

# Resources

The wildsea is a scavenger's paradise. Wrecks are taken apart for iron and machine parts, beasts provide meat and bone, and the waves themselves offer a bounty of fruits, fungi, and living secrets eager to burrow into active minds.

These are your **resources** – the useful oddities that your crew will collect during their travels. There are four broad categories – **salvage**, **specimens**, **whispers**, and **charts**.



## Risking Resources

As well as the listed uses for each resource type on the right, **all resources can be used to gain advantage on your action rolls**. This only applies if they fit the situation; throwing a handful of cogs as a distraction before an attack makes sense, but those cogs would likely be no help with picking a lock.

There's a catch, though – using your resources in this way puts them at risk. If your roll is **disaster**, or if you **take damage** as part of the action, there's a good chance the resource will be damaged (in the form of gaining a negative tag) or outright destroyed.

## Tags

Some resources will have one or more **tags** attached, descriptors that mark a resource as being unique. Tags often change how a resource can be used during play – a *Rotten Lemon* might be useless for cooking but still useful to trade, whereas a *Pure* or *Medicinal Lemon* might serve as the base of a healing tonic.

## Developing & Discovering Tags

When your crew comes across a particularly interesting resource you might have the chance to develop a new tag, giving it a property that might help (or hinder) the narrative. This tag, once developed, becomes a part of your world. You might also be able to discover new tags by researching or experimenting with your resources.

## Salvage

Salvage describes inorganic material plucked from wrecks, ruins, and corpses. It might take the form of torn canvas, shards of metal, curious artefacts, or poorly-made weaponry.

Salvage is most often acquired by using the Scavenge skill, by looting stores, combing through engine rooms, or taking apart machines and mechanisms. The Scrutinize skill may also help you identify particularly useful or valuable items when looking through a shop's inventory or a corpse's pockets.

You can use salvage to...

- ☛ Repair damaged gear (usually by using a task)
- ☛ Craft new temporary gear (by using a task, though more complex creations might be a full project)
- ☛ Attack your foes if you don't have a dedicated weapon

## Possible Tags

- ☛ **Sturdy:** Clears an extra mark when used to repair damage to an aspect track, or an injury.
- ☛ **Ornate:** Has far more worth than usual.
- ☛ **Broken:** Almost useless for its intended purpose.

## Salvage Examples

Broken Ship's Wheel, Moth Lantern, Bronze Rings, Cat's-Eye Topaz, Ancient Sawn-Off, Mouldering Tome, Inscribed Hatchet, Stone Cube, Ancestor's Ceramic Mug.

## Scratch

While most barter on the wildsea is done using resources, smaller things (such as a low-quality beer or a storyteller's musings) are often paid for with **scratch**, the odds and ends left behind by more valuable resources that have passed through your hands.

Scratch is too small to bother keeping track of – usually consisting of old fruit seeds, amber fragments, insect wings, and splinters – but is enough that your character should always be able to grab a cheap drink in port. Mechanically, this means you don't have to go about adding and removing resources every time you want a basic amenity.

# Specimens

Specimens are the organic bounty of the wildsea, usually taken from insects, beasts, or the waves themselves. They might take the form of meats and organs, chitinous shells, spices, fruits, fungus, or bones.

The Hunt skill is useful for taking down beasts and carving their corpses for useful parts, as well as for fishing with a rod or spear. The Harvest skill is used to collect leaves, roots, and spices; anything that grows out in the wild that might come in useful.

You can use specimens to...

- ⦿ Heal damaged traits (usually by using a task)
- ⦿ Cook fortifying meals that offer temporary traits when consumed (by using a task, though a grand feast would likely be a full project)
- ⦿ Attack your foes if you don't have a dedicated weapon

## Specimen Tags

- ⦿ Pure/Medicinal: Clears an extra mark when used to heal damage to an aspect track, or an injury.
- ⦿ Heirloom: Has far more worth than usual.
- ⦿ Rotten: Makes you sick if you eat it.

## Specimen Examples

Springfox Ruff, Scorpion Stinger, Nasturtium Peppers, Green Strawberries, Pouch of Salt, Beast-Blood, Snowspice, Curving Bones, Tiger Limes.

# Cargo

Sometimes your crew will happen upon resources that are so large, or present in such high amounts, that they can't just be picked up and carried around (usually salvage or specimens). Finds like these should be treated as cargo instead of regular resources, recorded on your ship sheet instead of your character sheet. Note that most pieces of cargo you find will need to be transported back to your ship, which might require a dedicated scene or a montage task to accomplish unless you have NPCs around that can help with such tasks.

Cargo isn't as easy to obtain as normal resources, but you can use the same skills to attempt it in the right situations.

You can use cargo to...

- ⦿ Barter for upgrades to your ship, in which case a single piece of cargo acts like a new stake (though not every shipyard will have exactly what you want)
- ⦿ Disassemble, breaking it into three or four smaller pieces that are then recorded as regular resources
- ⦿ Repair large amounts of structural damage to your ship even without the aid of a shipyard or repair crew

# Whispers

Whispers are wild secrets that leap from mind to mind, parasitic words with a will of their own. They can be a single word or a short phrase, but they can only exist in one mind at a time – when spoken, a whisper is lost.

Whispers often worm their way into your head as you witness the horrors and wonders of the wildsea, or they can be traded – for in the weirder bazaars, but a canny wildsailor might seek them out in other, stranger ways...

You can use whispers to...

- ⦿ Discover secret information related to their wording (by whispering them under your breath)
- ⦿ Twist the narrative of the world in your favour (by speaking them aloud, which allows you to create a twist related to the whisper)
- ⦿ Force a change (by shouting them, creating a high-impact twist that's completely out of your control)

## Whisper Tags

- ⦿ Echoing: Can be used twice before fading.
- ⦿ Hungry: Twists made with a hungry whisper remove an element of the world, rather than add one.

## Whisper Examples

Ravenous, All's Well that Ends, Tree of Souls, Damned by Fate, Cut to the Quick, Soft Melodies, Sped and Bundled, Sparks on the Breeze, New Wave Carriageway, Forgotten.

# Charts

Charts are the lifeblood of travel, documents that record the location of spits, islands, hazards, and trade routes. They're often kept in locked navigator cabinets on ships, or in specially made libraries (known as 'cartoikas') in port. A chart can be anything from a traditional map to a journal of trading routes, a star chart to a pre-V carving.

Like whispers, charts are difficult to acquire outside of ideal circumstances. They can be traded for in port or when you meet another friendly ship, or plucked from the strongboxes of old wrecks. Some characters are also able to scribe charts as they travel.

You can use charts to...

- ⦿ Discover new locations out at sea (usually by combining them with other information you know)
- ⦿ Record safe routes between certain locations (usually after a successful journey, which makes subsequent journeys easier as long as you have the chart)

## Chart Tags

- ⦿ Faded: Almost impossible to read.
- ⦿ Detailed: Shows far more information than normal.

## Chart Examples

Red-Ink Trademap, Journal of Old Routes, Channeler's Song-Sheet, Dredge Record, Silken Chart, Promise-Tattooed Hand, Route-Inscribed Plating, Low Star Chart.

# Cargo Tags

Cargo rarely has tags of its own, but if it does, they're likely to be unique to it. A barrel full of delicately spiced meat might have the Time-Sensitive tag, for example, to make clear that it will go off and lose its value before too long, and a living animal transported in the hold might be Dangerous or Ornery.

## Cargo Examples

Free-Standing Clock, Crate of Spike-Wine, Makadrill Carcass, Collection of Statues, Fruiting Lemon Tree, Tamed Springfox, Chest of Icterine Tobacco, Canting Spore Colony, Barrel of Ancient Whisky.