Aspects

Your aspects are the things that make your character distinct, giving them new abilities and unique ways to tackle challenges on the wildsea. You can have **seven** aspects in total (though most characters will begin play with four or six, additional aspects are gained through character progression).

There are three types of aspect – **Traits**, **Gear** and **Companions**.

- ❧ **Traits** represent the benefits of training and experience, or the innate functions of your biology.
- ❧ **Gear** acts as a catch-all term for the weapons, armour, and tools that your character relies on.
- ❧ **Companions** can be anything from a trained animal to a construct, a living spell to a captured spirit; something that fights alongside you, acts as a mount, or scouts out places you wouldn't normally be able to access.

Reading an Aspect

Each of the bloodlines, origins, and posts you'll find in the next chapter has a set of aspects for you to choose from, but before you get there, you'll need to know what information to look out for. All aspects have the same three components; a **name**, a **track,** and a **rule**.

Name
The name of an aspect doesn't just give it flavour, it gives it narrative power. Whenever you roll for an action, you can add 1d6 if one of your aspects would help, based on their name (a dagger would give you an extra d6 when attacking, obviously, but perhaps also when prying open a chest or threatening someone secretly in a crowd).

Track
When your character takes damage, you have a choice – take an injury, or mark it off an appropriate track. The longer your aspect's tracks are, the more punishment you can take before suffering a serious injury.

Some aspects also let you mark their track to access special benefits. If an aspect's track is ever fully marked, you lose access to any advantage dice, rules, or other benefits it would usually offer.

Rule
The main meat of an aspect is how it lets you add to, change, or break the usual rules of the game. An aspect might let you do something impossible for other characters, deal a certain damage type, resist harm from a variety or sources, gain extra information from the Firefly or even change the way you read dice results.

"She's doing that thing again. With the bugs."

It was an uncharitable tone. Kepra looked over at their navigator, sat cross-legged at her platform by the prow, then back to the grimacing wildsailor that had spoken up.

"Unsettling, isn't it? Twists you up inside, that feeling of weirdness. That power." The sailor nodded. Fireflies danced in the night air.

"Yeah, it is for me too. Tell you what though," Kepra continued, laying a massive thorny hand casually across the sailor's shoulders, **"You ain't never going to hear a complaint about it out of me. Know why?"**

The sailor met Kepra's petaled gaze with defiance, but it couldn't last. There were fireflies on his shirt, on the deck, a constellation of them around the navigator's post. She clapped, dreamily, and they rose as one and scattered to the north-east.

"'Cause she just found our next port."

Aspect Examples

There are hundreds of pre-made aspects available throughout this book to suit different types of characters and styles of play. Here are a few examples taken from the next few chapters...

Towering 5-Track Trait
You stand head and shoulders above most others.

Shank Worker 4-Track Trait
Increase impact when working on a project using wood, sap, or blossoms.

Nothing Stays Buried 4-Track Trait
Mark to identify a hidden or forgotten space in your vicinity by gut feeling alone.

Jagserry 3-Track Gear
The archetypal hacker weapon, a sawtooth sabre that deals CQ Hewing or Serrated damage.

Hexed Tooth 3-Track Gear
Mark to levitate and control exposed bone.

Iron-Ring Jacket 3-Track Gear
You're resistant to three damage types, chosen from the following list: Blunt, Spike, Serrated, Toxin, Volt.

Swarm-Scout 3-Track Companion
A single spider you can send ahead as a scout, allowing you to see and hear at a distance.

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.

Beyond the Name

Some aspects also come with a line or two of descriptive text, especially aspects where the name might not be quite enough to clue you in on how they look or function within the fiction of the game. These descriptions can help you gain advantage dice from an aspect, just like their name can.

Example: One of the crew wants to grab the attention of a group of hackers drinking at the local junction, so she slams her own jagserry hard enough to bite down into the wood of the table. If this had been another type of weapon it might have angered the drinkers, but the jagserry's description points out that it's the 'archetypal hacker weapon' – they're more likely to be impressed, see her as one of their own or forgive the interruption.
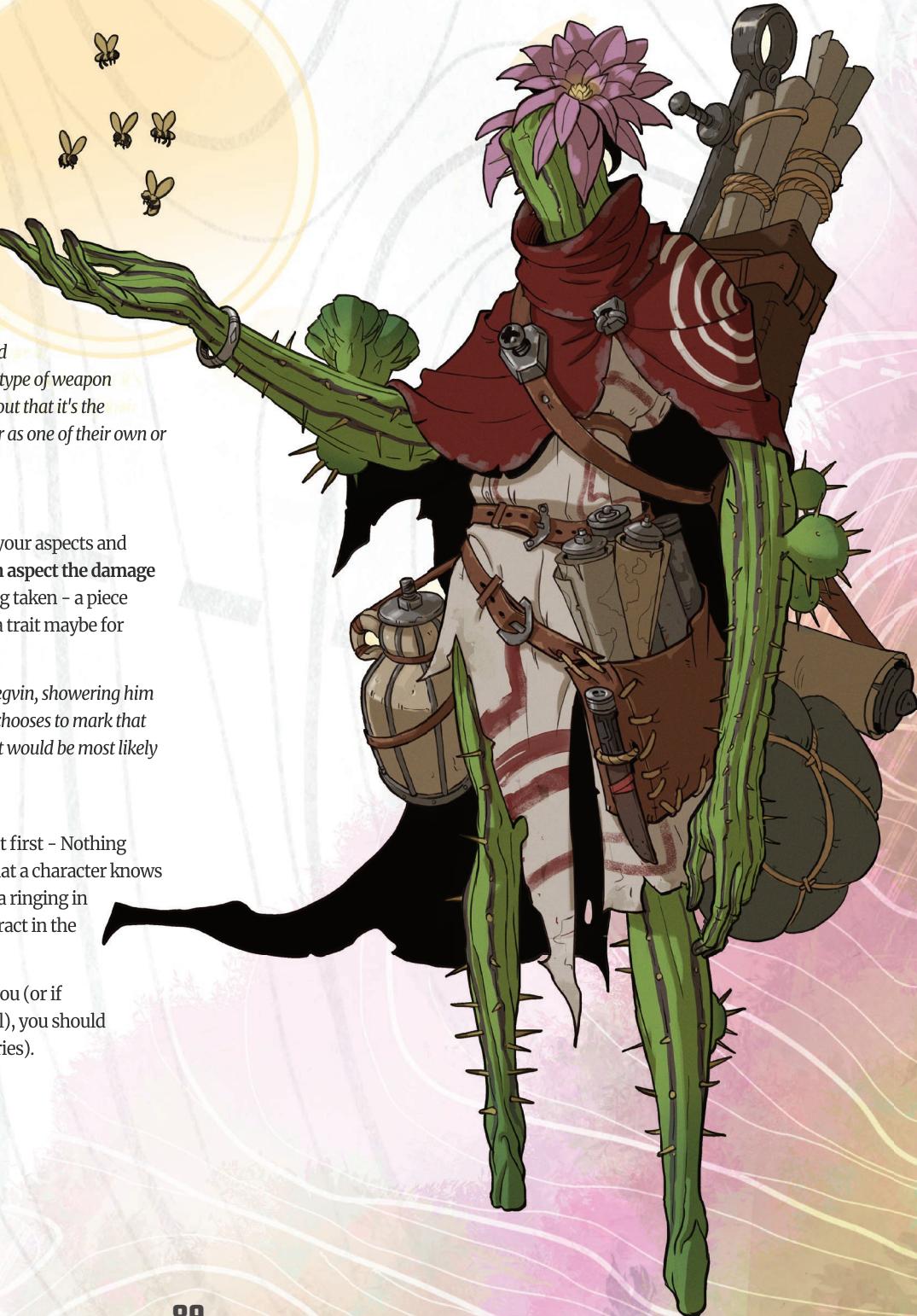
Aspect Damage

When your character takes damage, it'll likely be directed to one of your aspects and taken in the form of marks on that aspect's track. **You choose which aspect the damage is dealt to**, but it should be one that narratively fits the damage being taken - a piece of gear might work well to absorb damage from an incoming shot, a trait maybe for damage dealt straight to your body.

Example: A marauder's cannonball smashes through the deck next to Hegvin, showering him with splinters and dealing two marks of Spike damage. Hegvin's player chooses to mark that damage to the character's Ragged Longcoat aspect, judging that the coat would be most likely damaged by such as event.

Abstract Damage & Injuries

Some traits might seem too abstract to absorb damage in this way at first - Nothing Stays Buried, an example on the opposite page, is a unique action that a character knows how to perform - how can that be damaged? By a blow to the head, a ringing in the ears, a distracting, painful slice. You can afford to be a little abstract in the way you mark damage, to traits especially.

And if you *really* don't have an aspect that can take the damage for you (or if you choose not to use an aspect, or if all of your aspect tracks are full), you should probably take an **injury** instead (see page 97 for more detail on injuries).

Developing Aspects

As your character grows in strength and experience, you'll have the chance to **develop** your aspects. This might come in the form of adding new rules to them, removing or altering rules that act as a hindrance or drawback, or even just changing the name or descriptive text to give you advantage dice in different situations. This development takes **time** (usually the length of a project), costs **milestones** (signifiers of progress and experience which are explained a little later in this chapter), and will usually change the length of the aspect's **track** (removing boxes if the aspect is getting stronger or more complex, adding them if you're introducing new limitations or complications).

To develop an aspect, choose one of the options from the box on the right and alter the aspect's track accordingly. For example, if you wanted to add an extra damage type to one of your weapons, you'd choose the type and then remove one box from the aspect's track.

Remove One Box

- **Result Upgrade**: Turn a **conflict** into a **triumph** (in a niche situation).
- **Add Damage**: Gives the aspect a new damage type (either Blunt, Keen, Spike, Hewing, Serrated, Toxin, Acid, Blast, Volt, Frost, Salt, or Flame) and a range (either CQ or LR).
- **Useful Utility**: Such as creating light or heat in a limited area – small but helpful things.

Remove Two Boxes

- **New Sense**: Gain a new way of sensing the world, or expand an existing sense. *If a new sense is particularly potent, remove 3 boxes rather than 2.*
- **Resist (General)**: Reduce damage by 2 marks and impact on all effects from a particular element of the wildsea, such as spirits or beasts.
- **Increase Impact**: Have a higher impact on your actions (in a niche situation or on a specific action).
- **Resist (Damage)**: Reduce damage taken by 2 marks on three incoming damage types (chosen from Blunt, Keen, Spike, Hewing, Serrated, Toxin, Acid, Blast, Volt, Frost, Salt, or Flame).
- **Learn a Secret**: Ask the Firefly for some information. *If the circumstances you can use this in are particularly broad, remove 3 boxes rather than 2.*
- **Repair**: Clear a mark of damage from a track in a particular situation.
- **Create a Resource**: Create a particular rare resource. *If you want to be able to create a resource from a pool of three options, remove 3 boxes rather than 2.*

Gain One Box

- **Limit**: Attach this to an existing rule. That ability can be used either as a task, once per scene, or must be marked to use (if using burn, add another box).
- **Consume**: Attach this to an existing rule. That rule can only be used if you consume a resource.

Don't Add or Remove Any Boxes

- **Name or Description Change**: Change an aspect's name, or add/change an aspect's descriptive text. *This may change the way it offers advantage dice.*

Combining Aspects

Instead of developing a single aspect as your character evolves, you might want to take two existing aspects and smash them together. This can give some unusual results depending on the aspects you choose, but also serves the triple purpose of saving space on the character sheet, keeping your number of aspects under the maximum seven allowed, and giving you some beefier tracks to absorb large amounts of damage. Just like developing an aspect, this process takes time and milestones.

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When you combine two of your existing aspects, you'll...

- 🦋 Give the new aspect a name
- 🦋 Give the new aspect a type (trait, gear, or companion)
- 🦋 Give the new aspect a track (length equal to the sum of the two combined tracks, maximum eight boxes)
- 🦋 Add all of the rules from both combined aspects

This is a great time to get creative, as long as you can justify the change in your character's aspects from a narrative viewpoint. Here are a couple of examples (one straightforward, one a lot stranger) of how you might combine two of the aspects mentioned on page 88, the *Jagserry* and *Hexed Tooth*...

Squirreltooth Jagserry   6-Track Gear
A serrated sabre hewn from the jaw of a protoleviathan squirrel. Deals CQ Hewing or Serrated damage, and can be marked to levitate and control exposed bone.

Sawtooth Tattoos   6-Track Trait
Jagged tattoos of hexed ink run the length of your arms, shifting and hungry. They deal CQ Hewing or Serrated damage, and can be marked to levitate and control exposed bone.

Though the resulting track length and rules are the same in both of the combined aspects above, the flavour for each is very different, and they'll offer advantage dice in different situations.

Creating Unique Aspects

If none of the existing aspects quite fit your character concept, you can create a completely new aspect instead. To create a new aspect, you'll need to...

- 🦋 Choose the aspect's type (trait, gear or companion)
- 🦋 Start with a track (a five-track for traits and gear, a four-track for a companion to represent the flexibility of having a semi-independent ally)
- 🦋 Add one or more rules from the box on the left (changing the track length as detailed, minimum one box and maximum eight boxes)
- 🦋 Give the resulting aspect a name and, if you wish, some descriptive text

Creating an aspect from scratch should be done with the help (or at least the approval) of the Firefly. Just like developing or combining aspects, this process takes time and milestones.

The Truly Unique

If you have an idea for something that isn't covered by the options to the left, talk it over with your Firefly and give it a try. If it needs adjusting, do it after playing a session. Keep doing that until it feels right. If you're not sure how many boxes should be on the track, go with three and adjust it up or down depending on how it feels during play.

Unique Aspect Examples

Here are a few unique aspects made with the rules on the left. Each one also lists the type and rules used to create it.

Silver Carp Style   3-Track Trait
A fighting style practiced by those of your family fleet, developed to turn away blades. You're resistant to Keen, Spike and Hewing damage. *Trait + Resist Damage*

Spinning Rabir   4-Track Gear
A metal instrument that resembles a spinning-top. Produces a calming drone that repels insects when spun. *Gear + Useful Utility*

Plasm Gauntlets   3-Track Gear
Viscous slime-like gauntlets that deal CQ Acid damage. Consume a specimen to immediately clear a mark of damage from this gear. *Gear + Add Damage + Repair + Consume*

Dream Spider   3-Track Companion
A tiny arachnid that catches dreams in its spectral web. Use a task to pluck a secretive dream from a nearby individual (details supplied by the Firefly). *Companion + Learn a Secret + Limit*