

FRIENDS WE MAKE ALONG THE WAY

A NAUTICAL TTRPG FOR 2 PLAYERS

designed by @tkers during #1prpgjam 2022



EQUIPMENT You'll need a (preferably large) blank piece of paper, some pencils, a standard set of 52 playing cards, and a couple of 6-sided dice. Optionally a ruler or chart divider to help plot your course on the map — though a seasoned captain can also just eyeball it.

PREPARE Place the piece of paper on a table, this will be your ocean chart. Shuffle the deck of cards (remove any jokers) and place it face-down next to the map. Decide on a name for your captain & ship. What is your backstory? What are you searching for out there? All ships start with 5 Hull Points (HP) and 3 Gold Pieces (GP). Mark this down on your character sheet.

SET SAIL Both players start by marking their starting location on the map, and naming the port they're docked at. Take turns introducing your character and ship, and draw the ports on the map. Don't forget to add the coastline as well.

DISCOVER Take turns sailing your ship across the ocean. You can move at most 10 cm per turn. After plotting your course, draw a path on the chart and take a card from the deck. Consult the table below to see what you discovered on your voyage. Describe your discovery to the other players, and draw it on the map around your ship's location. If a previously discovered location is in range of your ship, you can also opt to sail there instead of taking a new card.

SUIT & RANK Your voyage depends on the cards you draw from the deck. The **suit** indicates the type of your encounter: ♠ seafaring souls, ♥ creatures of the sea, ♣ inanimate things, ♦ observations on shore.

Depending on the card's **rank**, your discovery is...

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|---|----------------------------|----|--------------------------------|
| A | the reason you set sail ! | 8 | something unavoidable |
| 2 | something that entices you | 9 | ancient or wrecked |
| 3 | calming your crew | 10 | something you heard stories of |
| 4 | something long forgotten | J | reminding you of home |
| 5 | impossible to miss | Q | something prosperous * |
| 6 | something well hidden | K | dangerous or hostile ☠ |
| 7 | scary or threatening | | |

BATTEN DOWN THE HATCHES Some encounters are less pleasant than others. If you ever find yourself caught in a ship-crushing vortex, a treacherous siren ambush, or a pirate's cannon fire, it's time to fight back! Roll **2d6** and add an extra d6 for your ship's proficiencies. If you roll a **6**, you fend off the danger successfully. If you roll a **4** or **5**, you succeed but take a small hit. On anything else, you take a hit and roll again.

