

## EDGES

### GRACE

Elegance, precision, agility

### IRON

Force, determination, willpower

### INSTINCT

Sense, intuition, reaction

### SHARPS

Logic, wit, planning

### TEETH

Savagery, passion, destruction

### TIDES

Exploration, learning, lore

### VEILS

Shadows, ciphers, secrecy

## CUT

A Cut removes results after the roll, starting with the highest. Used for...

**Cut for Difficulty:** Firefly lets you know if a roll is particularly difficult.

**Cut for Precision:** Cut 1 result to aim at a location/part. Declare before roll.

**Cut for Impact:** Cut for extra Impact. Declare intent before rolling.

## Injuries

Caused by hazards (such as monsters), disease, large amounts of damage, etc. They might:

- ◊ Force a Cut on some actions.
- ◊ Take away a Skill or sense.
- ◊ Add negative effects to actions.

## Track Length Guidance

**Default:** 3-track. Unlikely filled by single action/roll. Short enough that a couple actions will finish it.

**Reminder:** 1 or 2-track. Likely filled with a single roll/action. An immediate, short term goal/effect.

**Challenge:** 4+ track. Dominates narrative focus. Can be difficult or longer term.

## SKILLS

**Brace:** Defend, determination, immobility.

**Break:** Break, smash, demolish.

**Concoct:** Chemical reactions, essence extraction, crazzerin.

**Cook:** Spices, sustenance, meats, fruits, heat.

**Delve:** Explore ruins, bypass locks/traps, identify the past.

**Flourish:** Showmanship, performance, art.

**Hack:** Chop, identify unknown plant hazards, spin tales.

**Harvest:** Forage, identify plants, nurture plants and insects.

**Hunt:** Observe, track, shoot, render specimens.

**Outwit:** Sneak, infiltrate, deceive.

**Rattle:** Mend, maintain, invent.

**Scavenge:** Locate, collect, identify properties and value.

**Sense:** Detect, intuit, react.

**Study:** Discover, record, interpret, decipher, determine patterns and flaws.

**Sway:** Convince, argue, threaten.

**Tend:** Heal, calm, communicate with beasts, grow fruits/herbs/spices.

**Vault:** Climb, leap, dodge, tumble.

**Wavewalk:** Brachiate, swing, navigate the wilds.

## LANGUAGES

Use to make friends, impress others, gain extra info.

**Ranks:** 1 Smattering, 2 Knowledge, 3 Fluency

**Low Sour:** Mongrel (common).

**Chthonic:** Ancient (human).

**Saprekk:** Thick, rolling (ektus).

**Gaudimm:** Clicks, twitches, pheromones (gau).

**Knock:** Hissing, chittering (tzelicrae).

**Brasstongue:** Clipped, precise (trader).

**Raka Spit:** Rapid patter (hunters, leviathaners).

**Lyre-Bite:** Lilting (poets, songwriters).

**Old Hand:** Sign language.

**Signalling:** Flags, flares, signal lamps (code).

**Highvin:** Primarily written (pre-verdant ruins).



## IMPACT

**Low:** Action is weaker/has less effect, marks less boxes, downgrades power.

**Normal:** Most actions. Marks one box.

**High:** More effect/power. Marks an extra box.

**Massive:** Hugely potent, e.g. ship-scale armament. Marks all boxes in a track.

## MIRES

Marked in response to events caught in, something forced to do against judgement, or in truly disturbing encounters.

Acting contrary to a Mire automatically Cuts dice equal to the marks on its track.

## DRIVES

Advancing or satisfying a Drive gives a choice of one of...

- ◊ Gain a Whisper
- ◊ Clear a mark of Mire
- ◊ Gain a minor Milestone (once per session only)
- ◊ Gain a major Milestone, remove and replace it (once per session only)

## Damage Types

**Blunt:** Crushing - stun and break

**Keen:** Cutting - slice and bleed

**Spike:** Piercing - penetrate and impale

**Hewing:** Chopping - split and break

**Serrated:** Sawing - rip and tear

**Toxin:** Poison - sicken and confuse

**Acid:** Corrosive - melt and sear

**Blast:** Explosive - stun and shatter

**Volt:** Electrical - shock and paralyze

**Frost:** Cold - slow and freeze

**Salt:** Crystalline - dry and banish

**Flame:** Burning - melt and inspire fear

## Resistance

Reduces damage by one mark. Can reduce or eliminate injury.

## Immunity

Is full protection.

## Weakness

Increases damage by one mark. Injuries may be more detrimental or last longer.

## Stacking

- ◊ Two Resistances to a certain type of damage, count as an Immunity.
- ◊ Immunity and Weakness combine as Resistance.
- ◊ Weakness and Resistance cancel each other out.

## Resource Types & Tags

**SPECIMEN:** Pure/Medicinal: Heals extra mark.

Heirloom: Has far more worth.

Rotten: Makes you sick if you eat it.

**SALVAGE:** Sturdy: Repairs extra damage mark.

Ornate: Has far more worth.

Broken: Almost useless.

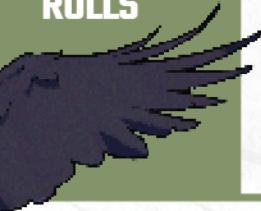
**WHISPER:** Echoing: Use twice before fading.

Hungry: Removes an element of the world, rather than adding one.

**CHART:** Faded: Almost impossible to read.

**ANY:** Pre-Verdant: Ancient.

## ACTION ROLLS



### EDGE

### SKILL/LANGUAGE

### ADVANTAGE

Pieces of the environment, resources, aspects, favourable situations, and helpful assistance.

**1d6****up to  
3d6****up to  
2d6****Reading the Dice**

Use the highest single die and note if you have Doubles. Triples or above only count as Doubles.

**Helping Hands**

Two crewmembers working together on the same task choose which provides the edges, advantages, or skill ranks. Both are affected by any negatives that result.

If you have nothing to draw from, roll 1d6 and count Triumph results as Conflicts instead.

**6****Triumph**

Complete success, no drawbacks.  
Mark/clear a box on a track.

**5 or 4****Conflict**

Success with a drawback.  
Usually marks/clears a box.

**3, 2 or 1****Disaster**

Failure and narrative complication  
or drawback. Usually doesn't  
mark/clear a box.

**DOUBLES****Twist**

Adds a small, potentially useful  
twist, suggested by any player.  
Firefly has final say.

## ACTION RESULTS

## ATTACK

Does damage plus possible effect.

Does damage plus maybe effect. Also  
suffers some damage, an effect, loses  
a resource, or ends in worse position.

Misses/does no damage. Also suffers  
downside like Conflict results.

Critical hit which increases impact.

## DEFENSE

Avoids threat completely.

Avoids the worst. Also suffers downside  
like Attack above.

Takes damage plus likely downside as  
per Conflict results.

Counter does mark of damage to foe  
(if in range).

## ACQUISITION

Gain solid untainted resource.

Gain resource with a negative tag.

Resource not found/ruined  
during collection.

Gain resource with unique/positive tag.

## CREATION

Recipient gains temporary  
related benefit.

Provides temp. 2-track aspect with  
downsides or one with no downside  
that doesn't quite work as intended.

Creation has no benefits but might be  
ornament/culinary curiosity.

Has an additional small,  
unexpected benefit.

## RECOVERY

Heal two marks of aspect, ship rating,  
injury track, mire.

Heal one mark of aspect, ship rating,  
injury track, mire.

Add extra mark of damage to aspect,  
ship rating, injury track, mire.

Don't consume resource used  
for the recovery.

## RATINGS

Bypass obstacle safely.

Bypass obstacle but mark  
1 Rating damage.

Fail to bypass obstacle and mark  
1 Rating damage.

Unexpected event.

## WATCH

**PEACE**

Montage, Meeting, Tall Tale (gain a  
Whisper), Tree Shanty, Undercrew  
Issue, Reflection (heal Mire).

**ORDER**

Nearby Ship, Outpost, Survivor Needing  
Rescue, Wreck or Ruin, Cache of Cargo/  
Supplies, Conspiracy.

**NATURE**

Weather, Natural Feature, Wonder  
(heal Mire), Horror, Unsettled Landfall,  
True Wilds.

## WEATHER-WATCHING

**CLEAR SKIES**

Weather clears.

**CONTINUATION**

Weather continues as it is.

**A CHANGE FOR THE WORSE**

Driving rain/hail (lowers visibility),  
blazing sunshine (potential heat-  
stroke), living storm or bizarre  
weather phenomenon.



# MONTAGES

## Acquisition

Acquires Resources in appropriate areas with three approaches. Use the **Acquisition Results** table.

**Scavenging:** Salvage.

**Hunting:** Specimens.

**Gathering:** Specimens.

## Recovery

Each option requires a Resource or appropriate environment (the Resource can be spent and automatically take the Conflict result if desired). Uses the **Recovery** table.

**Healing:** Requires an appropriate Specimen. Clears marks from Traits or animals.

**Repairing:** Requires appropriate Salvage. Clears marks from Gear or mechanicals.

**Relaxing:** Requires an appropriate Whisper. Clears marks from Mires.

## Creation

Combines Resources to create temporary Aspects. Each temporary Aspect has a name, track, useful ability, and is used up forever when filled. Uses the **Creation Roll Results** table.

**Concocting:** Requires 2 Resources of any type. Makes a related potion.

**Cooking:** Requires 2 Specimens. Makes a full meal with related property.

**Crafting:** Requires 2 Salvage. Makes a piece of useful temporary Gear.

# SHIP RATINGS

**Armour** How well it resists damage

**Seals** How well it keeps the Wildsea out

**Speed** How fast it is

**Saws** How it cuts and rams

**Stealth** How well it avoids notice

**Tilt** How well it maneuvers

# JOURNEYS

## I. Departure

Set destination. Choose an option to run:

- ◊ Montage
- ◊ Scene
- ◊ Checklist of preparations.

## At the Helm

Choose an option:

**Cut a Path:** Travel at decent speed, safely. Mark a single Progress box. When Watch Roll is made, choose to Encounter or steer clear easily.

**Forge Ahead:** Swift but rough passage. Mark 2 Progress boxes. When Watch Roll is made, ship usually blunders into encounter or avoids it with damage.

**Drop Anchor:** Stop to rest, no Progress, little fear of interruption. Undercrew take watch, crew can take a Montage.

**Challenging Terrain:** Can force a Ratings Roll to progress.

## II. Progress & Encounters

Crewmembers can take turns **At the Helm** and **On Watch**.

Boxes marked on Firefly's secret tracks for **Progress**, **Risk**, **Pathfinding** (if someone is Cartographizing) and **Riot** (if poor leadership, treatment, or danger risks mutiny).

## On Watch

Choose an option:

**Make a Discovery:** Choose a Chart, add a Whisper, interpret. Both are then lost.

**Make a random roll** on Watch Roll Results.

## Threat

Firefly secretly rolls 1d6 (2d6, take highest if crew has Chart of area) to determine Threat level of Encounters:

- ◊ **6:** danger-free opportunity;
- ◊ **5 or 4:** hazardous encounter with useful pay-off;
- ◊ **3, 2 or 1:** immediate danger with little pay-off.

Firefly usually gives clues to the level of any threat.

## Tending the Engine

Choose an option:

**Tend to the Engine:** Immediately hijack focus if there are any problems relating to the engine to attempt an instant fix/by-pass.

**Overload the Engine:** Uses a resource suitable for fuel. Increase impact on a roll to take advantage of the ship's temporary power/speed, or mark additional box on journey track.

**Muffle the Engine:** Uses a soft, muffling resource. Increase impact on a roll taking advantage of the ship's quieter profile or stealthily leave an area without making a roll (if not already spotted).

## III. Arrival

Arrival at the final destination when the Progress track is complete.

## Cartographizing

Slowly create chart of the area being travelled – mark the Firefly's Pathfinding track every time an important landmark is found. When the track is fully marked, gain a chart.

## Engaging on Encounter

**Choice:** The crew chooses from options provided by the Firefly.

**Challenge:** A threat to the ship. Player At the Helm may need to make Ratings Rolls.

**Scene Encounter:** Usually when the players leave the ship.

## Watching the Weather

Roll 1d6 on Weather-Watching Results.