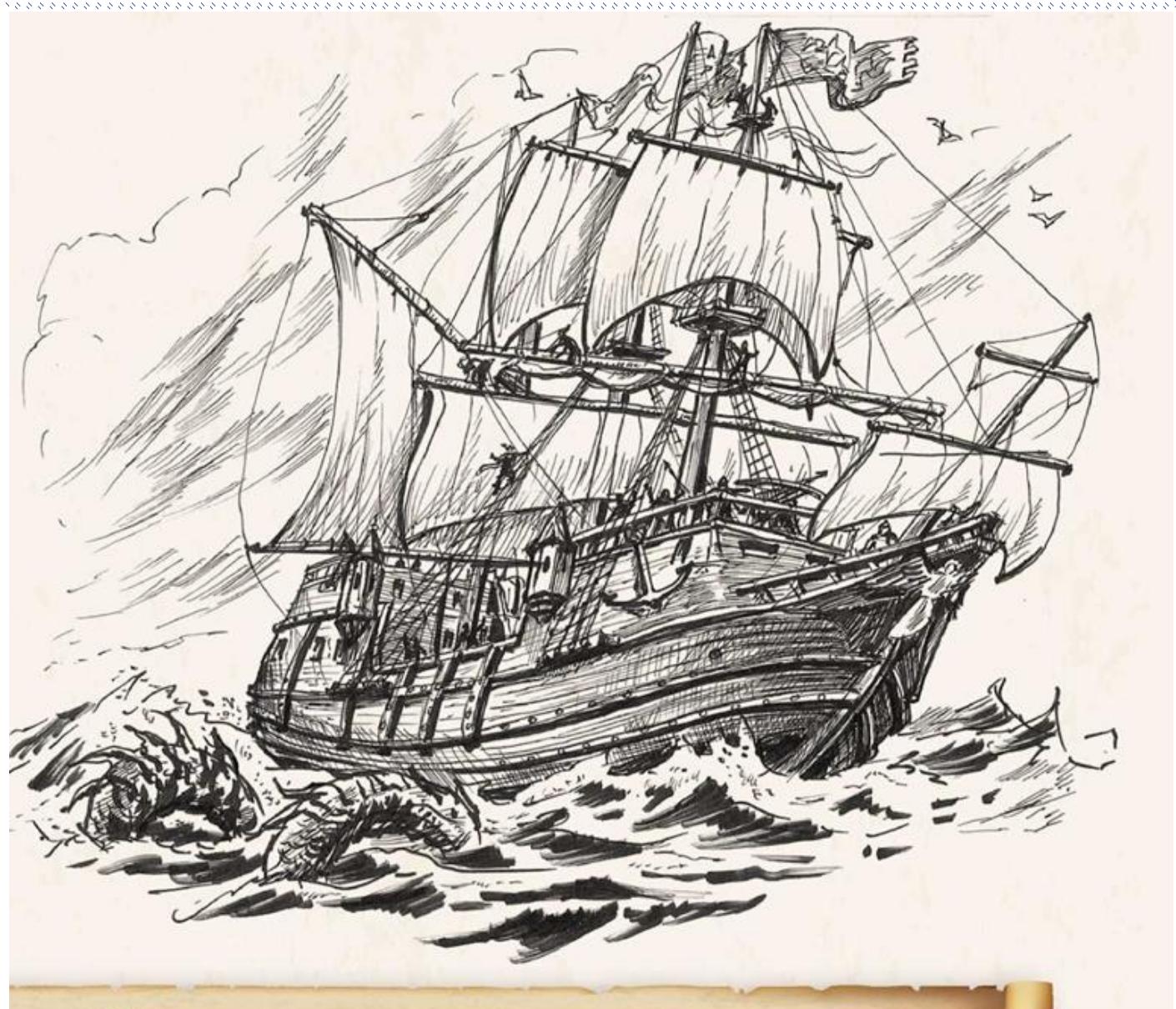
## Knarr

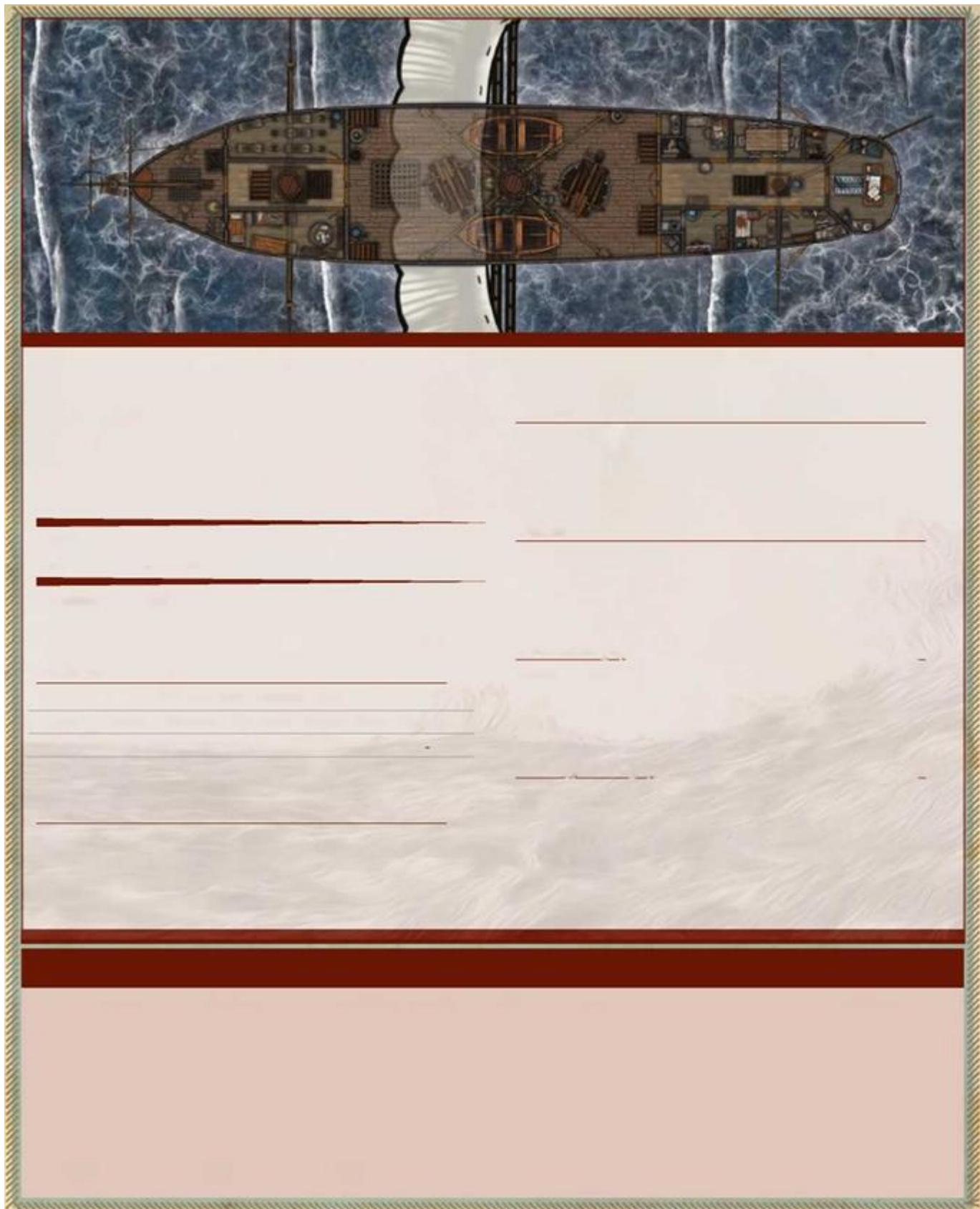


KNARR

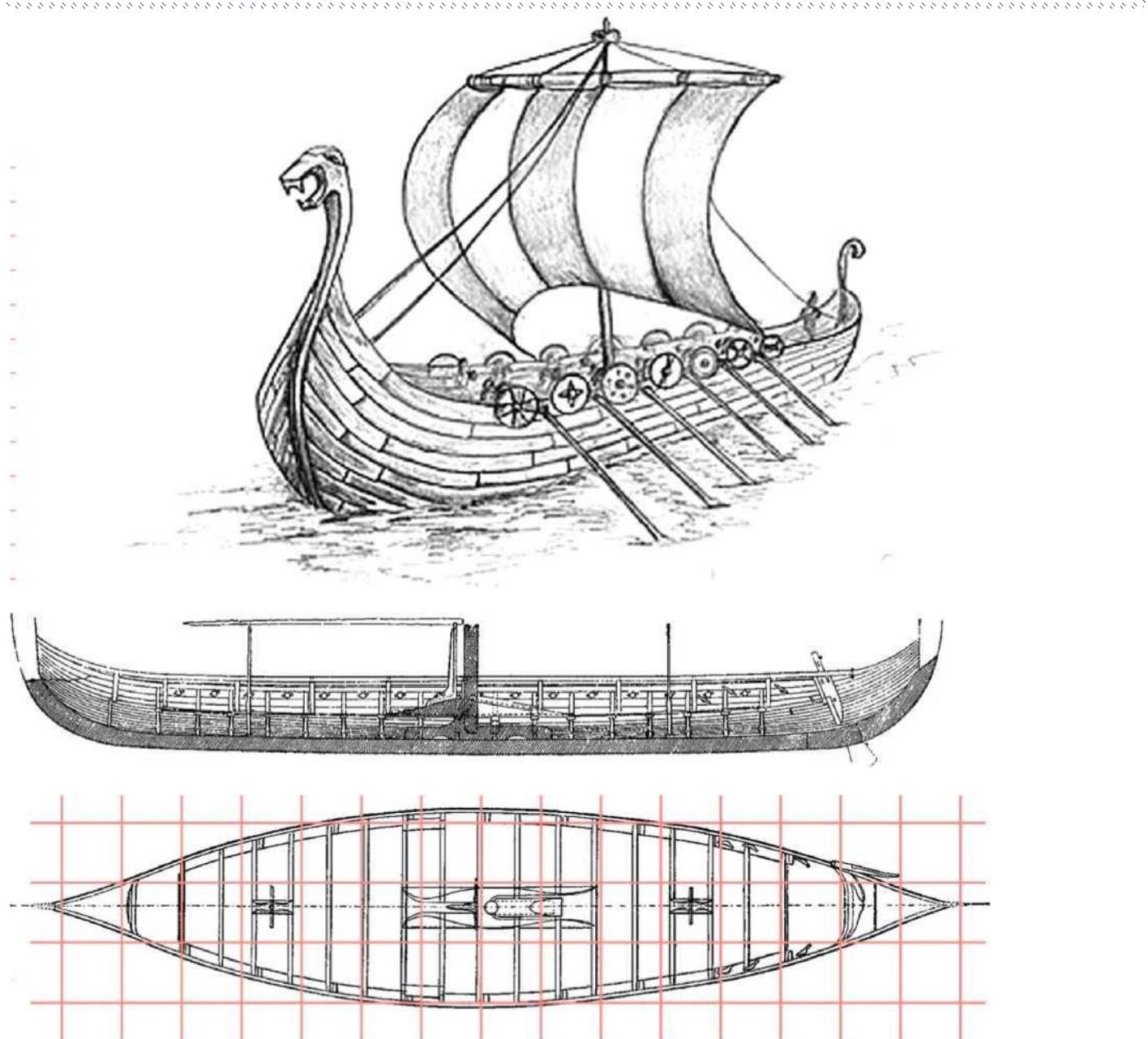
Scale  
1 square equals five feet

## Galleon



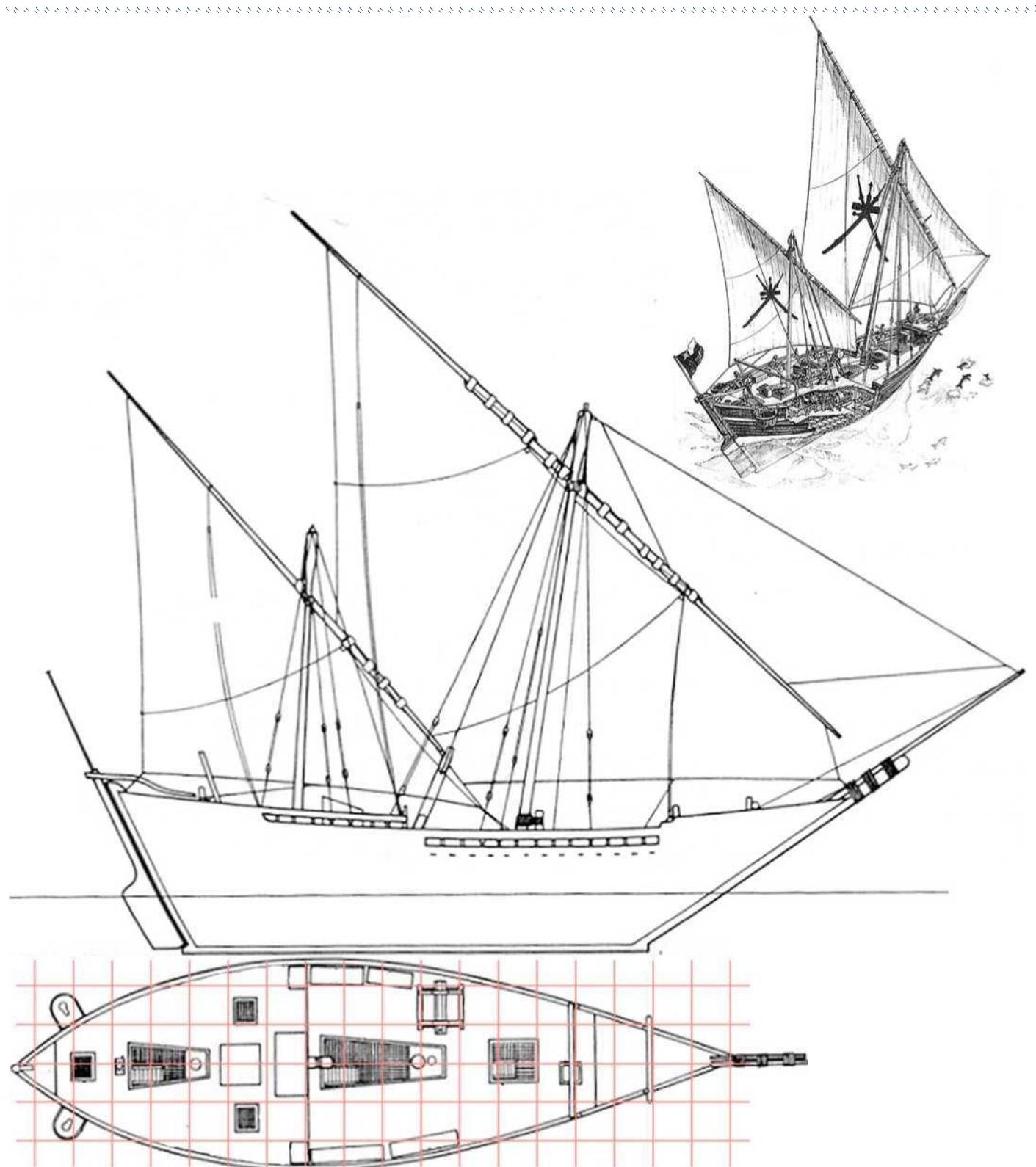


## Longship

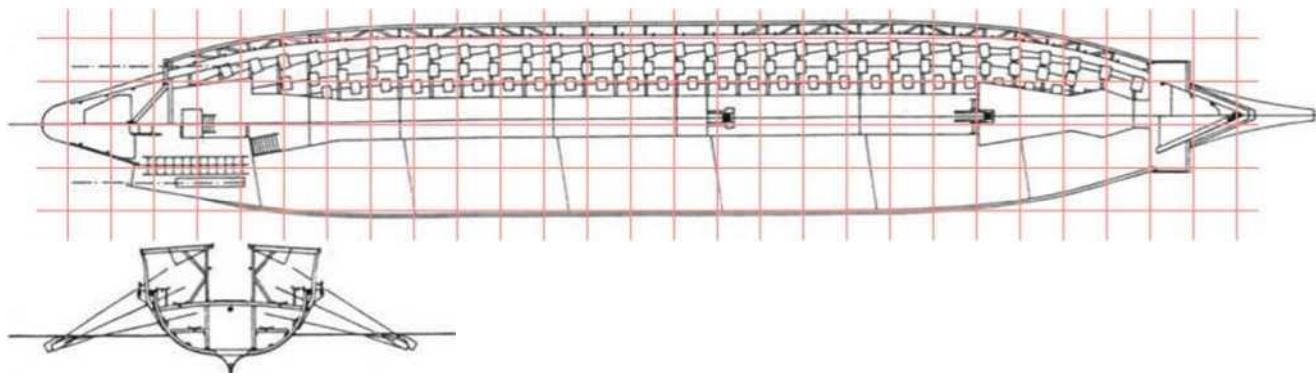
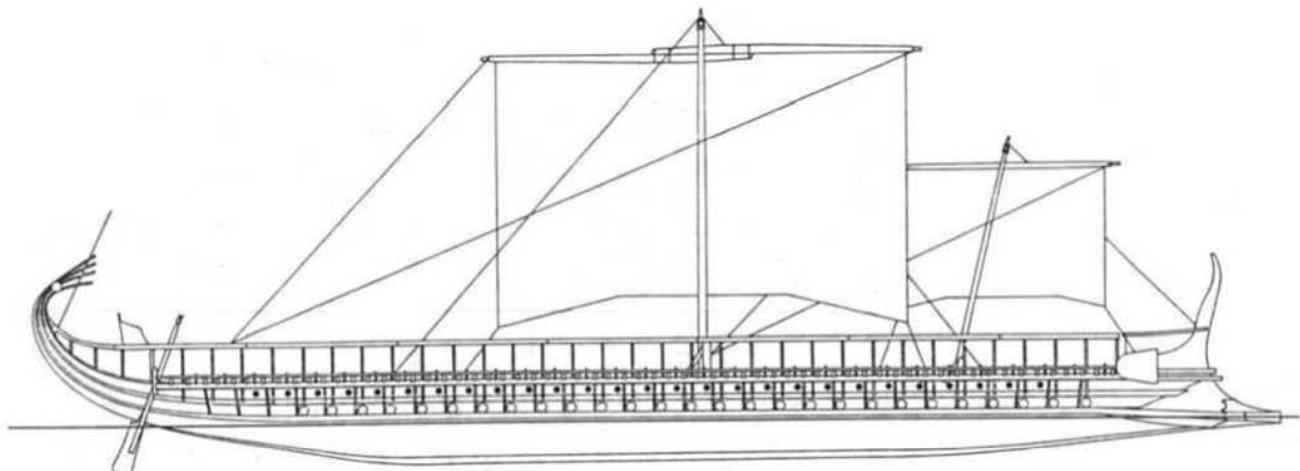
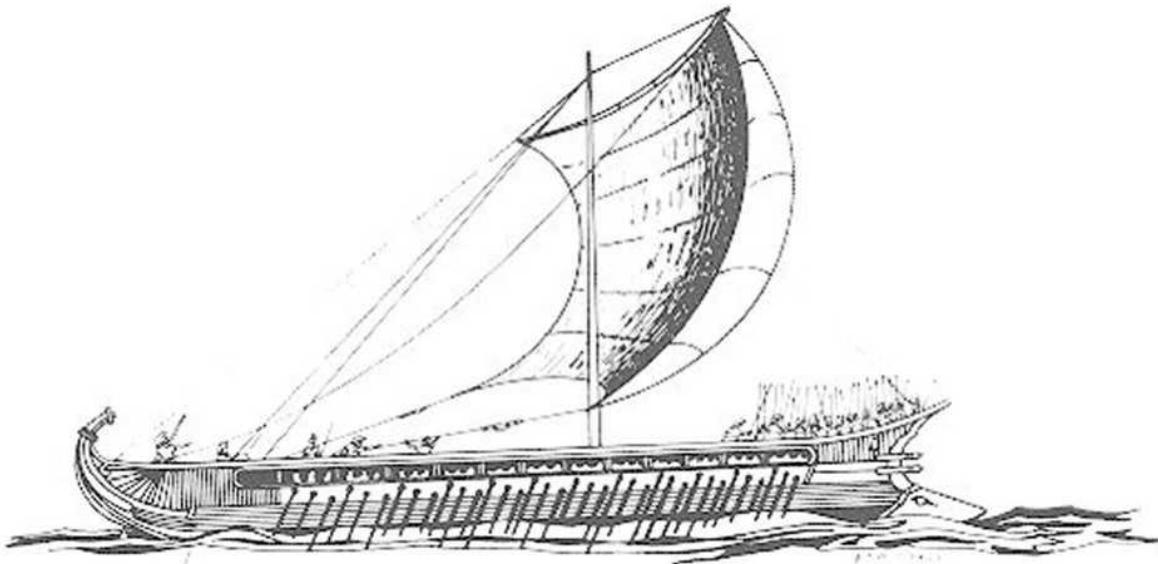


pente

## Sohar

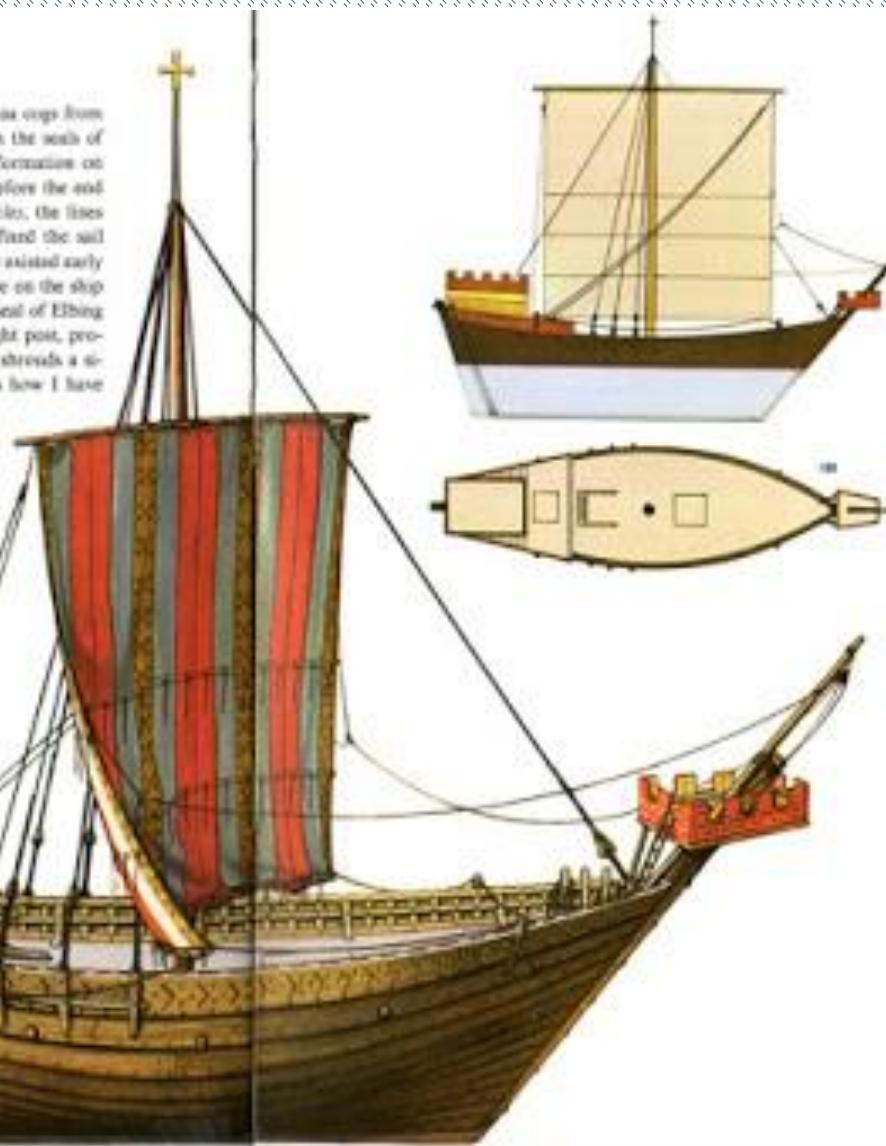


## Trireme



## Round ship

The reconstructions (179, 180) show Hanse ships from the mid 14th century. They are based on the seals of Elbing and Stralsund (175, 177), and information on the Bremer cog. I know of no picture before the end of the 12th century that shows deck ankles, the lines that from the clews of the square sail fixed the sail forward. However, I believe them to have existed early on, and I have included them for instance on the ship of William the Conqueror (181). On the seal of Elbing (175) we see, aft of the shrouds, an upright post, probably a sheet block, and forward of the shrouds a similar post, probably a chestrree. This is how I have interpreted them in the reconstructions.



## ПРИЛОЖЕНИЕ В. ОФИЦЕРЫ. ИХ РОЛЬ И ВОЗМОЖНЫЕ ДЕЙСТВИЯ

| ОФИЦЕР          | ДЕЙСТВИЯ | РОЛЬ В ПУТЕШЕСТВИИ |
|-----------------|----------|--------------------|
| Капитан         |          |                    |
| Первый помощник |          |                    |
| Боцман          |          |                    |
| Квартирмейстер  |          |                    |
| Кок             |          |                    |
| Судовой лекарь  |          |                    |
| Рулевой         |          |                    |
| Навигатор       |          |                    |
| Милитант        |          |                    |
| Арканист        |          |                    |

# ПРИЛОЖЕНИЕ С. СТАНДАРТНЫЙ И РАСШИРЕНИЙ БЛОК СТАТИСТИКИ КОРАБЛЯ

## YYShipName

YYGeneralDescription

### Main Deck

Ballistas. YYNumber ballistas (DMG, ch 8) are attached to the yyyLocation of the deck. Ten ballista arrows are stacked and secured near each.

Light. YYLightDescription

Rigging. YYRiggingDescription

Sails. YYYailsDescription

## YYShipName

YYSize vehicle (XX ft. by XX ft.)

**Creature Capacity** XX/XX crew, XX passengers

**Crew Quality** XX      **Cargo Capacity** XX tons

**Travel Pace** XX miles per hour (XX miles per day)

| Str    | Dex    | Con    | Int | Wis | Cha |
|--------|--------|--------|-----|-----|-----|
| XX(+X) | XX(+X) | XX(+X) | 0   | 0   | 0   |

### Ship Size XX

Salaries XX gpm Maintenance XX gpm

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Stores

| Food   | Water  | Medical Supplies | Ammo  | Special |
|--------|--------|------------------|-------|---------|
| XX     | XX     | XX               | XX    | XX      |
| XX gpm | XX gpm | XX gp            | XX gp | XX gp   |

### Actions

On its turn, the **yyShipName** can take **XX** actions, choosing from the options below. It can take only **XX** actions if it has fewer than **yyNumberCrew** crew and only 1 action if it has fewer than **yyCrewLessHalf**. It can't take these actions if it has no crew.

**Fire YYWeaponName.** The **yyShipName** can fire its **yyWeaponName**

**Move.** The **yyShipName** can use its **yyControlComponent** to move with its **yyMovementComponent**. As part of this move, it can use its naval ram.

### Hull

Armor Class XX

Hit Points XX (damage threshold XX)

**Control:** YYControlComponent

Armor Class XX

Hit Points XX (damage threshold XX)

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the **yyControlComponent** is destroyed, the **yyShipName** can't turn.

**Movement:** YYMovementComponent

Armor Class XX

Hit Points XX; -XX ft. speed per XX damage taken

Speed (water) XX ft.; XX ft. while sailing into the wind; XX ft. while sailing with the wind (requires at least XX crew)

**Weapons:** YYWeaponName (XX)

Armor Class XX

Hit Points XX each (damage threshold XX)

Ranged Weapon Attack: +XX to hit, range XX/XX ft., one target. Hit: XX (XXdXX) yyDamageType damage.

## Weapons: Naval Ram

Armor Class XX

Hit Points XX (damage threshold XX)

The yyShipName has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the yyShipName.

## ZZShipName

ZZGeneralDescription

### Main Deck

Ballistas. ZZZNumber ballistas (DMG, ch 8) are attached to the ZZZLocation of the deck. Ten ballista arrows are stacked and secured near each.

Light. ZZZLightDescription

Rigging. ZZZRiggingDescription

Sails. ZZZSailsDescription

## ZZSHIPNAME

YYSize vehicle (XX ft. by XX ft.)

AA Stat Block Data Take a look at stat blocks in the Monster Manual to see how these styles translate into a finished block. The section below uses the AA Stat Block Ability Score style.

Creature Capacity XX crew, XX passengers

Cargo Capacity XX tons

Travel Pace XX miles per hour (XX miles per day)

| STR     | DEX     | CON    | INT   | WIS   | CHA  |
|---------|---------|--------|-------|-------|------|
| 21 (+5) | 21 (+5) | 21(+6) | 0 (-) | 0 (-) | 0(-) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the yyShipName can take ## actions, choosing from the options below. It can take only ## actions if it has fewer than #ZZNumberCrew crew and only 1 action if it has fewer than ##zzCrewLessHalf. It can't take these actions if it has no crew.

Fire ZZWeaponName. The zzShipName can fire its zzWeaponName (DMG, ch. 8)

Move. The zzShipName can use its zzControlComponent to move with its zzMovementComponent. As part of this move, it can use its naval ram.

### Hull

Armor Class ##

Hit Points ## (damage threshold ##)

## Control: zzControlComponent

Armor Class ##

Hit Points ## (damage threshold ##)

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the zzControlComponent is destroyed, the ZZShipName can't turn.

## Movement: YYMovementComponent

Armor Class ##

Hit Points ##; -## ft. speed per ## damage taken

Speed (water) ## ft.; ## ft. while sailing into the wind; ## ft. while sailing with the wind (requires at least ##crew)

## Weapons: YYWeaponName (XX)

Armor Class ##

Hit Points ## each (damage threshold ##)

Ranged Weapon Attack: +## to hit, range ##/## ft., one target. Hit: ## (##d##) yyDamageType damage.

## Weapons: Naval Ram

Armor Class ##

Hit Points ## (damage threshold ##)

The zzShipName has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the ZZShipName.

Пример блока характеристик

Ниже вы найдете пример блока характеристик корабля.



## ПРИЛОЖЕНИЕ D. МОРСКИЕ ТЕРМИНЫ

The following glossary will familiarize Dungeon Masters with the basic terminology involved in sailing and naval combat. A working knowledge of such terms is necessary, as they are essential to many of the rules found within this book. In addition, the correct use of these terms by the DM during a campaign or adventure adds to the level of realism and excitement experienced by players.

Aft: The rearward direction or portion of a ship.

Ballast: Weight carried in the bottom of a ship to improve stability.

Bow: The front of a ship.

Bowsprit: A long pole projecting from the bow of a ship.

Capstan: A mechanical winch used for handling ropes.

Draft: The minimum depth of water necessary to float a ship.

Fleet: An organized force of ships.

Freeboard: The height of a ship's side above the water.

Heel: The action of tilting over to one side.

Keel: The wooden backbone of a ship.

Knots: The measure of a ship's speed in nautical miles per hour. One nautical mile is equal to 6,080 feet. A ship traveling at three knots is moving three nautical miles an hour.

Lanteen Sail: A triangular sail which hangs from a single yard.

Mast: A large vertical pole which supports the sail yard.

Rigging: The ropes which support and move the sails.

Rudder: The steering mechanism for ships.

Running: Sailing with the wind.

Square Sail: A rectangular sail hung from a single yard.

Stem: The back of a ship.

Sweeps: Large oars requiring two or more men to operate.

Tacking: Changing a ship's course by angling into the wind.

Yard: The horizontal pole on which the sail is hung. Чтобы запустить морскую кампанию, вам нужно озвучить свою роль. Если вам нужна помощь с морскими терминами, вот список определений, которые помогут вам на пути к тому, чтобы звучать больше как старая соль, чем сухопутный житель.

Дрейфовать. Дрейфует во власти ветра и течений, не имея возможности управлять кораблем или управлять им. На корме. Заднее направление или часть корабля.

На палубе. Звонок, используемый для привлечения внимания или в качестве приветствия.

Якорь. Металлическое устройство, прикрепленное цепью к кораблю, которое можно поднимать и опускать.

Используется для удержания судна в определенном месте путем рытья морского дна.

Посередине судна. Середина корабля.

За кормой. Позади или ближе к корме корабля.

Стоп. Команда остановиться или прекратить.

Да. Да. Например " " есть, есть, капитан!"

Балласт. Груз помещается в нижней средней части судна, чтобы держать судно устойчивым в воде.

Луч. Ширина корабля, измеряемая в самом широком месте, обычно около середины корабля.

Несущий. Направление по компасу, например, северо-восток байнорта.

Успокоенный. Когда корабль не может двигаться из-за отсутствия ветра.

Страховка. Закрепить такелаж можно намоткой на шплинт или штырь.

Страховочный штифт. Короткий деревянный прут, используемый для крепления такелажа; обычное импровизированное дубинообразное оружие.

Днище. Самый нижний отсек на корабле, где два борта сходятся у Киля, находится ниже ватерлинии. Здесь установлены насосы для откачки воды (часто довольно грязной) из протекающих сосудов.

Нактоуз. Маленькая коробочка у штурвала, в которой хранится корабельный компас.

черный порох. Взрывоопасная алхимическая смесь, состоящая из серы, древесного угля и селитры, используемая для стрельбы свинцовыми шарами или выстрелами из кремневых ружей или пушек.

Бум. Длинный лонжерон, отходящий от мачты, чтобы удерживать или удлинять подножие паруса.

Добыча. Товары или имущество, захваченные силой в результате войны или пиратства.

Лук. Передняя часть корабля.

Бушприт. Лонжерон или балка, выступающая из передней части корабля.

Бриг. Маленькая тюрьма на борту корабля на нижних палубах. Кроме того, аббревиатура Бригантина.

Бастион. "Обод" корабля, который проходит вокруг верхней части верхней палубы.

Комингс. Приподнятая секция предназначена для отклонения или предотвращения попадания воды в люк или другое отверстие.

Шпиль. Большое колесо с вертикальной осью, используемое для намотки якорной цепи.

Цвета. Флаг корабля.

появляться. Изменение направления движения корабля. Смотрите Галс.

Снасти. Канаты в такелаже корабля.

Воронье гнездо. Смотровая площадка на вершине самой высокой мачты, используемая для лучшего обзора при наблюдении за приближающимися парусами, монстрами или землей.

Шкафчик Дэви Джонса. Эвфемизм для утопления и кораблекрушений, когда моряки и останки кораблей отправляются на дно моря.

прямо по курсу. Прямо перед судном.

Мертвый За Кормой. Прямо за кораблем.

Проект. Минимальная глубина воды для плавания корабля. Судно с 5-футовой осадкой требует по крайней мере 5 футов воды, чтобы плавать, и садится на мель в воде с глубиной менее 5 футов.

Постигать. Единица длины, равная шести футам, используемая для измерения глубины воды.

Обломок. Обломки плавают по воде, обычно имея в виду обломки корабля или его груза.

Передний. Направление движения вперед или часть судна.

Бак (или фо'к'сл). Приподнятая платформа в передней части корабля, используемая как боевая платформа, и где обычно находятся жилые помещения унтер-офицеров.

Нога. Нижний край любого паруса или нижняя часть мачты.

Надводный борт. Высота борта судна между ватерлинией и палубой.

Сходня. Доска или пандус, используемый в качестве съемного моста между судном и Пирсом.

Грог. Разбавленный ром, часто с лаймом, сахаром или специями.

Планшир. Верхний край борта корабля.

Порох. Смотрите черный порошок.

Глава. Самая передняя часть корабля. Чаще всего это расположение отхожего места или туалета.

Сердечки. Друзья. Например, "Ахой, мои сердечки!"

Тащи к себе. Акт остановки парусного судна.

Каблук. Наклон судна на один борт из-за ветра или моря.

Шлем. Метод управления, используемый для управления кораблем. Рулевое колесо или румпель соединены с рулевым механизмом через руль направления.

Держать. Нижняя часть внутренней части корпуса судна, используемая в основном для перевозки грузов.

Наколоть. Чтобы взять верх над кем-то путем обмана или обмана.

Корпус. Каркас или корпус корабля. Это полый, самый нижний участок, плавающий частично под водой и поддерживающий остальную часть корабля.

Плавник. Груз или товары бросают за борт специально, чтобы облегчить груз корабля.

Киль. Центральная нижняя балка, образующая "хребет" деревянного корабля.

Высаджу. Наказание, когда человека тащат под корабль, через киль, до самой смерти или смерти.

Узлы. Мера скорости судна в морских милях в час. Одна морская миля равна 1,15 мили или 6080 футов.

Длина. Общая длина корабля, измеренная от носа до кормы.

Список. Судно, накренившееся на один бок из-за смещенного груза или взятия воды.

Сухопутный (или курсовой). Уничтожительный термин, используемый для описания человека, незнакомого с парусным спортом.

Главный (Двор). Перекладина, с которой свисает главный парус корабля.

Мачта. Большой вертикальный столб, на котором висят паруса корабля. Большие корабли имеют несколько мачт, причем размер и конфигурация зависят от стиля судна.

Обезьянний кулак. Скрученный узел, завязанный на конце веревки, чтобы служить грузом, облегчающим бросок.

Болото. Чтобы закрепить судно с помощью тросов или якорей.

Бунт. Восстать против капитана корабля или любого другого акта бунта.

морской волк. Опытный моряк, который часто выступает в роли рассказчика морских историй.

Договариваться. Чтобы встретиться с врагом и обсудить условия.

Расхищение. Как глагол - приобретать собственность насилием; как существительное-собственность, приобретенная силой.

полуют. Самая высокая палуба на корме большого корабля, обычно над каютой капитана.

Порт. Левая сторона корабля, если смотреть вперед.

Капер. Нанят правительством для грабежа вражеских кораблей и ослабления их сил. Форма узаконенного пиратства.

Приз. Захваченный корабль.

Нос. Вперед-большая часть носа корабля, которая рассекает воду.

Квартердек. Приподнятая палуба позади грот-мачты парусного судна.

Такелаж. Система мачт и линий на кораблях и других парусных судах.

Руль. Плоский кусок дерева, прикрепленный вертикально к корме лодки или корабля для рулевого управления, управляемый румпелем или колесом.

Бегущий. Плыть по ветру.

Парус. Парус-это поверхность, обычно изготовленная из ткани и поддерживаемая мачтой, предназначеннной для приведения в движение парусного судна.

• Квадрат: прямоугольный парус, который позволяет плыть только перед ветром.

• Лантин: треугольный Парус, способный принимать ветер с любой стороны.

Здравомыслящий. Знать или понимать.

Шпигаты. Отверстия в планширах вдоль палубы, которые позволяют сливать воду с палубы в море. Чинга. Болезнь с симптомами, которые включают опухшие десны и пятна на коже, вызванные недостатком питательных веществ, таких как те, которые содержатся в свежих фруктах. Также используется как оскорблениe. морской волк. Смотрите 'Старый Морской Волк'.

Морские Ноги. Способность человека сохранять равновесие и не чувствовать морской болезни на борту движущегося корабля.

Слухи. Бочка служила для подачи воды на корабль. Кроме того, используется для описания сплетен.

Лачуга (или Шанти). Песня, как правило, мореплавания природы, воспетое в то время как экипаж работает.

Зондирование. Процесс определения глубины морского дна вблизи суши, как правило, осуществляется с помощью каната и свинцового груза.

Лонжерон. Общий термин, используемый для всех такелажных столбов на корабле, таких как мачты, стрелы и ярды.

Правый борт. Правая сторона корабля, если смотреть вперед.

Основа. Удлинение Киля в носовой части судна.

Суровый. Самая задняя часть корабля.

Поразите цвета. Акт спуска корабельного флага в знак капитуляции.

Тампон. Большая швабра.

Морячок. Моряк низкого ранга.

Лавиринт. Корабли не могут плыть прямо против ветра. Когда корабль плывет против ветра, он должен помочь своим парусам поймать как можно больше ветра, обычно плывя зигзагообразным движением (называемым биением), чтобы частично плыть против ветра, плывя назад и вперед поперек него.

Транец. Горизонтальная балка, укрепляющая корму корабля.

Скорость. Текущая скорость движения корабля, которую эти правила измеряют в футах за раунд.

Талия. Центральная палуба корабля, расположенная между баком и квартердеком.

Поднять якорь. Поднять якорь, когда будете готовы к отплытию.

Налетел ветер. Невозможность плыть из-за ветра, дующего не в ту сторону, или с УСишком большой скоростью.

Брашпиль. Лебедка используется для подъема якорей и других тяжелых предметов.

Двор. Горизонтальный шест, с которого свисают паруса.

НОК Рея. Главный рычаг поперек мачты, который держит Парус.

### Корабельная Терминология

Над палубой: снаружи, на верхней палубе корабля (не в такелаже; см. выше).

Корма: направление, в котором человек смотрит, когда он находится на корабле, глядя на корму.

Наверху: такелаж парусного судна.

Середина корабля: в центре корабля. Атвартские корабли: поперек корабля из стороны в сторону. Athwartships sail: Парус, бегущий на athwartships (ср. Носовой и кормовой Парус). Паруса атвартшипов, как правило, квадратные, а корабль с главным образом парусами атвартшипов, как говорят, имеет квадратную оснастку,

Луч: направление прямо по обе стороны от корабля. Например, объект, находящийся непосредственно слева от корабля, называется "на левом луче".

Бирюма-весельное судно с двумя рядами весел.

Лодка: небольшое водное судно, либо перевозимое большим судном, либо предназначено только для работы вблизи берега. Лодки, как правило, не считаются морскими судами.

Стрела: горизонтальный лонжерон, идущий вдоль нижнего края паруса, особенно переднего и кормового паруса.

Бушприт: лонжерон, выступающий вперед от носа судна, к которому могут быть прикреплены форштевни. Переборка: стены внутри корабля. Осевая линия: воображаемая линия, проходящая по центру корабля от носа до кормы.

Курс: планируемое направление движения судна. Прямо по курсу: едешь прямо, не сворачивая ни направо, ни налево.

Мертвый свет: иллюминатор, который нельзя открыть. Палуба: пол на корабле.

Fo'c'SLE (бак): каюта, самая дальняя вперед на борту корабля. Полубака, как правило, используется как четверти экипажа.

На большинстве военных кораблей ФОК - это отдельное строение на передней части корабля, так что передняя палуба (которая была бы на крыше ФОК-корабля) приподнята, давая лучникам лучшую точку обзора для стрельбы.

Носовой и кормовой парус: парус, идущий от носа до кормы (ср. атвартские корабли плывут). Носовые и кормовые паруса обычно треугольные, хотя используются и четырехгранные паруса (см. багор).

Фок-мачта: более короткая мачта двухмачтового судна, если она находится впереди грот-мачты (ср. Бизань-мачта).

Основатель: чтобы корабль или лодка наполнились водой и утонули.

Багор: горизонтальный лонжерон, используемый для поддержки четырехстороннего носового и кормового паруса.

Говорят, что корабль с гафами оснащен гафельными снастями,

Камбуз: весло-приведенный в действие корабль, а конкретно с одного берега на веслах. Кроме того, место на борту корабля, где готовят пищу.

Планшир: часть корпуса, выступающая над главной палубой. Планшир на большинстве пассажирских судов увенчан спасательным кругом.

Курс: фактическое направление движения судна (ср. Курс).

Головной Парус: один из нескольких передних и задних парусов, установленных перед передней мачтой. Если только один Парус находится впереди передней мачты, см. Кливер.

Фарватер: поступательное движение судна. Кливер: одинокий парус, установленный перед передней мачтой. Киль: конструктивный центр корпуса, идущий вдоль днища корабля по осевой линии от носа до кормы. Корабль обычно строится из Киля: первый этап постройки корабля-это укладка киля,

Leeway: боковое движение судна.

Длина над всем: длина корпуса, измеренная от носа до кормы вдоль осевой линии.

Каперские грамоты: документ, разрешающий судну совершать рейды на корабли и порты вражеской страны от имени правительства, выдавшего его. Частников проводить каперские свидетельства.

Спасательный круг: расширение планшира, которое обеспечивает перила, чтобы предотвратить падение кого-то за борт. На большинстве пиратских судов спасательные паруса встречаются редко, так как они считаются подходящими только для пассажирских судов.

Линии: канаты, используемые на борту судна.

Главная палуба: самая высокая палуба, которая простирается над всей лодкой.

Грот-мачта: самая большая мачта на корабле, она обычно находится в середине судна.

Грот: самый большой парус на корабле с несколькими парусами. Его обычно подвешивают к грот-мачте.

Мачта: большой лонжерон, установленный вертикально на палубе корабля для поддержки парусов.

Бизань-мачта: более короткая мачта двухмачтового судна, если она находится за грот-мачтой (ср. ФОК).

Уключина: отверстие в корпусе лодки, через которое вставляют весла.

За бортом: с края корабля в воду. Над головой: потолок в отсеке.

Пирс: сооружение, выступающее из береговой линии с целью обеспечения места для быстрого движения судов: ср. Причал.

Тангаж: вертикальное движение лодки, когда нос и корма поднимаются. и упуть.

Кормовая каюта: каюта, расположенная на главной палубе в кормовой части судна. Каюты капитана и офицера традиционно находятся в кормовой каюте.

Poopdeck: палуба на верхней части кормовой каюты. Палуба также используется в качестве платформы для ракетного обстрела. Точка: мера угла приблизительно 11 градусов. Объект, находящийся примерно под углом 22 градуса (идущий по часовой стрелке с мертвым впереди 0 градусов), находится "в двух точках от правого борта", в то время как объект на

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градус (в той же системе) - это "две точки вперед от правого борта"."

Левый борт: левая сторона корабля, когда человек стоит в центре корабля, лицом к носу.

Иллюминатор-окно на корабле.

Иллюминатор: иллюминатор, который можно открыть.

Четверть: задняя половина борта корабля. Точка в 7: 30 (с передней части судна в 12: 00) находится "на портовом квартале."

Риф: препятствие ниже ватерлинии.

Такелаж: канаты, которые поддерживают лонжероны и паруса и позволяют матросам управлять парусами.

Крен: вертикальное движение лодки, при котором борта лодки поднимаются и опускаются.

Руль: плоская плоскость, которая крепится к кораблю и вставляется в воду около кормы судна. Руль используется для управления кораблем. Если руль повернуть так, чтобы он указывал на левый борт, корабль поворачивается на левый борт; если руль повернуть так, чтобы он указывал на правый борт, корабль поворачивается на правый борт.

Раттер: книга, в которой мореплаватель пишет описание своих путешествий. Руттер используется для того, чтобы позволить навигатору вернуться назад по своим следам, чтобы он мог найти свой путь к тому же самому месту.

Шхуна: судно с по меньшей мере двумя мачтами, где кормовая мачта является грот-мачтой. Шхуны обычно оснащаются носовыми и кормовыми парусами.

Шлюп-одномачтовое судно с двумя парусами: гротом и Кливером.

Лонжерон: любой каркас, используемый для поддержки парусов. Лонжероны включают мачты, стрелы и опоры.

Правый борт: правый борт корабля, когда человек стоит в центре корабля, лицом к носу.

Пребывание: линия, идущая от мачты к носу или корме. Линия от носа до мачты называется лесом; линия от носа до мачты называется опорой

Стебель: задняя часть корабля.

Кормовой замок: сооружение (например, кормовая каюта), построенное над главной палубой в кормовой части судна.

Крма: обратное движение судна.

Стоу: убрать подальше.

Удар: чтобы опустить что-то сверху палубы: обратная сторона подъема. Можно ударить по парусам, по цветам и т. д.

Румпель: место, где управляет руль судна. Термин "румпель" используется, когда руль направления управляет рычагом в задней части судна (ср. Шлем).

Наверху: на главной палубе или у штурвала. Трирема-весельный корабль с тремя рядами весел. Триремы редки, и только Малхоранд предпочитает их во внутреннем море.

Ватерлиния: точка на корпусе, где корпус переходит из воздуха в воду. Ватерлиния становится выше (а корабль-ниже), когда судно более тяжело нагружено.

Причал: сооружение, параллельное берегу, построенное для обеспечения места для быстрого движения судов; ср. Пирс.

Колесо: для судов, не имеющих мотоблоков, механизм, с помощью которого управляет руль направления. Большинство колес-это большие дела с большим количеством деревянных спиц, которые выходят за обод колеса, чтобы использовать их в качестве опор для рук, так как примитивная система шкивов, которая прикрепляет колесо к рулю, требует значительного рычага. Колесо прикреплено таким образом, что, когда руль направлен прямо вперед, одна конкретная спица колеса (называемая королевской спицей) направлена прямо вверх. Королевскую спицу часто вырезают специально, чтобы ее легко было опознать на глаз или на ощупь.

Рее: горизонтальный шпаг используется для поддержки athwartships Парус.

Рыскание: движение лодки, при котором лодка сбивается с курса (обычно под действием волн).

общая команда

Подъемный Парус: увеличьте количество парусов, которые использует корабль. Это увеличит скорость. (Примечание: эта команда и следующие две часто используются с определенным парусом, например " "поднимите грат!"".)

Укоротить Парус: уменьшить количество парусов, которые использует судно. Это уменьшит скорость.

Поднять паруса: убрать Парус, сверните его и закрепите его.

Устойчивый: поддерживайте курс и скорость.

Полный вперед: увеличьте скорость до максимума.

Пять ударов: начинайте гребти медленно (пять ударов в минуту)

Десять ударов: гребите быстрее (десять ударов в минуту)

Пятнадцать ударов: гребите как можно быстрее. Большинство гребцов не выдерживают пятнадцати ударов больше нескольких минут, а некоторые большие корабли вообще не могут гребти так быстро.

Медвежий левый / правый борт: медленно поворачивайтесь влево / вправо. Жесткий левый / правый борт: поворачивайте влево / вправо как можно быстрее.

Огонь: один залп ракет по цели. Эта команда обычно используется с корабельным оружием, таким как баллисты и катапульты.

Огонь прочь: огонь ракетного оружия по цели по желанию.

Держать огонь: прекратить огонь.

Цвета Удара: Сдача.

