

**Malligan's was the kind of place you went to find people with many blades & few scruples, somewhere between training ground, alehouse, & butchery. The smell hit her like a hammer, sweat & spice. A familiar bouquet.**

**The clientele were a rough sort, but honest in their own way - they dealt in blood & salvage, & they were comfortable with it. Junkers played cards with dissident cultists, pirates drank alongside pirate-hunters. Malligan brooked no bloodshed within her walls, less there was money riding on it.**

**Freya nodded to one scarred marauder, gave a half-mocking salute to a retired captain in one of the corners. This place fit her crew like a glove.**

# Skills

Skills are areas in which your character has training or a natural advantage, making it more likely for you to succeed when taking related actions. The skills on offer are Brace, Break, Concoct, Cook, Delve, Flourish, Hack, Harvest, Hunt, Outwit, Rattle, Scavenge, Sense, Study, Sway, Tend, Vault, and Wavewalk.

## Skill Flexibility

Skills on the wildsea aren't quite as broadly applied as edges, but many can still be used in a wide variety of situations. Each of the skill write-ups gives you bullet-pointed examples of what they can be used for in-game, but these are by no means your limits - if you can think of a clever use of a skill that fits the situation, we encourage you to attempt it!

### BRACE

A skill of defence, hard-headedness, and immobility. Use Brace to weather the ravages of weather, exhaustion, and those that want to see you fall. *This might take the form of...*

- ⦿ Clinging to life in the toughest situations
- ⦿ Shrugging off attempts to manipulate or confuse you
- ⦿ Blocking or parrying an incoming attack
- ⦿ Keeping your footing through a storm or rootquake
- ⦿ Shouldering your way through a crowd

### BREAK

A skill of fragments, shockwaves, and hammer-blows. Use Break to smash through stone, metal, and machinery, working against the efforts of civilization. *This might take the form of...*

- ⦿ Reducing a building or obstacle to rubble
- ⦿ Charting a course through ruins and wreckage
- ⦿ Relying on hammers and fists in a skirmish
- ⦿ Assessing a structure's stability and weak points
- ⦿ Setting and disarming explosives

### CONCOCT

A skill of reactions, essences, and deeper understanding. Use Concoct to collect or distill chemicals, and to unpick the mysteries surrounding the mutative potential of crezzerin. *This might take the form of...*

- ⦿ Creating and administering potions and poisons
- ⦿ Catalyzing unstable alchemical elements
- ⦿ Mulling hearty brews for healing or relaxation
- ⦿ Analyzing and altering potential ingredients
- ⦿ Parsing the essence of the crezzer-tinged

### COOK

A skill of spices and speculation, meats and fruits and heat. Use Cook to prepare meals, brew herbal drinks or alcohol, and render specimens into their most valuable parts. *This might take the form of...*

- ⦿ Using specimens to create meals and beverages
- ⦿ Developing bolstering dishes to prepare for danger
- ⦿ Turning spices and seasoning into weapons of war
- ⦿ Handling heat sources safely in tense situations
- ⦿ Butchering, rendering, and storing specimens

### DELVE

A skill of dust, remnants, and forgotten ways. Use Delve to explore the ruins of the old world, traversing barriers and unearthing secrets. *This might take the form of...*

- ⦿ Abseiling down a collapsing passageway
- ⦿ Squeezing through narrow spaces and collapses
- ⦿ Cracking locks and disarming ancient traps
- ⦿ Scrambling through wreckage and detritus at speed
- ⦿ Interpreting pre-verdant art and artefacts

### FLOURISH

A skill of showmanship, rhythm, and performance. Use Flourish to enchant, impress, or dazzle those around you, worming your way into their heart with words and deeds. *This might take the form of...*

- ⦿ Playing songs or telling stories with dramatic flair
- ⦿ Dressing or acting to stand out and be noticed
- ⦿ Moving with poise, flow, and balance
- ⦿ Creating art that stirs the soul
- ⦿ Inking skin with memories of triumph and loss

## HACK

A skill of sweat, sap, and serrated blades. Use Hack to carve a path right through the wilderness of the rustling waves, imposing order on chaotic growth. *This might take the form of...*

- ⦿ Chopping or slicing your way through the wilds
- ⦿ Charting a course through snarled, confusing waves
- ⦿ Rushing into combat with axes, saws, and blades
- ⦿ Identifying the hazards of an unknown plant
- ⦿ Spinning tales of petalled leviathans and living rifts

## HARVEST

A skill of reaping, gleaning, and culling. Use Harvest to gather fruits, flowers, and other edibles from the wild waves, and to understand the flow and cycles of nature.

*This might take the form of...*

- ⦿ Locating and collecting useful specimens
- ⦿ Identifying plants and their properties at a glance
- ⦿ Noticing breaks and oddities in the wilds around you
- ⦿ Understanding and exploiting natural phenomena
- ⦿ Shepherding spores, sprouts, and insects

## HUNT

A skill of observation, marksmanship, and precise action. Use Hunt to turn the tables on the sea's many predators, and pick the best of their trophies. *This might take the form of...*

- ⦿ Tracking effectively across hostile terrain
- ⦿ Lining up shots from afar in a fight
- ⦿ Reeling off information about beasts you've bested
- ⦿ Rendering kills into useful specimens
- ⦿ Showing off trophies and hard-won scars

## OUTWIT

A skill of shadows and secrets well-kept. Use Outwit to avoid threats, or to move them right to where you want them. *This might take the form of...*

- ⦿ Moving quickly and quietly
- ⦿ Surprising opponents before melting away again
- ⦿ Infiltrating spaces that are definitely off limits
- ⦿ Disguising your voice, scent, or even your whole self
- ⦿ Talking smoothly and lying disarmingly

## RATTLE

A skill of mending, maintenance, and adaptation. Use Rattle to weave oddments and salvage into workable equipment in a pinch, or to tinker with gear and objects.

*This might take the form of...*

- ⦿ Using salvage to repair damaged gear
- ⦿ Understanding schematics and blueprints
- ⦿ Spewing confusing jargon or incisive questions
- ⦿ Crafting temporary gear with odds and ends
- ⦿ Patching up a ship to keep it running 'til next port

## SCAVENGE

A skill of searching, spit, and polish. Use Scavenge to root out valuable salvage from dross, to pick treasure from trash. *This might take the form of...*

- ⦿ Locating and collecting useful salvage
- ⦿ Weighing the worth of an object or trade
- ⦿ Using damaged mechanisms effectively
- ⦿ Turning the environment to your benefit in a brawl
- ⦿ Identifying the properties of refuse and oddities

## SENSE

A skill of glances, insight, and intuition. Use Sense to push your awareness of the world past its usual limits, both in terms of environmental awareness and social understanding. *This might take the form of...*

- ⦿ Honing one of your senses to gather information
- ⦿ Reacting to an unseen or unexpected attack
- ⦿ Detecting and defining nascent whispers
- ⦿ Becoming aware of attention focused your way
- ⦿ Empathizing effectively with others

## STUDY

A skill of meticulous recording and focused investigation. Use Study to learn the import of details others would miss, make connections, and sort information. *This might take the form of...*

- ⦿ Creating a chart as you travel a new area
- ⦿ Discovering evidence in the aftermath of an event
- ⦿ Slowly improving your knowledge of a language
- ⦿ Determining a pattern, flaw, or weakness
- ⦿ Gleaning information from cryptic notes

## SWAY

A skill of convincing, arguing, and capitulating with aplomb. Use Sway to convince others to act or hold back from acting, or to change hearts and minds to suit your purposes. *This might take the form of...*

- ⦿ Convincing others to change their minds on a topic
- ⦿ Making friends and influencing people
- ⦿ Taking the reins of a crowd's emotion
- ⦿ Bandyng words while absorbing information
- ⦿ Threatening through inference

## TEND

A skill of healing, sustenance, and recovery. Use Tend to heal injuries to the crew, nurture plants, and soothe the minds of both beasts and your fellow crewmates. *This might take the form of...*

- ⦿ Using specimens to heal an injured crewmate
- ⦿ Growing fruits, herbs, and spices
- ⦿ Calming and understanding the emotions of others
- ⦿ Devising and discussing new medical treatments
- ⦿ Communicating your intentions to beasts and birds

## VAULT

A skill of dizzying heights and impressive acrobatics. Use Vault to climb, leap, and tumble your way through an environment at speed. *This might take the form of...*

- ⦿ Scaling rigging, walls, or leviathan-hides
- ⦿ Landing safely after falling from a great height
- ⦿ Dodging away from incoming damage
- ⦿ Leaping from rooftop to rooftop during a chase
- ⦿ Controlling a glider as you soar through the skies

## WAVEWALK

A skill of seared soles, brachiation, and animalistic elegance. Use Wavewalk to personally navigate the wilds without the use of a ship, despite the danger. *This might take the form of...*

- ⦿ Leaping from branch to branch as they sway
- ⦿ Swinging on vines or grappling-ropes
- ⦿ Passing through foliage without fear of crezzerin
- ⦿ Brachiating as fast as others can sprint
- ⦿ Discovering the secrets of the surrounding waves

## Skill Ranks

Each of your character's skills has a **rank**, starting at **one** and topping out at **three**. When used as part of an action, **skills add a number of d6s to your dice pool equal to their rank**.

**Example:** Jevin is attempting to climb up a crumbling wall. They have the *Grace* edge, which gives them 1d6, but that's not exactly great odds. Luckily, they also have the *Vault* skill at rank 2. That gives them an additional 2d6 on their roll, making their pool 3d6 (for edge + skill) before they've even factored in any benefits from their aspects or environment.

### Crossover

There are multiple skills on this list that share some thematic space, rubbing shoulders with others in terms of what they might let you do. **This is by design** – it allows your skills to be more easily flavoured by the edges you choose, giving an added level of flexibility and letting you apply them to unexpected events.

In essence, try to view your skills as something you can *and should* bend to fit a new situation, just as you would in real life. The Firefly may reduce your impact or apply cut if the circumstances of using a skill are *particularly* tenuous, but these are limits you'll find at your table through the course of play.

**Example:** Jevin doesn't have the *Vault* skill, but they do have *Break* at rank 3. They tell the Firefly they're going to take advantage of the wall's ruined state, smashing handholds into the sturdier parts and using their knowledge of destruction to avoid the weakest ones. They may not be much of a climber, but they know how to smash a good hand-hold! The Firefly should allow this, as it's a clever use of a skill, but might impose cut or lower their impact by making the climb slower than usual.

### Helping Hands

A well-put-together crew will have a variety of skills to call on, but sometimes what one character wants to do may be better-rolled by another in the group. In these cases, two crewmembers can work together on the same task, but they are **both** affected by any negatives that may result from rolling a **conflict** or **disaster**.

**Example:** Sheva wants to explore a half-buried room in a recently risen tomb, but her *Delving* isn't up to much – she only has one rank. Her crewmate, Ferris, has three ranks, and agrees to help out. They share the action – Sheva uses her edges and advantages while Ferris offers his 3d6 of *Delve* skill ranks. If the action goes well, everybody benefits, but if it goes poorly – perhaps the junk in the room begins to shift and fall onto Sheva as she explores – Ferris will be right there with her in the deluge.



## Skill Recommendations

There are certain acts and actions on the wildsea that come up again and again due to the nature of the environment and the opportunities (or hazards) it presents. When creating a character in the next chapter, a set of **quickstart** kits will suggest useful skills as you go through the process, but the choice is ultimately yours. When picking your skills, you should probably grab a few ranks in...

- ⦿ Something that can be used to **traverse** an environment (such as Wavewalk, Vault, Outwit, or Delve)
- ⦿ Something that can be used to **survive** (or **fight**) in a skirmish (such as Break, Hack, Hunt, Flourish, Brace, or Vault)
- ⦿ Something to **acquire** resources (such as Hunt, Harvest, or Scavenge)
- ⦿ Something to **uncover** information (such as Sway, Study, Outwit or Sense)

### Do I Have the Right Skill to...?

It doesn't matter, at least not to the greater story - you can run across the waves without Wavewalk, you can steal through the shadows without Outwit, you can find important salvage without Scavenge. Having a skill means you're **better** at doing something, not that you're allowed to do something. You're allowed to do anything... or rather, you're allowed to *try* anything (results may vary catastrophically).

## Skills & Combat

There are no skills dedicated solely to combat, but there are quite a few that have some obvious uses in a skirmish. While Break and Hack can be used to swing a hammer or blade, you're by no means forced to take them if you want to play an active part in a fight. Just about any skill on the list can be turned to violence if needs be. When creating your character, think about how they carry themselves (or their crew) in a fight, what they use to attack and defend themselves, and what skills might be best used to represent that mechanically.

*Example: Aliyah is playing a corsair, a swashbuckling type that wants to be at the forefront of every fight. But she also wants to hold herself with grace and poise, treating an encounter more like a dance than a brawl: with this in mind, she picks the skill Flourish to serve as her main combat skill, for elegant bladework. She could also use Vault to dodge incoming strikes, and Study to notice weak spots in her opponents' defences.*

## Skills & Weirdness

There are no dedicated skills for arconautics or spirituality on the list: if your character is based around interacting with those kinds of forces, then your methods are entirely your choice. When creating your character, think about how the weird and uncanny manifests for you, or how you interact with it, and what skills might be best suited in those circumstances.

*Example: Kleine has an aspect that allows him to levitate and control bone. He can usually do it without rolling dice, but in situations that are difficult, dangerous, or dramatic, he has to roll like everyone else. The exact skill he uses will vary depending on the situation - he might use Break to jam floating bone shards into the delicate gears of a machine, Flourish to use them for a playful (if slightly macabre) puppet-show, or Study to manipulate them like tongs while picking up and examining an unknown insect.*

## Skills in Play

- Laura: I stumble back, looking for shelter from the assault. We really did not think this tower thing through, did we?
- Todd: It's still upright, isn't it? Sure, we angered some of the locals...
- Firefly: It's at that point that you hear the screeching of metal above you - one of the huge sheets of salvaged iron has been pushed free of the tower, and is hurtling down towards you. Reactions please, people!
- Freya: Running for cover! I'll roll that as a Vault, I think...
- Todd: I don't think I'm going to make it if I run. I could always use Brace, but...
- Firefly: But that would be a hard sell, even as tough as you are.
- Kyllian: Actually, maybe not - I'm going to go with Concoct for my reaction.
- Laura: To get out of the way? How? And Vault for me as well, thanks!
- Kyllian: No, no, remember we got those seeds from Arkan? I'm going to use those as a resource, and my concentrated crezzerin I've been brewing too - I'm going to grow a tree over us, seed to sapling in seconds! I've already done it accidentally, time to make it useful!
- Firefly: ... You know, that is actually not the worst idea. Take a cut of one to get it done fast enough, and if this fails...
- Kyllian: It's really going to hurt, I know. Here goes nothing - 3d6 for Concoct, using Tides as my edge, another 1d6 for the resource.
- Todd: And if this works, does that give me an advantage on my Brace roll?
- Firefly: Most definitely it does. Okay Kyllian, let's see you grow a tree in self-defence!