

# FRIENDS WE MAKE ALONG THE WAY

## A NAUTICAL TTRPG FOR 2 PLAYERS

designed by @tkers during #1prpgjam 2022



**SUPPLIES** You'll need a standard set of 52 playing cards (without jokers), a piece of paper (this will be your ocean chart), a pen or pencil to draw with, and a couple of 6-sided dice. Optionally a ruler or chart divider can be used to plot your course on the map — though a seasoned captain could always just eyeball it.

**PREPARATIONS** Shuffle the deck of cards and place it face-down next to the empty ocean chart. Decide on a name for your captain and ship. What is your backstory? What are the unique features of your ship?

If desired, both players may start with 5 HP (Hull Points) and 3 GP (Gold Pieces). Mark this down on the ocean chart.

**WEIGH ANCHOR** Both players begin by marking their starting location on the map, and draw

the harbour they're docked at. Take turns introducing your character and ship, and give a name to your hometown. Don't forget to add (a part of) the coastline as well.

**DISCOVER** Take turns sailing your ship across the ocean. Agree how far you can move during a turn. Plot your course on the chart and take a card from the top of the deck. Consult the table below to see what you discover at the next location.

If a formerly discovered location is in range of your ship, you can also opt to sail there instead of taking a new card.

Describe your discovery to the other player, and draw it on the map. In which ways does this encounter affect your voyage? How does your crew feel about the decisions you make?

## 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 keep the highest value. If you roll a 6, you fend off the danger successfully and gain some loot. If you roll a 4 or 5, you succeed but at what cost? On 1-3, you take a hit and flee to your previous location.

**RETURNING HOME** Once most of the map has been explored (or when you start running low on provisions), it's time to begin your journey home. Take some time to reflect back on your voyage. In what condition do you leave your ship and crew? Did you find what you were looking for? Which friends did you make along the way?

## SUIT & RANK

Your discoveries depend on the cards you draw from the deck:

- ♠ seafaring souls
- ♥ creatures of the sea
- ♣ inanimate things
- ♦ observations on shore

- |   |                          |    |                       |
|---|--------------------------|----|-----------------------|
| A | the reason you set sail  | 8  | from distant lands    |
| 2 | enchanting or desirable  | 9  | reminding you of home |
| 3 | a good omen              | 10 | a thing of stories    |
| 4 | something long forgotten | J  | ancient or wrecked    |
| 5 | impossible to miss       | Q  | something prosperous  |
| 6 | well hidden or obscured  | K  | dangerous or hostile  |
| 7 | scary or threatening     |    |                       |

