

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, and a couple of 6-sided dice. Optionally a ruler or chart divider to help plot your course — though a seasoned captain can also just eyeball it.

PREPARE Place the piece of paper on a table, this will be your ocean chart. Decide on a name for your captain & ship. What is your backstory? What are you searching for out there?

SET SAIL Both players start by marking their starting location on the chart, and naming the port they're docked at. Take turns drawing your ports on the chart, and don't forget to add the coastline. Both ships start with 5 Hull Points (HP).

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 oracle below to see what you discovered on your voyage. Describe the encounter to the other players, and draw it on the map around your ship's location.

BATTEN DOWN THE HATCHES Some encounters are less pleasant than others. If you find yourself caught in the stream of a ship-crushing vortex, a dangerous siren ambush, or a rival 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.

SUIT you encounter...

- ♠ a natural phenomenon
- ♦ a structure ashore
- ♣ a creature of the sea
- ♥ a seagoing vessel

RANK your discovery is something...

- A that scares you
- 2 that calls you
- 3 prosperous *
- 4 dangerous
- 5 calming
- 6 barely visible
- 7 screaming for help

- 8 hard to miss
- 9 ancient
- 10 you heard stories of
- J that reminds of home
- Q hostile ☠
- K long forgotten

