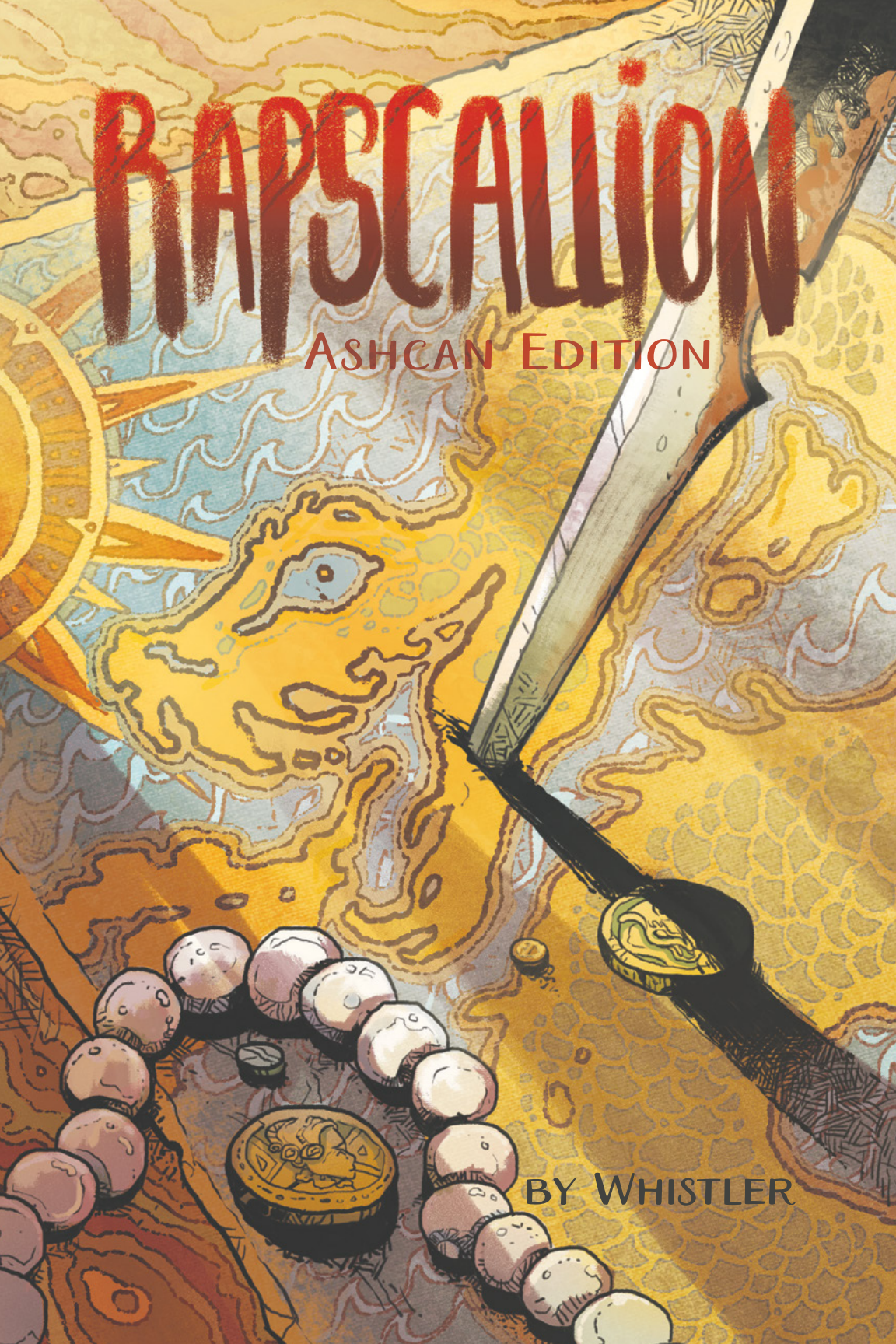


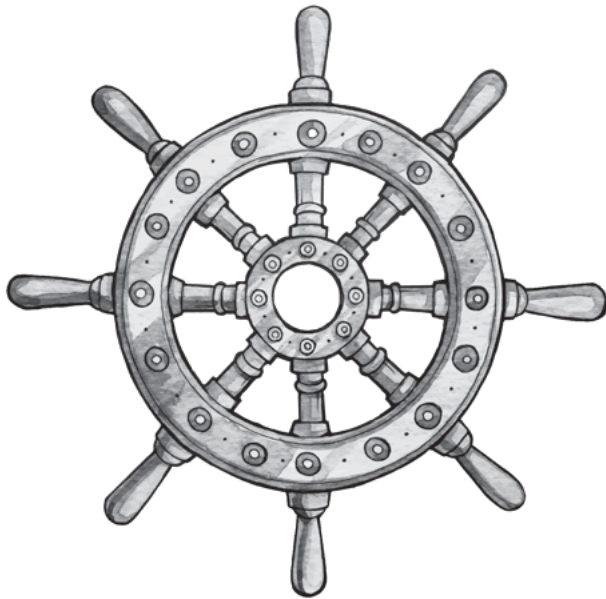
RAPSCALLION

The book cover features a vibrant, textured background in shades of yellow and orange. A large, stylized map of the Americas is rendered in a golden, almost glowing style. A large, detailed sword with a black hilt and a silver blade is positioned diagonally across the right side of the cover. In the bottom left corner, there is a pile of various coins and tokens, including several round, pinkish-purple coins and a larger, more ornate gold coin. The overall aesthetic is that of a classic pulp magazine cover with a modern, stylized twist.

ASHCAN EDITION

BY WHISTLER

Rapscallion



AUTHOR'S NOTE

Rapsallion is brought to you courtesy of Mark Diaz-Truman, Brendan Conway, the old hands of Modern Myths, and the stellar community at Metatopia.

Additionally, to all of my other beautiful playtesters: Stras Acimovic, Brennan Taylor, Kit Yona, Melissa DeGenova, Corinne Taylor, Rob Abrazado, Adrian Stein, Cole Farrell and company, and the Friday Night Crew: Alex Blow, Melissa Reynolds, Katherine Yan, and Tina-Marie Faunce. Thanks for putting up with me.

This book's bones belong to Emma, Hutch, Alvi, and Elias. Who knew boredom and bliss would cook up this?

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Are you prepared to roam the high seas? Do you seek mythical treasures on pirate islands or mysterious lore hidden within forgotten sea libraries? Are you interested in a game of privateers and pirates stuck on a ship together in a strange magical world? Lovely. Keep reading.

WHAT'S ALL THIS?

Rapscallion is a **tabletop roleplaying game (RPG)** that puts you in a pirate's boots, on a pirate's ship, upon a pirate's sea. It's a watery, wartorn world out there, and it's got a lot of unexplainable things in it, just like our world. But in *Rapscallion's* world, you call those things magic and they can turn your teeth black, so you give them a healthy respect and a wide berth. If you're wise, that is.

But we all know your stance on wisdom. This is a *pirate's* book, after all.

Rapscallion uses a **roleplaying format** created by **D. Vincent Baker** in his game *Apocalypse World*. It's thanks to his designs and generosity, that this game – along with dozens of others – exists. Tip your hats. This game has its roots in *Apocalypse World's* many grandchildren – things like *Dungeon World*, *Urban Shadows*, and *Masks*. If you're familiar with such games, you'll fit to this one like a fish to water.

THE ASHCAN PROBLEM

If you're *not* familiar with *Apocalypse World's* successors, we've tried to make this book a good introduction. But there's a catch. Unfortunately, this is an "ashcan" edition of *Rapscallion*: a **preview of the game**, a sampler. Don't worry, it's got everything you need to play... The rules, the moves, the playbooks, the whole starter pack. But look at it. The thing's tiny. No room for window dressings. So we'll have to make some assumptions, and one of them is that you, our reader, already have some experience with *Apocalypse World*-inspired games.

If you're a trueblood beginner, well, keep your valuables close and jump in feet-first. If the waters are too deep, it's not your fault! The **full game** will have far more introduction for the untrained – and far more goodies for the veterans. Keep an eye out for its release on www.magpiegames.com/rapscallion. In the meantime, check out books like *Apocalypse World*, *Urban Shadows*, *Masks*, or *Monsterhearts 2*. Their descriptions and examples of play are broadly applicable to *Rapscallion*.



Introduction

WHAT YOU NEED TO PLAY

At its heart, *Rapscallion* requires two things.

First, it needs a few **players**, maybe three to five, who play characters: the **crew**.

Second, it needs one **GM**, or Game Master, a player who acts as the world around the characters and the ship. In this book, the GM is called **the Fates**. This is because the goal of the Fates is to push and pull at the crew; the crew pushes and pulls back. The Fates are the sea, and the crew sails on it. This is the game's skeleton.

In practical terms, though, that's not all you'll need. There's meat and muscle on top of those bones. If you're gathering with your friends to play, try bringing these:

- ❖ **2 six-sided dice.** These are very important. You'll need to roll them a lot. Optimally, each player should have two of their own, but you can share.
- ❖ **Printed playbooks.** At the end of this book, there are playbooks: basic character archetypes for the crew to use. You could find them at www.magpiegames.com/rapscallion and print them out there, so your players can mark them up to their heart's content.
- ❖ **Pencils and paper.** Mark the aforementioned playbooks up. Use pencils to take notes, mark luck, deplete health, and write down new abilities.
- ❖ **Index cards.** The Fates might want to use these to prepare special weaknesses, compels, or specials, and hand them out to players during game.
- ❖ **Time.** The hardest-won resource of all. An session of *Rapscallion* takes around 3 hours. Making your first crew and ship might take an extra hour or two on top. A single pirate adventure might only take a session or two, but for the dedicated, *Rapscallion* is most suited for longer tales.

This RPG is structured like a **sweeping adventure epic**. Think of it as an episodic TV serial, with your special crew at its heart. The adventure is important, the action and fighting are important, the high drama and high seas are important.

But the most important thing is the crew – the people. They're the game's cornerstone. *Rapscallion* is made to bring these people together, and, eventually, to make them a family.





Where are we, again?

Rapscallion dwells in a lawless world with unexplored edges. Its only rule is that rules are stupid. Its only hard line is the horizon. Why would there be rules to an ocean? Of course, there's the pirate's code – but those are more like guidelines anyway. So, here are a few guidelines.

RAPSCALLION HAS SEAS. YOU'VE GOT A SHIP & CREW.

It has lands, but the seas are numerous. They represent freedom, and the land represents restraint. You, a pirate, are allergic to restraint. Ergo, you choose the sea.

Your ship and crew are your two constants in this world of chaos. As long as you've got them, life might not seem so strange.

RAPSCALLION'S GOT DANGEROUS, UNKNOWABLE MAGIC.

This is a fantasy story. You can downplay it if you'd like. After all, high seas magic is a matter for the margins: cryptic scribbled warnings, illustrations of beasts by a compass rose, mysterious things off the edge of the map. Sailor's superstitions. But here, every superstition contains a grain of truth. This isn't a catch-all excuse to break things; but magic's rules, if they exist, are mysterious, obscured, and known only by the Fates.

This book describes three types of magic through playbooks. Demons and other corrupted creatures can provide power in exchange for oaths. The stars and seas give maddening, seductive visions to those who listen. And there's the personal power of humanity – their ability to trap their feelings and thoughts into books.

RAPSCALLION IS A WORLD OF CONSTANT ALCHEMY.

Everything in it – the sea, the land, the people – all of it bleeds into each other and changes constantly, like a maelstrom. In *Rapscallion*, you can be a human, and that means anything you'd like. If your human spends too long in the sea, you might sprout scales; if you murder a man, your fingernails turn black; if you're filthy rich, your money will make your teeth grow. Humans can look like anything in the world of *Rapscallion*, because humans can do all sorts of things – and doing something will change you forever.



RAPSCALLION IS FULL OF POWERFUL PEOPLE. MOST OF THEM DON'T LIKE YOU.

Factions abound in *Rapscallion*, and as a rule, they've got more guns, more armor, more ships – more everything. You are underdogs, and they hunt you.

THE BUCKETHEADS

The Navy; the Ironclads; the Silvermoths; the Right Hand of the Law; and the far ruder names we won't list here. This is your ever-present enemy. They are the ones pricing your bounties, printing your wanted posters, and hunting you across the Measured Sea, where the tides are neat and regular because the Queen wills them to be. All pirates save their last, worst curse for the Bucketheads.

THE SHARKS

Money buys you anything – even the loyalty of the Queen. So the merchant kings sail freely, using their mighty banks and protected trade ships to shield themselves from Navy law. What's a few meager fines to the richest people in the world? They call themselves the Guild of Inks, but you call them the Sharks. In this world, money turns your eyes black, your skin gray, and your teeth sharp as swords.

THE PIRATE KINGS

The seven pirate kings are commanders of fleets, hoarders of treasure, and fierce hunters of huge swathes of the Forgewaters. Each one holds a fragment of the old gods – a gift that is, as everyone knows, hereditary only by death. The pirate kings can face a shark's ship and win; together, they could bring down the jewels of the Right Hand's Navy. Too bad they loathe each other.

THE RESTLESS DEAD

In a world without universal healthcare, but *with* a great deal of weird magical plagues, a dangerous cult of carefully curated zombies with medical experience suddenly doesn't seem like a terrible idea. These masked plague doctors have become the unlikely salvation of the common folk. For a small fee and a lot of proselytizing, your ailments will be cured! Of course, anyone who has met the leader they worship is unlikely to feel so charitable.

THE OLD WARDENS

There's a bit of south sea where no-one goes. The sailors sail around it, the navigators don't speak of it, and the cartographers strike it from the maps with black ink. Within that small stretch of sea are a thousand and one eldritch monsters, crowding every fathom like grisly piranhas. Nobody knows when they were first called the Wardens. Or by whom. It almost makes it sound like they're guarding something, doesn't it...? I'm sure it's nothing.





CHAPTER 2: THE CREW

Want to be a pirate, do you? You'll be chuffed to know that creating a proper pirate is a lot easier than *being* one. No risk of death by scurvy, no potential lost limbs or missing teeth. Bring together your friends, find someone who'll play the Fates. Bring snacks. Bring this book. Let's begin.

THE PART WHERE YOU DISCUSS STUFF

Yes, this part. The first and most important part.

This game is all about talking, so talk to your companions. Ask them **how they want to play**. Will your world be dark and foreboding, or a cheerful playground for scallywags? Will it involve a lot of magic, or not much? Do you envision epic ship battles, or espionage and stealth, or politicking and charm? Before you begin, make sure your visions of this shared world agree with each other.

When you're done, the Fates will make you a **world map**. Think of it as a cornerstone. The world map may not look like much now; it'll just be a few scant outlines of continents, maybe some simple terrain. But we'll work on that.

PICK A PLAYBOOK

Think of playbooks as basic character archetypes, simple frames you can fit your ideas into. They've got some powers, a bit of direction, their very own moves. There might be more in the future, but this little ashcan book has only **six of them**. Pick one that interests you:

CAPTAIN

You're a natural leader: you've got the persuasive presence of a snake-oil salesman, the commanding air of a military general, and an ostentatious floppy hat. If you want to inspire your crewmates, strategize massive ship battles, command forces of loyal lackeys, or simply wear the biggest and blackest boots in a given room, the Captain is the playbook for you.

If you are a Captain, expect a lot of treasure-hoarding, politicking, and Lackeys in your adventures. Assume that you will be treated as a de facto leader, and encouraged to be power-hungry. The Captain doesn't have to be a literal captain – but they act like one.



Chapter 2: The Crew

SWASHBUCKLER

Your average Swashbuckler certainly *believes* they are the very picture of a dashing, dramatic corsair – whether they live up to that ideal is up to you. But their focus on style and pizzazz obfuscates the real strength and skill with which they use their weapons. As a Swashbuckler, you are a creature of the blade and of the heart, and you wield both with a romantic flair. You have your passion and your steel; you are only in need of an audience... Well, your crewmates will do for now.

If you are a Swashbuckler, expect a focus on epic battles, over-the-top drama, and relationships between crewmates. Assume these relationships might become intimate and passionate. Be sure to have a discussion with your crewmates about their boundaries.

CHRONICLER

In a land where your thoughts can turn your teeth black, creating a book is a dangerous profession indeed. As a Chronicler, you will delve into the most unknowable and intrinsic of the sea-borne magics: the art of the page. More knowledgeable and certainly more literate than most of the sea's rabble, Chroniclers trap their thoughts and feelings in books, and let them loose as mighty djinn. Unfortunately, the more of yourself you put into books, the more reluctant they are to release you.

If you are a Chronicler, expect an increased focus on knowledge-gathering, collecting, and long-term, player-driven projects. Assume you will face themes of escapism and control, and that you might have to work to connect to your crewmates.

MATELOT

The sea makes simple creatures out of us all, and no-one knows this better than the Matelot. When you have two fists, thick muscles, and a stare that can turn a cat white, there's little you can't accomplish. Matelots are sailors to the core: the rigging has left imprints on your hands, the sea has left salt in your mouth, and sleeping under the stars has left vinegar in your blood. You know there's only one thing that remains when the storm strips all else away: you still have your crew. You have loyalty. You have a heart, and it beats red.

If you are a Matelot, expect to rack up Rank and weaknesses alike. Expect to make relationships, and then break them messily – possibly breaking other things in the process. Assume you'll have less sneaky espionage missions and more all-out brawls.



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MOUNTEBANK

Shadowy smiling men holding gambling chips in back alleys; bright-eyed flashy magicians with dark fingers; laughing sea loons who wield daggers like conductor's batons... You can always tell when someone has a demon inside them. Being a Mountebank means you've made a deal with the devil, and now you have to dance to its fiddle. But in exchange, you get the powers only the stupid and the desperate dream of: those of hell itself.

If you are a Mountebank, expect the personal crises, weird shenanigans, and troubling subject matter that come with having an established demon NPC in your party (and your head). Be sure to talk with the Fates about your roleplaying boundaries.

NAVIGATOR

The seas of *Rapscallion* would be difficult to navigate even if the stars didn't make you a little mad. As it is, Navigators – stewards of the sea and shepherds of ships, star-watchers, map-makers and astrologists – are notoriously loopy. But they're also in high demand. As a Navigator, you know your ship better than anyone. You know the sighs of the ocean like your own heartbeat. You can coax your enormous charge through the thickest reefs and fiercest storms, and the stars will whisper in your ears the whole way through.

If you are a Navigator, expect less involvement in fights and more messing with fate from the shadows. Assume your presence will create more focus on the ship, the passage of time, and travel. Expect to face themes of alienation and social awkwardness.

Pick a different playbook than your crewmates. Overlap will just make things messy. And before choosing, take a look at them properly. They're in the back of this book – or online, at www.magpiegames.com/rapscallion, where you can print them out and doodle on them to your heart's desire. All the playbooks have their own **unique moves**. Look over them; they tell you what your playbook is all about. (*Keep in mind that the Captain and the Matelot have to make some minor choices in their playbook moves. You can do this now, or you can wait until you've chosen your Skills and Specials.*)



Chapter 2: The Crew

CHOOSE YOUR SKILLS

Your crew uses **four Skills**, things intrinsic to commoner and king alike. These Skills are your character's modifiers to their dice rolls. Skills can be anywhere between **-2 and +3**, and they can't be pushed beyond that unless you're in real strange circumstances.

The Skills are as follows.

Blood. *This is your liquid courage. It's what gets your blood boiling. When your wits and wisdom escape you, you're left with your will to survive and the pants you woke up in – and you'd best use both. Use Blood when you face danger, make trouble, and act daring.*

Vinegar. *On the high seas, being strong will keep you on top; but being cunning will keep you alive. That's you: too damn clever for your own good. Use Vinegar if you want to fight dirty, out-smart your enemies, and know things – sometimes dark things best left forgotten.*

Polish. *Oh, well-bred, are you? Or just good at pretending? No matter: you've got more charisma than most pirate crews put together. With that swift tongue and sweet face, you're more dangerous than any sword. Use Polish to talk your way in and out of trouble.*

Spitfire. *Here's that special something. Not everyone has it; those that do are best avoided by civilized folk. It's the spark in the eyes, a wildness that the spirits of this world (and the next) might notice. Spitfire is your intuition, your creativity, and your naked soul. Use it to twist your fate.*

Every playbook has three lists of Skill modifiers to choose from. These lists of numbers are entered in order with Blood first, then Vinegar, Polish, and Spitfire last. **Choose one of the three lists as your Skill modifiers.**

THE SPECIALS

Congratulations: you've got certain qualities that distinguish you from the other unwashed rabble of the high seas. This is your eyepatch and your parrot – your scars and sins, your *je ne sais quoi*. Fate has its baleful eye on you, and here's why.

Every playbook comes with an array of **starting Specials to choose from**. Choose one that appeals to you. Read them, discuss them, remember what they say. They're one of your biggest mechanical statements you'll make about your character.



Rapscallion

KITS

Forget the silly roleplaying, you're a *pirate*. Where's the treasure?

Each playbook provides a **few kits to choose from**. This is your loot, so pay attention and choose carefully. If it's in your kit, then you can always say you have it **on your person** (as long as it's not too heavy) or **in your bunk** (if some varmint hasn't stolen it). What you've got in your pockets says a lot about you as a person – and sometimes it's got baggage with it.

Each kit is meant to typify a particular archetype or past career; so tinker with it, add to it if you must – but do so with Fates' permission.

YOUR NAME AND YOUR LOOK

Some people see this as the hardest bit. Doesn't have to be, though. The **name** you choose doesn't even have to be your real one – best if it isn't, really, since you're likely to have a bounty on your head. But it should be what the crew calls you.

And your **look** can be anything – it just has to be the most striking and interesting thing about your character's appearance. When your crew looks at you, what do they see? *Wild red mane, huge coat, chewing firecrackers*. Or maybe *Andre the Giant but with shark teeth*. Or *Blinks like a lizard*. Or even *The most forgettable person in the world*. It could contain your gender; it doesn't need to.

THE IMPORTANT QUESTIONS

Your pirate is now clothed, armed, and sin-spotted – so take a step back and stretch. Now we're going to add the spark in their eyes. Their hidden heart.

First off, go around the table and **introduce your character** to the crew. Describe your name and your look, and anything else your crewmates would know about you after months on the high seas.

Every playbook has a series of **four questions** you need to ask yourself about your character. While introducing yourself around the table, each player **answers these questions one by one**, aloud – usually in order, although it's not necessary. You can write down the answer if you want. Sometimes, players may want to keep their answer secret. That's okay, as long as the Fates can hear it too.

Sometimes the players may not know the answer. That's also fine. You can always decide later. Some pirates arrive fully-formed; some get their sealegs a few sessions deep. Both methods are suitable.

The fourth question is about your Ranks.



Chapter 2: The Crew

YOUR RANKS

This question can't be saved for later.

We'll talk more about Ranks and Bonds in the next chapter (on page 14). For now: you have Rank to give to your crewmembers – and to NPCs, villains, rivals, anyone you fancy really. The number of Rank you have with someone tells you **how well you know them**, how much you care about them. Maybe you owe them. Maybe you love them. Maybe you want to spill their guts. All of these can be high-Rank relationships if you want them to be.

Your playbook gives you a **certain amount of Rank to allocate**. Describe who you're giving Rank to, write down that name on your playbook sheet, and mark the number of Rank you're giving them next to the name. You can have up to 3 Rank with a single person. If you absolutely can't decide, you might – Fates permitting – wait for a session and see who your character gels with.

THE FINAL ROUND

Your playbook should be looking right cluttered by now. Do you feel accomplished? Lovely! Do you hate commitment? That's fine! Nothing is set in stone during the first few hours. If, a session or two in, you decide your Ranks are all wrong, or your Look should be different – tell the Fates, and change it. Remember: they're more like guidelines anyway.

Don't relax. You have two more tasks to do. First, get the crew together and discuss the most important question: **what's your ship like?**

You'll need to make a **little card** for your ship: a Name, a Look, and its Wreck (that'll be explained in Chapter 3, page 24). Treat your ship like its own character in your story. Is your ship small and snug? Or is it large, full of your loyal Lackeys? This is the truly collaborative part of character creation. Keep talking until everyone is satisfied with the result! If there's an impasse, the most relevant playbook gets final say – a Navigator can make final calls about the ship, for instance, and a Captain gets to break impasses about Lackeys.

Secondly, and finally: the Fates pass around the **world map**, and every player **adds a detail to it**. It can be any mappable location that would fit into this world of sea magic and pirate wars. An ancient shipwreck. A bustling metropolis. A new island. A hole in the universe. We suggest connecting it with your backstory, or your character's goals, or factions that your character might know.

This world isn't just dictated by the Fates. You are active agents. You have a say in how your own little version of *Rapscallion* operates. You've got a hand on the winning deck. Congratulations: for the first (and hopefully not the last) time, you've Twisted your Fate.





CHAPTER 3: THE RULES

This is the section about rules, so here's the most important one: this game is about talking with your friends. So, make it a **good conversation!**

The story, when it's told, has the back-and-forth tug between players and Fates as its backbone: the Fates describing the environment and the players interacting with it, the Fates asking questions and the players answering them, the players making plans and the Fates throwing a wrench in them. The rules, when they must appear, exist only to ensure the conversation is still interesting. We hope these rules will succeed in doing that, but if they don't, ditch them. Change them. This is your conversation.

Always remember: grip your character by their throat! Treat them like an old, well-worn jacket: tear them, patch them, drag them through the muddiest adventures with you. Care about them, but understand that they are made to be worn and torn. **Your escapades will trigger the rules, not the other way around.** Most often, these rules come in the form of moves.

MAKING MOVES

The world of *Rapscallion* is defined by the crew's moves: risky, interesting actions that the crew undertakes. Some are moves anyone can try: using a sword, steering a ship, tricking an enemy. Some are unique to each playbook: drawing upon demonic powers, busting through walls, reading the stars.

You make a move by describing yourself doing its **trigger** – for instance, if you want to Strike or Shoot, of course you'll need to be *striking or shooting* someone in the fiction first. The Fates will prompt you: sounds like you're trying to make this move, right? If yes, cue the music! Follow the move's directions and see what happens.



ROLLING DICE

Usually, making a move requires you to roll two six-sided dice, or “2d6”, to determine the outcome. Many moves ask you to add a modifier to this roll, usually one of your character’s Skills (Blood, Vinegar, Polish, or Spitfire). Depending on your Skill, you will **add or subtract modifiers to your roll**. *Do you succeed?*

If the result is 6 or less: no, not in the way you wanted to. This means the Fates are in control. They get to say what happens, give **consequences**, and take action.

If the result is 7 - 9: yes, you’re usually doing well, but you’ll pay the devil for it. You say what you do, and the Fates will give you consequences for the move, or a difficult decision.

If the result is 10 or more: yes, you’re doing great, and now you’re in control of the story: you get to describe how you did it, or take relatively few consequences for it.

DICE TERMINOLOGY

If you receive a “+x **ongoing**” to something, that means you add x to any roll involving that something, until the effect ends. The effect will tell you when the ongoing bonus ends – unless it’s permanent!

If you receive “+x **forward**” to something, that means that your next action roll involving that something gets a +x bonus – but just once. Then the effect ends.

If you receive “+1**D**” to something, that means you add 1 extra die to your roll, and use the two highest dice totals.

If you **roll blank**, that means you roll +0. Just 2d6 and a prayer. Unless a special bonus or power specifically applies to this roll, you can’t use them to modify the result.

Remember: in *Rapscallion*, whenever you need to round something, always round down unless the game tells you not to.



Rapscallion

BASIC MOVES

These are moves any pirate can manage. Look through them! They're any up-standing buccaneer's basic bread and butter. You'll probably roll for each one at least once a session.

STRIKE OR SHOOT

When you **strike or shoot someone**, roll **+Blood**. On a hit, your strike lands; deal your weapon's harm. On a 10+, the Fates may give you a special opportunity, but you'll invite risk. On a 7-9, you stumble; trade blows or put yourself in a bad position, your choice.

BREAK IN OR OUT

When you see an opening to **break in or out**, roll **+Blood**. On a hit, you've gotten in or out; choose 1. On a 7-9, the Fates choose 1 as well.

- ✦ You suffer harm or weakness.
- ✦ You hop from the frying pan to the fire.
- ✦ You lose track of something important.
- ✦ You leave evidence or attract attention.

USE A DIRTY TRICK

When you **use a dirty trick** against an opponent in a fight, roll **+Vinegar**. On a hit, your trick works at a cost. On a 10+, you can get away clean or you can up the ante, your choice.

SIZE UP

When you **size someone up**, roll **+Vinegar**. On a hit, hold 2. On a 7-9, they hold 1 as well. Spend hold, one for one, to ask the following questions:

- ✦ What sorts of treasure are you carrying?
- ✦ How are you actually feeling?
- ✦ What's your goal here?
- ✦ What aces do you have up your sleeve?
- ✦ How could I get you to _____?



Chapter 3: The Rules

HOODWINK

When you **hoodwink** someone with a clever lie, roll +**Polish**. On a hit, you've pulled it off. On a 7-9, pick 1:

- ✦ They'll catch on soon.
- ✦ You cause collateral damage.
- ✦ Your deception works too well.

PARLEY

When you **parley** with an interested party, offer something and roll +**Polish**. On a 10+, they take your offer; the Fates may offer something more but you'll invite risk. On a 7-9, they want to see you hold up your end of the bargain first or they change the terms, the Fates decide.

TWIST FATE

When you try to **twist your fate**, roll +**Spitfire**. On a hit, pick 1 of the following options. On a 7-9, you must **spend 1 Luck** or the Fates get to answer the attached question. On a miss, the Fates choose one and answer its question.

- ✦ You remember something hidden in your pockets; **what is it and how'd you get it?**
- ✦ You notice something overlooked in this area that might help you; **what is it?**
- ✦ You find a flaw or vulnerability in your opponent; **describe it.**
- ✦ The weather, the wind, or the tides change; **how do they help?**

STAND YOUR GROUND

When you **stand your ground** in the face of a compel, you must spend x Bond with someone relevant, explain how they're helping you overcome yourself, and **roll +x**. On a hit, you've escaped your vices. On a 7-9, choose 1.

- ✦ You take a weakness.
- ✦ You permanently lose Rank equal to the Bond you spent.
- ✦ You are in a worse position than before.



HEALTH

This is your lifeblood. Your Health is **determined by your playbook**. You may **restore all Health after a downtime**.

When you take **harm**, remove Health by that amount, starting at the **far right** of your tally and ticking down. Once you're **below 4 health**, which is sometimes referred to as being "**in the dark**" (the dark area of your Health tally), you are compelled to be **done for**. (For more info on compels, check out the Compel section on page 27.) Being "done for" means you can't go on – you're knocked out, you're overwhelmed, you're too exhausted to continue, etc. You can whisper, beg, and crawl, but that's it.

If you reach 0 Health, or if you're given a weakness when you don't have room for any more (see the Weaknesses section on page 27), then roll Last Words.

LAST WORDS

When you **reach 0 Health or take more weaknesses than you have room for**, say your Last Words and roll blank.

- ❖ On a 10+, you've cheated Death itself. You're 0 Health but stable, not getting better but also not getting any worse.
- ❖ On a 7-9, Death will offer you a bargain. Take it and become stable, or refuse and say your Last Words.
- ❖ On a 6 or below, your fate is sealed. You have only a few more minutes left in this world. Say your Last Words, have your final scene, and put your character to rest.

LUCK

You have a Luck tally on your sheet, which tells you how much Luck you have to spend. When a move or ability tells you to "mark Luck", fill in the bubbles on the tally, starting at the left and going forward. Whenever you spend x Luck, remove x amount of Luck from your tally. Every playbook has a different maximum amount of Luck they can have at one time.

At the beginning of every session, mark Luck equal to your Spitfire score (minimum 0). If you have a **good character moment** with another crewmember, mark 1 Luck as Fates permit.

Spend 1 Luck to:

- ❖ Twist Fate as if you had rolled a 10+.
- ❖ Use playbook powers and moves that require it.
- ❖ Take *+1 forward* (you must spend Luck before rolling).



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RANK AND BOND

Rank represents your relationships. You can have **up to 3 Rank with someone**. You have a **pool of Bond** with someone equal to your Rank with them; you can spend Bond to help yourself or your crewmates, and it replenishes every session. Your playbook gives you Rank to allocate to any crewmates, Lackeys, or enemies you choose. *For instance, if you have 3 points of Rank, you can give two of them to a crewmate and one to a rival NPC. Now, each session, you can spend up to 2 Bond with that crewmate, or up to 1 Bond with that NPC.*

If you have Rank with a crewmate, you can spend Bond to:

- ✦ Assist or hinder that crewmate; add to or subtract 1 from their roll. You can't modify a move you can't assist (like Last Words or Twisting Fate).
- ✦ Use them as inspiration and Stand Your Ground.

If you have Rank with an NPC, you can spend Bond to:

- ✦ Push them to greatness or force them to stumble.
- ✦ Add 1 to any roll against them.
- ✦ Use them as inspiration and Stand Your Ground.

EQUIPMENT

We have, of course, been absolutely wasting our time with all this talk of game mechanics. Let's get to the stuff. You are a pirate, and you need your stuff.

Some of this equipment will show up in your playbook's **kit**. These tools are assumed to be in your ship bunk, or at your belt. They're your collected possessions. Keep them close. Want more of them? That's only natural. Buy or swindle your way to more loot!

And the most important and holy of loot in a pirate's eyes, is, of course, money.

MONEY

There are three basic sorts of currency in the world of *Rapscallion*. "Gild" is the one you'll use most often:

500 coins = 1-gild **20-gild = 1-ink**

Anytime you take x-gild ongoing, or something similar, that means you can receive that amount of money at the end of every downtime.



Rapscallion

LOOT

Here's how you spend all that shiny coin. Equipment covers most things your crew might spend their hard-earned gild on (or swindle). Items come with useful tags. Tags represent certain qualities about that item. Here are a list of tag effects:

- ⊗ **x Uses:** can only be used x times.
- ⊗ **+x to move:** gives you +1 ongoing to the move as long as you're using the item.
- ⊗ **Allows:** lets you do an action that would be otherwise difficult or impossible.
- ⊗ **Dangerous:** unpredictable, or difficult to control. The Fates may give you a consequence for using it.
- ⊗ **Downtime:** takes roughly a downtime (that is, a week or two) to use.
- ⊗ **Heavy:** characters can only carry an amount of heavy items equal to their Blood, minimum of 0. If they carry more than that, they must move very slowly and do nothing else.
- ⊗ **Loud:** cannot be used stealthily.
- ⊗ **Requires x:** you will need some skill or other item to get it to work.
- ⊗ **Touch:** you need to touch something or someone to use this equipment.
- ⊗ **Slow:** takes several minutes at least to use.



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GOOD OR SERVICE COST

Ammo, Some <i>(requires gun, lasts until end of next downtime)</i>	100 coin
Ball Bearings / Caltrops (1 use)	100 coin
Fancy Hat <i>(worn)</i>	400 coin
Ammo, Lots <i>(requires gun or bow, lasts until end of arc)</i>	1-gild
Antitoxin <i>(edible, slow, 5 uses, requires alchemy, cure poison)</i>	1-gild
Book <i>(dangerous, requires Vinegar)</i>	1-gild
Healing Salve <i>(slow, touch, 5 uses, +3 health over 1 hour)</i>	1-gild
Lackey <i>(one day)</i>	1-gild
Manacles <i>(requires unmoving person)</i>	1-gild
Night of Extravagance <i>(mark luck)</i>	1-gild
Oil <i>(one use, requires steam engine)</i>	1-gild
Thief's Tools <i>(slow, allows lockpicking)</i>	1-gild
Tonic <i>(edible, slow, 5 uses, cure sickness)</i>	1-gild
Toxin <i>(5 uses, edible, slow, requires alchemy, causes poisoned)</i>	1-gild
Alchemy Supplies <i>(20 uses, heavy, downtime, requires/allows alchemy)</i>	2-gild
Compass & Sextant <i>(+1 to Navigate)</i>	2-gild
Pet <i>(loyal, requires food and water, +1 to one move of your choice)</i>	2-gild
Ship Repairs, Small <i>(downtime, requires Crew Capacity >7, -2 wreck)</i>	2-gild
Spyglass <i>(allows realfar sight)</i>	2-gild
Ship Repairs, Large <i>(downtime, requires Crew Capacity <8, -4 wreck)</i>	5-gild
Ship <i>(level 1)</i>	10-gild
Repair to Equipment <i>(downtime)</i>	half equipment price



Rapscallion

WEAPONS

Weapons are items that harm folks – that is, take away their Health.

Weapons have tags to indicate the range at which they are useful. A *Close* weapon is useful for attacking something next to you. A *Reach* Weapon is useful for attacking something that's several feet away – as far as ten. A *Far* Weapon can attack anything within shouting distance, but can't get things up close. As for *Realfar* Weapons – if you can see it, you can probably hit it, but you can't hit anything close to you.

Specific tags used for weapons include:

- ✿ **Area:** can affect an entire area or group, ignoring group size, as long as they're clustered together.
- ✿ **Big:** impossible to pick up alone without mighty strength.
- ✿ **Fire:** fire-based weapon, might ignite nearby objects. Usually dangerous.
- ✿ **Forceful:** target is compelled to be pushed backward several meters.
- ✿ **Grappling:** instead of doing harm, you can use this weapon to tie or trip up your target.
- ✿ **Poor:** a shoddily-made weapon. Might break apart on a miss or a stroke of bad luck.
- ✿ **Pretty:** a handsome weapon. Strokes your ego and increases market value.
- ✿ **Reload:** the weapon has limited ammunition and needs to be reloaded often.
- ✿ **Spray:** can use the area tag if you expend all ammo.
- ✿ **Stealthy:** small, easily concealed, and unobtrusive.
- ✿ **Stun:** target is compelled to see stars for a few seconds.
- ✿ **Thrown:** you could throw it at someone to harm them.
- ✿ **Two-handed:** you can't hold anything else while using it.
- ✿ **x-piercing:** ignore up to x amount of harm that use of armor would block.
- ✿ **x-wreck:** capable of harming ships; deals x amount of wreck if targeting a ship.



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WEAPON COST

Club (<i>1-harm close poor</i>)	100 coins
Sickle (<i>1-harm close medicinal</i>)	100 coins
Whip (<i>1-harm reach grappling poor</i>)	100 coins
Brass Knuckles (<i>1-harm close stealthy</i>)	300 coins
Cutlass (<i>2-harm close</i>)	300 coins
Quarterstaff (<i>1-harm reach two-handed</i>)	300 coins
Axe (<i>2-harm close heavy</i>)	1-gild
Chain Weapon (<i>1-harm reach two-handed grappling</i>)	1-gild
Crossbow (<i>2-harm far reload two-handed 1 piercing</i>)	1-gild
Explosive (<i>2 harm, area, 5 uses, dangerous, loud, fire, requires alchemy</i>)	1-gild
Dagger (<i>1-harm close stealthy thrown</i>)	1-gild
Morningstar (<i>2-harm close heavy forceful</i>)	1-gild
Pistol (<i>2-harm far loud stealthy</i>)	1-gild
Rapier (<i>2-harm close pretty 1 piercing</i>)	1-gild
Blunderbuss (<i>2-harm far stun loud dangerous reload</i>)	2-gild
Cannon (<i>4-harm 1-wreck far forceful loud dangerous reload big</i>)	2-gild
Musket (<i>2-harm realfar two-handed reload loud 2-piercing</i>)	2-gild
Pepperbox (<i>3-harm reach dangerous loud spray reload</i>)	2-gild
Revolver (<i>2-harm far loud 1 piercing spray</i>)	2-gild
Flamethrower (<i>3-harm reach fire loud dangerous reload</i>)	3-gild

ARMOR

Armor can get you out of a bad scrape, but it's heavy and hot and uncomfortable. Your playbook will tell you if you can use it.

- ❖ **x Armor:** every session, you can use this armor once at no additional cost. Every time you do, ignore x Health taken from you. You may use this armor twice per session; if you do, the armor breaks or you take a weakness, your choice.
- ❖ **Hardy:** you can use this armor one extra time per session at no cost.

ARMOR COST

Light Armor (<i>1 armor</i>)	1-gild
Chain Armor (<i>2 armor</i>)	2-gild
Breastplate (<i>3 armor heavy</i>)	2-gild



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YOUR SHIP

Pirates are nothing without their ship. There are some moves that can only be used when you're astride your ship, and all of them use your **Rank with the ship** as their associated Skill. Your ship moves are as follows:

MAN THE CANNONS

When you **use your ship weapons in a battle**, roll **+Rank** with your ship. On a hit, your shot lands; deal your weapon's harm, at a cost. On a 10+, you can ignore consequences or hit a special spot, your choice.

STEER THE SHIP

When you **steer your ship in a difficult maneuver**, roll **+Rank** with your ship. On a hit, you steer true. On a 7-9, you hit an obstacle; the Fates will offer you a hard choice or devil's bargain.

SHIPWRECK

Unlike the pirates that ride them, ships don't have Health. Instead, they can be Wrecked if they receive enough damage. Your ship can only be touched by **weapons that have the wreck tag**. Whenever you receive Wreck, you start tallying up this damage in Wreck Boxes, starting from the left-most box and going up until you reach your Wreck Level cap. This is your average ship's Wreck Tally:



The colors of these boxes represent how badly your ship has been hurt:

- ☛ If you mark **more than two levels**, your Ship is **slowed** until you're fixed.
- ☛ If you mark **all of your available levels**, your ship **can't move** and will begin to slowly sink. You're Wrecked.

These rules are scant, we know. Don't worry – the proper version of this game will flesh them out and give you lots more to play with. In the meantime, be flexible and think up rules if they're needed – the Fates have the final word on how shipwrecks and ship battles play out.



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LACKEYS

Lackeys are fellow crewmembers – not as skilled as the PCs, but members of your pirate crew nonetheless. Like equipment, any individual Lackey takes tags that describe their basic skillset:

- ✿ **Aid [Skill]:** if they assist you in a move that uses [Skill], they can give you a +1 to your roll. This follows assist rules: they can't assist if there's no conceivable way to do so.
- ✿ **Baggage:** they've got connections, and not the good kind.
- ✿ **Connected:** they've got friends in a faction of the Fate's choice.
- ✿ **Loyal:** they'll follow orders and fight for their friends, even in suicidal danger.
- ✿ **Scholarly:** they're literate, knowledgeable, and can speak many languages.
- ✿ **Skilled:** they possess a specialty skill: cooking, woodcarving, ship-building, navigating, etc.
- ✿ **Strange:** something's up with them – they have a strange power they don't know how to use well.
- ✿ **Trained in:** can use the weapon, armor, or kit specified.
- ✿ **Weak:** useless in combat.
- ✿ **Wild:** they might not always follow orders, and you can spend Bond to have them succeed or fail only at the Fate's discretion.

Sample Lackeys:

First Mate: aid [Polish], connected, skilled

Buccaneer: aid [Blood and Vinegar], trained in close weapons, wild

Scholar: scholarly, trained in chronicling, weak

Pistoleer:- aid [Blood], trained in far weapons, baggage

Sailor: skilled, trained in close 1-harm weapons, loyal

Gambler: trained in close weapons, strange, baggage

Powdermonkey: aid [Vinegar], trained in alchemy, wild

Healer: trained in healing arts, loyal, weak

Boatswain: aid [Vinegar], skilled, strange, weak



Rapscallion

GROUPS

If you have enough Lackeys following you, you can form them into a group. Groups come in different sizes, and assuming they follow your commands, they can inflict “group harm” on others. **Group harm is equal to the average weapon harm the group has**, -1 harm if they’re not *trained*, +1 harm if they’re *loyal*, +1 harm for each group size they are higher than their opponents. *For instance, a small trained group with poor (1-harm) weapons will still do 2-harm against a single person; an average (2-harm) trained large group will do 4-harm to a small group.*

- ✿ **Single.** One person. Single people do -1 harm against groups.
- ✿ **Small.** 3-8 people.
- ✿ **Medium.** 9-15 people.
- ✿ **Large.** 16+ people.

EXPERIENCE

In *Rapscallion*, you can gain levels by **marking experience on your character sheet tally**. The amount of experience you need to level up is **your current level + 5**, whereupon you mark a level and the tally starts over at 0. The highest level you can achieve in *Rapscallion* is 10.

Every time you gain a level, you may choose one of your advancements listed on your character sheet. Some advancements can only be taken a set number of times; others can be used as many times as you’d like. Your playbook will tell you which is which.

How do you receive experience? There are three primary ways of doing so:

- ✿ Whenever you roll a 6 or lower, mark 1 experience.
- ✿ When you can add Rank with someone but your Rank can’t go higher, mark 1 experience.
- ✿ During your End Move.

THE END MOVE

You use this move at the end of each session. When **you’ve defeated a major foe, gained significant treasure, or accomplished one of your character’s goals during this session**, choose one. When the Fates call this a **big finale**, choose an additional one.

- ✿ Mark 1 experience.
- ✿ Add 1 to your Rank with someone.
- ✿ Clear all of your weaknesses.



COMPELS

Rapscallion is all about fighting (and giving into) your vices. For this, we have compels.

Whenever you are **compelled** to do something, your character must do it. They can't help themselves – unless you **Stand Your Ground** against the compel and prevent it from affecting you.

There are three major ways you might be compelled:

- ✿ By a weakness you possess.
- ✿ By a Special or a playbook feature you have.
- ✿ By environmental or situational dangers, usually in the form of powerful enemies or perilous situations.

WEAKNESSES

Every playbook has a certain amount of **weakness boxes** on their sheet. The Fates might ask a player to mark a weakness as a consequence – either a specific one, or any of the player's choice. The player must mark the weakness and do as it says. If a player is asked to mark a weakness but **there are no weakness boxes left on their playbook sheet**, their character is **done for**. They're too overwhelmed or beaten to go on. If they're given another weakness when there's no room left on their sheet, they will have to roll Last Words (see the Last Words section on page 18).

All weaknesses have a **clear condition** that states how they can be removed. *For instance: Weakness: Sick [medical care or extended rest].*

Although each playbook gives you playbook-specific weaknesses, the players and Fates shouldn't feel confined by them. Fates can draw weaknesses from other playbooks, or create their own weaknesses and give them to players in the form of index cards. They might also decide to make a weakness worse instead of adding another, different one: for instance, making the clear condition more difficult or adding levels of complication to the weakness's effect. If you're given a weakness that isn't on your sheet, it still fills one of your existing weakness boxes – it doesn't add another one.





Want to play the Fates, do you?

It's a tenuous position. Like a weaver, you'll need to turn many small threads into a larger tapestry. But don't fret. When shepherding the Crew, the Fates have only three main goals:

- ❖ **Make the world feel magical and dangerous.**
- ❖ **Fill the characters' lives with temptation and turmoil.**
- ❖ **Play to find out what happens.**

MAKE THE WORLD FEEL MAGICAL AND DANGEROUS.

Remember that this is a pirate's story. You are harboring a crew of criminals and cutthroats. They are a tiny ship bobbing on a sea of foes! Allow them moments of respite, then bounce them like a tennis ball between three different inevitabilities: the rigid hand of the law, which makes them feel dastardly; their fellow pirates and criminals, which make them feel like underdogs; and the sea's myriad magics and mysteries, which make them feel adventurous. They have a thousand enemies: that's a thousand ways to make their lives dangerous.

FILL THE CHARACTERS' LIVES WITH TEMPTATION AND TURMOIL.

Remember that this is a story about a crew. Why do these outcasts and weirdos tolerate each other? How do they rely on each other? Will they become a family, or will their own foibles kill them? Leave room for these questions. Let the fangs of the enemy cease for a session, and give the crew long shadows. Some have demons; others have dark pasts. There are those with uncurdled ambitions and unbridled tempers. Every playbook has such a problem. Use them! Make them fight, not against the world, but against themselves. Ask them if they even want to win.

PLAY TO FIND OUT WHAT HAPPENS.

Remember to relinquish control. Who knows where your crew will take you? The point of this section is not to provide concrete rules: the most important rule, as we've already stated, is the conversation. Keep up the conversation and the fiction will surface on its own. It isn't yours. You share its custody with your players. Be honest with yourself and with them. Cherish them, and hold a hundred daggers to their throats.



THE FATE'S COMPASS

Sometimes, as you follow your goals above, you'll find yourself lost and unsure how to proceed. For such occasions, here are some compass points – hopefully they'll point you in the right direction:

- ✿ Be the crew's biggest fan
- ✿ Address the crew, not the players
- ✿ Ask provocative questions, and build on the answers
- ✿ Show them all of the cards, and let them react
- ✿ Give them a stage and let them do cool shit on it
- ✿ Make the world a living thing, magical and strange
- ✿ Always juggle more than one ball
- ✿ Hunt them always, from within and without
- ✿ Use downtimes to give the game an ebb and flow
- ✿ Never let them forget their weaknesses

FATES' MOVES

The Fates have moves too. Unlike the players, Fates' moves don't require rolling dice. Instead, they act as the story's verbs. They push the pace and make things happen. When **the story curdles**, when **the plot needs twisting**, when **actions invite consequences**: make your move. After each move ask, "*Now what do you do?*"

Your moves are as follows. All of these moves have the potential to be hard or soft depending on context. Think of moves as a fist, wrapping around the story. The more the fist squeezes, the higher the story's tension mounts:

- | | |
|------------------------------|-------------------------------|
| ✿ Foreshadow danger | ✿ Remove Bond |
| ✿ Offer a hard bargain | ✿ Threaten their things |
| ✿ Give or trade harm | ✿ Put someone in danger |
| ✿ Activate a tag | ✿ Reveal dark and weird magic |
| ✿ Compel someone | ✿ Unveil a conspiracy |
| ✿ Make them succeed too well | ✿ Remove something precious |
| ✿ Inflict a weakness | ✿ Introduce a new threat |

A "**softer**" move is squishy. It ramps up the drama and tension like all moves do, but not by too much. It gives the players time to react and respond. It allows for respite, or it has clear solutions in the narrative that aren't too daunting. A "**harder**" move is a severe one. You're not giving them any time: the ship is sinking, your lover is dying, your time has run out. Use harder moves sparingly; they should feel like big dramatic beats in the story, turning points and big reveals.



FACTIONS OF THE SEAS

Rapscallion's world is alive: hungry, shifting, ever-changing. When the crew looks away, a hundred backs are stabbed in the dark and a thousand different deals are struck. Never let the players forget that! *Rapscallion* uses factions to keep track of these daggers and deals – to group the sea into concrete colors. Do you want a template to work from? Then check out **the factions listed in the World chapter above**. Do you want to forge your own path? That's simple. Factions are easy to make.

A faction is made of four simple parts: a **name**, a **goal** (or several), associated **characters and places**, and their current **status**. Keep these in mind as your plot moves forward. Your faction's goal dictates how they act, what they want, and what will tempt them. Their current status tells you what they're doing right now, this minute – and how quickly they'll succeed or fail without player interference.

When you create a faction, remember:

- ❖ **Connect it to a character.** It's a good rule of thumb to have at least one faction invested in, or connected to, each one of your crewmembers from the get-go. This is pretty easy to do: many of the playbook questions prompt players to think about factions early.
- ❖ **Connect it to the world.** When you create the map (we'll talk about that in the following section), try to find a few places on it that are dominated by, or strongly connected with, certain factions. The more you do this, the more flavorful your locations will be. The players will remember locations if they're connected to characters.
- ❖ **Give it facets.** Not every person within a faction wants the same thing. Sprinkle in some mutineers, fanatics, doubters, turncoats, or warring subfactions. Think of ways your players could manipulate this faction, sow discord in it, or even join it.
- ❖ **Make it thematic.** What do you want this game to be about, really? Factions are a great way of dictating your world's flavor and genre. A world dominated by warring religious cults looks very different from a world full of pirate lords fighting against royal navies.
- ❖ **Use it as ammunition.** Why have so many back-up factions waiting in the wings? To spring them on the players, of course! Factions can be very useful for stirring up trouble at the worst time, or for making up a unique consequence to a player's move. Treat your factions like a big club: swing them around early and often.



THE MAP

Your campaign's map is its heart and home, and you'll return to it constantly. Your first job as the Fates, really, is to begin its creation. When you set the map in front of the players, it should have five things already drawn upon it:

- ❖ A scant sketch of **terrain**: continents, islands, and the sea.
- ❖ A place of **authority** (the Queen's Capital, the Ironclad Fortress).
- ❖ A place of **lawlessness** (the Forgewater, the Unmeasured Archipelago).
- ❖ A place of **magic** (Warden's Reach, the Cemetery Sea, the Hole in the World).
- ❖ A place of **mystery** (the margins, the empty places, the question marks).

At the end of character creation, the players will add to the map as well. After this, the map's best station is on the table in the middle of the group, where anyone can stare at it, pick it up, doodle on it. It's the crew's map as much as the GM's.

For one-shot adventures, the map won't come into play. You can discard it if you'd like – don't just keep it for appearance's sake. But we assure you, the map is an extremely useful feature for the long hauls: the year-spanning episodic tales. In this arena, the map shines. Use the map to:

- ❖ **Excite your players.** Use the map to invite players to chart their own destinies. Like pirates, the players should feel the itch to explore, go farther, sail longer, find the margins! Those blank spaces on the map should feel enticing, dangerous, inviting.
- ❖ **Give them agency.** Use the map to encourage players to get involved in their own story. If a player has a good idea about their backstory, invite them to place their hometown, parent's farm, or secret hideout on the map. It should feel like an open space, not the exclusive domain of the Fates.
- ❖ **Establish important details.** Use the map to slowly introduce your world in a player-focused, easily digestible way. Here, the map's emptiness prevents unfiltered infodumping. As world details and factions become relevant to the story, put them on the map. It's concrete, visual, and approachable worldbuilding.
- ❖ **Make plot twists and big reveals.** Use the map to pull the rug out from under the players. A secret island in the middle of a previously-empty ocean. A hidden underground cove leading below the fortress. A continent that moves and talks. Those blank spaces are a great way to surprise them.

Finally: have fun! This map begins small partly so you won't treat it like it's precious. If you mess up, remake it. If it's too small, make more. If your ideas are dismantled by a player's random doodle in the margins, incorporate it. If your ship needs a map of its own, then treat it the same way – collaboratively, and without sweating the small stuff..



WEAKNESSES

Weaknesses pose a unique problem. Each playbook's weaknesses are unique and catered to specific themes. Weaknesses may be an easy way of dishing out consequences to bad rolls, but they're also storytelling tools, and can be difficult to keep track of. Along with your notes and maps, we highly suggest you have a **list of your players' weaknesses** on hand. They're part of your arsenal – and if a player forgets to use or clear their weakness, you can remind them.

If none of the premade weaknesses tickle your fancy, make new ones. A well-made, interesting weakness is a great way to present a new problem: a poison slipped into your cup, a magical curse you suffer, a social faux pas you're still embarrassed by. If you're struggling, here's a list of weaknesses you can try:

- ❖ **Cursed** [*witchery*]. You've been cursed. You can't use Luck.
- ❖ **Dead Man Walking** [*pay your debts*]. You've cheated Death once before. You take a -1 ongoing to Last Words.
- ❖ **Hounded** [*pay off or face your enemies*]. Your enemies dog your steps, and the Fates can bring them in as a consequence.
- ❖ **Green with Envy** [*confront the coveted*]. Someone has a special thing, and you lack it. If you are given an opportunity to harass the person or steal their commodity, you are compelled to take it.
- ❖ **Kleptomania** [*get into trouble for it*]. You are compelled to steal interesting or valuable items in the possession of others.
- ❖ **Poisoned, Ex One** [*medical care*]. Your total amount of Health is lowered by 2, and you are paralyzed from the waist down. You can't move your legs.
- ❖ **Poisoned, Ex Two** [*Turtledove's treatment*]. You lose 1 Health every scene.
- ❖ **Spice Eater** [*overdose, or three downtimes without*]. You're compelled to partake of spice at any available opportunity until sated; the drug leaves you aroused and excited. For an hour afterward, you're compelled to jump blind into every dangerous, weird situation that's offered to you.
- ❖ **Sugarskinned** [*overdose, or three downtimes without*]. You're compelled to partake of sugar on any available opportunity until sated; the drug leaves you docile and gullible. For an hour afterward, you're compelled to obey any instructions and believe everything that's said to you.
- ❖ **Superstitious** [*defeat a magical foe*]. When faced with magical effects, you are compelled to take a number of very specific, and inconvenient, superstitious actions. You cannot Stand your Ground against magic.
- ❖ **Zoologically Challenged** [*shake a curse*]. Animals will make a ruckus or attack you if they see you.



DOWNTIMES

You'll see many mentions of downtimes in this book. The crew, for instance, regain Health after a downtime. However, this concept shouldn't be a purely mechanical one, even for your players. Downtimes are a crucial part of the rhythm of *Rapscallion*. For every highfalutin adventure, treasure heist, or breakneck ship chase, there should be an ebb in the action: a **period of relative calm**, where the crew can talk to each other, count their loot, hatch schemes, write books, and feel their vices chewing on their heels.

For a pirate story, downtimes are natural. Every time you take a long sea voyage, or lie low in a port town while your ship is repaired, or go questing for more Lackeys in the big city, that's a downtime. They shouldn't feel forced – and they aren't a fixed and inflexible unit of time, either. **A downtime can be a week or a month, and it can be interrupted** – by a bar brawl, an escape from guards, an ocean encounter, a storm. Let the fiction dictate the pace, but give it plenty of leeway to slow down if the players need a breather. And remember: although downtimes can be waved away and skipped over, you can also use them as excuses to point a spyglass at crewmembers. Ask them pointed questions, or give them new information. Keep the story rolling, leaving the players plenty of opportunities to pursue new plot threads – or their own vices.

THE FIRST ADVENTURE

For many Fates, the greatest hurdle is the very first adventure. The gangplank at the end of character creation, where you stand and stare in cold sweat at the roiling waves below you. *How do you start?*

In *Rapscallion*, the answer – always and forever – is *in media res*. Start in the middle. Don't wait for your crew to make a harebrained scheme – throw them into one. If you give the snowball a good kick, it will have no trouble rolling down the hill and getting bigger, bigger. That's the plot. Kick it.

The first adventure could be anything, and of course it should be catered to your crew. This is why a brief snack break at the end of character creation is useful: it gives you time to scramble. Everything after this should feel right. Like the ebb and flow of the tides, a *Rapscallion* session should **fluctuate** – from **cutthroat adventures** full of magic, fighting, and politics – to **slower, quieter downtimes** where the crew's flaws and sins have a time to shine – and then back again. But this bit, where you need to fill in the blank page, is the hardest. Don't be afraid. Jump off the plank, hit the water head-first.



INSTIGATING ADVENTURES

Here are three instigating adventures that you can catapult off of:

- ✦ **The Heist at St. Sucre's Rose Operahouse.** The Rose Operahouse is a great fat flamingo sitting at the port of St. Sucre: ostentatiously pink, incurably haughty, and always with one leg in the sea, where its many multi-colored window lanterns are reflected in the water and the loud voices of its singers echo across the bay.

But you haven't sauntered into this Navy-run city for the entertainment. No, you're here for Velma Naeshire: a glitzy, prominent opera singer at St. Sucre's who owes you big time. She's supposed to be singing tonight, but so what? That just means she's sure to be here, where you can spirit her away. It was the perfect plan – that is, until you saw the opera's current clientele filtering into the theater. Among them, a score of military guards bristling with weapons – accompanying the Cyclops, the dreaded Admiral of the navy fleets. No-one sane tries to cause trouble under the single baleful eye of the Cyclops.

But hey, sanity was never your strong suit anyway.

Who does Velma owe? What did you do for her?

Who's had a bad run-in with the Cyclops before, and what did you lose?

Who knows a secret entrance into the Rose Operahouse? How'd you learn about it?

- ✦ **Chasing the Swallowtails.** It's a dark, stormy day in the Forgewaters. The sky is purple with angry clouds, the seas are choppy and rough, and you're in hot pursuit of your crew's avowed rivals: a scummy group of cultist pirate punks called the Swallowtails, who are really into demons and experimental drugs. They're a familiar gallery of rogues to you now – Captain Lucid, the ever-smiling man in the broad-brimmed black hat and mirrored spectacles; Baz Boshawon, who tames snakes; Lipscombe, the demon-summoning, cigar-chewing helmsman with neon-flecked fingers; Bluebird, their pet assassin with the glowstick daggers. You've got scores to settle with all of them, and now you can add one more to the list: they just stole some of your finest swindled treasure. And since you swindled that treasure fair and square, you're racing to get it back.



Chapter 4: The Fates

Unfortunately, there's a catch: the Swallowtails have some kind of hellish engine shoved into the back of their ship's carriage, bristling with smoke-blackened pipes and exhaust ports. You're not sure what powers it – but once they get it working, you'll be choking on their smog. As you pull up on their port side, staring down that line of now-familiar leering faces with neon skulls painted on them, you know you've got maybe a sixty-second window to do something really cool. Or stupid. You haven't decided yet.

Whose treasure did the Swallowtails steal? How'd you get it?

Who knows Captain Lucid from their past? What happened between you?

Who thinks this rivalry is personal? What score do you still have to settle?

- ✦ **The Ghost Galleon of Cemetary Sea.** They call it the Cemetery Sea for a reason. Across the horizon, you see a litany of broken masts, limp sails, and sky-facing bowsprits. According to the history books, a great war happened here; according to the sailors, this place is cursed. Maybe you're a fool to slink through these waters in pursuit of an infamous galleon of ghost pirates. But you're following the siren song of treasure. It's said that the Ghost Galleon roams the ocean because, even in death, its crew are bound to protect a precious prize: a real, unblemished Lodestone.

If you control a Lodestone, you can control the sea itself. That's what people say, anyway.

And now, on the horizon, you spot it: a hulking white ship sailing without sails, afloat on a broken hull, riding on a wind that isn't there. Its wooden skeleton can be seen through the gaping holes in its side; it looks like a ribcage, bleached white and covered in pale barnacles. And on its deck, not a soul to be seen. Say your prayers to Lady Luck: you're going to board a ghost ship!

Whose terrible idea was this?

Which of you have had bad experiences with ghosts? What did they do to you?

Who knows someone who died here? Describe who it was, and what you think happened to them.



QUESTIONS

- ⊗ In addition to your kit, you have a mysterious old *map* claiming to lead to treasure. *How did you obtain it? Mark its treasure, "X", on the world map.*
- ⊗ You possess a **TREASURE • BUSINESS • TITLE**. *Who did you sacrifice to get it?*
- ⊗ This is your ship. *How did it come into your possession?*
- ⊗ You begin with 1 Rank with your ship, and 4 Rank to allocate to your crewmates. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Sea Prince.** You're a lost legend, a once-great pirate lord. **Name three factions on the high seas:** one you hunt, one you owe, and one you run from. You have their respect, their best secrets, and their everlasting ire. You have hidden **10-gild** in a secret stash, the last of your riches. Mark its location on the world map.
- Titankiller.** You've killed a Leviathan and have its blood on your hands. You can speak the language of Leviathans. You always know the way north, you can **breathe underwater**, and you have violent **nightly prophetic dreams**. If you wish to remember your dreams, spend 3 Luck or take a weakness. The Fates will give you a useful prophetic vision.
- Possessed.** You've got a spirit rattling around inside you. You may have Rank with your ghost, and spend Bond accordingly. You may **spend 1 Bond with your ghost to take +2D forward**. You are **compelled** to do as the ghost desires.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 *ongoing* for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Wanted** [*pay it off or get caught*]. You have a bounty on your head; your face is known.
- Broken Limb** [*medical care*]. You can't use a limb; -1 *ongoing* to Striking and Shooting.
- Pirate's Vice** [*amass wealth or go broke*]. **Compel** when faced with treasure: possess it.
- Obsessed** [*make a strategic mistake*]. **Compel** at any opportunity: pursue your obsession.



ADVANCES

- ○ ○ (Up to 3 times) +1 to Skill.
- ○ ○ (Up to 3 times) Mark one additional Luck every session.
- ○ ○ ○ ○ ○ ○ ○ ○ (Unlimited) Take an advanced move.

PLAYBOOK MOVES

You can use these as basic moves.

- ✦ **Bond:** When a **crewmate submits to you despite their doubts**, add 1 Rank with them. When **you push a crewmate too far**, they add 1 Rank with you or you lose 1 Rank with them, their choice. *If Rank can't go higher, mark experience.*
- ✦ **Command:** When you choose a goal and **command an interested crowd**, roll +**Polish**. On a 10+, they will follow your goal; pick two. On a 7-9, they're interested in your goal; pick one.
 - ✦ They'll follow your orders for more than just a few minutes.
 - ✦ They take the *trained* tag.
 - ✦ They take the *loyal* tag.

When you choose a goal and **command your crew**, spend x Bond with any crew and **roll +Bond spent**. On a hit, they're **compelled** to do as you say. On a 10+, choose two. On a 7-9, choose one. As long as they're pursuing your goal and you command them, the crew gains the advantages you chose.

- ✦ They can spend x **Bond** with you and add x to their roll, even after rolling.
- ✦ They can't be compelled by any weakness or by their Health going dark.
- ✦ They all have 1 temporary Rank with all Lackeys and nearby enemies.

On a 6 or below, your command fails, or you can take the 7-9 result but permanently lose Rank equal to the Bond you spent, your choice.

- ✦ **The White Whale: Choose an obsession.** If you see the opportunity to pursue your goal at the expense of your crewmates, you may permanently lose 1 Rank with a crewmate of your choice and take +2*D ongoing* until the opportunity is past. If you manage to achieve your ambition to your satisfaction, mark all Luck, mark experience, and choose a new obsession.
 - ✦ Take over a country
 - ✦ Collect all ten pieces of the Star Jewel
 - ✦ Accrue stupid amounts of wealth
 - ✦ Become a Pirate King
 - ✦ Destroy a powerful rival

You may create your own obsession; it must be of the same scope as above.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Blacktongued:** When **someone stands between you and pursuing your current obsession**, show your cards to them and roll **+Polish**. On a hit, you've got blackmail on this person, or you have something they truly desire, your choice. On a 10+, take +1 Rank with them.
- **King of the Books :** Over a downtime, you may **ply a trade** and roll **+Polish**. On a hit, your business grows; take 3-gild. On a 10+, choose one:
 - ✦ until next downtime, you have access to your chosen trade for a severely reduced price
 - ✦ a business contact owes you a favor
 - ✦ you take an additional 1-gild.On a 6 or below, take 1-gild and unwanted attention.
- **Modern Major General:** When you **hit the streets to scope out new talent**, lose 1 Rank you currently have with a crewmate and roll **+Polish**. On a hit, you've found a *loyal* Lackey; take 1 Bond with them. On a 10+, choose another tag for them. On a 7-9, the Fates choose another tag. On a 6 or below, you find a Lackey with the *baggage* tag, and some trouble.
- **Scrutinize:** When **Twisting Fate to find a flaw or vulnerability in your opponent**, you can roll **+Polish** instead of +Spitfire, and can mark a weakness instead of Luck if you get a 7-9.
- **Steady the Troops:** When you **snap a crewmate out of it**, give them a talking-to and roll **+Polish**. On a hit, you've gotten through to them; they may remove one weakness of their choice that's currently troubling or compelling them. On a 10+, take 1 Rank with them.
- **Takes One to Know One:** You can pick from the following additional options when Sizing someone Up:
 - ✦ What's your Health?
 - ✦ How can I use you for my own ends?
 - ✦ Are you lying?



THE SWASHBUCKLER

Name:

Looks:

BLOOD VINEGAR POLISH SPITFIRE

Choose your skill modifiers (in order): +2, -2, +1, 0 • +1, -1, +2, -1 • +1, 0, +1, -1

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Luck: ○ ○ ○ ○ ○

EXPERIENCE TALLY

Starting Experience 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

KIT

Pick a kit – **bold** items are considered *heavy*:

- A ludicrously fancy cloak (*stolen or a gift*), a musical instrument, a collection of letters from secret admirers and old flames, pressed flowers, beautiful tawdry jewelry, a make-up kit, a small book of poetry written by a chronicler (*dangerous*), 2-gild
- A sidearm (*whip, cutlass, or chain weapon*) and a dagger up your sleeve, matches and tinder, small bags of gunpowder, a **crowbar**, a coil of rope, pocket sand, a locket representing a promise, a pack of well-thumbed cards, a face-concealing mask, 1-gild
- A **shiny embellished breastplate** (*heavy armor*), an emblem of your chosen god, mustache wax or hair mousse (or both), a treasured gift from your old mentor (*pick one: dangerous, locked, heavy*), ink and a fancy quill, a lantern, lots of ball bearings, 1-gild

You can wield any *close* or *reach* weapon.

QUESTIONS

- ✦ You are a creature of passion. Which crewmate is your **GREATEST RIVAL** • **LOVE INTEREST** • **CLOSE COMPANION**? They take 1 Rank with you.
- ✦ In addition to your kit, you possess a **signature weapon** – your most precious, and powerful, possession. *Pick a weapon you can use. What's strange about it?*
- ✦ You know someone important from a faction. *Who is it? What do they feel about you?*
- ✦ You begin with 3 Rank to allocate to your crewmates. *Who do you have Rank with?*



SPECIALS

Choose one starting Special.

- Painted Guild.** You work for the Painted Guild – the guild of intimate companionship. You may take **2-gild** from your work during downtime. When Parleying with a client, you may act as if every result above a 6 were a 10+. When a client or the Guild asks for a favor, you are **compelled** to give it.
- Filthy Rich.** You have all the money that money can buy. As long as you remain on good terms with your parents and return to their property to receive a stipend, you have **3-gild** every downtime. You take *+1 ongoing* to Parleying with nobility.
- Mentor.** You take **1 Rank with your retired mentor**, and for any move that requires your lover, rival, or companion, your mentor is considered to be part of that group. If they ask you for something, you're **compelled** to comply. They'll try to help you in return. You've inherited a **strange magic item** from them; speak with the Fates about the item's power.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 ongoing for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood, roll 3 dice and take the two lowest.
- Swooning** [*a stern talking-to or rejection*]. **Compel:** obey / impress your object of affection.
- Vengeful** [*revenge or reconciliation*]. **Compel:** pursue and hurt your object of vengeance.
- Drunk** [*some rest*]. **Compel** when rolling +Vinegar: bungle it and get a 6 or below result.
- Moping** [*character growth*]. **Compel** when Parleying: make your demands unreasonable.

ADVANCES

- (Up to 3 times) +1 to Skill.
- (Up to 3 times) Mark one additional Luck every session.
- (Unlimited) Take an advanced move.



PLAYBOOK MOVES

You begin with all the basic moves. In addition, you get these:

- ✿ **Bond:** When you **impress or one-up your love interest, rival, or companion**, add 1 Rank with them. When you **show clumsiness or vulnerability to them**, they add 1 Rank with you or you lose 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ✿ **Flourish:** When you **make a move with outrageous style**, roll three dice instead of two and take the two smallest results to add a **flourish**. If you do so and succeed, choose one.
 - ✿ Mark all Luck.
 - ✿ Clear a weakness.
 - ✿ Twist Fate as if you had rolled a 10+.
 - ✿ You impress or fluster someone; describe how they act as a result. Take 1 Rank with them or take +2 *forward* to Wooing them, your choice.

You can't Flourish more than once in the same scene.

- ✿ **Woo:** When you **woo someone in a social setting**, roll +**Polish**. On a hit, they are now your *love interest or companion*. On a 10+, they've fallen head over heels; take 1 Rank with them. On a 7-9, choose one:
 - ✿ They're under your skin. You take the Swooning weakness with them.
 - ✿ They're dangerous. You are put in a perilous position because of them.
 - ✿ They can make you talk. You tell them something they shouldn't know.

On a miss, they're now a *rival*, or they find you boring and forgettable, your choice.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Big Damn Hero:** When you **try something insanely risky in the face of insurmountable odds**, call out the name of a *love interest, rival, or companion* and roll **+Blood**. On a hit, you've managed the miraculous. On a 10+, pick one; on a 7-9, pick two. On a miss, you fail embarrassingly or you succeed by sacrificing yourself - your choice.
 - ✦ You let go. The person you called out to is no longer your love interest, rival, or companion.
 - ✦ You break their trust. Lose all Rank you have with the person you called out to.
 - ✦ You face a terrible and lasting consequence for your foolishness.
- **Duel:** When you **duel someone**, spend **x Bond** with someone watching. Your weapon gains *heavy two-handed*. Pick **x** amount of the following tags: *forceful, pretty, stun, thrown*. Your weapon gains them. All extra tags are removed when you stop dueling.
- **Gallant Rescuer:** When you make a move for the sake of your *love interest, rival, or companion*, you may spend **x Bond** with them and roll **+x**, instead of the usual Skill for that move.
- **I'm Not Left-Handed Either:** When Striking or Shooting a hated enemy or rival, add these to your list of Flourishes:
 - ✦ You disarm, blind, or cripple the opponent.
 - ✦ Your opponent says something incriminating or illuminating.
 - ✦ You strike a weak point and do +3 harm.
- **Protégé :** You have an admirer Lackey with a tag of your choice and a tag of the GM's choice. You start with 1 Rank with them. For any move that requires your *love interest, rival, or companion*, your Protégé is considered to be part of that group.
- **Vow of Vengeance :** Should you spot someone harming your *love interest, rival, or companion*, you can mark them with your enmity. Until you settle the score with them, you take **+1 ongoing** when Sizing them Up, Standing your Ground against them, or Flourishing against them.



THE CHRONICLER

Name:

Looks:

BLOOD VINEGAR POLISH SPITFIRE

Choose your skill modifiers (in order): -1, +2, -1, +1 • -2, +1, +1, +1 • 0, +2, -1, 0

Health:

Luck:

EXPERIENCE TALLY

Starting Experience 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

KIT

Pick a kit – **bold** items are considered *heavy*:

- A trusty sickle, two books you've written using your Wordsmith move (1 Rank with each, both -1 ongoing to your choice), three language codices (*slow, allows translation*), lots of paper, quills, expensive ink, **a wooden chest** containing three scholarly works (*stolen or a gift, powers of GM's choice*), spectacles, 1-gild
- A rusty *poor* dagger, two books you've written using your Wordsmith move (1 Rank with each, both -1 ongoing to your choice), paint sets and bottles of ink, collections of paper and parchment, half-discarded love poetry, a tattered cloak, three small vials of spice (*edible, slow, causes Spice Eater weakness*) and sugar (*edible, slow, causes Sugarskinned weakness*), 1-gild
- A concealed pistol in a hidden holster, two books you've written using your Wordsmith move (1 Rank with one, both -1 ongoing to your choice), two toxins, a dark broad-brimmed hat and cloak, a forgery kit, a stolen tome of great power with an angry djinni within it, a strange but valuable family heirloom, a golden pocketwatch, 2-gild

You can wield any 1-harm weapon, as well as anything in your kit.



QUESTIONS

- ✿ You are a collector of stories. *Pick a crewmate. They must tell you a secret about them.*
- ✿ In addition to your kit, you have your *magnum opus*: a dangerous and powerful book only half-written; completing it will take a great deal of power. *What do you need to finish it?*
- ✿ You put your hopes not in people, but into books. *Why, or what, do you wish to escape?*
- ✿ You begin with 1 Rank to allocate to a crewmate. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Letterborn.** You are a **djinni** who has escaped your book. You must remain within 50 feet of your book and are **compelled** to obey those who are directly touching it. You can **fly**, **mold the winds** if given enough time, and **craft small illusions** that resemble picture-book illustrations. You cannot hold heavy items; you cannot Stand Your Ground to remain conscious.
- Fox-Eyed.** You've dabbled in darker texts. You can **see the thoughts and emotions of others** in the form of fanciful visions. You have a new choice for Sizing someone Up: **"What's currently on their mind?"** Human emotions are like fireworks to you; you are **compelled** to avoid social gatherings and take -1 *ongoing* to Parleying with people until you get to know them.
- Sea Scholar.** Choose three scholarly pursuits. When you **encounter strange, dangerous knowledge related to your pursuits**, roll +**Spitfire**. On a hit, ask one question about it and the Fates will answer honestly; you're **compelled** to learn more at any cost. On a 10+, you're not compelled or you ask another question, your choice.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 *ongoing* for all non-Spitfire basic moves.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Doubter** [*support from an unexpected source*]. You can't use Bond with a crewmate you have Rank with.
- Insomnia** [*peace of mind*]. You cannot cure weaknesses or harm via non-magical means.
- Startler** [*a quiet nap*]. **Compel** when hearing a loud noise: flee or take -1 *ongoing* to Blood until you've found some quiet.
- Book Fever** [*hurt yourself in your stupor*]. **Compel** when seeing new books or knowledge: learn and read at the expense of all other activities.



ADVANCES

- ○ ○ (Up to 3 times) +1 to Skill.
- ○ ○ (Up to 3 times) Mark one additional Luck every session.
- ○ ○ ○ ○ ○ ○ ○ ○ (Unlimited) Take an advanced move.

PLAYBOOK MOVES

You can use these as basic moves.

✦ **Bond:** When a **crewmate relies on you**, add 1 Rank with them or add 1 Rank with a book, your choice. When **you trust or confide in a crewmate completely**, they add 1 Rank with you or you remove 1 Rank with a book, their choice. *If Rank can't go any higher, mark experience instead.*

✦ **Wordsmith:** When you spend a downtime and 1-gild to **create a magical tome**, roll +**Spitfire**, give it a title, and take *-1 ongoing to [skill]*. On a hit, take the effect listed below based on the skill you selected. On a 10+, you start with 2 Rank with it; on a 7-9, you start with 1 Rank. On a miss, it's either *dangerous* or *slow*, your choice, and the Fates will decide its effects based on your title. You take no Rank with it. When you **read a magic book aloud**, spend **1 Bond** with it to use its power. The power lasts for as long as you read. You must **destroy your book entirely** to remove its powers and the *-1 ongoing to [skill]*.

- ✦ **Blood:** You conjure an elemental effect (chosen upon creation) in the area.
- ✦ **Vinegar:** The book holds a tiny world inside it where nothing dies or grows stale. You can read it to enter and exit the world, bringing others with you if you choose.
- ✦ **Polish:** Someone who can hear you read from it is compelled to take a (non-self-destructive) action of your choice (chosen upon creation).
- ✦ **Spitfire:** This book contains a djinni. It's a Lackey of your choice that weighs little. It can fly, but must remain within 50 feet of the book and obey the person holding it. You can dismiss it at will. Upon creating the book, choose x amount of the following powers:
 - ✦ It can craft small illusions.
 - ✦ It is large – over eight feet tall – and its fists are 1-harm close weapons.
 - ✦ It is made of air and word, almost completely invisible.
 - ✦ You can see out of its eyes, if you focus.
 - ✦ It can understand and speak fluently in all languages you know.

Each time you summon your book's djinni, **roll xD**. If any of the dice roll a 6, the djinni is self-aware, desires freedom, can speak, and resists orders.

When you **use other chroniclers' books**, you begin with 0 Rank with them.



- ✿ **Investigate:** When you **investigate a scene in detail**, roll +**Vinegar**. On a 10+, ask 2; on a 7-9, ask 1. On a miss, ask one, but the Fates only answer yes or no.
 - ✿ Is there something **dangerous** here? What and where is it?
 - ✿ Is there something **hidden** here? What and where is it?
 - ✿ Is there something here that I can **use to my advantage**? What is it?
 - ✿ I'm **looking for** _____. Is it here, and where?

ADVANCED MOVES

You may pick one of these when you take an advance.

- **Analytic Eye:** When you **investigate writing**, roll +**Vinegar**. On a 10+, ask all three. On a 7-9, ask two. On a 6 or below, ask one; it's now *dangerous* for you.
 - ✿ Is there any magical power in this, and if so, what sort?
 - ✿ What does this text translate to, in rough terms?
 - ✿ Who wrote this and how long ago?
- **Memoir:** When creating a *Vinegar* book, you can make it a **memoir** of a crewmate with whom you have Rank as long as you have their assistance. The book's world presents every part of that person's life in perfect clarity, and contains all of their knowledge. When within the book, the crewmate automatically resists compels if they desire.
- **Modern Prometheus:** When creating a *Spitfire* book, you can lose 1 Rank with a crewmate, take the Book Fever weakness, and **invest your soul** into its djinni. Pick up to 4 powers for your djinni; you don't roll +xD when you summon it. The djinni will never betray you or gain self-awareness, unless you will it to.
- **Necronomicon:** When using Bookmaker, on a hit, you can instead bestow a *Blood*, *Vinegar*, or *Polish* book with a curse of your choice, which acts as a difficult-to-resolve weakness of your own making. When you **read it aloud**, someone who can hear you is afflicted with the curse.
- **Sehnsucht:** For every crewmate with whom you have 3 Rank, choose one of your books. You are no longer affected by the book's *-1 ongoing Skill*. If the number of crewmates you have 3 Rank with change, your *-1 ongoing* effects change accordingly.
- **Words Writ Large:** When creating a *Spitfire* book, you can choose from the following additional powers:
 - ✿ It can possess creatures, causing them to behave erratically.
 - ✿ It possesses a 3-harm close weapon.
 - ✿ It can cause great gusts of wind to blow in any direction it pleases.



THE MATELOT

Name:

Looks:

BLOOD VINEGAR POLISH SPITFIRE

Choose your skill modifiers (in order): +1, -1, +1, 0 • +2, 0, -1, 0 • +2, -2, 0, +1

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Luck: ○ ○ ○ ○ ○

EXPERIENCE TALLY

Starting Experience 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th
○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

KIT

Pick a kit – **bold** items are considered *heavy*:

- A simple but effective weapon (*less than 1-gild*), a special tattoo (*marks a debt or membership into a secret guild*), a **strange package** to deliver from a dead friend (*mark its recipient on the world map*), thick hemp rope, a lantern, oil, a **crowbar**, 1-gild
- A signature weapon (**heavy and blood-splattered** or *quick and deadly*) and a smaller sidearm (*a club, a cutlass, or a sickle*), a tiny loyal pet (*rat, snake, or other scuttling creature*), a stick-and-poke tattoo set with a few scant inks, intricate piercings, a children's book of ABC's, 1-gild
- Deadly weapons from your homeland (*punching daggers, brass knuckles, or a chain weapon*), a face-obscuring bandana, a vial of toxin, a crude dual-language dictionary, a few letters, pen and ink, a leather cuirass (*light armor*), a tiny telescope, 1-gild

You can wield any close weapon.



QUESTIONS

- ⊗ You will protect THE SHIP • A CREWMATE • A LACKEY at all costs. *When have you failed to do so in the past?*
- ⊗ In addition to your kit, you possess a **token of affection or the promise of a favor** from an old friend. *What faction does this friend represent? Mark their location on the world map.*
- ⊗ The sea has done things to you. *What superstition will you follow at all costs?*
- ⊗ You begin with 1 Rank with your ship, and 3 Rank to allocate to your crewmates. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Ink.** You've been marked with a **tattoo** of the magical sort. With the Fates, decide what the tattoo can do (*x-ray vision, 1-armor per session, +1D to Sizing Up*, etc) and how it assists you. The tattoo marks you as indebted to a faction of your choice; you are **compelled** to pay your debts.
- Cyclops.** You are a **cyclops**, possessed of four arms, a tall frame, one eye, and stone skin. You may carry 1 additional *heavy* item and you can hold two *two-handed* items at once. You are capable of miraculous feats of strength (throwing a boulder, etc), without rolling, and are mostly incapable of depth perception: take -2 *ongoing* using long-range weapons or telescopes.
- Golem.** You are a **construct** sculpted from clay and given life by the name in your mouth. You are **compelled** to obey your master, a crewmate, who made you. You are impervious to fire and have 2 armor but can't wear more. You sink in water and walk slowly. You don't need to eat or breathe.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 *ongoing* for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Concussed** [*downtime*]. **Compel** when hearing loud noise: take 2 harm or go done for.
- Deafened** [*medical care or extended rest*]. You can't hear anything.
- Pissed** [*take a breather*]. **Compel** when insulted: fly into a rage and do something dumb.
- Bloodthirsty** [*destroy something important*]. **Compel** when angry: attempt murder.



ADVANCES

- (Up to 3 times) +1 to Skill.
- (Up to 3 times) Mark one additional Luck every session.
- (Unlimited) Take an advanced move.

PLAYBOOK MOVES

You begin with all the basic moves. In addition, you get these:

- ✦ **Bond:** When you **protect a crewmate from a terrible fate**, add 1 Rank with them. When you **harm something a crewmate cares about**, they add 1 Rank with you or you lose 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ✦ **Heart of Gold:** At character creation, mark two of the options. When you **support or protect a crewmate**, describe how you're doing it, spend 1 Bond with them and choose one of the options you marked:
 - Add or subtract 2 from their roll.
 - Take a consequence the Fates gave to them (harm, a weakness, ill fortune, etc).
 - Give them an automatic 10+ on Standing their Ground.
 - Keep them conscious and alive.
- ✦ **Fisticuffs:** Your fists are *2-harm close* weapons. When you want to **bust through something**, take the Angry or Bloodthirsty weakness and roll **+Blood**. (If you have both weaknesses, you can use Fisticuffs at any time.) On a hit, you destroy any object in your way. On a 7-9, you destroy something you didn't intend or harm yourself in the process, your choice. On a 6 or below, your violence is your undoing.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Cumshaw King:** When you **come to harbor**, roll +**Blood**. On a hit, you know a friendly face in these parts; on a 10+, pick their faction, who they serve, and if they have information for you. On a 7-9, you pick one and the Fates pick the others.
- **Duty-Bound:** Mark an additional option for the Heart of Gold move.
- **Muscles Speak Louder Than Words:** When you **Parley to intimidate**, you may roll +**Blood** instead of +**Polish**. If you get a 10+, they won't mess with you again and will try to convince others that you're not to be trifled with.
- **The Fury:** When a **crewmate is in dire straits** and you have the Angry or Bloodthirsty weakness, spend Bond with the crewmate and roll +**Bond you spent**. On a hit, go into a fury and pick one; on a 10+, pick two. On a 6 or below, pick one, but you are **compelled** to go on an indiscriminate rampage. All effects of your fury end when you take a breather or go done for. If you harm a crewmate in your fury, you lose Rank with the crewmate equal to the Bond you spent.
 - ✦ You are immune to harm dealt by your enemies.
 - ✦ You are capable of miraculous feats of strength.
 - ✦ You may Twist Fate at any time as if you'd rolled a 7-9.
 - ✦ You don't take the Angry or Bloodthirsty weakness.
- **Herculean:** Your weapons and fists are *1-wreck*.
- **Stormblooded:** When you have either the Angry or Bloodthirsty weakness, instead of rolling +**Blood** or +**Spitfire** for a move, you can roll +**the number of weaknesses you have marked**.



THE MOUNTEBANK

Name:

Looks:

BLOOD VINEGAR POLISH SPITFIRE

Choose your skill modifiers (in order): -2, +1, +1, +1 • 0, 0, -1, +2 • +1, 0, -1, +1

Health:

Luck:

EXPERIENCE TALLY

Starting Experience

1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

KIT

Pick a kit – **bold** items are considered *heavy*:

- A small concealable weapon (*a poison-tipped 2-harm dagger or a pistol with a silencer*), a dark cloak with a wide concealing hood, a discrete hit list (*personal or professional*), bone dice, long thin rope, **climbing gear**, lock-picks, soft silent shoes, caltrops, toxin, 2-gild
- A battered old dagger, a torn velvet cloak concealing hidden pockets, a few bottles of thick perfume and incense, a well-thumbed tarot deck, a strange *dangerous* book listing stars and spells (*stolen or an heirloom*), two discrete vials of blood (*from two important enemies*), a forgery kit, 1-gild
- Two small *close* weapons, a jester's cloak sewn with strange patterns, three masks (*clownish, animalistic, or plain*), a set of paints with a brush, a musical instrument (*a fiddle, pipes, or a hurdy-gurdy*), numerous bejeweled rings and necklaces, a vial of spice (*edible, slow, causes Spice Eater weakness*), 1-gild

You can wield any 1- or 2-harm weapon that isn't *heavy* or *two-handed*.

QUESTIONS

- ⊛ Your demon is SOFT-SPOKEN AND DEVILISH • WILD AND LOONY • ELDRITCH AND ANCIENT. *What is its current desire?*
- ⊛ In addition to your kit, you have a *dark token* given to you by your demon, representing your contract. *Why did you make the deal?*
- ⊛ Choose a crewmate. *Why did you tell them your secret?*
- ⊛ You begin with 2 Rank to allocate to your crewmates, your demon, or both. *Who do you have Rank with?*



SPECIALS

Choose one starting Special.

- Fingersmith.** You've made your living as a pickpocket and a thief. When Breaking in or out of stealing from someone, you may use +**Spitfire** instead of +**Blood**. If you get **12+**, you **get away scot-free**; do not choose a consequence. Whenever you see something *really shiny* • *very mysterious* • *highly dangerous* (choose one), you **feel compelled to steal it**.
- Infernal Hunger.** You have a second mouth where it shouldn't be. Whenever you **feed the mouth living flesh**, take **3 harm** to enhance your senses for the next scene. During this time, you can see, hear, and smell everything in a wide radius even in pitch darkness, you can sense coming danger, and you may Strike or Shoot using +**Spitfire**.
- Sparrow.** You are a trained assassin, taught since birth to kill efficiently. You receive commissions from your guild, are **compelled** to follow them, and will receive **4-gild** if you kill the correct person discreetly. You can kill any unaware human in one blow. In addition to your kit, you carry 1 poison (*edible, slow, 5 uses, causes poisoned*) and know where to purchase more.

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Sick** [*downtime or witchery*]. -1 ongoing for all basic moves that don't use Spitfire.
- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Gamblin' Man** [*lose something important*]. **Compel** when given a gamble or bet: take it.
- Hallucinations** [*appease your demon*]. **Compel** upon specific trigger: hallucinate, and believe it's real.
- Bloodthirsty** [*destroy something important*]. **Compel** when angry: attempt murder.
- Bedeveled** [*a hard-won moment of humanity*]. **Compel** when your demon feels or desires something: feel or desire the same.

ADVANCES

- (Up to 3 times) +1 to Skill.
- (Up to 3 times) Mark one additional Luck every session.
- (Unlimited) Take an advanced move.



PLAYBOOK MOVES

You begin with all the basic moves, except for **one that your demon has taken from you**: choose which. Whenever you use that move, your demon decides the results. In addition, you get these:

✿ **Bond:** Whenever you **forsake your crewmates for personal gain and power**, add 1 Rank with your demon and lose 1 Rank with the crewmate; the crewmate must lose 1 Rank with you. Whenever you **resist your demon's desires at a crucial moment**, lose 1 Rank with your demon; an affected crewmate chooses whether they add 1 Rank with you or you add 1 Rank with them. *If Rank can't go any higher, mark experience instead.*

✿ **Devil's Contract:** You have made a contract with a demon. Now it grows inside you like a cancer. You may have **Rank with your demon**; you can take away starting Rank from your crewmates to allocate it to your demon's Rank. At character creation, mark the Bedeviled weakness. At the start of every session, mark Luck equal to Rank with your demon. When you **allow your demon to feed on your life-force**, you may take the Bedeviled weakness (or 1 harm if you already have it) to mark 1 Luck.

✿ **Dark Magician:** When you wish to evoke one of your demonic powers, spend Luck and roll +**Spitfire**. On a 6 or below, your demon takes control. **Spending 1 Luck** will allow you to **evoke one of the following powers**. On a 10+, you choose which; on a 7-9, you roll 1D to determine which, and can take 1-harm to add or subtract 1 to the result.

✿ 1 - *Ouza*. For a scene, you see warped twisted creatures standing on the shoulders of humans, whose mannerisms reveal the human's vices.

✿ 2 - *Abaddon*. For a scene, you are immune to fire or heat.

✿ 3 - *Belias*. For a scene, you may create a chittering, flying shadow servant who does your bidding.

✿ 4 - *Lilitú*. For a scene, a person you can see hallucinates awful nightmares.

✿ 5 - *Hidimba*. For a scene, your very touch is a 2-harm weapon.

✿ 6 - *Ashteroth*. For a scene, you may change your appearance via illusions.

Spending 2 Luck will allow you to **evoke one of the following powers**. On a 10+, you choose which; on a 7-9, you roll 1D to determine which, or take 2-harm to choose, and can take 1-harm to add or subtract 1 to the result.

✿ 1-2 - *Obaké*. For a scene, you can shapeshift into any animal as big as you or smaller.

✿ 3-4 - *Ashmodai*. For a scene, you can create chaotic fireballs and infernos in the air around you.

✿ 5-6 - *Önyūdō*. For a scene, you may meld into any shadow you touch and transport yourself to another shadow within sight-range.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Amdusias:** Amdusias replaces #2 on the 2-Luck Dark Magician chance die table: Your human body falls asleep, and you enter the dreams of a sleeping person whose true name you know. You can sculpt their dreams and implant thoughts, feelings, or visions into their head.
- **Buné :** Buné replaces #4 on the 2-Luck Dark Magician chance die table: For a scene, if the surroundings are dark, you can animate corpses using shadow. The corpses are *loyal, slow*, and do *2-harm close*.
- **Huckster:** When you want to **roll someone under the table**, roll +**Spit-fire**. On a hit, you've outplayed your opponent and won the better part of the deal; take the goods. On a 10+, you've also put your opponent in your debt or take +1 *forward* to Parley with the table, your choice. On a 6 or below, you have to cheat to win; take the loss and no money, or anger your opponents.
- **Something to Believe In :** When you **Stand Your Ground** and don't currently have the Bedeviled weakness, you can spend Bond with multiple crewmates instead of just one.
- **9th Circle:** When in dire straits, you may **beseech your demon** and roll +**Rank** with it. On a hit, you fall to 1 Health and briefly become a true monster, saving yourself and destroying or thwarting all danger. On a 7-9, your demon requires more than just your lifeforce; give something more precious. On a 6 or below, your demon takes control over your body for a time, doing what it chooses; after, you're done for.
- **Valefar:** Valefar replaces #6 on the 2-Luck Dark Magician chance die table: One person within sight whose true name you know is forced to obey your next command to them, even if they loathe the idea. You can't force them to do something harmful to themselves.



THE NAVIGATOR

Name:

Looks:

BLOOD VINEGAR POLISH SPITFIRE

Choose your skill modifiers (in order): -1, +1, -1, +2 • 0, +1, -1, -1 • 0, 0, 0, +1

Health:

Luck:

EXPERIENCE TALLY

Starting Experience 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

KIT

Pick a kit – **bold** items are considered *heavy*:

- An old battered crossbow, an enormous star chart, half-completed (*pick a season's constellations detailed on it*), thick bifocals, a beautiful golden telescope, prayer seals, wax, an ancient book (*dangerous*) on the secrets of star gods, a vial of leviathan blood (*given or taken*), 1-gild
- A simple weapon (*sickle, cutlass, or staff*), salt-stained leathers, sextant, astrolabe, compass, a token to an old god (*benevolent or not*), stamped ship documents (*authentic or forged*), a wax seal, rope, a map of a secret hideout (*mark on the world map*), 1-gild
- A rusty hidden dagger (*poor*), an astrolabe and compass, a thick sturdy satchel full of mysterious sea charts (*shows where leviathans are; draw two on the world map*), a forgery kit, inks and quills, many large sheafs of paper, **a cartography kit**, a long spyglass, a half-completed map of the far reaches, 1-gild

You can wield any 1- or 2-harm weapon that isn't *heavy*.



QUESTIONS

- ⊗ Sometimes you talk to this ship. *What secrets does it tell you?*
- ⊗ You're an open radio channel for the stars. *On a specific trigger, you're **compelled** to have a draining vision of another PLACE • TIME • PERSON.*
- ⊗ You've been given a dark prophecy about THE SHIP • A CREWMATE • AN ENEMY. *What did you see, and how can you prevent it?*
- ⊗ You begin with 2 Rank with your ship, and 1 Rank to allocate to a crewmate. *Who do you have Rank with?*

SPECIALS

Choose one starting Special.

- Living Legend.** You're navigator royalty, a sailor's myth – you've traveled to the edge of the world. Mark three locations on the map, and name them. They are treacherous and hazardous places – but you know the way in. You can use ship moves on **any ship** without penalty.
- Master Cartographer.** Whenever you **enter new lands**, roll +**Vinegar**. On a success, you've created a map of this area before, and it's in your kit (+1D to Navigate). On a 10+, describe an area or NPC who lives here; the Fates decide where it is. On a 6 or below, state two facts about this place; the Fates choose privately which is a lie and which is truth.
- Ghost.** You are a specter, tied to the land of the living and possessed of a body that's only partly there. You are part-way incorporeal, and have 2-armor (*supernatural*). Given enough time and concentration, you can phase through non-metal surfaces. Any item you didn't die with is *heavy* and doesn't give you bonuses (+xD, +x ongoing, etc).

WEAKNESSES

Mark one whenever the Fates give you a weakness.

- Exhausted** [*extended rest*]. When rolling with Blood: roll 3 dice and take the two lowest.
- Migraines** [*downtime*]. **Compel** when hearing loud noise: take 2 harm or go done for.
- Blinded** [*medical treatment*]. You can't see anything.
- Socially Challenged** [*social success*]. -1 ongoing to Polish.
- Claustrophobic** [*downtime*]. **Compel** in tight quarters: panic and leave by any means.
- Starstruck** [*make a foolish decision*]. The Fates pick another trigger for Question 2.



ADVANCES

- ○ ○ (Up to 3 times) +1 to Skill.
- ○ ○ (Up to 3 times) Mark one additional Luck every session.
- ○ ○ ○ ○ ○ ○ ○ ○ (Unlimited) Take an advanced move.

PLAYBOOK MOVES

You can use these as basic moves.

- ✦ **Bond Move:** When you **make a move that requires social skills**, you can **choose to miss**, mark all Luck, and lose 1 Rank with a crewmate of your choice. When you **hit a social move to help out a crewmate**, they add 1 Rank with you or you add 1 Rank with them – their choice. *If Rank can't go any higher, mark experience instead.*
- ✦ **Starcaller:** You follow the stars, and sometimes they follow you back. Whenever you wish to **bless a crewmate**, or yourself, **spend x Luck** and call upon an available constellation of the current season. If that crewmate attempts the constellation's associated move any time before next sunrise, they take +xD.
 - ✦ Winter Constellations: **Drag-Blod** (Man the Cannons), **The Lynx** (Break In or Out), and **Humbaba** (Swashbuckling).
 - ✦ Spring Constellations: **The Standing God** (Twist Fate), **Rasalhague** (Size Up), and **Hydra** (Stand Your Ground).
 - ✦ Summer Constellations: **Shugi, the Old Man** (Last Words), **The Compass** (Steer), and **Llys Don** (Parley).
 - ✦ Fall Constellations: **Skystallion** (Dirty Trick), **Kesil** (Hoodwink), and **Guanna the Bull** (playbook move of their choice).
- ✦ **Prophesied:** Whenever you sleep, you may **receive a prophecy**, take the Starstruck weakness, and roll +**Spitfire**. If you already have the Starstruck weakness, you take -1 *ongoing* until the weakness is gone.
 - ✦ On a 10+, at any time within the next few days, you can pull Luck's strings and prophesize something strange or fortunate to occur. Describe what happens in your prophecy; it will happen, logic and Fates permitting.
 - ✦ On a 7-9, as 10+, but the Fates get a Raise. They may **spend the Raise** to break reality and cause something strange and unnatural to occur.
 - ✦ On a 6 or below, the Fates get a Raise as per 7-9, and you receive a blurred vision of future danger.



ADVANCED MOVES

You may pick one of these when you take an advance.

- **Augury:** When you have Rank with something, and wish to know where it is, take a moment and roll +**Spitfire**. On a 10+, you have a brief vision of their location through their eyes, and know where it is relative to you. On a 7-9, you know how far away they are and what direction they're in. On a 6 or below, choose one but not both, and take a consequence.
- **Boatwright's Blessing:** When **observing a new ship**, roll +**Vinegar**. On a 10+, you're familiar with the ship; you can take ship actions with it as if it were yours. The Fates will show you its item card. On a 7-9, you know two of the following, your choice: Wreck Level, current crew number, weaponry, special abilities. On a 6 or below, the Fates will give you one rumor you've heard about this ship.
- **Kairos:** If you **wish to make time stand still**, roll +**Spitfire**. The GM takes a Raise. On a 10+, the world stills for a minute; only you and people you choose with whom you have Rank are unaffected. On a 7-9, as with 10+, but it affects everyone but you. On a 6 or below, you can halt the progress of time for only a few moments; it affects everyone but you.
- **Ship Shepherd:** When you are **making a move on your ship**, you may spend 1 Luck to use +**Rank** with your ship instead of the move's skill.
- **Starchart:** When you **create detailed starcharts of a constellation**, take a downtime, roll +**Spitfire**, and spend **x Luck**. On a hit, the star chart is *slow*. On a 7-9, it is also *heavy requires sacrifice*. When it's on your person, you may **use your starchart to bless yourself or crewmates** as if using your Starcaller move. The blessing uses its constellation's associated move, works regardless of the season, and grants +xD, with x being the amount of Luck you spent upon the starchart's creation. Otherwise, it follows the usual rules of the Starcaller move.
- **Summanus Reigns:** When you **expose yourself to the elements and bend them to your will**, roll +**Spitfire**. On a 10+, the sky is putty in your hands; you summon a storm, or banish it, over several minutes. On a 7-9, you manipulate the weather in the direction you desire, but you're punished for it. On a 6 or below, you've pushed yourself too far; the Fates take a Raise.

