

The city of Kyther (or Kynner) had many bells, each rung with their own purpose. Most warned of danger, as one might expect of a reefback settlement in the middle of a dangerous territory. Some rang to signify general meetings, or the handing-out of newly acquired foodstuffs, or funeral rites.

But the bell that summoned Rolgis that morning wasn't any of those. It was a bell rang so rarely that he almost didn't recognise it, which would have been particularly embarrassing as it was a bell meant purely for him.

Master shipwright needed urgently.

By the time he reached the dockyards he was starting to doubt himself - the bay was overflowing with fur and chains and viscera, chop-station workers crawling over the corpse as they worked.

But the crowd opened up around him, and the choppers gestured hopefully to the bones.

They were right. He was needed.

Step One - Design

Your ship's design covers most of the main components that make it... well, a ship. These are the essentials - the material that makes up the hull, the method you use to get from port to port. In many ways these are the most important choices you'll make as a crew, as the ship is your shared possession.

We recommend spending stakes by committee for this step of the shipbuilding process, talking to everyone at the table about what catches your eye and how it might benefit you. The choices you make here do have a mechanical component, in that they're the main way of raising your ship's ratings, but they have a lot of fictional weight to them as well (a crew turning up to a new port in a wheezing scrap-hulled junker may well be regarded and treated very differently to one showing up in an elegant bone-plated sailship, for example).

Make sure you pick up at least one option from each of the design sections (size, frame, hull, bite, and engine).

Size [Required]

A ship's size determines its profile on the waves and the amount of crew and passengers that can coexist aboard it before things start getting crowded and tempers begin to fray.

When you spend stakes on a size, note it down on your ship sheet, as well as any rating ranks it gives. You can only pick one size for your ship - choose wisely.

Issues of Space

While a larger ship may fictionally have more cargo space available, we haven't set any hard limits on the amount a ship can carry based on size.

By the same token, we haven't limited the amount of internal rooms or additional fittings you might want to kit your vessel out with later on in the shipbuilding process. Your ship should be a product of imagination and creativity rather than number-crunching, if possible.

Weighing Your Options

There's more to successful survival on the rustling waves than simply being the owner of the biggest ship. Larger ships are inherently sturdier, true, but they often have difficulty going unnoticed or even docking at certain ports. Smaller ships are often more swift or manoeuvrable, able to play cat and mouse with pursuers or slip unnoticed beneath the waves at a tactically opportune moment.

Available Sizes

There may well exist ships that are smaller, and there are certainly ships far more vast. *Your choice determines the amount of crew and passengers your ship can comfortably hold, as well as actual physical size.*

Nano 1 Stake

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

Stealth +1

Small 1 Stake

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

Speed +1

Standard 1 Stake

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

Armour +1

Large 1 Stake

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

Armour +1

Stealth -1



Frame [Required]

Beneath the weapons, fittings, and hull plating of every ship is a solid frame, a superstructural skeleton built to withstand the constant jostling roughness of travel across a wescape of chemical-coated leaves and thick wooden branches.

When you spend stakes on a frame, note it down on your ship sheet, as well as any rating ranks it gives. You can only pick one frame for your ship - choose wisely.

Attitude

Your frame choice says a little about the overall shape of your ship, but not too much - it's really up to your crew to decide how you ultimately want the ship to appear.

What your frame choice does determine is a certain attitude - though hidden by hull and accoutrements, your frame will influence how other sailors think of your vessel when it first appears.

Available Frames

The bare bones of a ship, a staging ground for every future choice. *The frame you choose may have an effect on how your vessel is perceived by others.*

Sturdy 1 Stake

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

↙ Armour +1

Moulded 1 Stake

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

↙ Seals +1

Light 1 Stake

Made with the lightest possible materials in the smallest possible amounts.

↙ Speed +1

Scything 1 Stake

Often wedge or blade-shaped, scything frames are constructed specifically to cut as efficiently as possible through the waves.

↙ Saws +1

Sleek 1 Stake

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

↙ Stealth +1

Flexible 1 Stake

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

↙ Tilt +1



Hull [Required]

Though the vast majority of ships are constructed of a few common materials (wood from the ironroots, salvaged metal, and sturdy bones), they're far from the only ones on offer. With the sea such a dominating presence, there are few things that people haven't tried to turn into a ship at some point.

A hull keeps the wildsea out and the cargo and crew in. It might well be the most important part of the ship (and if it's not, it'll certainly feel that way once the shrapnel-cannons start firing).

When you spend stakes on a hull note it down on your ship sheet, as well as any rating ranks it gives. You can purchase multiple hulls if you wish, but must take at least one.

Patchwork or Pristine?

Though your hull choice usually mentions a single material, wildsailor vessels are rarely as uncomplicated as that. Most ships are a patchwork of different materials, oddities dredged from the waves or spied in salvage yards, poor-quality fixes that were rushed out at sea, and cargo or resources filling the gaps. While your hull choice may specify the *original* material of your hull, it doesn't necessarily speak to your time at sea and the damage it's done. Wildsailors tend to wear their scars with pride – their ships are no different.

That said, there are some vessels whose crews keep them as close to perfect as possible. They're often looked on with suspicion, sometimes awe and reverence. If you're one of those crews that wants to keep their ship as close to 'factory standard' as possible, the best way to do it is to be careful when repairing any damage it takes. Use the same materials as the hull if you can, or wait until you can get back to a port and have one of their dockside workshops carry out the repairs for you. It may not ever be as good as new, but it might be damn close.

And what really is 'new' on the rustling waves, anyway?

Common Hulls

Most common hulls are distinguished not by the relative abundance of the materials used, but the ways in which those materials are shaped and hardened to withstand the constant grinding ebb of the waves. Your hull choice is at once cosmetic and uncomplicated – choose one that suits the feel of your crew, that embodies why you're out on the waves.

Reef-Iron 1 Stake

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

Seals +1

Leviathan Bone 1 Stake

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

Seals +1

Broadwood 1 Stake

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

Tilt +1

Rough Bark 1 Stake

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

Stealth +1

Chitinous 1 Stake

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

Speed +1

Razorscale 1 Stake

An exterior of interlocking scales sloughed or harvested from a wildsea beast, sharpened for effectiveness.

Saws +1

Beastback 2 Stakes

A half-living hull of flesh and bone, flexible and unsettlingly warm.

Seals +1

Tilt +1

Ceramic 2 Stakes

A shell of heavy baked clay. Ostentatious and brittle unless very carefully maintained.

Armour +1

Seals +1

Chrysalid 2 Stakes

A hull adapted from the cast-off chrysalis of a massive insect, excellent protection against the sea's incursion.

Seals +1

Stealth +1

Ghost-Oak 2 Stakes

Pale as death and remarkably flexible, ghost-oak is rarely found growing outside the lightless depths of the drown.

Armour +1

Tilt +1

Arachnesque 2 Stakes

Less of a hull and more of a giant insect grown to fit the specifications of your frame, usually something spider-like.

Tilt +1

Stealth +1

Exile's Copper 2 Stakes

A rare metal that weighs far, far less than it has any right to, prized for racing-ship hulls.

Armour +1

Speed +1

Unique Hulls

A set of hulls that come with their own special rules, and not always for the better. Remember to add these rules to the notes section of your ship sheet if you choose any of the options below.

Junk-Strung Free

The mark of a ship well-scarred and oft-repaired, a junk-strung hull is barely a hull at all... More a collection of scavenged metal, driftwood, and animal bones; unstable, rusting, and leaky.

Armour +1

Seals -1

Mark your seals or armour rating to pull a piece of useful salvage from the hull.

Floraflage 2 Stakes

A hull of living vegetation grown purposefully around your frame. Blends easily into the seascape.

Stealth +2

Armour -1

A floraflage ship at rest is almost impossible to detect – increase impact when using stealth while motionless.

Monument 3 Stakes

An absurd affectation in a world of flexible branches and endless depth, monument hulls are made of appallingly heavy mountain-stone.

Armour +2

Seals +2

A ship with a monument hull can't Forge Ahead during a journey.

Bite [Required]

A ship's bite determines its motive force, how it cuts through (or otherwise traverses) the vast canopy of the rustling waves. In most cases your bite is directly connected to your ship's engine – the next choice you'll make in the shipbuilding process – and as long as the engine is running, you'll have control of the speed and direction of your ship.

When you spend stakes on a bite, note it down on your ship sheet, as well as any rating ranks it gives. You can purchase multiple bites if you wish, but must take at least one.

The Wake You Leave

The nature of your ship's bite also determines the kind of wake you leave behind when you travel, which can have an impact on how easy or difficult you are to tail or track down. As a general rule, the more destructive the bite, the greater the wake.

Sawprows, impellers, longjaws, and mulchers are all designed to tear through leaves and branches rather than skim atop them, and even with the wildsea's increased rate of growth and repair, travelling through the thrash will leave a trail of vegetative disaster behind you.

Crawlers, underscales, and other less destructive bites deal less obvious damage, but experienced trackers will be able to follow the marks they leave just as easily.

Ramming Speed

A lot of bites are just as effective at cutting into an enemy ship's hull as they are cutting through the treetops. Most of the bites listed on the next page have an associated damage type, allowing you to deal massive CQ damage to things that you purposefully (or accidentally) ram your ship into.

But everything comes with a cost. Ramming other ships is a dangerous activity, almost as likely to damage your own vessel as it is to damage your target. Certain options you'll have access to later in the shipbuilding process will give you alternate methods of attack with less risk to your own crew, but don't forget that if you're ever in need of a weapon out on the waves, you're likely already riding on one.

Common Bites

Found on salvaging craft and trading vessels from the Fractured West to the Eaten East. *Each of these bites also allows your ship to deal a particular type of damage when ramming another vessel.*

Sawprow 1 Stake

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

↙ Saws +1

↙ Deals massive CQ Serrated damage

Impellers 1 Stake

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

↙ Speed +1

↙ Deals massive CQ Blast damage

Crawler 1 Stake

Large finger-like mechanisms spread out around the front of the ship, allowing it to move through the waves with a crawling motion.

↙ Tilt +1

↙ Deals massive CQ Blunt damage

Underscales 1 Stake

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

↙ Stealth +1

↙ Deals massive CQ Keen damage

Jag-Tracks 1 Stake

Motorised grapple tracks along the keel and hull-sides; a slow, solid, and reliable choice.

↙ Armour +1

↙ Deals massive CQ Hewing damage

Sluicejets 1 Stake

Pressurised sluice systems filled with phytophobic chemicals, for coating the hull and pushing the ship.

↙ Seals +1

↙ Deals massive CQ Acid damage

Longjaw 2 Stakes

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

- ⌚ Saws +1
- ⌚ Speed +1
- ⌚ Deals massive CQ Serrated damage

Propeller-Cage 2 Stakes

A cage housing that holds large airboat-style propellers used to push the ship forward.

- ⌚ Speed +1
- ⌚ Armour +1
- ⌚ Deals massive CQ Blunt damage

Navapede Limbs 2 Stakes

Centipedal limbs lining the hull, letting a ship scuttle through the thrash. If such a vessel could truly now be called a ship, of course.

- ⌚ Tilt +1
- ⌚ Stealth +1
- ⌚ Deals massive CQ Spike damage

Voltaic Runners 2 Stakes

Crackling with barely contained lightning, these outboard contraptions let a ship float just above the churning branches of the sea.

- ⌚ Seals +2
- ⌚ Deals massive CQ Volt damage

Mulcher 2 Stakes

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

- ⌚ Saws +2
- ⌚ Armour +1
- ⌚ Stealth -1
- ⌚ Deals massive CQ Serrated damage

Tentaculari 2 Stakes

A living cluster of tendrils or tentacles attached to the ship's hull, carrying it through and across the waves in an unsettlingly alien motion.

- ⌚ Tilt +2
- ⌚ Deals massive CQ Salt damage

Sails

For those that find sawteeth too brutal, or who have a reverence and respect for the lost salt seas of old. Sails don't require an engine choice to power them, but each sail only works out on the open thrash (or in certain conditions).

Square Sail 1 Stake

Taut canvas that relies on a strong breeze, this design harks back to an age of calm, clear waters.

- ⌚ Speed +1
- ⌚ Only effective in favourable winds

Sleek Sail 1 Stake

Triangular and manually angled, relying on an attentive crew to catch the right breezes.

- ⌚ Stealth +1
- ⌚ Only effective in favourable winds

Sweat-Sails 1 Stake

Held low to the waves, unfurled canvases shaped to catch the rising under-canopy heat.

- ⌚ Speed +1
- ⌚ Only effective in warm weather

Tethered Kites 2 Stakes

An array of kites that catch the stronger winds of the lower air.

- ⌚ Speed +2
- ⌚ Only effective in favourable winds

Gecko Sails 2 Stakes

A reinforced multi-sail arrangement designed to tame even the wildest gusts.

- ⌚ Speed +1
- ⌚ Armour +1
- ⌚ Only effective in favourable winds

Unique Bites

A set of bites that come with their own special rules, not recommended for first-time wildsailors. Remember to add these rules to the notes section of your ship sheet if you choose any of the options below.

Sharpened Prow Free

Simple and straightforward, a honed blade running the length of the ship's prow to cut through vegetation.

- ⌚ Provides a basic cutting edge, but no motive force.
Just about works when paired with oars, but you really should choose something better.
- ⌚ Deals massive CQ Keen damage... or it would, if you could get up enough speed.

Beast-Reins 1 Stake

An arrangement similar to a leash or yoke, allowing well-trained beasts to pull the ship like a chariot.

- ⌚ Tilt +1
- ⌚ When you choose beast-reins, decide what kind of beasts they hold (giant centipedes are a solid choice).
- ⌚ A ship with beast-reins doesn't require an engine choice from the next section, but the beasts themselves do require care, feeding, and sleep.

Grappling Array 1 Stake

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

- ⌚ Tilt +2
- ⌚ Speed -1
- ⌚ A ship running solely on a grappling array can't Forge Ahead during a journey.
- ⌚ Deals massive LR Spike damage.

"And this," the friendly shout was punctuated by the slamming open of a heavy, iron-edged door, "is the engine room!"

Axa had seen the guts of a lot of ships in his day; some neatly organized, some on the chaotic side, some a confusion of piping and valves and interchanges that would have taken an amateur weeks to untangle.

But the Salavida's engine room was something else.

**"It's... bees." A fat drop of honey trickled down his shoulder as he spoke, words almost lost in the bass drone that filled the room.
"It's all bees."**

"Well, not quite!" The Salavida's rattlehand reached out to smudge at the drop with the end of their sporescarf. "There are the flower vats, the melliferous exchange relays, the queen's den and honeycomb frames..." He caught Axa's sceptical look. "... Yeah, it's pretty much bees all the way."

Engine [Required]

The heart of most seafaring vessels, engines exist primarily to give power directly to a ship's bite. Different engines take different types of fuel, but whatever they require can surely be found among the waves with a little searching.

When you spend stakes on an engine, note it down on your ship sheet, as well as any rating ranks it gives. You can purchase multiple engines if you wish, but must take at least one.

More than Motive

In some ships, especially those with more complex equipment, the engine may well be used for a lot more than running a chainsaw prow or impeller. Clever use of an engine might...

- ⦿ Power ship-wide systems, pre-Verdant artefacts, or technologically advanced equipment
- ⦿ Turn it into a ship defence weapon (by venting steam or scalding fuel)
- ⦿ Allow it to act as a defensive bastion or hiding place when the ship is under attack
- ⦿ Let it provide salvage or specimens, such as engine oil (though usually at the risk of damaging the engine itself)

Fuelling the Engine

Each of the engine choices presented to the right specify a particular type of fuel they need to run, but that doesn't mean it's something you have to explicitly track. No amounts are listed, and that's by design - instead, assume that for each journey you set out on, you've got enough fuel stored and ready to make it to your destination without any serious worries. That said...

... accidents do happen.

Perhaps you're raided by pirates and have your cargo room cleared out. Perhaps you run aground on a reef of wreckage or some rootquake-risen temple. Perhaps a mold or fungus makes its way into the engine housing, requiring the entire thing to be stripped and cleaned.

Whatever the reason, sometimes you might find yourself in a position where the fiction suggests fuel is a concern. These are the only cases where you should pay attention to precisely what your engine demands, engaging in a montage, scene, or even a small quest to get your ship moving again.

Optional Rule - Tracking Fuel

Depending on the tone of your own version of the wildsea, and the influences on your table, a grittier approach to fuel and travel might be appropriate.

In these cases we recommend treating stored fuel as a cargo item, able to be bought, sold, and traded at ports, or collected while out on the waves with high-impact resource-gathering tasks.

If you want to take the concept even farther, you might allot a certain amount of fuel to undertake a particular journey, or tie the use of the Forge Ahead mechanic while travelling to a consumption of some kind of fuel unit.

Common Engines

Assembled by artisans, ripped from wrecks, or plucked from the waves themselves. Each of these engines runs smoothly under normal circumstances, but might require a particular type of fuel in a crisis.

Chemical Compressor 1 Stake

The most common engine on the rustling waves, reliably unreliable but extremely easy to fuel.

Speed +1

Fuelled with crushed fruit and insect husks

Springwork 1 Stake

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

Saws +1

Fuelled with sweat, labour, and time spent winding

Parasite Pitcher 1 Stake

A large pitcher plant coaxed into taking root in an engine housing, vines intermingling with the ship's systems.

Stealth +1

Fuelled with organic material (preferably living)

Steam Piping 1 Stake

Hellish contraptions of tangled piping, rare chemicals, and scalding steam.

Seals +1

Fuelled with water (the cleaner the better)

Ratwheel Exchange 1 Stake

Exactly what you might imagine, a pure transfer of kinetic energy from restless rats to wheel to bite. Ethical engineers tend to give their rats the run of the ship.

Tilt +1

The rats need feeding every now and then, but they're not fussy

Pulsing Cocoon 1 Stake

An unknown insect shifts inside, glutting on dreams and spinning them into an ebb of arconautic force. Crews report intensely vivid dreams.

Armour +1

Fuelled with the dreams of the crew

Unique Engines

A set of engines that come with their own special rules and fictive oddities. Remember to add these rules to the notes section of your ship sheet if you choose any of the options below.

Tamed Hive 2 Stakes

A buzzing organic engine of honeycombs and crawling workers, their movements a complex dance.

Speed +1

Seals +1

Fuelled with stolen flowers and unprocessed pollen.

Crew can use a task while at sea to gain a resource, 'Fresh Engine-Honey', once per journey.

Reclaimed Burner 2 Stakes

An ancient burner that runs on processed chemical fuel, salvaged from the innards of a pre-verdant ship. Requires excessive ventilation. Don't use this.

Speed +3

Seals -1

Runs on processed chemical fuel.

Liable to explode if seriously damaged.

Rope Golem 2 Stakes

A semi-sentient mass of animated ropes running through the rooms and corridors of the ship.

Speed +1

Stealth +1

Takes no fuel, but the ropes must be replaced when they begin to fray.

Rope golems have an unpredictable will of their own that may manifest at unexpected moments.

Leviathan Heart 2 Stakes

An actual leviathan heart, still beating reflexively, hooked up to the ship. Pumps viscous black fuel through pipes and valves.

Speed +1

Tilt +1

Requires no fuel, but in a particularly ominous way.

Jawbox 1 Stake

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

Saws +1

Speed +1

Stealth -1

Fuelled with wildsea wood

Solar Compressor 2 Stakes

Made to store, liquefy, and pressurize sunlight.

Speed +1

Stealth +1

Naturally fuelled on sunny days

Magnetic Coils 2 Stakes

Spinning cylinders that, ideally, maintain a state of almost perpetual motion.

Tilt +1

Stealth +1

Fuelled with magnetic scrap

Ceramic Batteries 2 Stakes

Volt-storing batteries rigged up to regulate and distribute power. Their crackling hum makes nearby insects (and superstitious undercrew) uneasy.

Saws +1

Seals +1

Fuelled with lightning strikes

Acid Maw 2 Stakes

An open chemical vat that melts down scrap metal, piping the resulting pressurised slurry around the ship. Potent and almost impossible to interrupt.

Saws +2

Fuelled with salvage and scrap

Step Two - Fittings

Once your ship's design is decided, it's time to move on to the fittings. These represent the more niche aspects of your ship, the useful extras and personal touches that turn it from a simple vessel to an enduring home. Specifically the fittings section covers motifs, additions, rooms, armaments, and outriders.

While you can still pool your stakes together here, many of the fittings will suit certain choices of bloodline, post, or origin more than others. Don't be afraid to make choices that benefit you directly, spending your stakes on something that catches your eye.

No fittings are essential for a ship, but a lot of them can make life out on the waves (especially on longer journeys) substantially easier. Spending your stakes on fittings is entirely optional.

Motif [Optional]

A fittings choice that affects your entire vessel, choosing a motif allows you to 'theme' your ship towards a certain activity (such as salvaging or exploring).

Mechanically, a motif doesn't just give you a set of useful equipment and oddities to add to your ship, it also affects how others perceive you - ships with a chosen motif will be easily recognized as a particular kind of vessel to even the most inexperienced sailors.

When you spend stakes on a motif, note down the benefits it confers. You can only pick one motif for your ship - choose wisely if you're spending stakes here.

Shared Headspace

Purchasing a motif for your ship can also help every player at the table get into the right kind of headspace in terms of how the ship might appear, even without discussing lots of finer details. That said, it's still worth describing the look and feel of some of the ship as a whole - a motif gives a general theme, but few specifics.

Rustling Up Resources

One of the most important things a motif gives you as a crew is a set of fictional permissions, the knowledge that your ship probably has certain things on it even if you haven't spelled them out exactly. This can let you search your own ship for low-quality resources while out at sea, rooting through cupboards and lockers for salvage and specimens that fit the theme of your vessel. Searching a ship with the hunting motif might turn up a rusted mantrap, old bowstrings, and spearheads or the bones of past kills, for example.

Available Motifs

There's a lot to be said for dressing for success - a motif allows you to extend that principle to your entire vessel. A motif choice allows the kind of work your crew routinely engages in to be identified by others at a glance.

Transport 2 Stakes

No matter what is happening on the waves, no matter the problems or curiosities its denizens face, there will always be a space for those willing to move passengers from point A to point B. Ships themed around transport will likely have...

- ↳ A clean and professional paint job to attract potential passengers
- ↳ Built-in passenger quarters with varying levels of comfort
- ↳ A sturdily constructed panic room, suitable for holding passengers unwilling to fight in the event the ship is attacked or boarded

Hauling 2 Stakes

Just as essential as transporting passengers, the movement and trading of cargo is a reliable path to success for dependable types. These ships will likely have...

- ↳ Gangplanks, winches, and bay doors for swift loading and unloading at port
- ↳ An expanded cargo area with extra security and webbing for odd-shaped packages
- ↳ A reliable cargo crane built into the ship's structure for holding and transporting particularly heavy crates and objects

Hunting 2 Stakes

The oldest wildsea profession, a ship kitted out with a hunting motif will likely have...

- ↳ Trophies of bone, fur, or chitin prominently displayed on the outer hull
- ↳ A modified cargo area complete with animal pens
- ↳ An array of hunting and butchery tools, allowing crew fighting on or below decks easy access to CQ Keen or Spike damage

Salvaging 2 Stakes

Useful for scappers, dredgers, and wreck-wranglers, salvaging ships will likely have...

- ↳ A scratched and dented appearance, making you look almost like a wreck yourself
- ↳ A modified cargo area with work benches and tools for disassembly
- ↳ A grappling crane built into the ship's structure for attaching to large wreckage, allowing it to be hauled onto the deck or towed behind the ship

Pathfinding 2 Stakes

Pathfinding ships are built with tenacious exploration in mind, and will likely have...

- ⦿ Trinkets and gewgaws from various contacted cultures affixed to the hull
- ⦿ A reinforced engine room with a secondary set of seals or bulkheads protecting it
- ⦿ An array of wilds-clearing tools, allowing crew fighting on or below decks easy access to Hewing or Serrated damage

Raiding 2 Stakes

For wildsailors who take to the waves with violence in mind, for noble or not-so-noble reasons. Ships with a raiding motif will likely have...

- ⦿ Fortified deck-rails to give the crew cover while shooting (or being shot at)
- ⦿ Bulkhead doors that can be closed and locked to isolate boarding parties
- ⦿ An armoury lockbox containing weapons taken as spoils from previous encounters, allowing crew fighting on or below decks easy access to Blunt or Blast damage

Rescue 2 Stakes

Yours is the kind of ship people call on when other ships don't make it back to port. Ships with a rescue motif will likely have...

- ⦿ Emergency medicine for some of the more common maladies of the waves
- ⦿ A photoscope for picking out glints of wreckage or distress flares at a great distance
- ⦿ An isolation room packed with soft amber resin, for keeping the crew insulated from and slowing the progress of illnesses during a journey

Research 2 Stakes

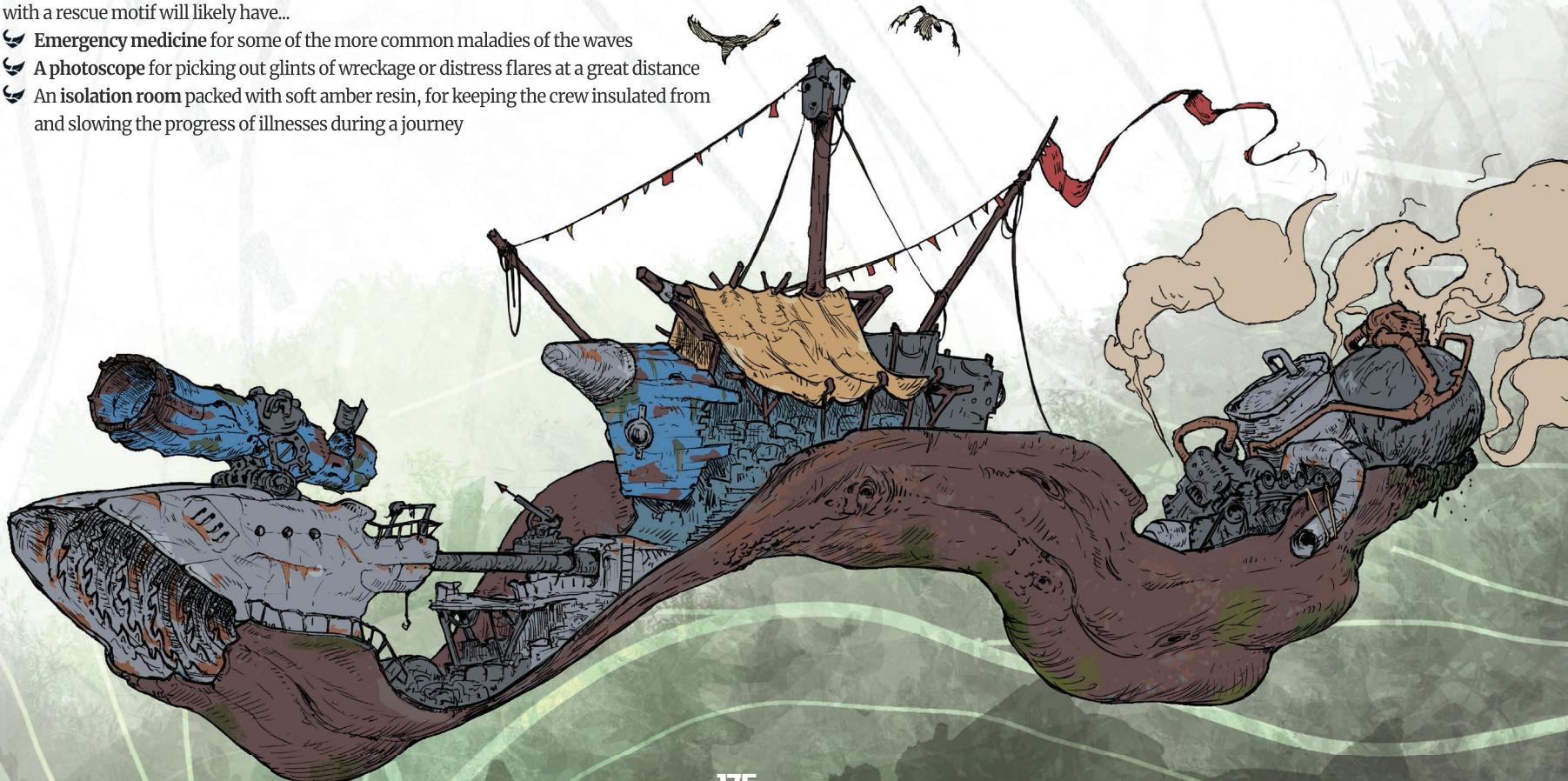
The mysteries of the rustling waves are an egg waiting to hatch, and a research vessel is just the right sort of tool to crack them right open. Research ships will likely have...

- ⦿ A higher level of **general technology** on show than average
- ⦿ A library for recording new findings and delving into secrets and lore
- ⦿ A **snapshot arrangement**, a complex deck-mounted photography system for catching images of the waves and printing them on light-sensitive paper

Entertainment 2 Stakes

For actors, musicians, performers, and travelling circuses, those that make their living by entrancing the public. Ships with an entertainment motif will likely have...

- ⦿ A gaudy appearance that catches the eye
- ⦿ A theatrical stage built into the main deck
- ⦿ Costuming supplies for the representation of various creeds and characters



Additions [Optional]

A broad category of fittings covering the type of things that tend to make life on the waves just a little bit easier for everyone.

General Additions

With no more a unifying theme than 'usefulness'. These additions grant fictional permissions in a variety of situations, usually giving you more options in terms of interacting with your own ship and the surrounding waves.

Anchor System Free

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

Rig-Ropes 1 Stake

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

Firefly Lanterns 1 Stake

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

Luminous Blooms 1 Stake

Patches of moss or flowering plants that shed pale light in the darker hours.

Chemical Spotlight 1 Stake

Illuminates surrounding areas with day-like clarity.

Survival Station 1 Stake

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

Cargo Crane 1 Stake

A sturdy crane for loading and unloading cargo, capable of carrying extremely heavy objects without overbalancing the ship.

Wrecker's Magnet 1 Stake

A curious electromagnetic crane, often used by salvagers. Controls on the crane can increase, decrease, or cut the magnetism entirely.

Signal Flares 1 Stake

Colour-coded flares meant to be fired up into the heavens to communicate findings, threats, and positioning. *At least a smattering of the Signalling language is required to use or understand them effectively.*

Shutter-Lamps 1 Stake

A bank of lights and shutters for blinking visual signals across vast distances. *At least a smattering of the Signalling language is required to use or understand them effectively.*

Steam Whistle 1 Stake

A shrill, piercing whistle used to announce your presence or scare the more skittish denizens of the sea.

Vox-Horn 1 Stake

A deep, blaring horn that can also be used as an effective voice amplifier.

Tethered Kitesail 1 Stake

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

Trained Messengers 2 Stakes

Flying creatures trained to seek out distant landmasses (or nearby ships), deliver messages to them, and return with replies. When choosing trained messengers, specify the type of creature you're using (such as dragonflies or crows).

Fixed-Band Radio 2 Stakes

A short-range radio system capable of sending and receiving static-laden signals, based on recently rediscovered pre-verdant technology. Allows instantaneous communication, but relies on fragile antennae affixed to the uppermost portion of the ship.

Bounteous Additions

Fittings focused on the gathering of additional resources during the course of a journey. These additions grant even more fictional permissions in a variety of situations, usually giving you more options in terms of interacting with your own ship and the surrounding waves.

Fruiting Tree 1 Stake

An ancient tree rooted to your deck, laden with fast-growing fruit.

• Automatically acquire a fruit-based specimen when you use a task to tend to the fruiting tree.

Night Farm 1 Stake

A dark, covered soilpit for growing mushrooms.

• Automatically acquire a mushroom-based specimen when you use a task to tend to the night farm.

Lightning Rod 1 Stake

A multi-pronged metal array for attracting lightning and storing it in ceramic batteries.

• Automatically acquire a charged ceramic battery whenever your ship enters a lightning storm.

Water Purifier 2 Stakes

A funnel filtration system.

• Automatically acquire a barrel of fresh water with the 'Pure' tag whenever you drop anchor or cut a path in rainy conditions.

Trawler Nets 2 Stakes

Reinforced nets meant to be draped over the sides of the ship during relaxed journeys, catching larger insects and small mammals before they're hauled back in.

• Automatically acquire one normal specimen when you cut a path.

Rooms [Optional]

Subdivisions of the ship outfitted for specialist tasks. Though more niche than a motif, rooms serve the same purpose – they skew the operations and capabilities of your ship toward being useful in various situations or to various bloodlines, origins, or posts.

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

The Basic Layout

Even if you decide not to spend your stakes on any of the specific rooms available in this section, your ship will hardly be a hollow shell (unless that's what you're going for). All wildsea vessels are assumed to come with a basic layout of rooms as standard, usually consisting of...

- Ⓐ A Pilot's Cabin
- Ⓐ A Main Deck
- Ⓐ Crew Quarters
- Ⓐ An Engine Room
- Ⓐ A Cargo Bay

Common Rooms

Found on many ships, but definitely not on all. *These rooms particularly suit crews who treat their vessel as a home rather than just a mode of transport.*

Galley 1 Stake

A space for gathering, cooking, and eating, filled with pans, cookware, and usually a chemical stove.

Medical Bay 1 Stake

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

Workshop 1 Stake

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

Navigational Suite 1 Stake

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

Butchery 1 Stake

A clean space for rendering and preserving specimens.

Tap-Room 1 Stake

For the creation, storage, and consumption of ales, mead, and spirits (the alcoholic kind). Usually furnished with comfortable seating, and maybe card tables.

Panic Room 1 Stake

A small room stocked with salted supplies and bedrolls, able to be triple-locked from the inside and extremely hard to break into.

Cooling Facility 1 Stake

An insulated room where breath mists in the air, perfect for storing perishables and escaping the sun's glare.

Luxury Quarters 1 Stake

Individual spaces for each crewmember to sleep, complete with soft furnishings and tasteful decoration.

Lens Room 1 Stake

A room of telescopes and ocular magnifiers offering a commanding view, a good interior alternative to an observation platform.

Brig 1 Stake

A hammock. A bucket. A lockable door and a set of iron bars. The cramped conditions of most ships rarely allow for much more.

Cargo Bay Extension 1 Stake

A larger space with cargo webbing, wall racks, and reinforced sections for more dangerous items.

Underdeck Gymnasium 1 Stake

A set of weights, ropes, and fitness equipment for keeping yourself in shape without braving the treetops.

External Structures

Built onto the deck or the outside of the hull. *These rooms are more likely to be damaged by hostile seas.*

Lounger's Tent 1 Stake

A rest area on the deck of the ship, the canvas providing shade and a break from the wind without being cooped up belowdecks.

Observation Platform 1 Stake

A strut-like protuberance giving an unparalleled view of the surrounding waves, usually with some kind of line of communication to the pilot's cabin.

Underthrash Platform 1 Stake

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

Cupola 1 Stake

A blister of glass or amber, usually at the side or rear of the ship, with a small seat inside.

It's almost impossible to describe the feeling of a shrapnel cannon going off right next to you.

Partly because it would be a sisyphean task to accurately capture the complexities of a sudden explosion of noise, the frantic dynamics of screws and glass as they fly, the pressure-change and rushing of air.

But mostly because if you're in the kind of situation where shrapnel cannons are firing, you've probably got other things to worry about.

Armaments [optional]

The final set of fitting options for your ship, but by no means the least important. Armaments are deck weapons that deal huge amounts of damage, scaled for ship-on-ship combat or combat with large predators (perhaps even leviathans, if a crew feels like pushing their luck).

When you spend stakes on an armament note it down on your ship sheet, as well as the damage type it deals.

Massive Damage on Massive Targets

Deck weapons deal massive damage as a matter of course, the kind of damage that doesn't just mark boxes but entire tracks when fired against something person-sized. That said, firing your ship's armaments at person-sized things would feel not only cruel, but rather wasteful – especially when there are so many inviting larger targets out on the rustling waves.

When a ship or leviathan takes massive damage it usually treats it as normal impact damage, due to its inherent size.

Ammunition and Reloading

Just like we don't recommend tracking fuel for your engines, tracking ammunition for your deck weapons is likely outside the purview of the Wild Words ruleset. If you've created special ammunition to fire that might well be worth tracking, or if your ship is going through some kind of resource-crisis as part of its adventure, but usually you won't have to worry about counting shots.

What you may have to worry about is reloading. As large weapons, armaments have similarly large ammunition. The most important thing to know here is that **reloading should never be the main part of your focus** – it may be necessary, but it's not exciting. If you're in the middle of a pitched battle with another ship, skidding across the deck to grab and load another shell might be a great, dramatic moment, but only if you get to fire it a moment later.

The crew around you can be great help here – consider asking crewmates to load an armament in between your shots, or calling over an NPC passenger or member of the undercrew for aid (more on them in the next section).



Deck Weapons

The wildsea, it's often said, is a dangerous place. Having one of these weapons bolted to your decks doesn't make it any less dangerous in general, but might make it a little less dangerous for you in particular. *Deck weapons can be angled independently from the ship, allowing for easy tracking of moving targets. They're also assumed to come with a limiter, preventing you from turning them far enough that you'd catch your own ship as you fire.*

Trebuchet 2 Stakes

Lobs stones, chunks of wood, or salvage clusters.

↙ Deals massive LR Blunt damage

Harpoon Turret 2 Stakes

Fires barbed spears for piercing the hulls of ships and the hides of larger creatures.

↙ Deals massive LR Spike damage

Shrapnel Cannon 2 Stakes

Fires clouds of tearing metal, usually just handfuls of scrap offcuts tossed into the barrel.

↙ Deals massive LR Serrated damage

Viper's Tooth 2 Stakes

An unstable weapon that fires corrosive liquid.

↙ Deals massive LR Acid damage

Grand Blastbow 2 Stakes

A crossbow-like emplacement that fires explosive bolts.

↙ Deals massive LR Blast damage

Storm-Rail 2 Stakes

Two huge brass rods wrapped with poorly shielded cables, attached to a voltaic generator.

↙ Deals massive LR Volt damage

Hull Weapons

These weapons are affixed to (or part of, or poking through) the hull of the ship. Hull weapons are cheaper to purchase than deck weapons in terms of stakes, but may require more careful manoeuvring to be effective in a high-stakes situation.

Winch-Claws 1 Stake

A bank of short-range grappling claws on the sides of your ship, used to draw enemy vessels close for boarding.

↙ A tool to aid in close-range encounters rather than a weapon in its own right

Broadside Cannons 1 Stake

A blast from the half-forgotten past, these banks of cannons can only fire at targets to either side of you.

↙ Deals massive LR Blunt or Blast damage

Ramming Prow 1 Stake

Allows you to ram creatures (and ships) without danger to your own hull.

↙ Deals massive CQ Blunt damage

Spearing Prow 1 Stake

A set of reinforced spikes jutting from the front of your ship, for ramming others without danger to your own hull.

↙ Deals massive CQ Spike damage

Bladed Prow 1 Stake

A wedge-like cutting edge for slicing into enemy ships without danger to your own hull.

↙ Deals massive CQ Hewing damage

Ripsaw Prow 1 Stake

A serrated leading edge for cutting through enemy ships without danger to your own hull.

↙ Deals massive CQ Serrated damage

Boarding Equipment

Hand-to-hand fighting on a ship can be a sudden and brutal affair, but these options give even characters unused to combat a slight edge when they need it. *These weapons are assumed to be kept within easy reach in a crisis, but your enemies may make use of them too.*

Limited Armoury Rack 2 Stakes

A rack stocked with simple weapons.

↙ When leaving or defending the ship, crewmembers can take a temporary piece of gear with the LR or CQ tag and a single damage type (either Blunt, Keen or Spike). This temporary weapon comes with a two-track and can't be repaired.

Wrecker's Armoury Rack 2 Stakes

A rack stocked with less straightforward weapons.

↙ When leaving or defending the ship, crewmembers can take a temporary piece of gear with the LR or CQ tag and a single damage type (either Hewing, Serrated or Blast). This temporary weapon comes with a two-track and can't be repaired.

Outriders [Optional]

These are single-seater craft made for cutting across the waves for short distances, usually deployed from a larger ship or mid-wilds watchtower. They have limited range and don't offer much in the way of protection, but they're perfect for certain specialist tasks and niche activities, depending on their construction.

Outriders are custom-built using stakes, much like normal ships, using the rules on the next page.

When you spend stakes on an outrider, note it down on your ship sheet, as well as any special rules it follows.

Constructing an Outrider

The process of building an outrider is similar to that of building a larger ship, but much quicker and simpler. Outriders are comprised of two components...

- ⦿ A **chassis**, which determines the craft's basic appearance and capabilities
- ⦿ And **fittings**, small additions to improve an outrider's performance or usefulness

An outrider can only have one chassis, but multiple fittings can be added to it. Other elements of the craft (such as the particular kind of bite it uses or what powers the engine) are handled fictionally, to keep complexity as low as possible.

Limited Fuel

One of the main differences between an outrider and the smallest of ships is that they have no real way of storing large amounts of fuel. An outrider will function for a scene or so of hard use before having to return to refuel.

Sacrificing for Simplicity

Outriders are designed to be as simple and quick to assemble as possible. If you're looking for more complexity, purchase a nano-sized ship using the normal ship creation process and treat it as an outrider - it's almost the same size, and you'll have a lot more flexibility with your choices!

Alternative Approach - Outrider Gangs

Outriders are usually small craft made for temporary use, scouts, or attendants to a larger vessel. But what if there was no larger ship, no shared vessel for the crew to call home? Well, then you'd just have a group of wildsailors, each relying on their own personal transport to cut through the rustling waves. Horrendously dangerous, of course... But an attractive prospect for some, nonetheless.

If you want to try your hand at being an outrider gang, we recommend ignoring most of the options presented on the rest of this page. Instead, keep these suggestions in mind...

- ⦿ At ship creation, each player gets six stakes to spend on a personal nano-sized vessel.
- ⦿ These ships follow most of the usual rules for larger vessels, except that space is a concern - when confronted with a piece of cargo, think about whether your ship would be able to feasibly carry it.
- ⦿ Increase impact on all personal repair jobs made to these ships - each rider knows their vessel's quirks.
- ⦿ When journeying, replace 'at the helm' with 'out in front' to determine which ship leads the fleet. Watch rolls are made normally, and dropping anchor is usually a decision for the entire group to come to a halt.
- ⦿ If one character's ship becomes too damaged to run, it can be towed by another ship from the group at the cost of being able to **Forge Ahead**.

Launching & Docking

There are several methods of storing and deploying an outrider from a larger ship - taking one is recommended. *Purchasing an outrider without a method of launching it is possible, but... not particularly useful. These options can also be used to launch and dock other nano-sized ships if your main vessel is large enough.*

Tow-Line Free

For the crew on a budget, sometimes there's no other option than to tow an outrider behind the main ship and hope it doesn't get too damaged in the process. Tow-lines are usually made of thickly-wound ropes or chains.

Docking Crane 1 Stake

A method of launching outriders, usually from a ship's deck. Can also retrieve outriders directly from the waves.

Wild-Bay Doors 1 Stake

A set of bay doors built into the hull that open directly to the waves from the interior of the ship, allowing outriders to launch and dock on their own or be 'scooped up' by their parent ship as it moves.

Hull Clamps 1 Stake

A set of docking clamps on the outside of the ship to hold an outrider in place, most often used for holding life rafts and small transport skippers.

Catapult Track 1 Stake

A spring-loaded section of deck used for catapulting outriders onto the waves at speed. Great for taking opposing ships by surprise, but the logistics of getting an outrider back into place for another launch are... tricky.

Outrider Chassis

The main body of your little ship. Mechanically, this determines the outrider's base ratings – you can only purchase a single chassis per craft.

Workhorse 1 Stake

Most denizens of the wildsea have never seen a horse, but the word survives as a descriptor of effort and consistent reliability.

- ⦿ Base Ratings: Armour 2, Seals 1, Speed 2, Saws 1, Stealth 1, Tilt 1
- ⦿ Gain two outrider fitting choices for free

Skipper 2 Stakes

Sleek and compact, skippers are made for speed and stealth above all else.

- ⦿ Base Ratings: Armour 1, Seals 1, Speed 3, Saws 2, Stealth 3, Tilt 2

Chopper 2 Stakes

Brutish and noisy, choppers are designed to cut their way through the toughest wildsea vegetation.

- ⦿ Base Ratings: Armour 3, Seals 1, Speed 2, Saws 3, Stealth 1, Tilt 2

Sidewinder 2 Stakes

Mobile and resilient, but lacking in speed.

- ⦿ Base Ratings: Armour 2, Seals 3, Speed 1, Saws 2, Stealth 1, Tilt 3

Outrider Fittings

Additions bolted onto your outrider chassis. These increase base ratings or confer special benefits.

Windglass 1 Stake

A shell of hardened amber or ancient glass affixed to an outrider's steering column.

- ⦿ Armour +1, Seals +1

Overburner 1 Stake

A chemical battery for adding extra power to the engines. Used, hopefully, with great caution.

- ⦿ Speed +1, Saws +1

Mucoid Rub 1 Stake

A slimy adhesive coating along the lower hull, muffling engine noise and allowing the ship to better handle sharp turns.

- ⦿ Stealth +1, Tilt +1

Personal Modification 1 Stake

What exactly have you done to the thing? Portside engineers would weep.

- ⦿ Increase any three ratings by 1
- ⦿ Decrease any one rating by 1

Weapon Housing 1 Stake

A mount for a larger deck weapon, the firing controls rigged up to the outrider's steering column.

- ⦿ Deal massive LR Blunt, Keen, Spike, or Blast damage (chosen when you take this fitting)

Flatbed 1 Stake

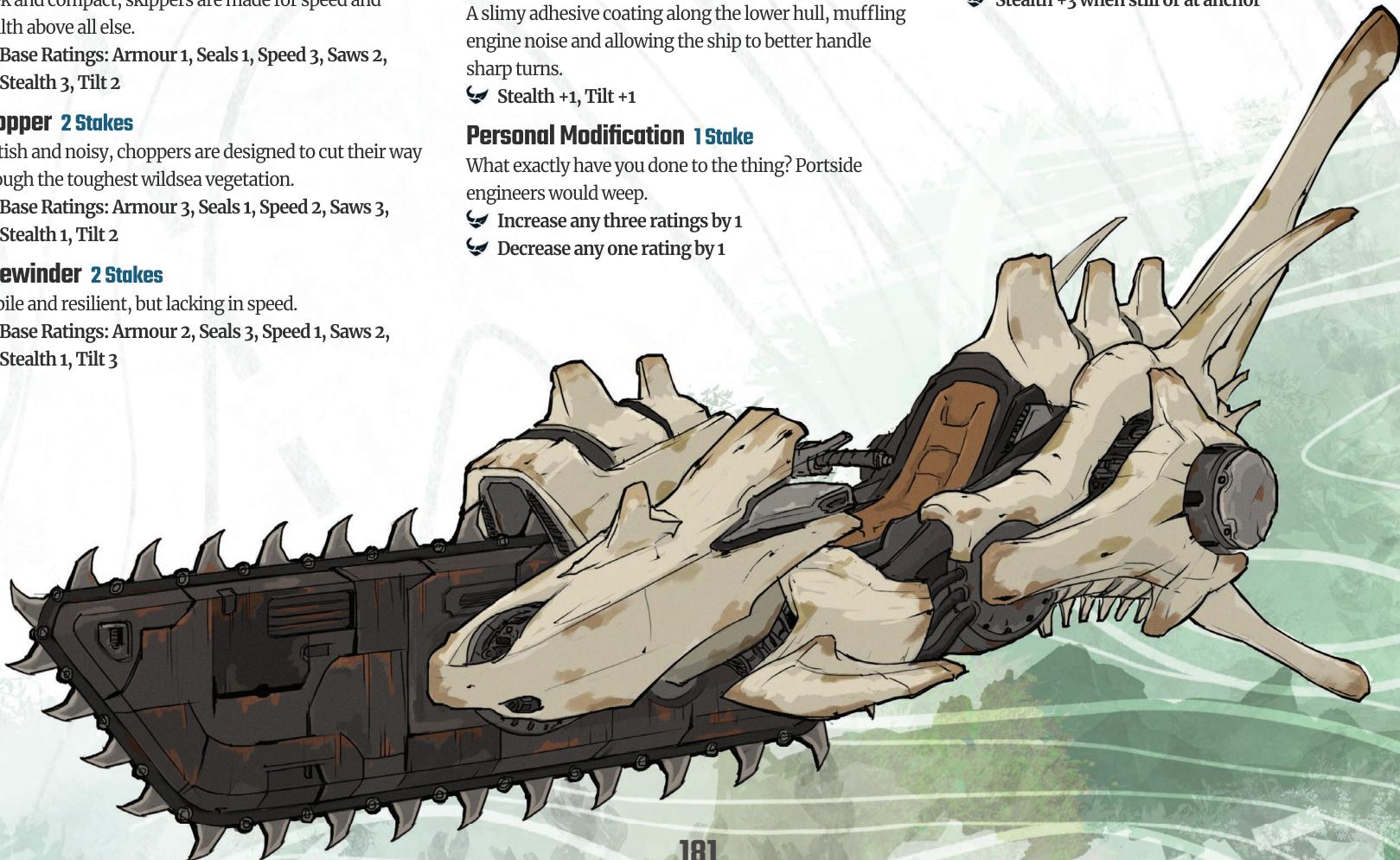
A truck-style rear portion, affording a bumpy ride.

- ⦿ Allows you to carry a small number of crew or pieces of cargo

Camouflage 1 Stake

A combination of paint and clever use of vegetation make the outrider almost impossible to spot at rest.

- ⦿ Stealth +3 when still or at anchor



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

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

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

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

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

Tamen waved her over to the rear of the galley where a pot was bubbling gently over one of their old chemical burners. It was hard to see through the steam, but she could just about make out a set of jars sitting beneath the surface.

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

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

Step Three - Undercrew

For some wildsailors, the tight bond of friendship (or at least mutual respect) between a small core of cohorts is enough to see them through on their expeditions out into the wilds. But ships can be roomy places, with a lot of moving parts to watch, to tend, to maintain; that's where the undercrew comes in.

Spending stakes on an undercrew option gives you an additional NPC based on your ship, a loyal crewmate that will work in your best interests. They're not *quite* crew – they're unlikely to head into port with you unless you specifically need them, and in narrative terms they'll have little impact on the overall story. But they're useful, reliable, and often eager. They'll have their own opinions, their own hopes, and – most importantly – their own mechanical benefits.

Undercrew choices act just like aspects – they have names, descriptions, tracks, and abilities. Many of these abilities only work during a journey or when the action of the game is focused on the ship, but some can be useful in port.

Adding undercrew choices your ship is entirely optional – if you'd rather every person aboard be a player character, that's entirely fine.

Officers [Optional]

Seasoned sailors, essentially NPC crewmembers. Officers don't affect the running of the ship, but instead fill in potential gaps in the crew's skills or aspects.

When you purchase an officer, give them a name and a short description, then note this (along with their track and any benefits they give) on your ship sheet.

Rolling for Officers

Some officers come with skills and languages that might help your crew out in a pinch. When you want to make use of these skills, simply allow an officer's skill or language ranks to supersede your own. You can also gain an additional d6 on most rolls by treating the officer as an environmental advantage.

Damage and Death

Officers come with a track which can get marked (or be healed) like that of any other companion-type aspect. The difference here is that when an officer's track is fully marked, they have a very real risk of dying – they may be wildsailors, but they're not as hardy as the true crew.

Advancing Officers

Officers have the chance to grow and develop, just like a player character. To advance an officer by giving them a new skill rank, language rank, or aspect, spend stakes as if they were major milestones.

Available Officers

Single individuals hired for a particular skill, language, or aspect they possess. *Remember to give officers a name when you spend stakes on them – it'll help to develop their personality through play.*

Skillful Officer [3-Track] 1 Stake

A seasoned wildsailor, likely on the verge of leaving the undercrew and setting out to find a main crew position of their own. Skillful officers have access to...

⌚ 2 ranks in any skill

⌚ 1 rank in any other skill

Well-Travelled Officer [3-Track] 1 Stake

An eager contributor to discussions and font of lore, wise in the ways of the wider waves. Well-travelled officers have access to...

⌚ 2 ranks in any languages

⌚ 1 rank in any other language

Experienced Officer [X-Track] 1 Stake

A seasoned wildsailor, likely on the verge of leaving the undercrew and setting out to find a full crew position of their own. Experienced officers have access to...

⌚ Any one aspect

⌚ An experienced officer's track is equal to the track of the aspect they have access to

Gangs [Optional]

Small crews of fresh wildsailors, usually amateurs out learning the ways of the rustling waves. Gangs give unique benefits, but often only during journeys or ship-based scenes.

When you choose a gang, give them a few distinguishing features - a descriptor based on their appearance, for example, or a catchy name for their little troupe.

Rolling for Gangs

If a gang needs to act in any capacity outside of their unique ability, a single d6 roll is usually enough. It's often far more useful to treat a gang as an environmental advantage while rolling yourself than trying to direct them into action they're unfamiliar with.

And Then There Was One

A gang is only as strong as its members, and the wildsea is a place of endless hunger, danger, and predation. When a gang's track is marked, that usually represents the death of one of the sailors within it. The only way to heal a loss like this is to hire a new gang member at port, usually at the cost of a piece of cargo bequeathed to them. *For a friendlier, brighter game, assume that a marked box on a gang's track implies an injury or experience that prompts the member to take some time off, to be renewed and reinvigorated by a treat of cargo when next at port.*

Available Gangs

Rough, ready and with a worryingly high mortality rate. Gangs rarely leave the ship, but are adept at protecting it in the absence of any other crewmembers.

Spear-Fishers [3-Track] 2 Stakes

Tasked with plucking insects and small mammals from the sea as they travel.

⦿ Automatically acquire one normal specimen when you drop anchor

Magnet-Fishers [3-Track] 2 Stakes

Laconic scavengers that prefer the comfort of the deckside to the embrace of the waves.

⦿ Automatically acquire one normal piece of salvage when you drop anchor

Stargazers [3-Track] 2 Stakes

Sky-watching tale-spinners.

⦿ Automatically acquire one normal whisper when you drop anchor

Cartographers [3-Track] 2 Stakes

Navigator-adjuncts tasked with keeping a record of the ship's journeys and surroundings.

⦿ Automatically acquire one normal chart when you drop anchor

Deck Engineers [3-Track] 2 Stakes

Tasked with keeping the ship in working condition.

⦿ Automatically clear one mark from any damaged ship's rating when you drop anchor

Bonesaw Troupe [3-Track] 2 Stakes

Amateur surgeons eager to keep the crew in some semblance of good health.

⦿ A single crewmember can heal a mark from any damaged trait or injury when you drop anchor

Tinker Troupe [3-Track] 2 Stakes

Amateur metalworkers and clothiers, maintaining the crew's possessions as best they can.

⦿ A single crewmember can repair a mark from any gear when you drop anchor

Scholars [3-Track] 2 Stakes

Students working on unlocking the mysteries of the sea.

⦿ You learn a secret of the surrounding waves whenever you drop anchor, supplied by the Firefly

Marauders [3-Track] 2 Stakes

Rough sorts that take the protection of the ship (and the celebrations after a fight) extremely seriously.

⦿ They fight in close combat to defend the ship, gaining focus every now and then to deal CQ Blunt, Keen or Spike damage

Picaros [3-Track] 2 Stakes

Adventurous slingers armed with crossbows, pistols, and blunderbusses.

⦿ They fight at range to defend the ship, gaining focus every now and then to deal LR Blunt, Keen or Spike damage



Packs [Optional]

Think of a pack as an extremely wild version of a gang, beasts, or insects tamed and trained to work together for the benefit of a ship and its crew. Packs are less capable than gangs, and more prone to unexpected behaviour.

When you purchase a pack, note their name (along with their track and any benefits they give) on your ship sheet.

The Illusion of Control

Having a pack on your ship isn't the same as having a companion. While they will likely feel affection to at least some of the crewmembers, they're far harder to directly control, usually lacking the training to take complex orders that go outside of their usual behaviour. Packs act on instinct, for the most part – in certain situations they're as likely to be a hindrance as a help.

Beast Packs

There are certain beasts found on ships across the wild waves, existing in rough harmony with their crews (or at least tolerated for the benefits they offer). Depending on the creatures they consist of, a pack will defend themselves or flee when attacked, something to keep in mind if your ship is ever boarded.

Lemur Pack [3-Track] 1 Stake

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

Spring-Foxes [3-Track] 1 Stake

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



A Stretch of Slinks [3-Track] 1 Stake

Semi-spectral cats usually found in dockyards and spit-city alleyways, ship-born slinks spend most of their time hunting down rats and finding ways to get into the most absurdly awkward spaces.

A Brace of Hounds [3-Track] 1 Stake

Perhaps not best friend material, these dogs are at least fiercely protective of their ship (despite having few other uses than comfort and the ability to play a great game of fetch).

Rig-Ferrets [3-Track] 1 Stake

Used to tie and untie knots far above deck on ships that evoke the feeling of the old salt sea.

Whirling Bats [3-Track] 1 Stake

Lend an appreciably gothic look to your ship from a distance, but are unexpectedly friendly up close.

Frenzy-Parrot [3-Track] 1 Stake

Possessed of a shrill and annoying squawk, but tolerated as an early warning system for dangerous predators roaming nearby.

Trained Pinwolf [3-Track] 2 Stakes

One of the most dangerous predators of the wildsea, raised from birth to regard a ship as its home and the crew as its pack.

⦿ They fight in close combat to defend the ship, gaining focus every now and then to deal CQ Blunt, Keen or Spike damage

Squirrel Flingers [3-Track] 2 Stakes

Tiny but ferocious, a pack of squirrels armed with miniature slings.

⦿ They fight at range to defend the ship, gaining focus every now and then to deal LR Blunt, Keen or Spike damage

Geist Octopus [5-Track] 3 Stakes

A little bit of everything in one cool cephalopackage.

⦿ Once per journey, the geist octopus allows a single crewmember to roll 6d6 in place of their usual dice pool on any task it could conceivably help with

Insect Packs

Far more difficult to train than beasts, insects are usually left to their own devices in the hopes that they'll bring some sort of benefit to the ship as a whole. *Just like beasts, insects may flee or attack boarders, depending on their nature and situation.*

Dragon-Tail Butterflies [5-Track] 1 Stake

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

Spider Colony [3-Track] 1 Stake

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

Glass-Shell Snails [3-Track] 1 Stake

Crews with glass-shell snails on board learn to tread lightly, especially at night.

Scorpion Set [3-Track] 1 Stake

Surly, patient, and venomous, often found sunning themselves on railings or hiding inside boots.

Medical Mosquitoes [3-Track] 2 Stakes

An annoyance for sure, but a useful one - carry a symptomless infection that increases a crew's resistance to other infections

⦿ Infections and viruses don't naturally transfer from crewmember to crewmember

Glowbug Parade [3-Track] 2 Stakes

A horde of fireflies that follow crewmembers around as they traverse decks and corridors.

⦿ Gives all crew members their own dim lantern-like light while they're on the ship (unless shooed away)

Mantis Sentries [3-Track] 2 Stakes

Stone-still sentries that let their prey come to them, waiting for the perfect moment to strike.

⦿ Automatically acquire one normal specimen when you dock at port.

Rust-Roaches [3-Track] 2 Stakes

Feeding off of rust and metallic impurities, these tenacious little things tend to root out forgotten pieces of scrap for their meals.

⦿ Automatically acquire one normal piece of salvage when you dock at port.

Etterescu [3-Track] 2 Stakes

Lurking centipedes that prefer darker places, listening to secrets and fragments of lore.

⦿ Automatically acquire one normal whisper when you dock at port.

Library Boatmen [3-Track] 2 Stakes

Spider-like creatures that have a habit of making their homes in discarded paper plucked from the waves.

⦿ Automatically acquire one normal chart when you dock at port.