

INVESTMENT POINTS ○○○○○○○○○○

NOTABLE PERSONNEL

SHIPBROKER: Captain James Killick

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11. _____
12. _____

SHIP'S REPUTATION

1. Separatist sympathizer (e.g., Ireland, Serbia)
2. _____
3. _____
4. _____
5. _____

MORALE SKILL MODIFIER

Optimal (Requires Command check per voyage)

DISCIPLINED —

Functional —

Dysfunc. Hard

Wayward Daunting

Crew abandonment or outright mutiny

REPAIR TIME (REQUIREMENTS)

Minor Days per damage (base docking cost)

Major Weeks per damage (dry docking ×2 cost)

Integrity Weeks per damage (shipyard ×3 cost)

CONDITION MAX RATING | RANGE | REPAIR | SKILLS

Optimal* Opulent | Full | Days | Normal | NA

GOOD REFINED | FULL | DAYS | NORMAL | NA

Fair Serviceable | Full | Normal | Hard

Debilitated Inferior | -2 tiers | Weeks dry docking ×2 cost | Daunting

Wrecked Derelict | None | Months shipyard ×3 cost | Improbable

*Requires one uninterrupted week of docking per month

INVESTMENTS & UPGRADES

SPACES AVAILABLE **15**

WIRELESS ROOM | ZERO SPACES

Deckhouse amidships. Add a **WIRELESS ROOM** — or “Marconi-house.” Add a **Wireless Telegraph Operator** (acquired skill: Telegraphy). Convert one to 3 Deck Boys or Ordinary Seamen to assistant **Wireless Watchers**. Sends ship-to-ship or ship-to-shore messages using the 500 kilohertz frequency; ideal-conditions range is 500 miles (**COST — ZERO POINTS**).

RAIDERS OF R'LYEH : FROM THE TIDELESS SEA

"There are no masters of the sea, only survivors of its mercies."

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

Partial investment in the screw steamer SHANTUNG

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

* **OVERLOADED** if armor ENC + armor locations is greater than 5

CONNECTIONS

1. Gustav Steinbauer (head of N's British section in 1901)

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12. _____

CIRCLES OF INFLUENCE & ORGANIZATIONS

Colonial Network (14 networking points/14 left)

Intelligence Network (14 networking points/14 left)

N/Nachrichten-Abteilung (German naval secret service)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL EFFECT

Fresh None

Winded Skill tests Hard

Tired Skill tests Hard

Wearied Skill tests Daunting

Exhausted Skill tests Daunting

Debilitated Skill tests Improbable

Dead or Unconscious —

SPECIAL ABILITIES

OCEAN'S IN THE BLOOD (USED AT CHARACTER GENERATION)

Add 20 free points to Swim.

SEA DOG (EXPERIENCED MARINERS ONLY, USED AT CHARACTER GENERATION)

Unlock Knowledge (Sea Lore) for free, starting it at its base value.

COMMANDER (USED AT CHARACTER GENERATION)

Unlock Command for free, starting the skill at its base value.

NAVIGATOR (USED AT CHARACTER GENERATION)

Unlock Navigation for free, starting the skill at its base value.

SEAFARER (USED AT CHARACTER GENERATION)

Unlock Pilot (Ship or other vessel) and Tradeskill (Practical Seamanship) for free, starting them at their base values.

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES
