



ALCHEMIST POST

An expert on the guts of the sea itself, a student of chemical smoke and the spatter of reactions, the roiling chaos of elements reimagined.

Alchemists are masters of concoction and reaction, able to combine chemicals and arconautic knowledge with unexpected (and occasionally unstable) results. Some alchemists focus on the healing arts, some on transformation and understanding, and others on more... explosive pursuits.

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

A Deeper Understanding

The core of the alchemist's skillset is understanding, a deeper knowledge of the sea's bounty and what it can be twisted into releasing. A char might take a pinwolf's meat as the base for a meal, a rattlehand its bones to fashion into a blade, but an alchemist can take any parts left over and pull out some of that brute, staccato, hungry essence and distill it into something useful.

Problems and Solutions

The most powerful tool in an alchemist's arsenal is the ability to concoct solutions primed with crezzerin, potions containing some of the rapid-growth weirdness inherent to the waves. These concoctions can be drunk fresh, stored for later tinkering, or handed out to the crew when the right moment comes. Though they rarely come without side effects, the lure of power – even accompanied by pain, or discomfort, or the unexpected – is an intoxicating one.

Questions to Consider

When you incorporate elements of the alchemist into your character, consider the following questions...

- ⌚ Do you specialize in certain ingredients, or take whatever you find and do your best?
- ⌚ What was the worst unexpected side-effect you (or an unfortunate crewmember) ever experienced from one of your alchemical creations?
- ⌚ What draws you to such a specialized field of study? The lure of knowledge and understanding, or the power to change the world to your own design?

Alternate Presentations

The alchemist already contains elements relating to the idea of a rogue scientist or chemical researcher, but these could be magnified to change the thrust of the post from one of practice to theory – a wandering scholar of burgeoning science, perhaps. Alternatively, the trappings of discipline and logic could be dropped to make something more akin to a hedge witch or cauldron-watcher, focusing on the manipulation of arconautic essences rather than the more traditional chemicals.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Component Scrounger 3-Track Trait

When one of your crewmates acquires an alchemically useful specimen, gain a copy of that specimen for yourself (once per scene).

Alchemical Unearthing 3-Track Trait

Whenever you discover a new location, choose a unique property (represented by a tag) to be easily found on specimens or salvage there.

Ulcerous Alembic 3-Track Trait

You can swallow two alchemical components, keeping them safely in your stomach. You can concoct them internally when you choose, benefitting immediately from the results or spitting the resulting solution out.

The Old Ways 2-Track Trait

Increase impact when concocting using only bone, organs, or insect parts as components.

Pestle-Pound 3-Track Trait

Use a task to grind a specimen into a powder, changing its form to a dust or salt and giving it the ‘Pure’ tag.

Baseline 3-Track Trait

Mark to briefly ignore any positive or negative effects stemming from a temporary benefit or injury. You are always immune to the negative effects of crezzerin.

Heady Vapours 2-Track Trait

Mark to ruminate on a question and receive a confusing, but accurate, answer. Burn instead to receive instant clarity from that answer.

Chemokinesis 3-Track Trait

Mark to levitate and control impure liquids.

Metabolize 2-Track Trait

Consume a specimen to gain a brief burst of sensory information related to the specimen consumed (such as tremorsense by consuming a spider’s web, for example).

Catalyst Belt 3-Track Gear

A heavy work-pack containing reagents and catalysts, tried and tested. Mark to use a chemical from the belt in place of a specimen when concocting.

Explosive Vials 3-Track Gear

Not an endless supply, but potent and disorienting. Mark to deal LR Blast, Salt, Acid, or Toxin damage to multiple nearby foes.

Dilution Agent 2-Track Gear

When you create a concoction, the entire crew can gain the benefit it offers as a one-track temporary aspect.

Pressure-Sealed Linkage 2-Track Gear

Treat conflicts as triumphs when using at least one liquid as a resource for a concoction.

Accelerant Vial 3-Track Gear

Once per journey you may create a concoction during a montage without using your usual task to do so (though you must still roll to create the concoction as usual).

Living Liquid 2-Track Companion

Winds its way around your form, studded with broken glass. Deals CQ Acid or Keen damage.

Syringosquito 4-Track Companion

A diminutive alchemical construct designed to hold and drain fluids without being detected.

QUICKSTART KIT

When you’re making a quickstart character and choose alchemist as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Brace, Break, Concoc, Harvest, Scavenge, Study, Tend

Languages: Highvin, Brasstongue

Resources (Choose 2)

Salvage: Pouch of Vials, Rust Extract

Specimens: Dried Locusts, Draketongue Root, Beast Blood, Poison Glands

Whispers: A Tale of Choking Mists

Charts: A Stained Snapograph

Drive (Choose 1)

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

Mire (Choose 1)

You’re the perfect test subject for your own work
Explosives are unstable around you

 “Art or science, learning or inspiration, arconautic puissance or natural power... these are the binaries you must break from in order to truly appreciate the fundamentals of alchemy.”
- Ix Jaspero, ardent alchemist



CHAR POST

For a char, the wildsea is an endless new frontier of excitement and discovery... in culinary terms, at least.

Whenever you smell something delectable, there's a good chance that a char is behind it. Chars are somewhere between chef and survivalist, with a dash of healer and vintner thrown in for good measure.

Many chars lack formal training, instead putting in years of trial and error until they come up with a set of flavour combinations that suit their unique tastes. A precious few do manage to study under one of the old culinary masters, spreading their patented recipes across the sea.

The Value of Preparation

Some would argue that the wildsea provides enough edible material, and in enough variety, that a skilled chef would be little more than an afterthought when a ship takes on crew. Not so - apart from the obvious benefits to taste and presentation that a char brings, their most basic techniques and seasoning blends work to counteract the low levels of crezzerin found in most wildsea meat and produce. This leads to better health, better sleep, happier crews, and more productive ships.

Food Without Flame

Cookfires are, as you might expect, a rarity on the rustling waves... But meat needs to fry and tea needs to brew, so chars have found various ways around this limitation. Some eschew heat altogether, focusing on salts and pickling, spice-rubs, and sun-drying. Others treat the engine room as an extension of the galley, using engine warmth and pressure in place of actual flame. The most adventurous experiment with trained glowbugs, chemical hot-plates, and distilled sunlight.

Questions to Consider

When you incorporate elements of the char into your character, consider the following questions...

- ⌚ Do you have a signature dish and, if so, how is it prepared?
- ⌚ No galley runs smoothly 100% of the time - what happened the last time you made the wrong culinary decision?
- ⌚ Have you ever had the luxury of cooking over an open fire? If so, how did it feel? Did the resulting taste outweigh the danger?

Alternate Presentations

There are a lot of paths a char might walk that diverge significantly from 'ship's cook'. A char might be an obsessive gourmet, a travelling butcher or chop-station worker, or even some sort of wildsea confectioner, focusing more on the taste and presentation than the utility of their creations.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Only the Best 2-Track Trait

Mark when gathering a specimen to give it the ‘Pure’ tag.

Ingredient Scrounger 3-Track Trait

When one of your crewmates acquires a potentially delicious specimen, gain a copy of that specimen for yourself (once per scene).

Golden Nose 4-Track Trait

Mark to identify a rare ingredient in your vicinity by scent alone.

Bountiful Discovery 3-Track Trait

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

Deep in the Barrel 3-Track Trait

Increase impact when cooking with rotten or otherwise tainted ingredients. Meals made with these ingredients won’t sicken your crew.

Enough for Everybody 2-Track Trait

Even a small meal can confer the benefits it offers as a one-track temporary aspect for the entire crew.

Taste Test 4-Track Trait

You’re immune to poisons, and can determine their presence and characteristics by taste alone.

Flavour Engineer 3-Track Trait

You can treat salvage as specimens when creating meals. The results are still oddly edible.

Acid-Etched Cookpot 5-Track Gear

A hefty pot of near-unbreakable construction, used to prepare and store food or hide under in a tense situation.

Mechanical Grinder 4-Track Gear

Consume an additional specimen to create a lasting meal as an action (rather than the usual task).

Spice Bandoleer 3-Track Gear

A bandoleer containing your own secret blend of spices that never seems to run dry. Mark to create a rare resource, either *Wilds Pepper*, *Hangman’s Blend*, or *Smouldergrit*.

Trademark Herbs 4-Track Trait

The right seasoning can make anything taste good. Mark to treat conflict results as triumphs while cooking..

Seasoned Cleaver 2-Track Gear

As useful on the battlefield as it is in the galley. Deals CQ Hewing damage. Increase impact when acquiring dangerous or disruptive specimens.

Reef-Iron Pan 4-Track Gear

A colossal implement. Deals CQ Blunt damage.

Husk-Leather Apron 3-Track Gear

You’re resistant to three damage types, chosen from the following list: Toxin, Acid, Blast, Salt, Flame.

Sous Squirrel 2-Track Companion

A red-furred bundle of activity. Once per montage, gain a common insect specimen appropriate to the region (in addition to your usual task).

QUICKSTART KIT

When you’re making a quickstart character and choose char as your post, you gain the following bonuses...

Edge (Choose 1)

Instinct, Teeth, Tides

Skills & Languages (Choose 5)

Skills: Concocct, Cook, Flourish, Harvest, Hunt, Sway, Tend

Languages: Brasstongue, Raka Spit

Resources (Choose 2)

Salvage: Boiling Casks, Heating Element

Specimens: Medicinal Herbs, Distant Sea-Spices

Whispers: That Delicate Taste, Forbidden Food

Charts: An Annotated Cookbook, A Spice-Stained Map

Drive (Choose 1)

Prepare a banquet for the worthy
Harvest a truly unique ingredient

Mire (Choose 1)

Fruits you collect rot and sour in their jars
Your sense of taste becomes unworthy

“Share my recipes? Without hesitation - it's not what goes into the pot that makes the meal, it's the one that puts it there.”

- Clattershot, ironbound char



CORSAIR POST

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

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

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

Pragmatic Elegance

Whether it's across thrashing branches, crumbling ruins, or the rolling deck of a ship mid-combat, most corsairs are constantly on the move. While there are those that weigh themselves down with salvage-hammered armour and heavier weapons, these are in the extreme minority - the constant threat of an unexpected tumble into the waves is a strong motivator for staying nimble.

The Tools of the Trade

Given that corsairs tend to earn their place on a crew through the willingness and capacity to do violence, the weapons they carry are of paramount importance. Devoted, reliable weapon smiths are uncommon across the waves, so for many corsairs their first 'rite of passage' is the creation of a tool that suits their purposes, or an array of them.

Sabres and cutlasses are the obvious choice when it comes to blades, picked for ease of use and (sometimes) a sense of carrying on the old salt-sea legacies whispered about by the oldest ektus. Hammers and axes are another good choice, useful for breaking through doors and defences. Spears are rarely used, seen more as a hunter's weapon, and daggers (though useful in a bar-brawl) have limited effect on many of the sea's wilder creatures.

Questions to Consider

When you incorporate elements of the corsair into your character, consider the following questions...

- ⌚ Where did your weapons come from? Trade, inheritance, or long hours of toil?
- ⌚ What do you do in your spare time to keep yourself sharp, or to train the rest of your crewmates to defend themselves more effectively?
- ⌚ What enemies have you made in your clashes with other ships - do they remember you and, if so, for what?

Alternate Presentations

Given the shifting nature of wildsea alliances and fortunes, a corsair could just as easily be a reformed pirate or marauder as they could someone trained to defend against them. For a more classic fantasy take, pairing the corsair's abilities with a dose of heavier armour could lead to an effective knight or paladin-style character.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Steel-Step Dance 5-Track Trait

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

Stamp-Down Samba 5-Track Trait

The key to survival is solidity. You can take whatever they throw your way and stay standing.

Dirty Fighter 3-Track Trait

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

Surgical Strike 3-Track Trait

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

Prowess 4-Track Trait

Mark to increase impact when attacking at close quarters.

Dangersense 4-Track Trait

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

Chain Attack 4-Track Trait

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

Scars That Tell Stories 4-Track Trait

Mark to gain a whisper based on damage or an injury you've just taken, supplied by the Firefly.

Protective Beacon 5-Track Gear

Treat conflicts as triumphs when attempting to prevent harm being done to a member of the undercrew.

Berserker 4-Track Trait

You're immune to mire while in combat, or any mire that would be caused by witnessing violence.

Flashpowder Pouches 4-Track Gear

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

Corsair's Sabre 4-Track Gear

A classic wildsea blade. Deals CQ Keen damage.

Boarding Axe 2-Track Gear

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

Slinghammer 3-Track Gear

A versatile weighted hammer with a fabric tether. Deals Blunt damage at CQ or LR.

Throwing Knives 3-Track Gear

Perfectly weighted. Deals LR Keen or Spike damage.

Dragonfly Mantle 3-Track Gear

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

Hooded Crow 3-Track Companion

A loyal bird trained to distract opponents in close-range combat. Mark to hijack focus from a nearby enemy as they attempt to attack, once per scene.

QUICKSTART KIT

When you're making a quickstart character and choose corsair as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Iron, Teeth

Skills & Languages (Choose 5)

Skills: Brace, Break, Hack, Hunt, Tend, Vault, Wavewalk

Languages: Old Hand, Signalling

Resources (Choose 2)

Salvage: Armour Shards, Blackpowder Pouch

Specimens: Suspicious Finger, Beast Bones

Whispers: A Sobbing Mawship

Charts: A Stolen Starchart

Drive (Choose 1)

Protect the crew from terrifying entities

Make a name for yourself among bandits and raiders

Mire (Choose 1)

You cause more pain than necessary

Your weapons dull and rust, even when maintained

"Next time, give me a challenge."

- Sumak Tzul, ketra corsair



CRASH POST

Sometimes things just need to be broken.

While some people value the goods that can be dredged up, the crash isn't worried about that. They are specialists when something needs to be cleared away, torn down, or simply turned to rubble.

The crash may rely on carefully calculated explosions to bring down a wall, or may simply throw themselves at it with reckless abandon. Whatever their methods, a crash can be recognized by the plume of dust that follows them.

What About Pre-V Artefacts?

For many, the thought of destroying pre-Verdant relics is somewhere between distasteful and sacrilegious; such rarities are things of value and should be preserved, or at least repurposed. The crash may or may not agree with these people, but they also realize that sometimes the old must be cleared away to make space for the new. This is not wanton destruction - this is pragmatic.

Untrusted by Some

There are many people who understand the value a good crash can bring to a community. Given the destructive nature of their work, there are still some who regard the crash with some apprehension. For many, when they think of explosions, fire is also present. Nonetheless, the crash rarely has a hard time finding a niche for their unique set of skills.

Questions to Consider

When you incorporate elements of the crash into your character, consider the following questions...

- ↳ Where did you grow up, and how did that colour your craft?
- ↳ What is the most collateral damage you have created? What happened, and who was affected?
- ↳ Have you encountered someone who hated your craft? What was the outcome of the run-in?

Alternate Presentations

The crash can be someone who is fundamentally interested in creation just as much as they are destruction. Like a sculptor, their focus could be in removing all the parts that do not belong in a piece of art or design. And with a more architectural bent in mind, communities on ridges are always in need of someone to create living space within mountains, ruins, and rock faces.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

I've Had Worse 5-Track Trait

A history of breaking yourself while breaking other things has toughened you up.

Zero Days 3-Track Trait

Once per scene, ignore any damage to yourself that comes as a result of your own destructive actions.

The Seams Bear Secrets 4-Track Trait

Ancient buildings remember. Receive a whisper when you destroy an ancient structure.

Load-Bearing Wall 4-Track Trait

Use a task to identify hidden elements essential to the integrity of a structure.

Cannonball Dreams 3-Track Trait

You jump headfirst into destruction. Literally. You can use your own body as a projectile, dealing LR Blunt damage. You end up wherever you land.

Padded Boilersuit 3-Track Trait

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

Broken Points 4-Track Trait

Increase impact when you break something as a show of strength or intimidation.

Crude Tools 3-Track Trait

Your solutions may not be clever, but they work. You may use the Break skill to construct simple tools.

Canis Box Detonator 4-Track Gear

A simple detonator used to set off explosives from a (presumably) safe distance.

Crash Mask 2-Track Gear

A mask favoured by those who work in dusty environments. You can see clearly through dust and smoke, and resist the effects of spores and bad air.

Baby Bombs 2-Track Gear

Handheld explosives waiting to be thrown. Deals LR Blast damage to multiple nearby targets at once.

Demolisher 2-Track Gear

An over-sized weapon, usually a hammer or pickaxe. Deals CQ Blunt or Spike damage. Increase impact when destroying architecture.

Wrecker's Globe 3-Track Gear

A large, heavy ball on the end of a chain. Deals CQ Blunt damage. Useful for knocking foes back.

Torteaver 4-Track Companion

A small creature with a hard shell known for gnawing through wood and stone.

Burrowhip Colony 4-Track Companion

A small colony of burrowing insects. Mark to weaken a structure without destroying it.

Blitceros 3-Track Companion

A quadruped large enough to be ridden. Tends to bring down barriers by charging into them horn-first.

QUICKSTART KIT

When you're making a quickstart character and choose crash as your post, you gain the following bonuses...

Edge (Choose 1)

Instinct, Teeth, Sharps

Skills & Languages (Choose 5)

Skills: Brace, Break, Concot, Delve, Outwit, Scavenge, Study

Languages: Knock, Raka Spit

Resources (Choose 2)

Salvage: Fine Red Powder, Slab of Masonry

Specimens: Flare Beetle Horn, Vermillion Herbs

Whispers: A Creeping Seam

Charts: A Weathered Chart

Drive (Choose 1)

Carve out livable space from a spit

Destroy a monument to something you hate

Mire (Choose 1)

Your burns, bruises and scars make others distrustful
Things around you break at the slightest touch

"Nothing lasts forever. I make sure of that."

- Renwick Quislino, ardent crash



DREDGER POST

Brave explorers with an eye for value.

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

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

Ancient Dangers

The truth of the pre-verdant era is a mystery to the vast majority, but slightly less so to the dredger. Even the most inexperienced of their profession run across artefacts and oddities of those old days from time to time, snagging them for trophy-cases, bragging rights, or the ministrations of a ship's rattlehand.

What is Treasure, Anyway?

Different folks specialize in the retrieval of different things when they head below the surface. Some search exclusively for the massively valuable, the ruins of the old world and the mysteries they contain. Others, no less important, set their sights a little lower – on salvage pieces and wrecked hull-plating, a captain's old cutlass, or a cupboard brimming with charts. The sea is loath to let such items go, or at least that's how it feels, but salvage – as it's often said – is the lifeblood of civilization.

Questions to Consider

When you incorporate elements of the dredger into your character, consider the following questions...

- ☞ What's the most valuable thing you've ever found, and what did you end up doing with it once you reached the surface?
- ☞ There are sights below the canopy that few see, and fewer talk about. How have they shaped you?
- ☞ Nobody gets through a career in such hostile territory without making a mistake now and then – what scars has your profession left on you? What great treasure did you glimpse, but fail to acquire?

Alternate Presentations

Dredgers can work well as more general looters and scavengers, but you can also twist the concept into a far stealthier direction by making them into some combination of cat-burglar and classic dungeoneer (relying on their aspects for working in dark conditions and gaining entry to places they shouldn't).

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Seared Skin 4-Track Trait

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

Master Salvager 1-Track Trait

Add a positive tag of your choice to any salvage you acquire from wrecks, reefs, and ruins.

Mental Catalogue 4-Track Trait

Mark to discern the use or history of something ancient.

Lurid Cartography 3-Track Trait

You can use charts to find shipwrecks and disasters, as well as the usual islands and oddities.

Devil May Care 3-Track Trait

Treat conflicts as triumphs when avoiding traps and environmental hazards.

Arborofathometer 3-Track Gear

A complex depth-gauge for measuring your precise distance from the Darkness-Under-Eaves. Increase your ship's Tilt rating by one when you're aboard.

Scrounge 3-Track Trait

Whenever your crew gains a piece of cargo, gain a resource (likely salvage, but perhaps a specimen or whisper) related to that cargo for yourself.

Cramped Conditioning 3-Track Trait

Ignore cut that would be imposed for taking actions in enclosed or architecturally unstable spaces.

Silkwire Coil 5-Track Gear

A near-unbreakable coil of thick wire that is somehow soft to the touch. Can be re-coiled with a simple flick after being unwound.

Amber Lenses 4-Track Gear

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

Moth Lantern 4-Track Gear

Uses luminous moths to illuminate a small area around you.

Springheel Boots 4-Track Gear

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

Tomb Hammer 2-Track Gear

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

Key-Tail Scorpion 2-Track Companion

A curious little beast with a skeleton-key stinger. Once per scene, you may open any mundane lock.

Sanctipede 3-Track Companion

Drawn to history and forgotten things. Consume a chart to identify and retrieve a piece of ancient and valuable salvage in your vicinity if possible.

Tickerclick 4-Track Companion

A punchcard intelligence in a noisy construct body, the whirring and clanking of this mouse-like companion is useful for drawing attention away from your position.

QUICKSTART KIT

When you're making a quickstart character and choose dredger as your post, you gain the following bonuses...

Edge (Choose 1)

Sharps, Tides, Veils

Skills & Languages (Choose 5)

Skills: Break, Delve, Outwit, Rattle, Scavenge, Study, Vault

Languages: Brasstongue, Highvin

Resources (Choose 2)

Salvage: Copper Rings, Ancient Engine

Specimens: Soporific Sap, Leviathan Claw

Whispers: A Risen Wreck

Charts: An Ancient Shipping Manifest

Drive (Choose 1)

Discover an untouched pre-verdant ruin

Salvage a working machine from an ancient wreck

Mire (Choose 1)

Doors and seals stay stubbornly closed to you

Your movements cause wrecks to shift and creak

"Finding the stuff is the easy part, it's getting it back to the ship that takes an extra few sets of hands."

- Zotse Xeker, tzelicrae dredger



HACKER POST

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

A hacker's job is to clear the way for settlements, ships, and exploration, plunging into the wilds to tear open paths and clearings.

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

Axe-Heads and Sawteeth

A hacker's work is some of the most dangerous on the wildsea, the very nature of their job calling on them to plunge into the waves at a moment's notice. And, though the core of their work is checking for safe paths, soft-spots, and the kinds of hazard that don't show up on a map, they're also called upon to defend their ships from more mobile dangers when necessary.

Luckily for a hacker, their wilds-clearing arsenal doubles as a pretty effective set of weapons. No other post can deal with plant-based threats with the same level of competence, and those skills allow them to put up a sturdy defence against insect and mammalian aggressors as well.

Crezzerin Waves

A danger for the average sailor, but a constant threat for a hacker. Crezzerin's searing, mutative liquidity isn't omnipresent, but it might be in any leaf or branch-tip they aim to cut. Even with their protective gear kept in peak condition, they'll suffer the effects before too long - crews with a dedicated hacker almost always find themselves in need of a dedicated surgeon as well before too long.

Questions to Consider

When you incorporate elements of the hacker into your character, consider the following questions...

- ⌚ Where do you watch the waves from on your ship? The prow, ready to spring into action, or somewhere higher for a more commanding view?
- ⌚ What's the biggest predatory plant you've ever bested, and what marks did it leave on you in return?
- ⌚ Not every path can be cleared - what was your greatest failure, and how did you make up for it once the sting had faded?

Alternate Presentations

Though a hacker's usual presentation is one of pathfinding and threat detection, a less martial approach can also work - hackers make excellent harvesters and gardeners, able to withstand the waves long enough to bring in choice specimens of plantlife to supply a surgeon, alchemist, or char.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Scars Remember 5-Track Trait

The wildsea teaches harsh, but useful, lessons.

Trailblazer 3-Track Trait

Increase impact when finding routes and clearing paths through vegetation.

Living Antidote 3-Track Trait

Use a task to create a rare resource, 'Pure Spit' or 'Pure Sweat'.

Wild Harvest 3-Track Trait

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

Crezzercamo 3-Track Trait

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

Hard-Won Instincts 3-Track Trait

You can tell which branches will break and which will hold at a glance. Increase your ship's Saws rating by one when you're aboard.

Petalcrusher 3-Track Trait

You ignore mire caused by plant-based hazards and horrors, and are resistant to acids, toxins, and hallucinatory effects caused by predatory plants.

Rusting-Leaf Ale 2-Track Gear

Becomes more flavourful the more it gets jostled and shaken. Whenever you gain a benefit from a concoction or meal, increase its track by two boxes.

Grappling Chain 2-Track Gear

Designed to find quick purchase in bark and boughs. Treat conflicts as triumphs when traversing the sea.

Chemical Censer 3-Track Gear

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

Wavestrider Jacket 2-Track Gear

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

Jagserry 3-Track Gear

The archetypal hacker weapon, a sawtooth sabre that deals CQ Hewing or Serrated damage.

Sawtooth Chakram 3-Track Gear

A set of sharpened circular blades made for throwing, dealing LR Keen or Serrated damage.

Defoliant Grenades 3-Track Gear

Explosive packets that burst when lobbed with force. Deals LR Acid or Salt damage.

Gyrewing Moths 5-Track Companion

A trained swarm of ragged insects. Burn to neutralize the effects of bad air and airborne spores for your crew for the rest of a scene.

Prow-Nose Porcupine 2-Track Companion

Not the easiest creature to pet, but you learn to live with it. Ignore cut caused by pain or discomfort.

QUICKSTART KIT

When you're making a quickstart character and choose hacker as your post, you gain the following bonuses...

Edge (Choose 1)

Iron, Instinct, Teeth

Skills & Languages (Choose 5)

Skills: Concot, Hack, Harvest, Hunt, Outwit, Sense, Wavewalk

Languages: Knock, Signalling

Resources (Choose 2)

Salvage: Wreck-Iron Plating, Abandoned Scrap

Specimens: Wild Apricots, Scorpions in a Jar

Whispers: An Ironroot Fallen

Charts: An Arboreal Diagram

Drive (Choose 1)

Lay a mawship to rest

Survive a leviathan plant encounter

Mire (Choose 1)

Insects seek your skin

The waves call for you to travel deeper than necessary

**"The waves will teach you,
whether you're willing to listen or
not. Luckily for all concerned, I was."**

- Motsje Morencja, ardent hacker



HORIZONEER POST

A fountain of facts about the sea and its cultures, its dangers and hidden places.

Part scholar, part explorer, horzoneers make it their business to learn as much about the rustling waves as possible. They root out its secrets, study its beasts, and integrate almost seamlessly into its manifold cultures, mimicking even the most novel customs with ease.

Many horzoneers also take on the task of disseminating this gathered knowledge as effectively as possible; sometimes through the medium of songs and poems, sometimes lectures and manuscripts. If there's one thing every horzoneer has in common, it's a way with words.

It's Not All Blood and Guts

One of the defining elements of the horzoneer is a push toward peace and understanding rather than conflict and bloodshed. Even dire situations can often be defused by a few well-chosen words, and when you get down to it, even the wildest of beasts can be turned from their immediate predations with enough skill. This doesn't mean that a horzoneer is inherently a pacifist - a well-swung lute can leave a bruise as reliably as a stave - but it does mean that crews with a horzoneer are less likely to treat combat as the go-to option when presented with hostility.

Bardic Tradition

While not every horzoneer carries an instrument, it's rare to find one without at least some musical inclination. Songs and poems have a way of sticking in the mind, a memory aid for the horzoneer themselves and something to help them draw crowds and create a sense of community in new places. It's not uncommon to visit a distant port and hear the strains of a familiar tune, evidence that a horzoneer has passed through at some point and left their musical mark on the place.

Questions to Consider

When you incorporate elements of the horzoneer into your character, consider the following questions...

- ☛ Have you ever discovered a culture previously completely unknown to you? What did you learn or take away from your interactions with them?
- ☛ When did you manage to turn your knowledge about one group into an advantage when dealing with another, and how did the situation play out?
- ☛ If you have an instrument, what is it and how did you come to own it?

Alternate Presentations

The general feeling of a horzoneer can be skewed toward scholarly knowledge (by creating an antiquarian type, interested in the legacies and artefacts of the wildsea's scattered cultural enclaves) or enjoyable whimsy (by leaning into the idea of a bard or roving performer) with equal ease.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

First Impressions 2-Track Trait

Increase impact when communicating with an individual for the first time.

Silver Tongue 4-Track Trait

When communicating with a friendly individual in their natural language, treat conflict results as **triumphs**.

Hyperadaptive 4-Track Trait

Mark to learn a smattering of any language you hear and have no ranks in. This knowledge remains until you choose to mark and replace it with a new language.

Wealth of Knowledge 3-Track Trait

Mark to learn a secret of the sea related to one of your whispers (the whisper isn't consumed).

Nothing Stays Buried 4-Track Trait

Mark to identify a hidden or forgotten space in your vicinity by gut feeling alone.

Open Hands, Open Heart 3-Track Trait

Whenever you or your crew successfully defuse a situation that was heading toward a fight, clear a mark of mire.

Exports Tell Stories 3-Track Trait

Whenever your crew gains a piece of cargo, gain a whisper related to that cargo for yourself.

Watch and Learn 3-Track Trait

Use a task to tag along with one of your crewmates, gaining a temporary rank in any skill they display. This rank lasts until you next use Watch and Learn.

Bait Bandoleer 4-Track Gear

Intoxicating to certain species. Treat conflicts as triumphs when trying to distract, divert, or drive off a wildsea creature.

Spike Wine 2-Track Gear

An ektus delicacy that sharpens the palette. Whenever you or a crewmate gains a benefit from a meal or beverage, increase the track for the benefit by one box.

Tuning Fork 4-Track Gear

Once per scene increase impact when engaged in a performance of some kind.

Padded Gauntlet 2-Track Gear

Used to help train the wild creatures of the sea. You're resistant to bite attacks, no matter the damage type.

Sheaf of a Hundred Stories 3-Track Gear

Gain a whisper whenever you encounter a spectacle, horror, or new port during a journey.

Bundled Correspondence 3-Track Gear

When you enter a new port, mark to find a friendly contact you've exchanged letters with in the past.

Sturdy Instrument 4-Track Gear

Anything from a guitar to maracas, a hip drum to an accordion, a sitar to an ocarina. Can be played, but also acts as a CQ Blunt weapon in a pinch.

QUICKSTART KIT

When you're making a quickstart character and choose horzoneer as your post, you gain the following bonuses...

Edge (Choose 1)

Sharps, Tides, Veils

Skills & Languages (Choose 5)

Skills: Flourish, Harvest, Outwit, Sense, Study, Sway, Tend

Languages: Lyrebite, Brasstongue, Highvin

Resources (Choose 2)

Salvage: Drinking Horn

Specimens: Bark Wine

Whispers: New Horizons, Over the Ridge

Charts: A Hasty Sketch

Drive (Choose 1)

Discover a hidden culture or enclave

Forge a relationship between disparate peoples

Mire (Choose 1)

You stumble over your words at the worst of times

You slip in and out of the various languages you know

**"The blossoms and boughs
are beautiful, no doubt, but nothing
compared to the stories of those that live upon them."**
- Gahon Kesstera, ardent horzoneer



HUNTER POST

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

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

Hunts and Honour

Several well-recognised groups in the wildsea base their culture and philosophies around hunting, and almost every settlement has citizens engaged in the practice. There's an undeniable thrill to the activity, the snapping-shut of a trap or the spray of blood from a piercing arrow, but despite this hunters are typically characterised as reclusive, sombre folk.

It might be that the waves demand a certain level of respect - when you're in among the branches, in a world designed to aid your quarry and stymie you at every turn, you quickly learn your place in the grand scheme of things.

Bounties and Payment

When you've got the skills to track down something that doesn't want to be found, it's natural that at some point you'll be asked to track down *someone* that doesn't want to be found. Not all hunters are willing to take the moral step required to target members of other bloodlines (or even their own), partly due to the extra risk involved and partly the lax attitude toward law that pervades across the wider waves.

Questions to Consider

When you incorporate elements of the hunter into your character, consider the following questions...

- ⌚ What's the most dangerous creature you've brought down without it ever knowing you were there?
- ⌚ Have you ever had to call off a hunt and, if so, why? Injury, exhaustion, or were you simply outclassed by your prey?
- ⌚ Have you ever been tempted by bounty hunting and, if so, did you ever actively engage in it?

Alternate Presentations

While certain elements of a hunter's fiction point toward the possibility of bounty hunting, these can be taken to another level by using the post's long-range weapons and skill at concealment to create an assassin. Alternatively, a more classic rogue-type character could easily fit the hunter's archetype without too much trouble.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Ghost of the Wilds 3-Track Trait

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

From Nowhere 3-Track Trait

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

Whisper on the Wind 3-Track Trait

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

Bloodhound 3-Track Trait

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

Running Quiet 2-Track Trait

Your guidance allows your vessel to keep a lower profile, disturbing fewer creatures and leaving less of a telltale trail. Increase your ship's **Stealth** rating by one when you're aboard.

Rare Musk 4-Track Gear

Collected from sleeping leviathans, apparently. Burn to drive a beast or insect of the waves into an intense instinctual behaviour (such as fear, hunger, or frenzy).

Slacker's Line 2-Track Gear

A fishing rod designed to be left unattended. Once per journey, gain a live specimen appropriate to the area you're travelling through.

Butchery Kit 3-Track Gear

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

Snare Set 3-Track Gear

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

Venomous Trophy 3-Track Gear

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

Masterwork Leathers 2-Track Gear

When you take this trait choose either beasts, plants, or insects. You're resistant to all damage from your chosen source.

Boot-Knife 3-Track Trait

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

Jawspear 4-Track Gear

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

Manifold Bow 2-Track Gear

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

Target Dragonfly 3-Track Companion

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

QUICKSTART KIT

When you're making a quickstart character and choose hunter as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Instinct, Teeth

Skills & Languages (Choose 5)

Skills: Hack, Harvest, Hunt, Outwit, Rattle, Sense, Wavewalk

Languages: Raka Spit, Signalling

Resources (Choose 2)

Salvage: Leather Cord, Rusted Mantrap

Specimens: Scorpion Carapace, Bait Worms

Whispers: Leviathan Breeding Grounds

Charts: A Chart of Old Hollows

Drive (Choose 1)

Bring down a leviathan

Provide meat for a grand feast

Mire (Choose 1)

Crezzersear pushes you to the brink of madness

Something is hunting you –you're sure of it

"I've never found a creature I couldn't hunt, but that just means I obviously have more to learn."

- Olem-Orn, gau hunter



MESMER POST

An explorer of the mind, dabbling in the mysteries of memory and the power of thought.

The waves are an illusion, a rustling dream lain across ironwood spindles. Crewmates are bundles of thought and emotion, impulse and memory. A ship is a carcass, a nebula, a home.

To a mesmer the world is a tangled pattern to be unfolded, a veil hiding deeper mysteries within. With a combination of subtle trickery, self-control, and arconautic know-how, no secret stays buried for long.

Not Just The Power of the Mind

A mesmer's own mind is their most important tool and, with enough dedication, it becomes strong enough to impose its will on the outside world. But it can't get there without help, and each mesmer has their own way of augmenting or expanding their own inner power – some use mantras and dances, others cryptic hand-gestures and pre-verdant tongues. Some draw arconautic power from the denizens of the waves, taking trophies from naturally mesmeric beasts and plants. And some, of course, rely on a healthy appetite for unhealthy vices, usually in the form of massive amounts of psychotropic drugs.

The Limits of Control

There are mutterings around the junction-house when mesmers are mentioned, of stolen minds and sleeper agents, of people puppeteered. What could drive someone to practice such arts, those whispers continue – what kind of a person could do something like that?

Well, luckily for those concerned, the answer is 'none'. While mesmers are adept at rooting out information that some would prefer stay hidden, their ability to actually control another sentient individual is limited. As a general rule, existing emotions and impulses are key to the more manipulative side of their art.

Questions to Consider

When you incorporate elements of the mesmer into your character, consider the following questions...

- ↳ How disciplined is your mind? Do your powers come from a natural calm and self-possession or a diligent study of your own inner workings?
- ↳ What secret have you discovered that changed your life, for better or worse?
- ↳ How open are you with displays of your talents, given the natural prejudice many hold against those of your particular skillset? Do you embrace their fear or work to ameliorate it?



Alternate Presentations

The more world-affecting abilities of a mesmer can easily lend themselves to the creation of a classic psychic character, or a mysterious magician type. Focusing on the less arconautic side can give you a convincing stage-magician, rabble-rouser or con artist.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Autohypnosis 5-Track Trait

You've learned to meditate rather than sleep, allowing you to stay far more aware while resting than most.

Meditative Healing 4-Track Trait

Using a task to meditate in a peaceful environment allows you to heal each of your damaged traits or each of your injury tracks by one.

An Uncomfortable Understanding 4-Track Trait

Burn to clear one of a crewmate's mire tracks entirely.

Empty the Mind 4-Track Trait

Ignore cut from pain, hallucination and distractions while trying to act.

Knowing The Unknown 3-Track Trait

Mark to identify a target's secret fear, or burn to accurately evaluate the truth of a statement.

Parasite Thought 2-Track Trait

A living thought that's taken root in your mind, invisible but able to interact with the world. Allows you to hold and manipulate more objects than usual.

Intricate Tattoos 3-Track Trait

You're immune to confusion and hallucinations that you don't invite or create yourself.

Staredown 5-Track Trait

Locking eyes with an opponent allows you to assail their mind with unwanted sensation, manifesting as LR Salt damage. Only works on creatures with sight.

Chameleon Veil 3-Track Gear

Use a task to hold still and blend in with your surroundings, becoming almost impossible to notice until you move again.

Shard of Dream-Soaked Amber 3-Track Gear

Consume a specimen to experience a thought or memory from a nearby individual.

Seven-Eye Scrawl 2-Track Gear

Eyes are daubed across your body, each of them able to perceive the world in a different way. Mark to gain a specialized form of sight for a brief time (such as the ability to see ghosts, or heat, or magnetism).

Smoked-Glass Hookah 3-Track Gear

Releases a steady stream of wispy smoke. Mark to control smoke or vapours.

Chromiguana 4-Track Companion

Slow-moving and sleepy, usually found curled up around your shoulders or at the bottom of a bag. A surprisingly relaxing presence – treat conflicts as triumphs when trying to calm yourself or others.

Pinned Butterfly 3-Track Companion

Mark to wake the butterfly for a brief time. While awake, the hypnotic patterns of the butterfly's wings induce drowsiness in those that catch sight of them.

QUICKSTART KIT

When you're making a quickstart character and choose mesmer as your post, you gain the following bonuses...

Edge (Choose 1)

Sharps, Instinct, Veils

Skills & Languages (Choose 5)

Skills: Concocyt, Flourish, Outwit, Sense, Study, Sway, Tend

Languages: Signalling, Old Hand, Highvin

Resources (Choose 2)

Salvage: Broken Pocketwatch

Specimens: Hallucinogenic Leaf, Soporific Draught

Whispers: Beneath the Surface

Charts: A Dream-Drawn Sketch

Drive (Choose 1)

Uncover a great mystery buried in the mind
Help those suffering from great distraction

Mire (Choose 1)

Your own thoughts are cloudy, mercurial
Calm eludes you; you are full of nervous energy

"If the mind is a maze, mine is positively labyrinthine."

- Dream of Claws, ardent mesmer



NAVIGATOR POST

A bridge between the waves and the ship itself.

Overlooked by youngbloods and praised by the old hands, navigators make sure a ship can get from A to B with the minimum of trouble and the maximum of opportunity.

Navigators have had a connection to the dancing fireflies of the wildsea since the earliest days of sailing, but there are many that eschew this ‘weirder’ side of their ways and focus on the accurate use and creation of maps and charts. Even with the changing topographies of the rustling waves, a good chart can mean the difference between port and death.

Cartography and Changing Waves

The uninitiated often wonder how maps can be of much use given the ever-growing, ever-changing topography of the canopy. The truth is that maps are often outdated, but even an outdated map is more useful than no map at all – even after the grand shifts caused by rootquakes, the largest ironroots, ports, and structures rarely change position, meaning navigators spend much of their time correcting and updating maps as they travel. An average navigator’s logbook is as much a record of history as of direction.

Augurs

Hex-touched navigators that have moved beyond compass and chart, augurs eschew the mundane and delve straight into the embrace of the weird. Routes are divined through the movement of insects, the whispers of spirits, or the reading storm-patterns, and the augur develops an intense, unique connection to the ship they serve on. Despite the different approaches of the various disciplines, most have a healthy respect for each other and the unique skills they call upon.

Questions to Consider

When you incorporate elements of the navigator into your character, consider the following questions...

- ⌚ How do you read the waves, and with what tools? Is navigation a discipline of learning for you, or more of a process of instinct and gut feeling?
- ⌚ Have you ever discovered an entirely new location, or charted a route to a place once thought inaccessible?
- ⌚ Where do you keep your charts, and how do you update them?

Alternate Presentations

A navigator’s aspects and skills lend themselves quite well to a character filling the role of a scholar or historian, but can also be used to create an effective travelling merchant-type. Devoting yourself to the arconautic side of the navigator’s options can easily create a ship-centric psychic.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

In the Firefly's Glow 4-Track Trait

You know the secret paths of the fireflies. Mark to discover a location without using a chart (once per scene).

Years at Sea 4-Track Trait

Mark to request an omen of the future (supplied by the Firefly).

Wildlung 3-Track Trait

You resist the effects of bad air, and are immune to airborne spores.

Revelatory 3-Track Trait

When you discover a new route or location, uncover a secret about that area as well.

Hullsight 4-Track Trait

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

At The Right Moment 2-Track Trait

Whenever your crew take a montage during a journey, choose one crewmember to perform an extra task of their choice (you can't choose yourself).

Journeys Unfinished 4-Track Trait

Mark to learn the never-reached destination or port of origin for any wreck you come across. Burn to learn it for a ship still travelling.

Skoinessis 2-Track Trait

You have uncanny control over nearby ropes and rigging, which twist and move according to your will.

Gale Flute 3-Track Gear

A simple musical instrument at first glance, playing the gale flute has the curious property of bringing favourable winds your way.

Cartographika 3-Track Gear

A map-maker's ordinator. Use a task to create a rare resource, *Chart of the Rustling Waves*.

Bundled Charts 3-Track Gear

When you uncover a new route or location, you can mark this aspect. If you do so, the Firefly will inform you of a second route or location at the same time.

Ornate Spyglass 3-Track Gear

A spyglass that allows you to see much further and in greater clarity than the average wildsailor. When you have a commanding view, mark to learn a secret of the surrounding waves.

Flare Pistol 2-Track Gear

A small sidearm loaded with chemical flares. Deals LR Acid damage. Can also be used to shed light over extremely large areas at will.

Scout Falcon 2-Track Companion

Once per journey allows a crewmember to roll 2d6 when on watch, then pick the preferred result. Also deals LR Keen damage.

Weatherbug 3-Track Companion

Mark to accurately predict the weather for the next few days.

QUICKSTART KIT

When you're making a quickstart character and choose navigator as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Brace, Delve, Hack, Outwit, Study, Vault, Wavewalk

Languages: Signalling, Old Hand, Highvin

Resources (Choose 2)

Salvage: Torn Canvas, Ship's Timber

Specimens: Glowing Mushrooms, Ancient Amber

Whispers: A Spit On the Rise, Dawn Over New Waves

Charts: A Leather-Bound Journal, A Detailed Chart

Drive (Choose 1)

Discover a great secret of the distant waves

Have an island named after you

Mire (Choose 1)

The waves seem callous, unpredictable

You're tongue-tied when trying to relay important information

"They say the waves are impossible to chart, their paths impossible to number. Doesn't sound like wisdom to me."

- Jarl Nodesku, ektus navigator



RATTLEHAND POST

Everything breaks eventually, but most of it can be repaired.

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

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

A Second-Hand World

The first thing almost every rattlehand learns is how to make the best of a bad situation; relying on imprecise tools, twisted salvage, and broken machinery to ply their trade. The lack of wide-scale mining and ore processing makes metal shortage an unfortunate reality, so those that balk at the idea of repurposing the same wreckage for the twentieth time often turn to wood or bone as a stand-in.

Salvage or Specimens?

Salvage is by far the easiest material for a rattlehand to work with, tried-and-true pieces of wood or metal that stood the test of time (at least for a while). As most materials on the wildsea are second-hand, using fragments of old machines and discarded pieces of ship-stuff is a natural part of the job.

But some rattlehands like a challenge, particularly those that spend a lot of time around the unusual creatures of the wider waves. These engineers combine the coldly artificial with the unpalatably organic, using plant and animal specimens alongside more traditional materials to create effective (but occasionally unsettling) products.

Questions to Consider

When you incorporate elements of the rattlehand into your character, consider the following questions...

- ⌚ Most rattlehands have a favoured material to work with - what's yours?
- ⌚ Which experiment or repair job of yours failed spectacularly at just the wrong moment, and what were the consequences?
- ⌚ What was your crowning glory, technologically speaking? The development of a new technique, the completion of a grand machine, or the unlocking of a pre-verdant industrial secret?

Alternate Presentations

Alternate rattlehand presentations are as diverse as rattlehands themselves; you might want to aim for a dockside engineer or ship-builder called to the waves, a blacksmith struggling in a world without forges, a technology-focused scientist, or even an artist or sculptor that works in salvage.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Mastercraft 2-Track Trait

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

Made to Last 3-Track Trait

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

Multitasker 3-Track Trait

You can use a task to work on repairing up to three pieces of gear or mechanical companions at a time – roll once, and use the same result for all chosen.

Surefire Smith 3-Track Trait

Count conflicts as triumphs when repairing gear and mechanical companions.

Deckside Engineer 3-Track Trait

Tiny, incremental adjustments that you make without thinking keep your vessel's hull and superstructure in remarkable shape. Increase your ship's Armour rating by one when you're aboard.

Breakdown Specialist 3-Track Gear

When a crafted benefit's track is fully marked, gain a piece of salvage related to it before removing the benefit.

Inkstamp Mechanism 2-Track Gear

Consume a chart to quickly create a set of schematics for a machine or mechanism you can see (represented by a new chart). All actions to create such a machine yourself gain increased impact while you have this new chart.

Toolbelt 2-Track Gear

Once per scene, swiftly craft a one-track creation without needing to roll (you still consume salvage as normal).

Salvage Kit 3-Track Gear

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

Multi-Lens Goggles 3-Track Gear

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

Wolf-Skin Gloves 4-Track Gear

You never cut for difficulty when including specimens in your crafting, no matter how grisly or unpalatable the process is.

Volt-Rail 2-Track Gear

An insulated grip around a crackling, rudimentary cattleprod. Deals CQ Volt damage, and you're immune to Volt damage yourself.

Vortex Box 4-Track Gear

A concertina-like weapon that compresses and fires air. Deals LR Blast damage.

Hazard Suit 3-Track Gear

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

Artillery Spider 3-Track Companion

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

Autocrawler 2-Track Companion

A nimble little scavenging construct. Once per scene, add a positive tag of your choice onto any piece of salvage you acquire.

QUICKSTART KIT

When you're making a quickstart character and choose rattlehand as your post, you gain the following bonuses...

Edge (Choose 1)

Iron, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Brace, Break, Concot, Delve, Rattle, Scavenge, Tend

Languages: Brasstongue, Highvin

Resources (Choose 2)

Salvage: Ancient Wiring, Ceramic Battery

Specimens: Crushed Beetle, Giant Insect Mandible

Whispers: Locomotive Power

Charts: An Indecipherable Blueprint

Drive (Choose 1)

Repurpose a pre-Verdant machine

Craft a weapon that can take down a leviathan

Mire (Choose 1)

The monomania of scavenging takes you

Machines jump and backfire in your presence

**“Broken, you say? Give me
a roll of leather, a set of screws, and
a firefly bulb – it won’t stay broken for long.”**
– Hizero, mothryn rattlehand



SCREW POST

A disciplined manipulator of unseen forces.

Metal is a common sight across the rustling waves, spat or dredged up from the darkness of the Under-Eaves or mined and refined in the shadowed depths of the last remaining mountains. For most it's a weighty trade good, a means of repair or crafting.

But the screw sees metal in an entirely different way.

Screws are masters of an ancient pre-verdant technique, a branch of arconautics rarely seen in the wild world – ferrokinesis, the uncanny control of metals and magnetism. Iron is commonly the screw's tool of choice, though the economy of salvage and scarcity across the waves has led some screws to adapt their techniques to other, less common metals.

Ferrous & Free

Most of the screw's unique abilities revolve around the manipulation of metal, at least to the layman, but it's often more a case of magnetic field manipulation. Screws tend to have serious trouble with certain metals, such as lead, and also feel their powers tend to be less controllable in areas already full of strong magnetic forces.

Do Machines Have Souls?

Some screws are more than happy to rip a machine apart to suit their needs, but others are hesitant – there's life in the even the most basic of constructs, they say, not the cold intelligence of punchcard functions, but something paradoxically organic. To break a machine for its pieces... would it then be tantamount to murder?

Questions to Consider

When you incorporate elements of the screw into your character, consider the following questions...

- ↳ What is your favoured material to work with? Iron, cobalt, perhaps nickel? Or even one of the more 'difficult' metals?
- ↳ Do you feel like the power comes from you, or that you're merely a conduit for something deeper and greater?
- ↳ What's the largest, heaviest thing you've ever moved? How did it feel to exert those arconautic muscles, and did it leave any lasting damage?

Alternate Presentations

A screw's metal-manoeuvring aspects could be represented as the powers of an old-school psychic type, a product of mind over matter rather than arconautic application. You could also change the materials a screw works with to create a mancer focused on earth or stone, or even water (if you can find enough of the stuff).

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Ferrokinesis 3-Track Trait

Mark to control or reshape exposed metal.

Heart of Ore 2-Track Trait

Choose a single type of metal (such as iron or copper). Increase impact when repairing, crafting, or using arconautics with your metal of choice.

Ironsight 3-Track Trait

You can sense nearby metals, see magnetic fields, and always know the direction of true north.

Smart Repulsion 2-Track Trait

Treat conflicts as triumphs when dodging or blocking attacks from constructs or metal weapons.

Magnetic Levitation 3-Track Trait

You can manipulate your own magnetic field, allowing you to fly for short periods when close to dense masses of metal (such as a ship's hull or kinetic anchor).

Reactive Riveter 3-Track Trait

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

Field Charge 3-Track Trait

Once per scene, give any piece of salvage you acquire the Magnetic tag.

Pre-V Ingot 4-Track Gear

Worn as a simple decoration, but holds incredible magnetic potential. Burn to briefly move a massive amount of metal, up to the size of a ship.

Deconstructor 3-Track Gear

Ignore cut when attempting to damage, break, or deconstruct a machine or mechanism made of metal.

Iron-Ring Jacket 3-Track Gear

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

Chaff Pouch 4-Track Gear

Mark to produce a cloud of metal fragments, obscuring vision around you.

Kinetic Anchor 3-Track Gear

A large mass of metal shaped to make it easy to carry, often used to enable ferrokinesis in places otherwise empty of metal. Deals CQ Blunt damage.

Rivet Swarm 3-Track Companion

A cloud of floating debris you can direct with a flick of the wrist. Deals LR Spike or Keen damage.

QUICKSTART KIT

When you're making a quickstart character and choose screw as your post, you gain the following bonuses...

Edge (Choose 1)

Iron, Grace, Teeth

Skills & Languages (Choose 5)

Skills: Brace, Break, Flourish, Rattle, Scavenge, Sense, Vault

Languages: Brasstongue

Resources (Choose 2)

Salvage: Bundle of Rivets, Iron Ore

Specimens: Rust-Beetle Chitin

Whispers: Unknown Forces, The Floating Fortress

Charts: An Iron Scroll, A Curious Compass

Drive (Choose 1)

Discover a source of pure metal
Reclaim and refurbish a pre-verdant ironclad

Mire (Choose 1)

Your metals rust and corrode
Magnetic forces in your surroundings are unpredictable

"It's a dance, the way it moves - pieces glittering in the sunlight as they defy the laws that would hold them in place; as we defy those laws together."
- Samaen, ketra screw



SLINGER POST

Distance fighters that announce themselves with a cacophony of gunfire.

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

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

Unwieldy Ammunition

With wide-scale machining an almost unthinkable rarity, there's no standard size or calibre of ammunition used in wildsea weapons. Firearms are created to be as generous as possible in terms of what they'll load and propel, but jams are still common and maintenance is a must. Many slingers craft (or at least alter) their own weapons and ammunition in their own time, or keep spare weapons to hand in case their favoured tool jams or backfires.

Lawbringers

In many of the more frontier-style settlements, slingers are often contracted to work as short-term lawbringers, outside forces that care little for local conflicts but much for the chance of earning some scratch. This practice has earned a lot of slingers respect in places they wouldn't expect it... and ire in places they would.

Questions to Consider

When you incorporate elements of the slinger into your character, consider the following questions...

- ⌚ What's the most desperate situation you've gotten yourself out of with clever gunplay and well-timed trickery?
- ⌚ Have you ever taken on lawbringer work for one of the smaller spits or settlements? If so, were there any long-term repercussions?
- ⌚ Are you the type to hunt down gunsmiths and pay exorbitant amounts for custom-made pieces and ammunition to suit them, or the type to cobble together weapons in your downtime and load them with whatever comes to hand?

Alternate Presentations

Slingers fit well into the ranger archetype already, but can also work when flavoured more along the lines of a traditional cowboy or gunslinger. Alternatively, re-flavouring some aspects can give you a monk-like fighter with a focus on ranged energy blasts, if you're craving a full-fantasy approach.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Gunslinger's Poise 5-Track Trait

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

Trigger Discipline 3-Track Trait

When attacking at long range, mark to count a conflict result as a triumph.

Deadeye 3-Track Trait

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

From On High 4-Track Trait

A true eagle's view. Increase impact when attacking from an elevated position.

Thunder 4-Track Trait

Mark to increase impact when attacking at long range.

Trick Shot 5-Track Trait

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

Amateur Gunsmith 4-Track Trait

Extend the track of any temporary LR weapon you craft for yourself by two boxes.

Toe to Toe 4-Track Trait

You can use LR weapons in close quarters combat and tight engagements without cutting for difficulty.

Essence Grinder 2-Track Gear

Consume a specimen to add a thematically appropriate damage type to one of your existing LR weapons. This added damage type persists until you use essence grinder again.

Precision Denial 4-Track Gear

Once per scene, you may instantly hijack focus when targeted by a ranged attack.

Barrage 4-Track Trait

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

Smoke Bombs 4-Track Gear

Mark to produce a cloud of smoke, obscuring vision in your area for others, but not for you.

Hammerpin Revolver 3-Track Gear

A heavy revolver with a rotating cylinder. Deals LR Blunt or Blast damage.

Bolt-Action Rifle 2-Track Gear

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

Copper Sawn-Off 3-Track Gear

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

QUICKSTART KIT

When you're making a quickstart character and choose slinger as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Iron, Sharps

Skills & Languages (Choose 5)

Skills: Break, Flourish, Hack, Hunt, Outwit, Rattle, Vault

Languages: Saprekk, Brasstongue, Lyrebite

Resources (Choose 2)

Salvage: Shell Casings, Blackpowder Pouch

Specimens: Wormapple Cores

Whispers: Distant Thunder

Charts: An Old Drunkard's Log

Drive (Choose 1)

Protect the crew from boarders and pirates
Find and restore a legendary pre-verdant weapon

Mire (Choose 1)

Your weapons jam and misfire at inopportune times
Your distance vision blurs, turns hazy

"I could have joined a marauder crew, but where's the fun in that? Better morals here. Better food too."

- Lace DeCastin, ardent slinger

STEEP POST

Beveragiers who connect you to the deeper mysteries of the wildsea with but a sip.

Food and water are nourishing to the body; concoctions feed the spirit. A steep is the hand by which concoctions are mixed. Steeps provide all sorts of solutions to a group of wildsailors, their curiosity and imagination limited only by their ingredients.

As drinks come in many forms, so do steeps. Whether hot or cold, hard or soft, drinks made by a steep leave you feeling a bit more. Whether more courageous, more relaxed, warmer, taller, more discerning, more perceiving, how your 'more' tastes all depends on the steep. All steeps leave you more in one more way or another because they are more deeply understanding how the veil parts with every swallow. Theirs or yours.

The Warmths Within

The first organized gatherings before and after the Verdancy were centered around drink. Water is more than a necessity. It is an ingredient in the recipe for community. Warmth, comfort, and wonder are instilled around a steep as they distill. As with all recipes, they'll vary individually. Invariably they'll be indivisible when considering the connections they forge.

Steeps have not always been, but there have always been steeps. A steep persists wherever companions do, whether their presence is present, or solely their gifts. Crewmates share tales over ales, but when a steep joins in the telling, the well from which they all draw grows deeper. Perspectives can fuse in the mull, whether the thinking or the drinking.

Questions to Consider

When you incorporate elements of the steep into your character, consider the following questions...

- ↳ What is your signature beverage, not necessarily one you invented but one you have perfected? Is there anyone who doesn't like it, or anyone who can't get enough?
- ↳ What personal rituals surround your brews, what do you do before, during, and after creation? For whom do you change them, for whom do you make accommodations (whether adding or removing ingredients, or something else)?
- ↳ What mysteries have your drinks revealed? How do you ponder them, and with whom?

Alternate Presentations

The steep already fits the role of ship's morale officer reasonably well, but that's by no means a limit. Leaning into the spiritual aspects and flavouring of the steep will give you a serviceable wildsea seer.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Anima Presence 2-Track Trait

Spirits can always see and hear you, and you can always see and hear them.

Rite of Bloom 3-Track Trait

Old flavours burst in novel ways. Consume a whisper when an ally imbibes one of your concoctions, and benefit from an aspect of theirs until the concoction has worn off.

Potion of Youth 5-Track Trait

Your body doesn't look it, but you are far older than you seem. You have learned many tricks to keep it so.

Steeping Reality 3-Track Trait

Tangible things steep and disperse their essence through the Physical Realm. Mark to know the past of an object.

Not a Drop Wasted 4-Track Trait

A steep never spills. Once per journey, a crewmate may suffer your disaster to add a box and a word to a benefit you brewed. If there was no twist you both may alter a word in a whisper.

Reading the Remains 3-Track Trait

Whether leaves, grounds, draf or bones, all concoctions leave remnants. Consume a specimen to ask a question and read an omen in your remnants.

Zephyrous Stir-Spoon 2-Track Gear

The cooling breezes carried by this lengthy stir spoon always reach the bottom of the pot. It'll carry you, haltingly, too. Mark to poorly fly upon it for the duration of the scene.

Coterie Drugget 4-Track Gear

A place setting made of woven complexities. Allies may mark an aspect to benefit from one of your concoctions (with reduced impact).

The Winning Wishbone 3-Track Gear

Given the proper time and equipment, a steep can brew a hearty stock using this arm-length wishbone chunk. Triumphs on rolls made to brew heal one mark of damage for all crewmates who share in the result.

Crezzagrean Kantharos 2-Track Gear

A vessel ancient even in the pre-Verdancy, used to infuse more than just flavour into a mull. While brewing with this vessel, cut 1 to add a 1 rank of a skill or language you know as an additional boon to the benefit provided.

Ossein Kettles 2-Track Gear

This heirloom, eternities old, is used to create beverages that warm more than your body. Triumphs on Concocyt rolls grant a whisper.

Salamini 3-Track Companion

Like a salamax, just smaller. Their boiling spit is just the perfect temperature for a mull. Their scalding saliva deals CQ Flame damage.

Steam-Familiar 4-Track Companion

Warmth, wonder, and moisture are familiar to a steep, and sometimes the spirits they call linger on to comfort others. Mark to neutralize the effects of bad air, spores, or cold.

QUICKSTART KIT

When you're making a quickstart character and choose steep as your post, you gain the following bonuses...

Edge (Choose 1)

Veils, Tides, Instinct

Skills & Languages (Choose 5)

Skills: Concocyt, Cook, Flourish, Harvest, Outwit, Sense, Sway

Languages: Old Hand, Lyrebite, Raka Spit

Resources (Choose 2)

Salvage: Ancestral China, Blackened Brew-Pot

Specimens: Hightower Tea-Leaves, Drip-Crystal

Whispers: Circle of Friends, Truth in Steam

Charts: A Tea-Stained Map

Drive (Choose 1)

Bring calm to others in the midst of turbulence

Brew with leaves from the most remote regions

Mire (Choose 1)

Your gear is scalding, too hot to touch

Paranoia engulfs you – has something taken root?

"Sit down. Relax. It'll be ready in good time. Let us warm your spirit along with your body."

- Batrava Botay, mothrym steep



SURGEON POST

Experts in shattered bone and split vegetable matter, few turn down their ministrations out on the waves.

The surgeon combines the skills of a traditional portside doctor, a therapist, a scholar of research, and a butcher into one terrifying package. Expert at mending broken parts and curing illnesses, taking the surgeon's post on a ship tends to ensure that you'll be welcome wherever you end up - nobody wants to offend the one that might be saving their life in the future.

Portside surgeons train for long years in what passes, in the post-Verdant world, for the halls of academia... But ship-posted surgeons have to learn on the job.

It Won't Be Pretty

The wildsea is a world of aches and scars, imperfect healing and old breaks. Surgeons do what they can to stem the tide of spilled blood and broken bones, but they're often left working with inexact materials and under trying circumstances. If you take a serious injury on the seas, there's a good chance it's going to leave a scar.

Luckily for the average crew, the lingering sight of past trauma has little to do with the standard of care received. Those living with scars tend more to focus on the 'living' part than the 'scar' part, and that first part is almost always thanks to the ministrations of an overworked surgeon.

Medical Materials

For some ailments there's little more needed than a hearty bowl of hot food and a day of rest, but the wilds are nothing if not inventive - weirder injuries require weirder curatives. Many surgeons keep their medical bays stocked with splints, bandages, healing mosses and coagulant leaves, herbs to shock a mind into wakefulness, and leeches to draw out crazier-tinged blood. A lot of the surgeon's go-to treatments involve specimens gathered from the waves themselves, so many become quite accomplished in searching these things out on their travels.

Questions to Consider

When you incorporate elements of the surgeon into your character, consider the following questions...

- ⌚ What's the worst injury you've treated, and did your patient survive?
- ⌚ Have you ever been forced to operate on yourself, either with or without the assistance of anaesthetic or crewmates? If so, what happened?
- ⌚ Are you the type that studies and researches potential maladies to come up with preventative medicines, or that reacts solely to the problems right in front of you?

Alternate Presentations

Perhaps the most terrifying presentation of the surgeon is as a last resort, the enthusiastic amateur that's the best you're going to get while away from a friendly port. For a less worrying take, a wilds pharmacist or biological researcher would be a good bet.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

First Aid 3-Track Trait

When a nearby ally takes damage, hijack focus to immediately heal one point of that damage (once per scene).

Evolving Techniques 3-Track Trait

Increase impact when healing others in a safe, stable environment.

The Limits of the Crew 4-Track Trait

Mark to allow a crew-mate to benefit from a fully-marked trait or companion for the duration of a scene.

Biological Maestro 3-Track Trait

Choose a bloodline. When healing a member of that bloodline, treat conflict results as triumphs.

In the Absence of Journals 3-Track Trait

You receive a whisper whenever a crewmate fully heals from an injury.

Wilds Theoretician 4-Track Trait

Consume a whisper to discern the properties of a mysterious illness or injury.

Vigilance 2-Track Trait

You scrub, clean, and de-spore surfaces with regularity. Whenever you or one of your crew takes an injury, reduce the injury track by one box.

Ceaseless Tending 3-Track Trait

You can use a task to work on healing up to three traits, injuries, or companions at a time – roll once, and use the same result for all chosen.

Leviathan-Blood Infusion 3-Track Gear

Hard to get hold of, but terrifyingly potent. Burn to give you or a crewmate resistance to all damage for the duration of a scene or increased impact on all attacks for the duration of a scene.

Herbal Sealing-Wax 3-Track Gear

An odd-smelling unguent for spreading on a vessel's doorways, dispensed liberally as a matter of course. Increase your ship's **Seals** rating by one when you're aboard.

Spice-Nosed Mask 2-Track Gear

You're immune to disease, and resist the effects of bad air and airborne spores.

Doctor's Trusty Satchel 2-Track Gear

Mark to acquire one of three resources, *Hungry Leeches*, *Soporific Draught* or *Medicinal Herbs*.

Surgical Spectacles 3-Track Gear

Mark to identify one of a target's weak points or weaknesses.

Bonesaw 4-Track Gear

Works just as well on foes as it does patients. Deals CQ. Serrated damage.

Whisperspit Leech 2-Track Companion

Mark mire to drain the falsehood out of a statement, hearing the truth behind it. You gain a whisper based on the excised lies.

QUICKSTART KIT

When you're making a quickstart character and choose surgeon as your post, you gain the following bonuses...

Edge (Choose 1)

Iron, Sharps, Tides

Skills & Languages (Choose 5)

Skills: Concot, Hack, Harvest, Rattle, Study, Sway, Tend

Languages: Chthonic, Gaudimm, Saprekk, Knock

Resources (Choose 2)

Salvage: Pristine Bandages, Iron Leg-Brace

Specimens: Medicinal herbs, Rubbing Alcohol

Whispers: How Bones Mend, A Scar That Never Fades

Charts: Directions To a Surgery

Drive (Choose 1)

Divine the cure for a previously incurable ailment
Have a procedure named after you

Mire (Choose 1)

Your hands shake under pressure
Alcohol calls to you in your darker moments

"Am I a specialist? Well, let me put it this way, only one member of the crew apart from me has blood, one's made of wood and one's made of spiders. What do you think?"

- Betse Lora, ardent surgeon



TEMPEST POST

Your blood crackles with sparks, your heart beats with thunder.

Internalising the wild power of a storm is no small feat, but it's not impossible – either through technological application or obscure arconautic methods, tempests have managed to embed the essence of lightning within themselves.

Holding onto such raw power is difficult even for the most disciplined, and many find themselves the subject of wild moods and sleepless nights as thunder roams their minds. Only the most dedicated tempests manage to typify that dangerous, deadly calm of thunderheads massing on the horizon.

A Fragment of Storm

The most common road to becoming a tempest is to hunt down a living storm and capture some of its lightning for yourself, but it's far from the only way. Some tempests pierce themselves with the spines of an ironjaw ray, or cultivate colonies of voltaic moss along their arms, or befriend a potently electric wildsea creature in order to borrow its puissance. Whatever the precise method, one fact holds true in all cases – a tempest's own body is the host of their power.

Lightning Without Thunder

... Well, *almost* all cases. It's extremely rare, but there are tempests out on the waves whose mastery of electricity comes from purely technological means (as a result of accident, endeavour, or self-experimentation). These artificial tempests are often more akin to rattlehands in their approach to the art, treating voltage as a resource for crafting and repair rather than a source of combat prowess, but they're no less powerful than their storm-blooded kin.

Questions to Consider

When you incorporate elements of the tempest into your character, consider the following questions...

- ☛ How did you attain the power of storms? Through theft, alchemy, injury, or some other wildsea weirdness?
- ☛ To what extent are you in control of the lightning within you? In what ways, if any, have you unintentionally released it?
- ☛ Do you resonate with the world around you and, if so, how does this manifest? Crawling sparks, misfiring engines, gathering striations of cloud far above?

Alternate Presentations

The easiest non-standard interpretation of the tempest is as some kind of elemental magic user, a mage-type with power over lightning drawn from nothing but training. Alternatively, the tempest aspects can be adapted mechanically to represent other wildsea damage types – an arconautic user of frost, for example, or even (and this is definitely not recommended) flame.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Storm-Stride 4-Track Trait

Mark to float for a brief time, electricity crackling around you as you do so.

The Pulse 3-Track Trait

You can sense nearby electrical fields, such as those produced by living organisms.

Bolt-Switch 3-Track Trait

Mark to instantly switch places with a willing crewmate within sight, or burn to switch with them and hijack focus at the same time.

Old Accord 3-Track Trait

Use a task and mark to quiet or banish a storm, or use a task and burn to summon one.

The Skies Agree 4-Track Trait

Increase impact when dealing Volt or Blast damage during an electrical storm or heavy rainfall.

Thunder's Tone 3-Track Trait

You can raise your voice to an ear-splitting shout, dealing CQ Blast damage and being easily heard over long distances.

Lightning's Call 4-Track Trait

You can direct bursts of voltaic energy through your palms or fingers, dealing LR Volt damage.

Ground Zero Overload 1-Track Trait

Mark to deal Volt damage to all nearby foes, or burn to increase it to massive Volt damage.

Ironjaw Seven-String 5-Track Gear

A guitar-like instrument carved from the bones of an ironjaw ray. Produces a harsh, buzzing tone when played that seems to awaken the spirit of rebellion in some.

Mesh Relay 3-Track Gear

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

Voltomotive Interfacing 3-Track Gear

You can act as an additional (or main) engine for your ship, powering its bite with your mere presence. Increase your ship's Speed rating by one when you're aboard.

Voltaic Lantern 3-Track Gear

A simple light source that runs off of your own internal charge. Mark to deplete a nearby source of electricity, absorbing it into the lantern for a brighter glow.

Singed Coat 3-Track Gear

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

Internal Battery 4-Track Gear

Mark to kickstart a machine, charge a depleted power source, or temporarily increase the effectiveness of an engine.

Squallkitten 2-Track Companion

A small, playful feline made of roiling stormclouds. Gives your entire crew resistance to Volt damage.

Sparking-Eel 4-Track Companion

Winds around limbs and under clothes, always moving. Mark to identify the nearest source of potent electricity, no matter the distance.

QUICKSTART KIT

When you're making a quickstart character and choose tempest as your post, you gain the following bonuses...

Edge (Choose 1)

Grace, Sharps, Teeth

Skills & Languages (Choose 5)

Skills: Break, Flourish, Outwit, Rattle, Scavenge, Sense, Vault

Languages: Old Hand, Signalling

Resources (Choose 2)

Salvage: Ceramic Battery

Specimens: Phosphorescent Beetle

Whispers: The Calm Before, In the Blood

Charts: A Sketched Lightning-Strike

Drive (Choose 1)

Communicate with a living storm on equal terms

Avert a disaster by causing another disaster

Mire (Choose 1)

Sparks pinwheel from you as you move

Your voice is thunder, impossible to lower from a shout

"It's not something to be taken lightly, that kind of power. It changes you in ways you won't be prepared for. I know I wasn't."
- Ropperly, ketra tempest



WORDBEARER POST

The routes may be longer and a lot more dangerous than in the pre-verdant times, but the post still needs to get from A to B.

Some think the position of wordbearer is little more than a ridiculous affectation – how can a sender be sure their message will be delivered with the waves so unpredictable? How can one be trusted with words in a world where they're known to latch parasitically into the mind? With trained crows and dragonfly-messengers, who even sends letters to be delivered by hand anymore?

But that mockery and disbelief falls to a hush when an actual wordbearer walks by, laden with twine and packages, charts and envelopes and cages. Their scars speak volumes, their gazes (if they are the sort with eyes, at least) tell stories, and their lips shape secrets only meant to pass from one mind to another. They are the personification of whisper, the wordbearers – conveyors of quiet truth.

The Oath

Four words: This Will Be Delivered.

A wordbearer's oath is a powerful force; some say as powerful as the wildest whisper. Most of their role on a ship is to pick up packages and missives from whatever junctions they stop at, to take messages from crews far from home, to commit phrases and well-wishes to memory for those that lack ink. People pay for their services, and for the trust they've earned. In more isolated regions, to impersonate a wordbearer and take the deliveries for yourself would be something approaching blasphemy.

Not Rain Nor Snow

Implacable is a word often used in connection with this post, and for extremely good reason. Wordbearers have a well-earned reputation for taking their oaths of delivery seriously, sometimes seriously enough to travel for months in order to hand over a single letter. It can hardly be a practical way to live, but it's the path they've chosen.

Questions to Consider

When you incorporate elements of the wordbearer into your character, consider the following questions...

- ⌚ What was the first thing you delivered, and what was special about it?
- ⌚ Have you ever broken the wordbearer's oath? If so, was it by accident or by design?
- ⌚ Is there any missive you won't carry, any material you refuse to transport? Why, and what experiences led to this personal rule?

Alternate Presentations

The wordbearer can make a fantastic diplomatic type, the trustworthy face of a crew in their interactions with strangers. On the flipside, a lot of their secret-keeping aspects can lend themselves well to the role of a spy or saboteur, and if you want to stick to a particularly nautical theme an oathbearer would make an excellent smuggler.

ASPECTS

Your aspects help make your character unique, giving them ways to break the normal rules of the Wildsea. They also act as fictional permissions, to an extent – choose ones that speak to you, that you think you can weave into your story. During quickstart creation, choose 2 aspects from the list below.

Respect Runs Deep 3-Track Trait

Your clothes, your posture, your look – wordbearers are afforded a rare respect. Treat conflicts as triumphs when commanding authority in a settlement with a junction.

The Words Always Know 3-Track Trait

Once per scene you can gain a fragment of accurate information on the whereabouts of any individual you're trying to deliver to.

The Safest Wrapping 4-Track Trait

Use a task to convert a spoken or physical message of some kind into a whisper (if the message was a resource, you keep it in addition to gaining the whisper).

Rightful Owner 4-Track Trait

Increase impact when defending your deliveries, and when attempting to retrieve something stolen from yourself or your crew.

Oathbound 4-Track Trait

You're immune to chemical, arconautic, and mesmeric effects designed to draw information from you.

Weatherbeaten 3-Track Trait

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

Promise-Twine 4-Track Gear

When a resource you're trying to deliver would be destroyed or lost it degrades instead, gaining a negative tag (if it already has a negative tag, it is consumed as normal).

Courier's Cage 3-Track Gear

Consume a specimen to call a nearby messenger creature to you safely, and retrieve both the creature and whatever message they're holding as resources.

Glyph Flares 4-Track Gear

A set of chemical fireworks that burst in bright, recognisable glyph shapes.

Pattern-Reader 4-Track Gear

A miniature gramophone for playing scribed cylinders of wax, ceramics, or cured bark. Mark to record a fragment of conversation or sound you can hear, to be played back at a later time.

Undeliverables 5-Track Gear

Sometimes the oath is broken by the death of a receiver. You carry those undelivered letters and parcels around as a memorial, or possibly a penance.

Canvas Sling 3-Track Gear

A simple but effective weapon. Deals LR Blunt damage, and increases impact on CQ actions made to trip or restrain a target.

Sortomaton 2-Track Companion

A wheezing machine used for the sorting and categorizing of mail. You count as fluent in all languages, but only when reading addresses, listening to directions, or committing a sender's message to memory.

Retired Courier Dragonfly 4-Track Companion

Still swift, but lacking stamina. Mark to gain a resource from your surroundings with some kind of text as a component, such as a chart or painted sign.

QUICKSTART KIT

When you're making a quickstart character and choose wordbearer as your post, you gain the following bonuses...

Edge (Choose 1)

Iron, Tides, Veils

Skills & Languages (Choose 5)

Skills: Delve, Hunt, Scavenge, Study, Sway, Vault, Wavewalk

Languages: Chthonic, Old Hand

Resources (Choose 2)

Salvage: Packaging Twine, Dented Birdcage, Old Wax

Specimens: Inscribed Centipede, Slug-Gum Sealant

Whispers: My Heart to Yours, Safe and Secure

Charts: A Junction Network Book, A Scrawled Envelope, A Tattered Schedule

Drive (Choose 1)

Deliver a fragile package or missive to a distant receiver
Establish connection and community between disparate

Mire (Choose 1)

Of course you could open one... Who would know?
Sad old secrets from messages past tug at your dreams

"This will be delivered, I said, and she laughed. But six months, three reaches, and two leviathans later, it was."

- Half-Ghost Galway, ketra wordbearer