

Some say that time be like a rope. They say it be a single line that be goin' from the beginnin' to the end. In some ways they be right, but only if ye be lookin' at a rope closely, for time be a mass of lines twisted round one another in complicated ways.

Others say time be like a stream or river, flowing from one point to another, and this be true as well in a way. That's b'cause time be flowin' with currents and eddies, and it can change on a whim like the driftin' of sand banks. Only an experienced navigator can get a crew from one point to another without getting' into a whole mess o' trouble.

Of course, if ye be askin' me, and ye wouldn' be writin' this down for others to read if ye didn' want me opinion, time be a vast ocean.

It be a swirling mass of flows and currents that can take ye anywhere ye imagination could desire.

She be a harsh mistress, but one who treats her well is in for the time of their life!

Forget ye landlubbin' and chronostatic ways...

Welcome to a world of high seas, quantum waves and differential currents.

Welcome to

The Eighth Sea

The Eighth Sea

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Th' High Seas

Throughout all history, there are tales of adventurers who have stepped beyond the mortal world to explore times and places that simply cannot exist in ways that most people understand. Tales of the ancient Greeks speak of travelling to the underworld across the great River Styx, or returning home across time and space after great wars. Gulliver travelled across the seas to reach realms beyond imagining and was considered mad when he brought his insights back to the world of his home. Scientists of the twentieth century opened breakthroughs in quantum physics and sought to explore the energies beyond time and space, often developing technologies like “flux capacitors”. Adventurous and suicidal explorers of the deep space ages delved into black holes, to comprehend what lay beyond.

Every voyage into the realms beyond starts with a step of adventure, and every adventurer returns changed by the things they have encountered. Many return to new worlds, and many spend an eternity trying to reach the home they once knew.

This book is a way to tell the stories of these great adventurers and the lives they lead.

The Eighth Sea

This book makes no attempt to describe the way that time works and how it interacts with the world of energy and matter. Dozens of textbooks have been written on the subject and few of them agree with one another on all the points. Ask any temporal traveller about the time-space continuum and you'll get a different answer about how the universe works. In fact if you ask most scientists you'll get different responses as well.

Most temporal travellers and explorers have given up trying to explain it, they just know that their ships are able to enter a dimension outside of time and space; they often say things about black holes, wormholes and the realm beyond all time and space. It's a place that's different, but it's connected to everywhere and every part of history. Some of the darker ships with Voodoo chaplains claim that this place is the spirit world, ships from the high tech eras of history call it “hyperspace”. Religious types have been known to call the realm outside time and space by the names that they find familiar, such as “Stygia”, “Purgatory” or even “Hell”.

No-one ever spends long there, just long enough to travel between parts of the mortal world and eras of the mortal timestream. It just isn't healthy spending too much time in the shadows outside reality.

The Era of Temporal Piracy

As far as people know, time travel simply cannot be. The Integrity Marines have spent generations ensuring that this is what the masses of humanity believe. But there are those who have been cast adrift on the oceans of time and have learnt that time travel is in fact just as easy as travelling from home to a neighbouring city.

No one knows who the first time traveller was, and given the nature of the question, it's a bit like trying to work out the chicken and the egg. Were the first time travellers sorcerers and spirit guides from the past who learnt ways to mystically transcend time and space, or were the first travellers scientists from the most advanced technological societies ever known. It doesn't matter because once the first time traveller made their journey, a ripple spread throughout the continuum.

For every journey made, a ripple spread at the beginning and end of the voyage, and those ripples set into motion new travellers who saw the possibilities available. These ripples became waves, and the waves became storms that threatened to wipe out the entire universe. Travellers made changes in timelines and new realities diverted based on those changes, other explorers tried to set reality straight by controlling the damage done.

The entire time-stream could never be reforged to its original continuity, but many of those who had begun the journey of time and space didn't want to return. They had seen a glimpse of infinite power and began to understand the nature of the gods.

Those who chose to exploit their powers invoked havoc throughout the entire time-stream, bringing genetically developed creatures from the realms of high technology to primitive societies who saw them as monsters. The monsters caused stories and legends to develop which remained in folklore until the scientists were able to generate these creatures using their genetic manipulation. Thus the cycle was born anew.

Self-fulfilling prophecies cascaded through the time-stream and realities collided. As reality continued to rewrite itself, new versions came into being and old versions faded away. Sometimes reality wrote itself into nightmarish realms of demonic monsters and savagery, other times it became utopian. Nothing was known and nothing was certain. Truth could be changed with a simple voyage back in time. Power could no longer be measured by wealth, mortal connections or industrial influence.

Yet those who held the power of time travel would lose their immortality and power if such a secret became known to the general world. Two types of temporal explorers developed, those who kept the secrets of time-travel safe to prevent humanity from destroying itself, and those who kept the secrets of time-travel safe to maintain their own power.

The Integrity Marines

Those who sought to keep humanity safe formed the Integrity Marines. The first archived mission of the Integrity Marines was to find the first time traveller and prevent them from reaching their breakthrough.

It seemed that this mission was accomplished, but for every time they stopped the revelation, another point of the timeline gave birth to the phenomenon. It seemed that once the Pandora's Box of time travel had been opened, there was no way to close it again.

The second mission of the Integrity Marines was to ensure the time-stream did not deviate so far that humanity wiped itself out in a quantum catastrophe. To these ends they established a central timeline that would be used as the measure of deviation. If they set foot on a part of the time-stream that didn't look right, they would compare it to their benchmark history and work to restore the balance by orchestrating events that would balance things back to the history they desired. Throughout all time and space, they work to restore the balance from behind the scenes. They may be responsible for assassinations, or donations to charitable organizations. Their moral imperative is absolute, even if their actions may seem questionable at the times when they occur.

The Integrity Marines are ruthless, but then again they need to be. Because when reality gets out of control, all of existence is at stake.

Chrono-Pirates

There are many who have stepped beyond the bounds of reality and have instantly seen the opportunity for immense power. Deposit some spare change in a bank, then take a quick trip forward a few centuries and suddenly there is a health balance of resources in the bank. Repeat the trip a few times and wealth is no obstacle anymore. Read some documents from the future and seek out a few nobodies who are going to become famous in a few years, give them some money and make them friends and suddenly you become an A-list celebrity. Go back in time and dig up an ancient treasure or a huge diamond before it is meant to be found, and suddenly you become wealthy and famous. A little ingenuity, imagination and a bit of effort and nearly infinite power is within anyone's reach.

There are those who take this idea to extremes though.

If a person is able to gain wealth through a bit of history manipulation, couldn't they gain even more power by eliminating the other wealthy people of the time-period. If they can gain some friends by knowing what is going to happen in a few years time, couldn't they become gods by applying the concepts of science and genetics during the periods when the ancient empires were forming. How would the Americas have developed if the Mayan empire had mastered gunpowder or even mechanical devices such as the clock and the steam engine before the Spanish had arrived? What if the dinosaurs were not wiped out because a traveller from the future brought some forward past the time when a great asteroid hit?

The vast majority of time-stream manipulations are accidental, or oversights that weren't meant to have caused problems, but in various parts of the time-stream, these manipulations have occurred deliberately, and there are some very different worlds that have been spawned due to these changes.

At the helm of these changes are the Chrono-Pirates who deliberately make changes to reap the benefits of their work. Often these changes are obvious and these are short lived. If Time-travellers visit a version of history where Europe that had been completely wiped out by the black plague, the Integrity Marines wouldn't be far away. Some changes are more subtle, or know to hide themselves. For these reasons it is said that leviathans and krakens still roam the ocean depths through the genetic manipulations of the distant past. Secretive societies shrouded in mystery may or may not exist; it all depends which manipulations of history are currently at work.

As long as there is profit, power or reputation to gain, a Chrono-Pirate is probably at work.

Temporal Privateers

The vast majority of temporal adventurers are privateers who sit somewhere between the extremes of the Integrity Marines and the Chrono-Pirates. These swashbucklers and explorers often still have a conscience and they think about the morality of their actions as well as the positive and negative effects that any dramatic changes may make.

Privateers typically come to realise that there is no way to stop time travel, but it should be used carefully. They seek power, but will not risk reality in order to gain that power. After all, what is the point of having power if there is no-where to use it.

Few temporal privateers are completely balanced in their outlook, and most tend toward either the views of integrity or piracy. Those favouring integrity often find themselves commissioned by the

Integrity marines to perform jobs that help to restore the time-stream to its rightful order. Conversely, those who favour piracy tend to have a bit leeway in their actions, they tend to have a bit more power, but they risk having a price on their head due to their actions.

Many seek to walk a balance between the two extremes, hoping to find a time and place which is right for them. Some choose to find their home, other choose to find their version of paradise. Few find what they are looking for but those who do are an inspiration for the rest of the quantum swashbuckling community.

Swabbies, Grunts and Ascending the Ranks

All Swashbucklers start somewhere, and while few are born aboard Temporal ships, the vast majority are born in the mortal world and a certain time and place. They may be awakened to the true nature of time-space by something as simple as a treasure map, members of the Integrity Guard could recruit them from the military or they could be kidnapped. It doesn't matter what drew them across the threshold, what is most important is that they will never be able to return to their simple and unenlightened life.

Those who begin their journey often start as the lowest ranks aboard a ship of some type, and in time they learn to master their own destinies. Such low ranking members of the crew are often killed in great battles between ships, or are lost to the great storms that rage across the continuum of the Eighth Sea, but those who survive for a few journeys start to learn tricks beyond the understanding of time-bound mortals. After all, the Eighth Sea is a vast and incredible realm and those who have been awakened into it are veritable gods. But mastering the potential of the Eighth Sea is a lifelong endeavour and even the most powerful swashbucklers still have a long way to go in their quests.

Through the intricate weave of conflicting histories, it is easily possible for travellers on the Eighth Sea to meet up with long dead ancestors and descendants who will not be born for generations. But stranger still are the possibilities of meeting characters that might have been thought fictional in the character's native timeline, or even meeting alternate versions of yourself that could have occurred if life had treated you a little differently.

Everyone who explores the Eight Sea exists beyond the rules of conventional society, whether Integrity Marines, Chrono-Pirates or Temporal Privateers. They impose their own laws and morality, and gather into like-minded crews (or at least crews who can tolerate one another more easier than they tolerate others out there).

Temporal Ships

While Quantum Swashbucklers sail the realm of the Eighth Sea to gain riches and enlightenment. They would be unable to do so without their majestic vessels. The Temporal ships come in many forms, from crude junks to high tech yachts. The only thing that the ships have in common is a space-folding drive that allows them to temporarily step beyond the continuum of time-space and into the shadows, before returning in a new time and place.

These journeys need to take place far from the eyes of time-bound mortals and for this reason, the ship remain the most common form of temporal transport. The Integrity Guard believe that if a mortal were to see a ship vanish without a trace, they would start investigating and the world would be at risk of more travellers and paradoxes. The Chrono-Pirates just want to keep their mysteries a secret so that they can maintain their power. Could you imagine how inconvenient it would be if every time you initiated a temporal jump, two fiery tyre-tracks were left by you're vehicle, or a huge

hole in the ground appeared where you transported to? It is also believed by many of the more scholarly types on both sides that too many observers make the fabric of reality stronger and therefore the jump between times becomes harder. Once a ship has vanished over the horizon, reality becomes far weaker, and the quantum swashbucklers become bolder. Leaps can be made and time can be transcended.

While the scholars debate the nature of observers and quantum paradoxes, there are two far more practical reasons why virtually all temporal transports take the form of ships. The energy required for jumping between phases of reality is enormous, and in most cases requires nuclear engines so powerful that only the most advanced civilizations are able to repair them, and fewer still are able to build them. These engines require a constant supply of heavy water and deuterium to fuel their reactors, and the most common source of these is the ocean. Every jump consumes vast amounts of deuterium at one end, and these appear at other points of the timestream through the laws of thermodynamics and other complicated physics that most swashbucklers can't fathom. It works and that's enough for them.

There are forms of additional equipment that have found regular usage on temporal ships. From cannons and ramming spikes through to more subtle devices such as highly advanced cloaking devices to prevent a ship from looking out of place in certain times and places. Some ships are even said to contain highly advanced computers or symbiotic pilots and navigators who merge with the ship itself to give more accurate jumps through time and space.

There is only said to be one person who mastered the art of transcending time-space without the need of a ship. He is simply referred to as the Old Man of the Sea, and many claim he was once the most notorious of Chrono-Pirates. In a technological version of the Old Man's tale, he manipulated time and space so many times that he lost his true identity. In his quest to restore some sanity to his life he killed a dozen crews until he found a civilisation where time travel was accepted. He introduced them to the concept of nano-technology and used their knowledge with his own technical know-how. His body itself became the temporal vessel and took on a status somewhere between energy and matter. His first act was to go back in time to wipe out the civilisation before they could do the same for anyone else.

Legends of the Eighth Sea

The Tale of the Old Man of the Sea is but one of the many legends that quantum swashbucklers tell while drinking rum in the forgotten taverns at the furthest corners of reality. Other tales of great sailors and adventurers are also related, such as the various version of Sinbad's legend, and the infamous Captain Nemo and his travels throughout the world. Of course some of swashbucklers are happy simply telling the stories of these legendary heroes, other use their ships to seek them out.

Beyond people, there are tales told of far off and exotic lands such as the pirates haven of Libertalia, the wondrous forgotten realms of Atlantis and Mu, and more solid places of pirate frequency such as Singapore, Tortuga and the Ivory Coast.

These place seem to be a common theme in the tales of the quantum swashbucklers, though few understand why this might be. There are theories that perhaps places like these are focal points in the space-time continuum, stable nexus points in a web of netting that stretches across the entire known reality. Whatever the case, those who control these ports are considered some of the most powerful individuals in the world. Politics in these places are hotbeds of intrigue and subterfuge, and only the most cunning and powerful members of the Pirates or Marines deliberately risk their wrath.

Thus the game world of the Eighth Sea brings heroes the chance to delve into unknown and unlikely realities to rescue damsels from the brink of historical obliteration. It brings Integrity Marines the chance to hold back the terrors of the deep from consuming the world as we know it. It brings adventurers the chance for great wealth and great enlightenment. It gives swashbucklers from around the world the chance to live out their fantasies in worlds where their fantasies may in fact be real.

The world of the Eighth Sea gives any brave soul the chance to not only tell the tales, but also to become one of those legendary immortals.

Parlay is not an option.

Learnin' the Ropes

What is the Eighth Sea?

At its simplest level, The Eighth Sea is a chance for people to explore the potential realities of their mind. It is a game that hopefully helps people expand their imagination by sharing their ideas with others in a fantasy world that is always changing and never the same twice.

Like a lot of games, The Eighth Sea can be played competitively, with each of the participants playing against one another to determine a winner at the end. But the Eighth Sea offers a chance for players to work together against common enemies, or simply to work against reality itself.

Each member of the group is a player, and in the world of The Eighth Sea each player takes the role of a swashbuckling adventurer who has been cast adrift in a world of time-travelling seafarers.

The Eighth Sea can be played with two players, or anywhere up to ten or more. But it is probably best played with a group of four to six. This tends to be enough people to bring interesting ideas to the group. With less than this it becomes too easy for a single person to dominate the gathering, and with too many it becomes a lot harder for members of the group to be heard over the crowd.

Everyone should get the chance to bring their ideas to the group and all characters should get the chance to show their weaknesses and strengths. This is a game about telling stories and having fun.

How do I play?

To play a game of the Eighth Sea, a group needs at least two decks of cards (preferably a deck of cards for each player, and a spare deck for the table). These cards help resolve conflicts in the game and add a random element of chance that helps to keep the game interesting.

There should also be some coins or tokens available for the table. Poker chips can be used for these, but if you want something more atmospheric, the recent popularity of certain pirate movies have made toy "pieces of eight" available in many toy stores.

In addition to these decks of cards and coins, each player needs to fill out a sheet that describes the skills and abilities of their swashbuckling character. It should only take a few minutes to fill out one of these sheets, but if players want to get into the game really quickly they can select one of the pre-generated character sheets found on page XXX.

Some groups like to have figurines to represent their characters, or may even use model ships or other props that help to bring a bit more atmosphere into their game.

What are the rules?

There are quite a few rules in the Eighth Sea, but the most important of these is simple. It is referred to in many similar games as the Golden Rule.

Have fun.

Beyond this though, there are a few more specific rules that help a group of players to tell the type of tales that are found across the world of the Eighth Sea. Some of these rules help in the telling of

stories, others provide insight into a realm that is similar to our world, but expanding beyond it in every direction imaginable.

When virtually anything is possible, it helps to have a few ground rules in place to establish coherency when everything else is turning to chaos.

After the golden rule, the next most important rule in the Eighth Sea is that everything has consequences. A bloodthirsty pirate who kills an entire ship's crew in cold blood can expect their actions to draw a bounty from the authorities, and a raider who steals a priceless artifact can expect to be chased down by those who lost their treasure. But positive actions have repercussions as well. An Integrity Marine who heals a fallen crewmate may gain a friend for life, and a privateer who returns a relic to its rightful owner may gain a reward or simply gratitude.

Not everyone performs actions thinking of the consequences, and not every consequence occurs immediately. These consequences set the tone for the stories of The Eighth Sea, they bring its intrigue and adventure.

Karma also plays a part in the world of the Eighth Sea. It may be possible to perform bad deeds and minimise their consequences through good deeds done at other times. As time fluctuates, and the temporal stream becomes twisted and entangled, the consequences may seem to be avoided altogether, but eventually some of the knots come loose and the built up consequences come crashing down on their perpetrators.

How do I tell the stories of the Eighth Sea?

When a group gathers to tell the tales of The Eighth Sea, one of them should be defined as the Navigator. This person has a course for the story plotted out, or at least has an idea of the major landmarks to be encountered during the story's journey. The Navigator doesn't need to plot the story out, scene-by-scene and word-by-word, but they should at least have a good grasp of the characters that are being played and what types of events would draw their attention. The navigator should also take into account the group of players present and the type of story that might prove them with the best enjoyment.

The stories of The Eighth Sea are told in acts and scenes. Most stories have at least four acts: the first sets the tone for the story, a second adds a complication, the third brings the events at hand to a climax, and the final scene brings a resolution. Within this framework, the Navigator sets scenes that help to highlight the strengths and weakness of the characters and bring the world to life around them.

There is more detail about storyteller much later in this booklet, but for the moment some generalities can be revealed. Events and challenges in the first act tend to be fairly straightforward and easy, the rewards are low but so are the risks. The second act brings more complicated and difficult challenges, and the characters face obstacles and deal with twists in the storyline. The third act provides the true challenges for the characters; these may be through physical conflict, emotional turmoil or thought provoking puzzles. The final scene brings the story to a conclusion and allows the characters to determine the outcome of story conflicts that might have remained unresolved.

It is rare for all the conflicts in a story to be resolved, and this sets the stage for sequels, new stories and epic tales of the high seas.

What can my character do?

There are four general types of actions that can be performed in The Eighth Sea.

♣ Physical – Actions that require a bit of muscle or manual dexterity. Any action where a character uses their body in an attempt to manipulate the world around them defaults to this type of action.

♥ Social – Actions where a character interacts with other people typically fall into this suit. This includes any attempts to lead others, lie to them, read their deception or maintain a level of social etiquette.

♠ Mental – Actions where a character attempts to comprehend concepts or use their mind to overcome challenges. This could involve anything from repairing a broken quantum compass, through to researching a threat to the timeline.

♦ Spiritual – This suit covers actions involving unseen forces, along with instinctive reactions and things that would otherwise be called “psychic powers”.

Any action a character could want to do fits into one of these four categories. The first thing that the Navigator should do when a character wishes to do something is decide whether a challenge is necessary. If the Navigator thinks that the action is good for the story, or if they think the character would be able to accomplish it easily, they may simply permit it to occur. Otherwise they may call a challenge.

When a challenge is called, a player must give a brief description of what they are trying to do and how they are trying to do it. With these descriptions in place, consider what the action is designed to accomplish. It should be pretty easy to decide what type suit the challenge falls under and what skills are being used to perform it.

“As the ship lurches in the rolling sea, Captain Fox grabs a rope and swings his cutlass toward it. With a single slice, the sail starts to unfurl. He is pulled swiftly into the sky and launches toward the front of the ship in a leap of acrobatic grace and devilish charm.” (Despite using a cutlass, the intention of this move is a dramatic leap across the ship, so this is a ♣ Physical Action using Acrobatics as the skill.)

The player should try to describe the effect as lavishly as possible, must also describe what their actions should achieve and what their actions could achieve if things go really well. In the example provided, Captain Fox’s basic aim is to reach the front of the ship in a hurry. If things went really well he’d also hope to impress the young lady who is currently standing at the prow of the ship needing comfort from the terrible storm.

For a simple challenge, the Navigator draws a single card. For more complex challenges (as the story progresses), the navigator may draw two or more cards. During the climax and in the most complex situations, the Navigator may draw four or more cards. It is very rare for a Navigator to draw more than 5 cards in any situation.

The difficulty of the challenge is the highest card drawn by the navigator, unless a card of the challenge suit is drawn. Cards of the suit used for the challenge automatically trump cards of other suits.

In our example, the Navigator decides that being pulled up into the rigging with such a feat would be easy, but Captain Fox wants to do more than this (and wants to look stylish in the process) so the difficulty is pushed up to 2 cards. Add the treacherous seas, and the difficulty is pushed up to 3 cards. Not impossible, but certainly not the easiest of things to accomplish. He draws ♠3, ♣6, ♦Q. So even though the highest card is a Queen, the difficulty of the challenge is 6, but Captain Fox's player need to draw a ♣ Club with a rank of 6 or higher to succeed in his task.

The player then draws a number of cards equal to the attribute being used for the challenge. If the Navigator has not drawn a card of the challenge suit, then any card may be used to succeed in the challenge, but if the Navigator has drawn a card of the challenge suit then the player needs to draw a suited card that equals or exceeds the Navigators high card. As long as one card has a rank at least equal to the difficulty, the attempt is successful. If two or more cards are successful, the character gains an extra degree of success.

Captain Fox's player draws ♣3, ♦5, ♥10. His 3 doesn't beat the difficulty (even though it is a club), and the 10 is of the wrong suit, so under most circumstances Captain Fox would lose the challenge. But he has a couple of tricks up his sleeve.

In addition to attributes, characters have skills. Possessing a skill relevant to the task at hand allows a character to change the suit of the cards they have drawn for a challenge. In this way, characters who possess skills find it far easier to accomplish certain types of tasks. Characters can be students or beginners in a specific skill field (meaning they can change the suit of a single card), or they can be veterans (meaning they can change the suit of two cards used to accomplish a feat). Beginners usually find they can get a moderate level of success in many of the feats they try to accomplish, while veterans find that they can truly excel when the attempt such things.

Captain Fox has the advanced level in the acrobatics skill, so this allows his player to change the suit of any two cards used during an Acrobatic feat into ♣ Clubs. Naturally, his player changes the two highest cards, the 5 and 10. The 10 is now considered a success, but the 5 is still too low. On the whole, the challenge has been succeeded.

"Captain Fox launches skyward toward the prow of the ship, his slightly off, but only an expert tumbler would notice the misstep in his launch. He hopes that the Lady at the prow isn't such an expert."

While skills are used to change the suits of cards used in challenges, characters also possess traits that can be used to change the rank of the card. Positive traits allow characters to improve the rank of cards and therefore make certain types of challenge easier. Negative traits reduce the rank of cards and make certain challenges harder than they might have been otherwise.

Captain Fox has the positive trait instinctive, and this means that any time he uses a skill to turn a ♦ diamond into a ♣ club he can improve the cards rank by 1. The ♦5 he changed earlier into a ♣5, is now considered a ♣6. Captain Fox has gained a second success on his challenge, and not only did he reach the front of the ship, but the lady is impressed.

“Landing at the prow of the ship the daring adventurer looks deep into the lady’s eyes. With a smile and a bow he brings a faint smile to her lips and he knows that she will fear the storm a little less while he is around.”

What happens when my character and another character come into conflict?

When swashbucklers meet, conflict often arises. This conflict could come in the form of an intellectual argument, a face down or a good old-fashioned duel. Sometimes there are only two characters involved in a conflict, but on other occasions the situation could degenerate into chaos with a dozen or more combatants all struggling to make their mark on the scene.

“The Lady Tokage has spent several weeks aboard the ship known as Isabel’s Pride. She has visited a handful of small fishing villages. But as the ship has come to dock in a township with a bustling marketplace, she has decided to use her persuasion to get some bargains in buying some supplies for the ship.

“Lady Tokage walks the streets of the town and finds vendors of fruits and salted meats, but one of the spice vendors seems unwilling to give in to her charms and feminine wiles.”

If there are two characters with actions that oppose one another’s goals, each must describe their immediate intentions. The characters involved in the conflicted challenge draw a number of cards equal to the level in their relevant attribute (and changes card suits as normal through skills).

“Lady Tokage looks the vendor in the eye and he stares back at her. He isn’t fond of foreigners, and he has seen her getting the better of some other vendors around the marketplace. His stubbornness says that he’d rather lose the sale than lose profit to this lady pirate.” (The conflict is a battle of social etiquette and intimidation so both participants will be using their ♥Talkin’ attributes. Lady Tokage has ♥Talkin’ at level 3 and she draws ♥4, ♣6, ♦J. The spice vendor has ♥Talkin’ at level 2, and he draws ♦3, ♣8.)

“A battle of wordplay and subtle body language catches the attention of a few passers-by. The vendor insulting the lady’s heritage in the attempt to get her to leave, while she tries to persuade him to seel here at least a few spices before she goes.” (Tokage has a single level of “♥Persuasion” so she turns the Jack into a Heart for her best chance of success. The spice vendor has two levels of “♥♥Intimidation” so he turns both of his cards into Hearts.)

“After insulting her and seeing no reaction to his gutter mouthed swearing, the spice vendor decides that maybe this lady is alright after all. He sells her some of his spices but he makes sure she pays full price.” (The hands are compared, and Tokage’s Jack counts as the highest ♥Heart, but the next highest heart is the spice vendor’s 8, so she only gains a basic success.)

If both characters have equal high cards, they are in a deadlock that can only be resolved by comparing the next highest card. Characters winning a conflict that had been deadlocked find that their success level is only marginal, and the navigator is free to describe some type of dramatic moment in the story that arises in this way.

Most conflicts are resolved fairly easily in this manner; slightly more complicated is the concept of combat.

What if my character gets into combat?

While telling a narrative game such as this, fights between the characters can quickly turn into fights between the players, unless some fairly specific rules are put into place. Fight scenes in most pirate movies are riotous affairs with acts of dramatic swordplay, rope swinging, witty dialogue and the occasional cannon fire.

In the Eighth Sea, there has been an attempt to capture some of this drama within a fairly loose but specific rules. The aim of these rules isn't to reflect every single swing of a sword or every word of dialogue spoken, the rules simply apply a few mechanical effects to the wide variety of possible conflicts that could arise. In the tradition of great pirate movies and actions movies, it is quite hard to kill someone using these rules. On the other hand, its pretty easy to inconvenience someone or give them the kind of wound that leaves them with a wooden eye or a peg leg.

Entering into Combat Mode

In the Eighth Sea, a game is considered to enter combat mode when the timing of actions become important. In swordplay timing is important, because players need to know which character struck their blow first; such a blow could remove one of the participants from the action. But similarly, an argument with a busy street vendor over the price of rum requires timing because the vendor may simply sell the bottle to another customer if the character isn't quick enough.

Initiative

Once combat begins, scenes break down into turns. Each turn begins with all characters involved in a conflict drawing two cards for initiative. They may choose one of these to act with. Significant NPCs also gain two cards; lesser groups or crews act as a single unit typically controlled by the Navigator.

Initiative is a character's ability to act quickly in a situation, or take their time to gather the information available. Starting at 1 (Ace) and ascending through the ranks, players may choose to reveal the card they have chosen for initiative. This means that those who have the lowest cards act first, but acting quicker also means a lower chance of success. The card used for initiative must be used as one of the character's cards in the current challenge, with any remaining cards being drawn randomly. This gives character's playing a higher card a better chance of success in exchange for taking their time.

A character choosing not to act at all during a round may discard either of their cards and draw up to two more cards (for a maximum total of three) during the following round.

All characters act in order of initiative from low card to high card, and the round only finishes once all characters have had the chance to act (or have been taken out of action). If a character has two cards that combine to a value that is still lower than their opponent's card, they may act twice in a given turn.

Declaration of Actions

Characters involved in a conflict may choose several outcomes for their actions. The action being chosen must be declared when their card is revealed; some fairly standard actions are described in the text box below.

When a character declares their action, they have to indicate what their first success is designed to accomplish and then what any addition degrees of success might provide. This is just like normal.

When targeting another character, the outcome decision will be a bit more complicated. The appearance of the action is still described in dramatic and swashbuckling terms, but the actual result of the action is a reduction in the opponent's capacity to act for the remainder of the scene. This may be done in one of the following ways:

- **Reduce opponent's attribute by 1.** If this is chosen as the attempted result, the attribute reduced will be appropriate to the challenge being undertaken, physical attacks cause a reduction in the ♣'Thumpin' attribute, demoralising insults reduce the ♥'Talkin' attribute, confusing an opponent causes a reduction in the ♠'Thinkin' attribute, mystical strikes cause a reduction in the ♦'Feelin' Attribute.
- **Remove an opponent's action.** If this is chosen as the attempted result, the victim of the attack loses one of their two initiative cards. If both cards are lost in this manner the character is unable to act for the remainder of the turn. They are at the whim of their opponents.
- **Apply a negative trait to opponent.** If this is chosen as the attempted result, the victim suffers from a negative characteristic trait until the end of the scene. The character performing the attack must explain how this is done to their victim.

If the victim is aware of the attack and has not used up all of their actions for the turn, they may attempt to resist the action. To do this they use up one of their initiative cards, and initiate a conflicted challenge against their attacker. The victim's basic success condition will be to avoid damage, but they may choose a bonus success condition in case they should end up with an extra degree of success in their defensive action.

If a victim chooses not to defend, or if they have no more actions, the attacker faces a difficulty of one card drawn by the Navigator (though this may be increased under difficult circumstances). It is much easier to attack a victim in this state, but there is still a chance of failure.

Of course, not all actions have to target other characters in a combat. Some characters may be trying to do something else entirely, they just happen to be at the wrong place at the wrong time. Such actions are not opposed by their victims, but face a regular difficulty determined by the narrator and the situation at hand.

Some characters may also decide that their action for the turn is to escape the scene of the combat altogether. As long as they gain a single success, they are removed from the conflict with minimal chance of harm coming their way. A character attempting to perform some action against a character who has escaped finds their first success on such actions instantly negated for the remainder of the round. After this round, the escaping character is out of reach (but neither can they return to the combat).

Dealing Damage

All characters and all items have coherency points. These represent how solid the item is in the grand scheme of things. The more coherency point something has, the more important it tends to be to the story, and the harder it is to overcome.

If an action has been designated as an attack against a victim, then any successes strip attributes from them (or strip an action, or apply a negative trait) depending on the descriptive nature of the attack. Characters who wield weapons find that they are able to do more than one point of damage with a

successful strike. Weapons have a rating that indicates a number of extra cards that may be drawn after a successful hit, any face cards drawn among these extra cards do extra damage to the victim (or apply other effects as per the weapon's description). Similarly, armour may be used to absorb damage from incoming attacks, characters with armour also draw cards and any face cards drawn indicate a level of damage that is simply absorbed by the armour.

Most damage is not permanent for characters as they are time travelling adventurers with access to the greatest technologies from the most technological parts of the timeline, as well as bizarre mystical enchantments from the stranger parallel universes the timeline has to offer.

At the end of any scene where a character has had attribute points removed (or negative traits applied), they may spend coherency points to overcome these penalties. Each Coherency Point spent in this way restores a single attribute point or removes a single negative trait. As long as a character possesses any coherency points, they are still alive no matter how badly penalised their attributes may be. A character is only ever removed from the story permanently if they completely run out of Coherency Points.

Items are slightly different, and they will always spend their Coherency Points to restore lost attributes as soon as the damage is done. A flimsy wooden door might have a single attribute point to resist Thumpin' actions, and a single coherency point. If the flimsy door were hit by a successful attack it might start to buckle (the Coherency Point instantly being spent to restore the attribute point lost to the attack), a second attack might knock the door off its hinges. A heavy oak door might have three or four attribute points to resist attacks and a half dozen Coherency points. Such a door might take a concerted effort and several swings with an axe before it breaks down.

Tell me more about Coherency Points...

As described above, Coherency points reflect how tough a character is in the scheme of things. The more Coherency Points a character has, the more easily they will be able to absorb the worst effects of their wounds and return to play in later scenes unscathed. Coherency points come as a pool which is spent as the need arise, and some effects in the game revolve around the size of that pool.

The total pool of Coherency Points represents the character's power to resist the whims and currents of change across spacetime. Most player characters will have around 6 points in their Coherency Pool, with less significant associates, crew members and opposing henchmen typically having lower scores, while significant opponents and allies may have higher.

Whether characters manipulate the Eight Sea to gain advantages, or to return it to a more stable path, they always cause ripples that spread out from their actions and cause changes across the rest of reality. Many of these changes are subtle, but sometimes they are quite significant, and there is always a chance that the ripples will have unintended side effects. For every ripple made by a player character, there will be a thousand ripples made by other swashbucklers. Those who have mastered certain skills may be able to see the ripples coming, but few can escape them, especially when they combine with others to form temporal waves and tsunamis that threaten to wipe out entire sections of reality.

Whenever one of these waves is about to strike a ship, a number of cards are drawn to indicate the impact of the wave. If a player character or other crew-member has an Coherency Pool size lower than the wave, they will change in some subtle way due to the nature of the changing reality around them.

What else is there?

The rules presented here should be enough to cover the basics for most situations that could arise in a tale of the Eighth Sea.

But this is a game of swashbuckling time travellers and the way they manipulate time and space to achieve their desires, then carefully try to manipulate it back so things don't get too far out of control. So there are many more background rules that have been designed to accommodate these concepts.

A group of players doesn't have to use the other rules presented in this book to tell the stories of the Eighth Sea, but they certainly expand the range of tales that can be told.

In Chapter 4 there are rules for quickly describing the tides of battle when two crews come into conflict.

Chapter 5 contains rules for creating the ships of time-space and how they are navigated throughout the continuum of the Eighth Sea.

Chapters 6 and 7 round out the rules by describing places of note, people who can be encountered and events that can keep players alert as the world around them twists and turns based on the actions of those who exist beyond the static realm.

If a situation arises where the rules don't seem to cover the specifics, each player may suggest a way to resolve the issue. The group should decide which of these suggestions is most appropriate for the group, and if a decision still can't be made then each of the players should simply draw a card. High card determines the way the issue will be resolved on this particular occasion. The shifting nature of space-time means that even if the exact same situation comes up again in the future, the same process should be followed. Perhaps with a subtle change in the fabric of reality, the rules of nature might work differently next time.

Crusty Sea Dogs

There are many types of individuals who have stepped out of the time-stream to manipulate the destiny of reality around them. The only thing they have in common is the ability to see beyond the reality seen by most mortals, and the bravery to make changes to that reality.

The majority of swashbucklers and soldiers involved in the great temporal war are simply bit players who follow the orders of their captains, they are a step above the rest of the world but they haven't started making too many decisions for themselves.

The characters played in this game are true individuals who have started to make decisions for themselves. They may have altruistic tendencies that align them to the ways of the Integrity Marines, or they may have the selfish tendencies of the Chrono-Pirates. It doesn't matter, but they have started making decisions for themselves and are starting to face the repercussions of their actions. These characters are starting to make a name for themselves, and have no-one to blame but themselves when things start to go wrong.

Creating one of these swashbuckling adventurers is a fairly simple process that involves assigning a few numbers, choosing a few interesting character traits and selecting some driving motivations. The whole process takes 6 steps:

1. Concept
2. Attributes (10 pts)
3. Skills (10 pts)
4. Traits (2 Positive or more)
5. Integrity-Piracy Scale
6. Details

Concept

Every character begins with an idea, and the adventurers of the Eighth Sea are no different. The concept behind a character comes in two parts, the first of which should be a sentence or two describing the characters general outlook and how they see themselves. Examples of suitable sentences could include:

- Adventurer searching times and space for a lover kidnapped by temporal pirates.
- Pirate from a lost time-stream who is trying to manipulate events to return home.
- Loyalist who has seen horrors from alien timestreams and wants them stopped.
- Privateer schemer with "get rich quick" plans that never seem to work out right.
- Hunter of the great seas looking for an elusive monster as their prize.

There are thousands of possible ideas.

The second aspect to the concept is working out what caused the character to end up travelling the Eighth Sea. This is usually some kind of stressful event or turning point in the character's life. It often takes a dramatic moment to shock a character out of their usual timestream, and the follow examples could be useful as starting points.

- Kidnapped by temporal pirates.
- Deeply under the influence of drugs when a temporal wave hit, they were ripped from regular space-time and cast adrift in a world of illusions and nightmares.

- Scientist who uncovered the secrets of time travel through a combination of genius and insanity.
- Recruited straight out of university by a secretive government agency who actually turned out to be a division of the Integrity Marines (Men in Black maybe?)
- On the verge of suicide, the character was given a chance to leave their old life behind and begin a life of exploration beyond their wildest dreams.

You don't have to go into too much detail at this stage. After all, the depth of the character hasn't been explored at this stage. This base concept is just the starting point for the character. Their true story and complexity will be revealed through the course of play.

Attributes

All characters have 4 attributes that are linked to the four suits of cards in a deck. A character has 10 points to distribute between these attributes and at least one point must be spent in each.

♣ Thumpin' – Not just a measure of how hard a character hits, this attribute measures anything the character might attempt to do physically; from athletic and acrobatic feats through to wielding weapons in combat and simply staying alive in bad conditions. During the course of play, this attribute gets reduced when the character suffers physical harm, or over exerts themselves. If a character's 'Thumpin' attribute is ever reduced to zero, they are so tired or injured that they are unable to exert any physical effort into a task and they are at the mercy of any opponents who might choose to do physical harm to them.

♥ Talkin' – This covers the character's ability to communicate with others, but it also reflects their knowledge of social matters and knowing the subtle ways that people use body language and psychology. During the course of play, this attribute gets reduced when the character suffers emotional humiliation or insults, or if they lose face in social situations. If a character's Talkin' attribute is ever reduced to zero they lose all respect among the people who are watching, which in turn causes other people not to listen to their suggestions or ideas, and causes others to generally treat them like a social outcaste.

♠ Thinkin' – Those who have a good level in this attribute are able to understand things better than most others, it's a way of measuring a character's ability to think through puzzles and understand the complications of the twisting currents of time. During the course of play, this attribute gets reduced when the character encounters questions they are unable to answer and they start losing self confidence in their mental abilities. If a character's Thinkin' attribute is ever reduced to zero, they tend to react violently and emotionally in many situations where they might otherwise kept a calm and rational mind.

♦ Feelin' – Some would call this instincts, nous or spirit; the attribute defines the mysterious other qualities of the character, and could relate to psychic powers, magical talent or simply a trained awareness of the outside world. During the course of play, this attribute gets reduced when the character is directly assaulted by spiritual energies or psychic attacks, many types of poisons and nerve toxins also reduce it. If a character's Feelin' attribute is ever reduced to zero, they tend to become very lethargic and lose all motivation, they are also unable to feel the nuances of the energies in the universe and this can lead to temporal displacement.

Skills

All characters have a range of skills they have started to learn and many have a few skills they have mastered over the course of their lives so far. Each character may distribute 10 points across their available skills, where 1 point indicates a basic level of knowledge in the skill, while 2 points indicates an expert knowledge or mastery of the field. There are many skills provided here, but a resourceful player could easily come up with an explanation for another type of skill that has not been included in the following lists.

Physical

Acrobatics – Climbing, tumbling and leaping.

The basic result of an “acrobatics” related challenge will typically be a leaping movement through the air from one place to another. Extra successes often mean doing the effect with style, or avoiding any damage from the leap (in dangerous situations).

Archery – Firing a bow or crossbow

The basic result of an “archery” related challenge will typically be a reduction in the victim’s Thumpin’ attribute. Extra successes often result in shots hitting specific locations of the target, specific penalties applied or more attribute loss for the victim.

Athletics – Running, lifting and performing physical feats

The basic result of an “athletics” related challenge will typically involve a show of strength, physical prowess or movement across the ground. Extra successes typically mean accomplishing a feat quicker, or exerting an extra degree of strength.

Brawl – Punching, kicking and using chairs in bar-rooms

The basic result of a “brawl” related challenge will typically be a reduction in the victim’s Thumpin’ attribute or removal of their actions through wrestling holds. Extra successes typically result in more attribute loss for the victim.

Block – Avoiding the worst of incoming damage

The basic result of a “block” related challenge will be avoiding damage. Extra success often means that an action is not wasted in the process.

Dodge – Avoiding damage by stepping out of the way

The basic result of a “dodge” related challenge will be to avoid an incoming attack entirely. A character needs to have room to dodge out of the way though. Extra successes mean little in a dodge attempt, either you get out of the way or you don’t.

Escape Artist – breaking free when bound or imprisoned

The basic result of an “escape artist” related challenge will be to break free of prison cells, ropes or other types of imprisonment. Extra successes typically mean getting out of the imprisonment more quickly.

Melee – Using a sword, knife or other hand held weapon

The basic result of a “melee” related challenge will be a reduction in the victim’s Thumpin’ attribute, or application of a penalty involving the clubs suit. Extra successes typically result in more attribute loss for the victim.

Survival – Staying alive under adverse situations

The basic result of a “survival” related challenge will be ignoring the penalties gained from dangerous environments such as underwater or in icy cold water. Extra successes might allow a character to survive for a longer period of time without needing to make another challenge for a while.

Swimming – Moving across and under the water

The basic result of a “swimming” related challenge is to move effectively through the water from one place to another. Extra successes typically mean moving there more quickly, or avoiding damage from hypothermia if the water is cold.

Throw – Launching projectiles with bare hands

The basic result of a “throwing” related challenge is to hurl something from one place to another, a person nearby could lose an attribute when they get hit or could lose an action due to the distraction. Extra successes often mean severe attribute loss to the person who gets hit.

Social

Animal Ken – Understanding and training animals

The basic result of an “animal ken” related challenge is typically to understand the mood of an animal or to give a simple instruction to the animal. Extra successes often mean allow attribute traits to be restored or taken from an animal, or cause the animal to follow the instructions for longer.

Deportment – Having respectability and integrity at all times

The basic result of a “deportment” related challenge is to appear elegant and stylish under adverse situations. Extra successes may be used to strip traits from an opponent’s Talkin’ attribute as they feel inadequate.

Etiquette – Knowing the right things to say and when

The basic result of an “etiquette” related challenge is to fit in with a certain situation by saying the right things at the right time. Extra successes may be used to restore traits to a Talkin’ attribute in allies or strip them from enemies.

Intimidation – Scaring people into doing things your way

The basic result of an “intimidation” related challenge is to remove Talkin’ or Thinkin’ traits from an opponent. Extra successes typically force opponents to perform some type of task at the user’s command.

Interrogation – Getting facts from uncooperative people

The basic result of an “interrogation” related challenge is typically to get an answer out of a resisting opponent. Extra successes typically gain more detailed answers or answers to additional questions.

Languages – Understanding people from other lands

The basic result of a “language” related challenge is to get information conveyed in a language other than the character’s native tongue (knowledge of each language counts as a separate skill). Extra successes typically allow other Talkin’ skills to be used in association with the test at no penalty.

Leadership – Getting people to do what you want

The basic result of a “leadership” related challenge is to inspire companions and restore Talkin’ or Thinkin’ traits to them. Extra successes typically allows groups to gain the benefit of the leadership challenge (up to a group size equal to the user’s Talkin’ trait).

Performance – Putting on a convincing show

The basic result of a “performance” related challenge is to put on a convincing act and make a believable show. Extra successes typically allow the user to apply other challenges to an opponent with them realizing the challenge is occurring.

Riding – Staying on a horse or other moving animal

The basic result of a “riding” related challenge is to remain on a beast of burden as it moves. This typically means getting between places a lot quicker than walking (and a lot less tiring than running all the way). Extra successes typically mean getting to a destination more quickly.

Subterfuge – Preventing others from knowing the truth

The basic result of a “subterfuge” related challenge is to hide the intentions of another talkin’ related challenge. Extra successes typically mean a reduction in the opponent’s Talkin’ attribute, or preventing them from using a talkin’ or Thinking action for the round.

Mental

Academics – General knowledge in a wide range of topics

The basic result of an “academics” related challenge will be to gain some piece of general knowledge that will be helpful to the situation at hand. Extra successes typically mean more specialize knowledge is gained, or else it takes less time to acquire the initial knowledge.

Appraisal – Examining things that others might miss

The basic result of an “appraisal” related challenge is to determine a fact about a specific object (for example cost, construction materials, quality, etc.). Extra successes typically provide more detailed knowledge about the item or provide information that might not be immediately apparent

Crafts – Building things using the materials at hand

The basic result of a “crafts” related challenge is to build something artistic or useful whatever may be available; scrimshaw and whittling are typical examples. Extra successes typically provide a more finely crafted object.

Firearms – Aiming a self powered projectile weapon

The basic result of a “firearms” related challenge is to hit someone or something at a distance, and either strip some points from their Thumpin’ attribute or apply some kind of negative trait. Extra successes typically remove more from the Thumpin’ attribute or apply bigger penalties.

Medicine – Diagnosing and healing injuries

The basic result of a “medicine” related challenge is to restore a point lost in the Thumpin’ attribute. Extra successes may be used to restore additional points, or to remove negative traits that have been gained due to combat or other adverse conditions.

Occult – Knowledge of the arcane mysteries

The basic result of an “occult” related challenge is to gain knowledge about a specific piece of myth or legend. Extra successes provide deeper knowledge about the truth and reality behind that legend.

Piloting – Controlling a specific type of ship or other vehicle

The basic result of a “piloting” related challenge is to get from one point to another using a ship or other form of vehicle (knowledge of each vehicle type counts as a separate skill). Extra successes mean a better chance of avoiding problems like storms, or pursuers.

Repair – Fixing things that are broken

The basic result of a “repair” related challenge is a short-term fix that allows something to be accomplished with the repaired object. Extra successes mean the object was repaired properly and permanently (possibly gaining additional benefits in the process).

Research – Acquiring knowledge you don’t currently have

The basic result of a “research” related challenge would be to acquire knowledge that isn’t normally available to the public. Extra success typically mean access to unexpected additional data, or may be used to prevent others realizing the data has been obtained.

Science – Knowledge of the workings of the universe

The basic result of a “science” related challenge will be to understand the workings of something that most people just can’t fathom. Extra successes often mean a deeper understanding of the topic, or an ability to relate that understanding to others.

Stealth – Hiding and preventing things from being seen

The basic result of a “stealth” related challenge is to prevent something or someone from being seen. This is usually opposed by an “awareness” challenge by someone else. Extra successes mean more people or things can be hidden, or a better hiding place has been found.

Spiritual

Awareness – Instinctive feelings about the outside world

The basic result of an “awareness” related challenge is to see things that other people might have missed, or simply overlooked. Extra successes mean getting a better view of the subject, or having more time to react to it.

Empathy – Knowing the true feelings of others

The basic result of an “empathy” related challenge is to pick up on another person’s true intentions in a scene. Extra successes might allow fragmentary reading of minds, or provide bonus levels to other attributes as the character reacts to people who haven’t even had the chance to act yet.

Focus – Maintaining concentration in the face of chaos

The basic result of a “focus” related challenge is to avoid the penalties gained by being in stressful situations or adverse conditions. Extra successes allow the character to use these penalties as bonuses in conflicted challenges as the use these distractions to their advantage.

Intuition – Following your instincts to best advantage

The basic result of an “intuition” related challenge is to gain an insight into a situation that might not be obvious to most observers. Extra successes translate this insight into direct temporary attribute bonuses, or disadvantages to opponents.

Martial Arts – Combat through insight and discipline

The basic result of a “Martial Arts” related challenge is like most other combat actions, the opponent suffers attribute loss or loses and action as they are swept to the ground. Extra successes deal negative traits to the victim, or apply extra attribute loss.

Meditation – Thinking deeply on a specific topic or idea

Character who choose to meditate must often spent an entire scene doing so, at the expense of other actions. The basic result of a meditation test is to regain a single lost coherency or attribute point. Extra successes allow the character to regain an additional point.

Psychic Potential – Ability to perform amazing feats with the mind

Characters who choose this skill must choose a single type of psychic power, whether telekinesis, mind reading, clairvoyance, or something else. A success on a “psychic potential” test allows the character to attune themselves to the quantum energies of the world. Extra successes allow character to remove attribute points

from their opponents, discover special knowledge about the situation at hand, or whatever the nature of the power may be.

Quantum Navigation – Instinctive awareness for the eddies and flows of the Eighth Sea

The basic result of a “Quantum Navigation” related challenge is a successful trip into or out of the shadow realm. Extra successes mean an instantaneous jump from one time or place to another (single successes mean another challenge will be required to complete the journey).

Savvy – Piecing together seemingly unrelated fragments

The basic result of a “savvy” related challenge is to gain insight on a situation where there are only a few fragmentary clues. Extra successes mean piecing together more of the puzzle, or getting a better understanding of the powers at work in a situation.

Skill Packages

For players who are finding the array of skill overwhelming, here are a few sample ideas for some common character types including the typical skills they might possess.

Bosun – First and foremost the Bosun is a foreman on the deck and ensures the rest of the team work effectively together. (Typical Skills: Academics, Intimidation, Intuition, Leadership, Survival)

Cat – Named for Shrodinger’s Cat, you can never tell when they are present or not. These crew act as spies and assassins while the ship is moored at a dock. (Typical Skills: Acrobatics, Appraisal, Melee, Research, Stealth)

Gunner – The gunner is one of the crew who has specialised in shooting the cannons on a ship. (Typical Skills: Dodge, Firearms, Repair, Science, Survival)

Helmsman – The helmsman is a navigator who helps the captain by steering the ship while the captain is on other duties. (Typical Skills: Academics, Focus, Leadership, Piloting, Quantum Navigation)

Petty Officer – This member of the crew controls the ships stores and ensures the right equipment is allocated to the right people at the right time. (Typical Skills: Academics, Etiquette, Leadership, Performance, Subterfuge)

Powder Monkey – Usually a very low ranking member of the crew, they simply ensure the cannons have everything ready for combat in times of war. (Typical Skills: Athletics, Awareness, Firearms, Intuition, Survival)

Raider – With the high number of close quartered battles between ships, these crew find themselves invaluable due to their combat skills and tactical knowledge. (Typical Skills: Athletics, Firearms, Intimidation, Melee, Survival)

Rigger – The rigger is a master of ropework and he keeps the sails in prime condition during a voyage. (Typical Skills: Acrobatics, Awareness, Crafts, Repair, Throw)

Shipwright – Often a ship will get damaged on a mission, and a Shipwright specialises in bring the vessel back to prime condition. (Typical Skills: Academics, Crafts, Leadership, Repair, Research)

Surgeon – Ships can be dangerous places, especially when sailing on the Eighth Sea. The surgeon finds his skills invaluable when members of the crew become injured or ill. (Typical Skills: Academics, Empathy, Medicine, Savvy, Science)

Power Level and Traits

Characters are not all just attributes and skills; the things that make them unique are the traits they bear. All characters possess positive traits, but a great many of them also possess negative traits that mark them as individuals.

When creating a character, choose 2 positive traits. Additional positive traits may be purchased, but doing so requires purchasing negative traits. Negative traits may also be used to purchase more skills or attributes before the character takes their part in the story. No more than 10 negative traits may be purchased in this manner.

Characters also possess a Coherency Level that describes their place in the scheme of reality, the higher the Coherency Level, the more stable the character is in the time-stream. Most characters start at level 6, but the level may be reduced by a level to effectively gain five negative traits for purchasing extra positive traits, skills or attributes. The character's coherency level may be reduced up to twice in this manner.

An additional positive trait may be chosen at the cost of one negative trait.

An additional skill level may be chosen at the cost of two negative traits.

An additional attribute may be purchased at the cost of five negative traits.

Positive Characteristic Traits

(Starting character may have no more than 10 of these)

Ph→So	Alluring	+1 to card rank for any Clubs that have been made Hearts (may be chosen up to twice)
Ph→Me	Careful	+1 to card rank for any Clubs that have been made Spades (may be chosen up to twice)
Ph→Sp	Enduring	+1 to card rank for any Clubs that have been made Diamonds (may be chosen up to twice)
So→Ph	Beautiful	+1 to card rank for any Hearts that have been made Clubs (may be chosen up to twice)
So→Me	Charismatic	+1 to card rank for any Hearts that have been made Spades (may be chosen up to twice)
So→Sp	Spiritual	+1 to card rank for any Hearts that have been made Diamonds (may be chosen up to twice)
Me→Ph	Dextrous	+1 to card rank for any Spades that have been made Clubs (may be chosen up to twice)
Me→So	Manipulative	+1 to card rank for any Spades that have been made Hearts (may be chosen up to twice)
Me→Sp	Intuitive	+1 to card rank for any Spades that have been made Diamonds (may be chosen up to twice)
Sp→Ph	Instinctive	+1 to card rank for any Diamonds that have been made Clubs (may be chosen up to twice)
Sp→So	Empathetic	+1 to card rank for any Diamonds that have been made Hearts (may be chosen up to twice)
Sp→Me	Wise	+1 to card rank for any Diamonds that have been made Spades (may be chosen up to twice)
Ph	Tough	+1 to card rank vs incoming physical actions (may be chosen up to twice)
So	Inspiring	+1 to card rank vs incoming social actions (may be chosen up to twice)
Me	Cunning	+1 to card rank vs incoming physical actions (may be chosen up to twice)
Sp	Resonant	+1 to card rank vs incoming spiritual actions (may be chosen up to twice)
N/A	Skill Edge	+1 to card rank when this skill is used (may be chosen up to twice)
N/A	Sensitive	+1 to card rank when using a specific sense
N/A	Allies	+1 to card rank when dealing with a specific group of people
N/A	Contacts	+1 to card rank when trying to get information about a certain field or industry
N/A	Wealth	+1 to card rank if offering a bribe to someone
N/A	Status	+1 to card rank when in court (or other situation where status makes a difference)
N/A	Influence	+1 to card rank when making sweeping changes to a field or industry
N/A	Fame	+1 to card rank when being famous would help
N/A	Equipment	Choose two basic pieces of Equipment, or one advanced piece of Equipment (see below)

Negative Characteristic Traits

(Starting characters may have no more than 10 of these)

Ph	Frail	-1 to card rank vs incoming physical actions (may be chosen up to twice)
So	Meek	-1 to card rank vs incoming social actions (may be chosen up to twice)
Me	Obtuse	-1 to card rank vs incoming mental actions (may be chosen up to twice)
Sp	Cursed	-1 to card rank vs incoming spiritual actions (may be chosen up to twice)
Ph	Weak	-1 to card rank when using physical actions (may be chosen up to twice)
So	Introverted	-1 to card rank when using social actions (may be chosen up to twice)
Me	Slow	-1 to card rank when using mental actions (may be chosen up to twice)
Sp	Secular	-1 to card rank when using spiritual actions (may be chosen up to twice)
Ph→So	Repulsive	May not turn Clubs into Hearts
Ph→Me	Impetuous	May not turn Clubs into Spades
Ph→Sp	Distracted	May not turn Clubs into Diamonds
So→Ph	Ugly	May not turn Hearts into Clubs
So→Me	Condescending	May not turn Hearts into Spades
So→Sp	Unfocused	May not turn Hearts into Diamonds
Me→Ph	Clumsy	May not turn Spades into Clubs
Me→So	Arrogant	May not turn Spades into Hearts
Me→Sp	Insensitive	May not turn Spades into Diamonds
Sp→Ph	Compulsive	May not turn Diamonds into Clubs
Sp→So	Callous	May not turn Diamonds into Hearts
Sp→Me	Imprudent	May not turn Diamonds into Spades
N/A	Phobic	-1 to card rank when object of phobia is present
N/A	Notorious	-1 to card rank when reputation might come into play
N/A	Outcaste	-1 to card rank when dealing with upper social groups
N/A	Weak Sense	-1 to card rank when using a specific sense
N/A	Social Animal	-1 to card rank when alone
N/A	Antisocial	-1 to card rank when working with others

Integrity-Piracy Scale

All characters get the chance to choose where they start on this scale, though the choice of this position should be carefully considered. Most characters should begin with a value between 5 and 9 as this allows the most scope for player freedom, though those who work closely with the Integrity Marines would more likely have scores of 3 to 7 and those who seek the freedom of the pirates would have scores of 7 to Jack.

Scale has a few effects during play. The first of these is the coin which represents the highest amount of resources the character will be paid up front if they are hired to do a job for someone. Those who act with more integrity are more likely to be trusted by any prospective employers.

The second aspect of scale represents the character's natural desire for freedom. The higher this desire, the more they are willing to break the rules a bit for personal gain. If a character is tempted by a vice, this is the highest number of cards that may be used against them to see if they succumb to temptation.

A character's outlook on the world also plays a role on their ability to resist the changes in the world around them, or adapt to those changes. Characters who tend toward Integrity find that they are more resistant to the quantum waves that often come towards them across spacetime. When attempting to resist the effects of these waves, their Coherency pool size is considered larger.

On the other hand, characters who stray closer toward Piracy find that their chaotic natures make them more easily susceptible to the flux and changes of the temporal waves. Such characters consider their Coherency Pool smaller when temporal waves approach, and this means they are far more likely to change along with the environment and lesser characters around them.

Finally, the Integrity-Piracy scale measures a character's ability to adapt if changes do come their way. For all adventurers on the Eighth Sea, quantum waves are things to be avoided, the moments after the wave hits are dangerous and chaotic as temporal energies swirl across the deck, leaving devastating changes and mutations in their wake. Most characters who have been subjected to these energies suffer -2 to their card ranks until the flux subsides. While those at the Integrity end of the scale find it less likely that they will succumb, on the occasions that they do the penalties for them are worse. Those at the Piracy end of the scale are more used to the swirling chaos and find their penalties are less than those felt by their companions.

Integrity-Piracy Table

Card	Title	Coin	Freedom	Temporal Resistance	Adaptability
Ace	Naval Officer	6	0	+2	-4
2-3	Loyalist	5	1	+1	-3
4-5	Merchantman	4	2	+0	-2
6-7-8	Privateer	3	3	+0	-2
9-10	Buccaneer	2	4	+0	-2
J-Q	Pirate	1	5	-1	-1
King	Dread Pirate	0	6	-2	+0

Details

Once the numbers and traits have been set into place for a character, it's time to round up the process by returning to the original concept from the first stages of character generation.

Goals

Besides the goals that will be presented during the course of the story, all characters have their own motivations and agendas. Not only are these the concepts that help to drive the character when the action doesn't seem to be focusing on them, they are also additional ways to earn points for the Coherency pool. A character who has their own drive and passion has more chance of navigating a course across the chaos of spacetime, while a character who simply lets the ebb and flow of fate control their destiny will fade into oblivion. Whether standing for integrity or making a mark as a pirate, those who stand true to their passions and goals seem far more blessed by the gods and spirits.

Once per act during the course of a game, a character may try to do something related on one of these goals (it doesn't matter whether they succeed or fail, it is the effort that is important). As long as they do this, they may draw a single card from the deck. As long as the card drawn matches the suit chosen for the goal, and is lower than the character's Coherency Pool size, they will instantly be able to replenish a point to their pool.

Possible Physical Goals

- To prevent the destruction of a place or sacred object.
- To punish those who would corrupt the time-stream with their excessive manipulations.
- To best in combat some of the greatest warriors who ever lived.
- To change the course of a great battle single handedly.
- Or a more personal goal like developing athletic prowess to the best that they can.

Possible Social Goals

- To reforge the time-stream in such a way that an old lover will not die.
- To forge a lasting legacy that will be remembered by people for generations.
- To pluck those who are worthy from the time-stream and make them Marines (or Privateers/Pirates/etc.)
- To make love to the most beautiful men/women of the various historical ages.
- Or a more personal goal like finding a true friend to share adventures with.

♠ Possible Mental Goals

- To uncover a specific technology that is not found in the normal time-stream.
- To find a treasure that has long been considered lost or mythical.
- To reveal a pattern in the seemingly chaotic nature of quantum causality.
- To debate some of the greatest scientists and philosophers of history.
- Or a more personal goal like finding out everything about a specific topic.

♦ Possible Spiritual Goals

- To develop a new psychic power that is considered incredibly rare or even unique.
- To discover the nature of truth.
- To perceive the creator of the time-stream.
- To find out if there is something beyond the shadows and the time-stream.
- Or a more personal goal like developing self-discipline

All character start with two goals, though they may resolve some of these or develop new goals over the course of play. There are numerous other goals that a character could have; the examples provided are just a few to get the creativity of your mind flowing.

Equipment

Finally, all character have a few pieces of equipment that are significant to them. These may include a lucky flintlock pistol owned by a famous swashbuckler in a former era, or a book that was significant to the character in the chrono-static life before taking to the high adventure of the Eighth Sea.

All characters start with a single item that works like a temporal compass. It could be a photograph or illustration of their family which changes according to the changes in the time-stream (suddenly the character disappears from the photo because they were never born in this timeline, or maybe they appear in the image as the opposite gender!) This significant item is very important to the character, and if they ever lose it they instantly gain the goal “Find (significant item/temporal compass)”, they will be unable to regain coherency points from any other goals until the item is regained.

All characters are also given a single weapon by their former captains once they reach a level of competency to strike out on their own. This weapon may be a cutlass, a pistol, or some other device intended for causing damage. This is a basic weapon unless the character has spent more of their trait points to gain a more powerful item.

Those characters who have chosen traits of equipment may now choose the forms that this equipment might take. Such character may buy two pieces of basic equipment for each trait they have, or one advanced piece of equipment (Note that a character who chooses to upgrade their basic weapon to an advanced weapon, may purchase an additional basic item).

Weapons come in many forms but they are tied to specific skills such as archery, melee or firearms. Basic weapons have the benefit that if they hit their victim, an additional card may be drawn from the deck. If this card is a face card, the victim suffers an additional physical trait of damage (or applies a specific negative trait as indicated by the player's description of the weapon). Advanced weapons automatically apply this extra effect without needing to draw a card.

Armour works in the exact opposite way to weapons. Basic armour allows a victim of a successful hit to draw a card from the deck. If this card is a face card, a single physical trait is not removed due to the attack (or a negative trait is not applied). Advanced armour automatically prevents a single success from occurring in an attack action.

Other equipment works much the same way with the other skills. A basic first aid kits allows a ship surgeon to draw a card after a successful use of the medicine skill, if the card drawn is face card, then an additional trait is restored (or an additional penalty s removed). Advanced first aid kits automatically bring this additional success into play as long as the initial skill was successful.

The final types of equipment only comes in an advanced form and this is enchanted items and high technology that provide either bonuses to attributes or skills; such items require a character to use a Coherency point to activate. Specific attribute boosting items could be cybernetics from the far future, or drugs from exotic arts of the world; when used, they instantly allow a character to change one of their cards to a suit matching the attribute of the item.

The last piece of special equipment is a general lucky charm. It also counts as an advanced item that requires the expenditure of a coherency point to activate. When activated, the user may draw another card on any challenge. These items are highly sought prizes by many of the crews across the Eighth Sea, and are often the source of many tales and legends.

Th' Rest o' the Scurvy Crew

Not all the explorers of the Eighth Sea are swashbuckling heroes, fiendish villains or masters of integrity. Most are simple members of the crew, sailors, warriors and henchmen who do things behind the scenes while the dramatic characters steal the limelight and the glory.

While the heroes and veterans of the Eighth Sea are the focus of our tales, virtually all of them started as crew-members on one or more ships before finally choosing to plot a course of their own. Some started their life of adventure on their own choice, others were kidnapped or shanghaied and set to work by pirate masters or slave captains.

Size of the Crew

There are many types of ships that travel across the Eighth Sea, and their range of sizes goes from small fishing vessels that might only have enough room to comfortably sleep three or four men through to grand ships of the line and flagships that might have shifts of crew each numbering a few dozen sailors. In most cases, officers of the Integrity Marines run the largest of ships under the strictest discipline. There is little room for freedom and adventure among these crews, so this is not the game to tell their story.

The stories of greatest adventure belong to the smaller and mid sized ships. These ships can have crews anywhere from 5 to 20 sailors, and possibly a few passengers as long as they serve useful roles on board the ship or are paying well for the passage between exotic times and places.

On board ships such as these, it is common for everyone to have a couple of roles on board the ship, because they simply aren't large enough to have the luxury of a dedicated surgeon, a dedicated cook, and the compliment of staff that the Integrity Marines have grown comfortable with.

A crew may only ever reach a size of five members, unless one of them takes on the role of a Bosun. And unless there is also a Petty Officer or Quartermaster aboard, the crew may never exceed ten members. If all three of these roles are on board a ship, the crew may reach a maximum size of 20 members. If there are multiple Bosuns aboard, the crew may be split into watches who keep the ship operational 24 hours a day. For every additional Bosun, another five members may be a part of the ship's crew.

Of course these maximum crew sizes are also limited by the amount of bedding the ship has on offer, but that's covered in the next chapter.

Key Members of the Crew

The common types of crew found on most ships can be seen on page 22, as these are typically the roles that most heroes develop from.

When choosing members of a crew though, there are many levels of competency within those roles. A captain can be cheap, and hire sailors who are barely able to perform their duties between bottles of rum, or they could spend a bit of extra money to get competent seafarers who know their roles well. Given the resources available to most captains, the vast majority of crews include a mix of seasoned veterans and green-gilled folk who still haven't found their sea legs.

The members of the crew aren't the focus of these stories and they don't have the range of skills and abilities that the characters possess; yet each contributes to the operations of the ship in their own way.

A single card represents each member of the crew; the rank of the card represents the experience and value of this member to the ship (from Ace to 10), while the suit represents their strongest attribute.

All crew are considered to have a level of 1 in each of their attributes, except for the attribute of their suit. A member's suited attribute has a level of 3.

Members of the crew also have a single skill that they excel in above all others. Each crew member is given a role on board the ship and the skill they specialise in should be one of the skills normally associated with that role. The skill packages on page 22 give some ideas of different skills that certain members might excel in. It usually makes sense for a crew member to have a skill tied to their suit, but this need not always be the case.

Other possible crew members include:

Bilge Rat – The member of the crew who usually get stuck with the dirty jobs.
(Subterfuge or Survival)

Carpenter – Often an assistant to the shipwright, they help with repairs.
(Crafts or Repair)

Chaplain – Keeper of the spirituality and morale on board the vessel.
(Meditation or Occult)

Cook – Variously the most liked or hated member depending on what's for dinner.
(Crafts or Survival)

Master-at-Arms – Typically the most experienced fighting man on the ship.
(Melee or Intimidation)

Marine – A warrior skilled at boarding other ships and waging war on the sea.
(Firearms or Athletics)

Navigator – The member responsible for keeping a safe course.
(Piloting or Quantum Navigation)

Purser – The keeper of wages and shipboard resources.
(Academics or Savvy)

Slave Master – Not found on all ships, but certainly feared when present.
(Intimidation or Survival)

Soldier – Often considered lazy by other members of the crew but useful in a fight.
(Melee or Firearms)

Crew do not have traits, because they are essentially background elements and plot devices. If a crew members was important enough to the story, they would be generated as a separate Character of their own (either controlled by the Navigator or another player).

All crew have a number of Coherency points equal to half of their card's rank (round up), these may be spent by the player controlling the crew to return characters to play after a combat, or to automatically change a card suit to match their own during a challenge (this helps to reflect the range of other hidden skills that might be possessed). These coherency points also indicate the pieces of eight needed each mission in payment for this crew-member. Hardy veterans demand more pay than unseasoned amateurs.

The rules presented here represent the statistics of a member of the crew when dealt with as an individual. But the crew is often in the background, and they work as a team in the running of the ship.

Working the Crew as a Team

Whether a strict member of the Integrity Marines, or an adventurous Pirate on the cusp of chaos, when a Captain gathers a crew together they typically have the intention of using the strength and knowledge of many sailors to spread the workload out and create a smoothly running vessel.

Most ships have their crews divided into watches, smaller ships may consist of a day watch and a night watch, while larger vessels could run with three or more watches during the course of 24 hours. The smallest of ships may not run with watches, but simply use everyone who is awake at any time to perform whatever functions might be necessary.

The captain assigns the crew to the watches but must be careful how they do this.

It is human nature to develop a pecking order when people are gathered. Some naturally take the lead, while others naturally fall into the background. For the purposes of the stories told on the Eighth Sea, the characters are the people on board the ship who are the most charismatic and most interesting. The other members of the crew fall into line behind them, but even they have an order that they will naturally fall into.

Those members of the crew represented by the highest cards are the more influential members of the crew, while those with lower cards are more likely to take orders. If two members of the crew are represented by the same rank of card (for example a Marine represented by a ♣5 and a Helmsman represented by a ♦5), they will not work together unless there is a member with a higher ranking card overseeing them at all times.

Careful captains must be sure to work out their crew rosters to ensure there aren't too many chances of this type of unease on board their ship, because unease leads to mutiny.

While a watch is working together, it counts for most purposes as a single character. It has a single point in all four attributes, plus 1 in an attribute for each crew member suited to that attribute.

The crew combine their skills when working together as well. It is even possible to push skills above level 2 when multiple crew members are working together.

For example:

Captain Fox chooses a crew to be the night watch on board the ship Isobel's Pride. It's a small ship with only bedding for ten sailors so the night watch consists of half of them.

Scurvy Jones the Rigger (♣2, Skill: ♣Acrobatics)

Kneecapper Green the Marine (♣4, Skill: ♣Melee)

Mister Fingers the Cat (♦5, Skill: ♦Psychic Talent/Invisibility)

Eagle-Eyes the Navigator (♦6, Skill: ♦Quantum Navigation)

Bosun Bill (♥7, Skill: ♥Leadership)

Their combined value as a watch is $1 + 2♣ = 3♣$ Thumpin', $1 + 1♥ = 2♥$ Talkin', $1 + 0♠ = 1♠$ Thinkin' and $1 + 2♦ = 3♦$ Feelin'. Between them, they have a level each in the skills Acrobatics,

Melee, Psychic Talent/Invisibility, Quantum Navigation and Leadership. They might not be the smartest crew to have at night, but if a night ambush raid came to the ship, they'd be pretty useful in a scrap.

Any actions performed by a crew roster work in exactly the same way as actions performed by a single character. A number of cards are drawn, and any skills may be used to change the suits of relevant cards.

Crews may also assist characters in performing tasks. When this occurs, the base attributes for the crew are equal to the base attributes for the character (instead of 1 in each attribute). Any skills possessed by the crew accompanying the character are simply added to the character's existing skills.

Tonight Captain Fox is unable to sleep, he has too much on his mind and decides to help the night watch as they sail the vast stretch of South Pacific Ocean between New Zealand and Easter Island.

Captain Fox's attributes are 2 ♣Thumpin', 2 ♥Talkin', 3 ♠Thinkin' and 3 ♦Feelin'. So while he is in charge of the crew, their total values are 4 ♣Thumpin', 3 ♥Talkin', 3 ♠Thinkin' and 5 ♦Feelin'.

Between them they have quite a few skills and prove to be quite a competent team of sailors and warriors.

Crew vs Crew Combats

When two crews work to opposing goals, their actions work in exactly the same way as two characters opposing one another. Actions are described, intended success conditions are declared then cards are drawn and modified accordingly.

But when it comes to combat, the wild frenzy of melee can quickly get out of control when each member of the crew decides that they will act in different ways to maximise their potential in a conflict.

Crews can decide to work as a team and all perform the same type of action for the conflict, or they can call "No Trumps", indicating that they all wish to do different things during the course of the battle round.

At the beginning of a "crew versus crew" combat, two initiative cards are drawn as normal, but the initiative cards are read a little differently. Instead of representing a character's focus and willingness to hold back in a situation to gain a strategic advantage, the initiative cards in a "crew versus crew" combat represent the discipline of the crew. This discipline is a measure of how offensive or defensive the crew is, and this card becomes a difficulty factor for the opposing crew.

Each crew performs a basic challenge against the opposing crew's discipline card, if they have declared that they are working together to accomplish a specific goal, then the suit of the challenge is defined by the goal in question, and any cards matching or exceeding the opponents discipline are considered successes. This means that if the crew all decide to fire guns, then a thinkin' challenge (with the firearms skill) must be made against their opponent's discipline card, if they choose to board the opposing vessel then a thumpin' challenge (with the acrobatics or athletics skill) must be made. A crew using a "No-Trusts" action may draw a single card per member in the crew and consider cards of any suit as successes as long as their rank is at least two higher than the opponent's discipline card.

As long as long as they are successful, they may describe a single action or may attempt to damage one of their opponents per success.

The team who used the lowest discipline card describes the result of a single success first. If the crew decided to board an opposing vessel, a single member may swing across with the first success declared. If they had attempted to intimidate their enemies, then a single crew member may make their insult heard. If they had declared damage, then they may attempt to injure a member of the enemy crew.

When affecting a member of the opposing crew, a single card may be drawn. If the card drawn is higher than the victim's card rank, they are eliminated for the remainder of the conflict. The other player now has the chance to react with a success they have scored. Play alternates until one opponent has run out of successes, the player with successes remaining continues to play these out until they have used all of their successes.

For example:

The night watch of Isobel's Pride is attacked by some savage raiders as they approach Easter Island. There are four members among the raiders, and the crew don't have time to awaken Captain Fox. They will have to fight on their own.

The Raiders are all warriors and have a combined value of 5 ♣Thumpin', 1 ♥Talkin', 1 ♠Thinkin' and 1 ♦Feelin', so it's only natural that their tactic for the conflict will be to use their Thumpin' attribute and combat prowess to maximum potential. The Night Watch of Isobel's Pride have a few tricks up their sleeve and they choose to play "No-trumps" to gain a wider variety of potential actions.

Discipline cards are drawn, with the raiders getting ♣4 and ♦8 (they choose the ♦8). The crew of Isobel's Pride draw ♣6 and ♥J and face a tough decision (they choose the ♣6).

Combat successes are determined. The crew of Isobel's pride has the lowest Discipline card so they determine their rate of success first (although it doesn't really matter at this point). Their player draws one card per crew member: ♦4, ♥6, ♣9, ♦J and ♣K. Both the Jack and the King are more than 2 ranks higher than the raiders discipline so this counts for two successes.

It is now the Raider's chance to draw: ♣2, ♠4, ♠7, ♦8, ♥10. The raiders have three levels of ♣Melee between them, so they change the three highest cards to ♣Kubs. So they are considered to have three successes for the round.

The crew of Isobel's pride declares their first action, and it is for one of their members to run away and wake up the Captain. Scurvy Jones is the weakest and most at risk of dying in a conflict so he runs away.

The Raiders declare their follow up action and this is to strike at one of the crew members. They choose Eagle-Eyes as the victim of their first strike, and draw a card to see if he is taken out of action. The raiders draw a ♠9, which is higher than Eagle-Eyes ranking of 8, so he is taken out of play for the remainder of the conflict.

The crew of Isobel's pride uses it's second success to cancel out on of the successes of their opponents. This is described as Mister Fingers using his psychic invisibility powers to distract a few of the raiders as they are preparing to attack.

The raiders use their final success to try to eliminate another of the crew. They choose Mister Fingers because they don't want him playing that kind of trick on them again. The raiders draw a ♥2, so Mister Fingers manages to get away unscathed.

Each side has used up their successes.

At the end of the round, the Navigator decides to make Scurvy Jones' attempt to find and wake the captain a simple physical challenge so he draws a card. Scurvy Jones gets to draw three cards to reflect his athletic nature in action. This action occurs outside of combat, so it's simply a comparison of card results. Scurvy Jones' wakes up the captain but he's not happy.

With successes used up and scenic elements resolved, a new round begins. Captain fox isn't happy to be woken up and since he will take another turn getting to the deck anyway he decides to wake up a few more members of the crew as he heads up to face the raiders.

Once all the participants on one side of a conflict have either been taken out of action or have run away, the conflict ends. The victor is able to declare their intentions for the remainder of the scene. In the example above, the raiders might declare to ransack Isobel's Pride for food and treasure, or they might declare to tie up the crew with the intention of selling them off to slavers. The crew of Isobel's pride might throw the raiders overboard to the sharks that have been attracted to the blood of battle, or they might decide to explore the raider's vessel to find out more about why they were attacked in the first place. The remainder of the act after a conflict will usually be some kind of scene (or scenes) that bring the Navigator's storyline back into focus, or twist it into an entirely new direction

Once a crew vs crew combat is over, and the victors have had a chance to claim the flow of the story for a scene. Any crew-members or characters who were taken out of action have the chance to return to play by spending Coherency Points.

Mutiny and Less Desirable Things

The threat of raiders and twisting time streams are just one of the elements of danger faced by swashbucklers on the Eighth Sea. While there are a good many captains who fall prey to events such as these, there are almost as many who risk jeopardy from mutinous members of their crew.

While the characters of the game have the strongest presence on board the ships they sail, the sheer weight of crew numbers mean that they are by no means all-powerful when it comes to politics on board the ship. This is especially true when two characters oppose one another and the crew must decide between them.

Issues like these usually arise when the captain has done something to jeopardise the crew, causing them to rise up and elect a possible new captain for their ship.

The Charter

Many ships have a specific set of guidelines that are drawn up as the ship's charter; regardless of the captain of the ship, this charter is the list of laws that hold the peace onboard. This charter could be quite simple, indicating that every offence will be dealt with by flogging at the

discretion of the captain and quartermaster (with rough guidelines saying how many lashings of the whip are appropriate for certain crimes). The charter could be incredibly elaborate, with voting procedures, specific rank guidelines and hazard payments for members of the crew, rules to cover fair duelling practices between crew in a dispute and even rules to cover what happens when members of the crew decide to mutiny against their captain. Many ships maintain these charters as a point of consistency in the turbulent and twisting realities they face as they voyage across space-time. The captain dares not change the charter on a whim, for this often leads to instant attempts at mutiny or less savoury means of getting rid of the captain. Changing the charter, and other matters of ship-wide interest almost always come down to a vote.

The Vote

(Note: These rules are designed to enhance the dramatic aspects of pirate voting on the high seas, and they are probably recommended as the climax of a storyline. Otherwise they may be considered time consuming and detracting from the main plots of the game in progress).

When shipboard matters come to a vote, the characters are the first to decide where they stand on an issue. These are not secret ballots like land-bound elections, everyone needs to know where their shipmates stand on an issue in case the matter should rise again. If a change of captain is in the wind, the prospective new captain needs to know how much support he has and who his strongest supporters are. If the crew are deciding on the direction to travel they need to know who might cause trouble if another direction is taken. There is little place for treachery and secrets on the high seas, the crew must know each others well if they want to survive the daily dangers of a time-travelling existence.

It is an informal rule established on most ships of the eighth sea that when a vote is declared, two options are put forward to the crew. Each member of the crew has a single vote, and all votes are considered open and equal. It is also common practice that all crew-members must vote on an issue, there are no fence sitters or abstainers (this is often written in the ship's charter). Votes are cast by literally moving to a part of the ship so numbers can be instantly seen in a decision. Many ships choose the line the voters up on the port or starboard, some choose the fore and aft decks of the ship for their respective voting positions.

The first people to vote on any issue are the two individuals with the greatest stake in the events being voted on (this could be the two prospective captains, the two crewmen trying to choose a destination for the ship, etc). The second group of people to vote are the characters as they have the strongest personality and force of will on the ship. Characters may choose to hold off their vote until later in the procedure, but may not abstain.

Members of the crew then decide the intention of their vote in descending order of their card ranks. In this way the most experienced members of the crew move to the part of the ship representing their vote. This is where the politics begins, as many crew members will have been bribed to vote in specific ways.

Members of the crew have a fifty-fifty chance of voting for or against a specific issue unless they have been bribed (simply draw a card, red indicates "for", black indicates "against"). If the crew member had been offered a bribe of 1 coin, then there is a 1 in 4 chance that they will vote against the issue (pick a suit, if a card of that suit is drawn, the crew members voted against the briber's intention). If the crew member had been offered 2 coins, they will automatically vote a specific way.

The leading individuals in the vote may make a conflicted ♥Talkin' challenge (using intimidation, leadership or subterfuge, depending on the type of persuasion used) to convince a few of the votes to go their way. A character may lead this vote, and this works just like a crew-vs-crew conflict except that each success gets the chance to manipulate one of the voters. Successes may be used to effectively add a coin to bribes, or take a coin away from existing bribes on crew members. The Navigator may decide that the challenge only occurs at the beginning of the vote, or they may allow additional challenges once both sides have run out of successes.

Each member of the crew takes their turn casting their vote. As each member steps forward, members of the crew on either side may use their success to influence this member of the crew and a card is drawn.

Once all of the crew have voted, the result is declared.

For example

The crew compliment on Isobel's Pride consists of three characters and ten crew members.

Characters – Captain Fox, Lady Tokage and Old Jed.

Crew – Shrapnel Smith (♠2) Scurvy Jones (♣2), Sam Fisher (♦3), Grapeshot Olsen (♠3), Kneecapper Green (♣4), Mister Fingers (♦5), Eagle-Eyes (♦6), Bosun Bill (♥7), Charlie Haddock (♣8), Kanaloa (♦10).

Captain Fox and Old Jed are having an argument about which way to take Isobel's Pride once they reach Easter Island. Captain Fox wants to head on toward the coast of Peru, where he knows a good point to launch a temporal jump to the lost city of El Dorado. Old Jed wants to head south and around Cape Horn, where he knows a jump point that could take the ship to Atlantis. The two argue into the night and decide the next morning to put the decision to the crew as a vote..

Captain Fox stands on the starboard of the ship (red cards), and Old Jed stand on the port side (black cards). Lady Tokage has always been interested in visiting both places, so she stays out of the argument until she sees where the majority of the ships wants to go. She'll just head with them. Captain Fox has the charisma, but he knows that Old Jed is pretty wily; Captain Fox decided to bribe Shrapnel Smith, Scurvy Jones and Sam Fisher with two gold each, he also bribed Bosun Bill with a gold coin. It was lucky he did this because Old Jed decided to bribe everyone on board the ship with a piece of gold..

The vote begins and both draw a pair of "discipline" cards. Captain Fox draws ♥5 and ♦8 (he keeps the five to use as Jed's difficulty), while Old Jed draws ♠7 and ♠K (He keeps the king to use as the Captain's difficulty). Captain Fox uses his ♥Talkin' of 2 to draw two cards, ♠2 and ♦J (which he turns both to Hearts using his Leadership of 2), while Jed uses his ♥Talkin' of 1 to draw a single card, ♣6 (which he turns to a Heart using his Intimidation of 1). Comparing successes, Captain Fox has two to play with, while Old Jed has 1.

The most experienced member of the crew, Kanaloa, now chooses his position on the matter. He has been bribed a piece of gold by Old Jed, but only the navigator knows that. Both characters are given the chance to modify Kanaloa's vote, but neither chooses to do so. Kanaloa has a 1 in 4 chance of voting for the captain and

a 3 in 4 chance of voting for Old Jed. The Navigator declares that during the entire vote, a heart counts as voting for the unfavoured party. Kanaloa draws a spade, he votes with Old Jed. 2 to 1, Jed's favour.

The next member is Charlie Haddock who has similarly been bribed by Old Jed. Fearing the worst, Captain Fox decides to use one of his successes this time. The single piece of gold has been cancelled by the success and there is 50-50 chance of voting either way. Charlie Haddock draws a Diamond, so he votes with the Captain. 2 each.

Bosun Bill has been bribed a point by the Captain and a point by Old Jed, so the two bribes cancel out. Both parties think that they have Bosun Bill's favour so they don't use their successes. The final result is a 50-50 chance of voting either way and Bosun Bill draws a club. He sides with Old Jed. 3 to 2, Jed's favour.

Eagle-Eyes has also been bribed by Old Jed, and neither party uses their successes. As a result there is a 1 in 4 chance he'll vote for the captain and a 3 in 4 chance he'll vote for Old Jed. He draws a Club and sides with Old Jed. 4 to 2, Jed's favour.

Mister Fingers is in exactly the same position as Eagle-Eyes. Old Jed is getting cocky as most of the voters so far are standing on his side of the ship. Mister Fingers draws a Heart, so he sides with the captain. 4 to 3, Jed's favour.

Kneecapper Green has been bribed by Jed, but the captain decides to use his remaining success to influence the vote (after all, he's paid off most of the remaining crew members). The success and the bribe cancel out and there is a 50-50 chance of voting either way. A Diamond is drawn and Kneecapper Green sides with the captain. The vote is tied at 4 each.

Grapeshot Olsen has been bribed by Jed, but Jed decides to use his success now to guarantee a vote his way. After all, he doesn't know what the Captain may have up his sleeve, but he wants to ensure an edge in the vote. Grapeshot doesn't even draw, he automatically joins Jed. 5 to 4, Jed's favour.

The remaining members of the crew have all been bribed two pieces of gold by the captain and a single piece of gold by Old Jed. The odds of their votes are all the same, 1 in 4 chance of voting for Jed, 3 in 4 chance of voting for the Captain. Sam Fisher draws a Spade, Scurvy Jones draws a Diamond, Shrapnel Smith draws a Club. The vote ends up 7 to 5 in the Captain's Favour. So it doesn't matter where Lady Tokage goes; the crew are heading for El Dorado.

If one of the remaining three had drawn a heart, then Lady Tokage would have had to break the tie by choosing a direction to travel.

In most cases, votes like these are very civilised affairs on board a ship because all members of the crew are valuable, and any squabbles the crew might have among themselves are secondary to survival and presenting a united front to the other ships that ply the High Seas.

Chrono-Cruisers, Quantum Galleons n' other Temporal Ships

Just as there are many types of people who end up cast adrift in the world of the Eighth Sea, there are many types of ships that have been fitted out with the necessary devices to travel across time and space.

While it is true that a great many of the vessels that travel between realities are traditional sailing galleons and tall ships from the high ages of exploration, this seems to be a matter of taste on the part of the crews rather than a mechanical constraint. There are certainly iron-clad warships, yachts and even flying vessels that have been called home to many of the crews that seek adventure on the high seas.

The only requirement for such a vessel is that it should be seaworthy, and hopefully of sturdy enough construction that it won't break apart in the first quantum storm.

There are four steps to creating a ship:

1. Determine Ship Size and Base Attributes
2. Hire Minimum Crew
3. Ship Skills and Accessories
4. Final Details

After these steps, there are a number of sample ships for groups of players who may simply wish to start playing without wanting to worry about the mechanics of ship building.

1. Determine Ship Size and Basic Attributes


There are many types of ships that sail across the Eighth Sea ranging from tribal fishing boats that are barely larger than a life raft to the grand battleships of the Integrity Marines capable of berthing a hundred soldiers or more. The type of ship a group of players chooses for their characters is less a matter of wealth and more a matter of personal style.

Larger ships may be more powerful in a battle, but vessels of larger size give characters less control over their own destinies. Smaller ships carry less cargo, but they are easier to go unnoticed when things go wrong. While some captains are associated with their ships, like Captain Nemo and his Nautilus, many crews change ships as frequently as they travel between ports.

The typical sizes of ships that sail the Eighth Sea are as follows:

- Skiff (6 cargo – requires 1 crew – 2 integrity)
- Raider (9 cargo – requires 3 crew – 4 integrity)
- Merchantman (12 cargo – requires 6 crew – 6 integrity)
- Cruiser (16 cargo – requires 10 crew – 9 integrity)
- Ship of the Line (20 cargo – requires 15 crew – 12 integrity)
- Flagship (25 cargo – requires 21 crew – 16 integrity)

Once the size of ship is chosen, it may be allocated attributes just like a character. In the same manner as a character, there are four attributes tied to the suits of cards and they may reach a maximum value of 6. A ship starts with 1 in each attribute, and gains an extra point for each point of base hull integrity.

 **Thumpin'** – Speed of the ship and ability to hold itself in a fight


- 0 – *Ship is not capable of combat at all and is very slow*
- 1 – *Ship isn't designed for combat (1 card per turn) and is slower than most*
- 2 – *Ship usually comes out the worse in a fight (2 cards per turn) but is of average speed*
- 3 – *Ship can handle itself in a fight (3 cards per turn) and is reasonably swift*
- 4 – *Ship is suited for battle (4 cards per turn) and is faster than most*
- 5 – *Ship is known as a warship (5 cards per turn) and very fast*
- 6 – *Ship has a reputation as a destroyer (6 cards per turn) and flies across the sea*

 **Talkin'** – Reputation of the ship

- 0 – *The ship is hated, people actively go out of their way to harm it.*
- 1 – *A level of notoriety, ship is disliked and looked down upon.*
- 2 – *Relatively unknown.*
- 3 – *Minor respect or infamy.*
- 4 – *Ship is known and sought out for trade or services.*
- 5 – *The ship is well known and its name is mentioned in many tales.*
- 6 – *There are few ships better known or respected on the high seas.*

 **Thinkin'** – Manoeuvrability of the ship

- 0 – *Ship is always outmanoeuvred and requires a hefty crew to perform the most simple of trips.*
- 1 – *Ship often finds others running rings around it and requires high crew commitment.*
- 2 – *Nothing special about the ship, it requires a typical crew.*
- 3 – *Ship can function with a small crew.*
- 4 – *Ship is nimble with a decent crew, but functional with a minimal crew.*
- 5 – *Ship is nimble in the water and can function with minimal crew.*
- 6 – *Ship is incredibly agile and virtually pilots itself.*

 **Feelin'** – Hidden advantages of the ship

- 0 – *Worse than it looks, there are probably a few negative surprises in store.*
- 1 – *What you see is what you get.*
- 2 – *Like most ships there are a few advantages known by its seasoned crew.*
- 3 – *Ship has a few positive surprises in store.*
- 4 – *The ship has many secrets for the unwary.*
- 5 – *There always seem to be something new and interesting among the ships features.*

2. Hire Minimum Crew

Skiffs and Raiders may not require crew as there could be enough characters to man all the posts on the vessel. The largest ships may require a few scenes of searching for all the crew required to man the ship.

The characters head out to find crew members. Characters should describe the methods they are using to find these prospective recruits. Some of these could include visiting the local taverns and dens of ill repute to gather up recruits by telling them tales of high adventure (Talkin'/Performance), or trying to work out which sailors have experience and could be useful for the voyage (Talkin'/Subterfuge). Other members of the crew could research the local papers and company records to find prospective recruits (Thinkin'/Research), others could challenge locals to a duel of swords or pistols where the losers have to serve on board the ship (Thumpin'/Melee or Thinkin'/Firearms). Some members of the crew might use more mystical means like raising zombies (Feelin'/Psychic Potential-Reanimation) or scouting out the local cults (Thinkin'/Occult).

Every Character who goes out trying to find recruits for the crew may draw a random card from the Navigator's deck, and an additional card for every success they obtain. These cards define the potential recruits and the characters may choose their crew from among these. If the recruitment requires more than one scene, then characters must choose their crew members from the initial scene before moving onto the next. Potential recruits are often taken by other vessels if they are not given a firm job offer on the spot.

Characters may choose extra crew at this time, but must ensure the ship has enough space to accommodate them in the next stage of ship-building.

3. Ship Skills and Accessories

All ships have quirks that make them special, and these work in much the same way as skills for characters. In ship versus ship combat, these “ship skills” allow a crew to change the suit of cards in much the same manner as a character would use skills to change the suits of their own cards. All ships begin with four skills, and any additional skills remove either a cargo space or a point of hull integrity from the vessel.

Thumpin' Skills

Armour – The ship is reinforced to withstand harsh seas and combat

Capacity – Through careful design of its hold, the ship is able to carry more cargo than similar vessels

Speed – The ship flies across the sea more quickly than many would suspect

Talkin' Skills

Galley – The ship's food isn't as bad as many similar vessels.

Quarters – While the ship doesn't necessarily hold more crew, it holds them in better comfort.

Trade Status – The ship is known in many ports for its status as an honest trading vessel.

Thinkin' Skills

Port Manoeuvring – The ship has less trouble negotiating reefs and ports than similar vessels
Combat Manoeuvring – The ship can run rings around its opponents in combat
Cannons – The ship has cannons of a calibre unmatched by many on the oceans.

◆ Feelin' Skills

Compartments – When the ship is boarded, treasures and equipment are well hidden
Labyrinth – There are so many false passages and trap doorways on the ship that it is like a maze
Obscurity – The ship is simply ignored by many observers. It seems to blend in with the surroundings.

While the skills help to define the type of ship, most crews choose to fit out the ship with additional accessories and special equipment that help them in their adventures across the Eighth Sea. Each of these advantages takes up a variable amount of cargo space or reduces the hull integrity.

Combat Advantages

Swivel Gun (Takes 1 cargo space per 2 attacks) – Anti-personnel only (draw a card per level of the gunner's firearms, any face card instantly wipes out a random crew member, an ace causes a backfire and the gun can't be used for the remainder of the battle)

Cannons (Takes 1 cargo space per cannon attack) – Anti-ship or Anti-personnel (draw a card per level of gunner's firearms, any face card deals a damage to target, an ace causes a backfire and the cannon can't be used for the remainder of the battle)

Plating – (Reduces Hull Integrity by 1 per level, a ship may have up to 3 levels of plating). Each level of plating reduces the damage of a cannon shot by 1 per round.

Berths and Accommodations

(All vessels automatically have enough quarters to fill their minimum crew requirements)

Bunking (May bunk two crew members in discomfort for 1 cargo space) – Often a quick way to get more crew onto a ship for the purposes of troop or slave transport.

Quarters (May house a single crew member for 1 cargo space) – Those who are going to work on board the ship usually require full quarters if they are to remain effective members of the team.

Brig (Takes 1 cargo space) – A place of discipline and Punishment, the Brig serves as a warning against any crew who might consider mutiny.

Galley (Takes 1 cargo space) – Not just a skill, this is a dedicated room on the ship for serving food to the crew. A good galley on board a ship often works better than a brig for maintaining order among the crew.

Elaborate Quarters (Takes 2 cargo spaces) – Typically reserved for the captain, this chamber is filled with the riches and wealth of the ship's voyages.

Advanced

Airship (Reduce hull integrity by the following amounts: 1 for skiffs, 3 for raiders, 5 for merchantmen, 7 for cruisers, 9 for ships of the line, 11 for flagships)

Turning a ship into an airship require removing a great deal of the reinforcement of a vessel to make it as light as possible. Airships are fragile things, but many crews don't mind this due to the versatility they bring in their adventures, while jumping between realities still requires the heavy water of the oceans, voyages are no longer limited by the shorelines.

Cloaking (Reduce cargo spaces by the following amounts: 1 for skiffs, 2 for raiders, 3 for merchantmen, 4 for cruisers, 5 for ships of the line, 6 for flagships)

While ships from the past can often go relatively unnoticed in later eras, this is seldom the case when a ship of the future travels back into the past. For this reason many modern vessels and ships from the high-tech eras of the timeline are fitted with hi-tech cloaking

devices. Of course, the larger the ship, the larger the cloaking device needs to be in order to remain effective. Ships with cloaking devices are rendered invisible for a full day for every fuel point spent.

Submarine (Reduce cargo spaces by the following amounts: 2 for skiffs, 3 for raiders, 4 for merchantmen, 5 for cruisers, 6 for ships of the line, 7 for flagships)

While the Nautilus is perhaps the most famous of the underwater vessels known to traverse the Eighth Sea it is by no means the only one. Many pirates have come to favour submarines as their preferred mode of transportation for their virtual invisibility and capacity to explore the deepest reaches of the ocean.

Fuel Tank

On every vessel capable of traversing the Eighth Sea, there is an amount of cargo space dedicated to fuel storage. This fuel is used to empower the drives that making jumping between times, places and realities possible. For every cargo space dedicated as a fuel tank, a vessel is capable of storing two fuel points.

All ships in contact with sea water gradually refresh their pool of Fuel Points. To represent this gradual rebuilding of fuel points, every sunrise draw a number of cards equal to the amount of Fuel Points which the ship must regain in order to be at full capacity once again. For every face card (J, Q or K) that is drawn, add an extra point to the pool of Fuel Points.

Drives

The drives are the pinnacle of quantum technologies. These are the devices that make leaping through the Eighth Sea possible. All ships that sail the Eighth Sea possess at least one of these drives, but many possess two or more.

Q – Class Drive (Takes 3 cargo spaces)

These drives are not capable of travelling up and down a timestream but instead visit different versions of the same point in time through the use of an “Oscillation Overthruster”. For example, an experience Quantum Navigator could use this drive to travel from a world where the Allies won World War 2 to a world where the Axis powers won the war. These drives are commonly used by the Integrity Marines to monitor changes to the timestream and to determine which part of the timestream is strongest at a given point.

Empowering a jump for a Q-Class Drive takes 4 Fuel points.

R – Class Drive (Takes 3 Cargo spaces)

These drives move in both time, space and between realities with a single leap. They would be a true marvel of the Eighth Sea except that they are erratic and highly unstable. Activation of an R – Class drive automatically locks in on the most powerful disturbance in the spacetime continuum. A poor pilot may find themselves confronted with chaotic quantum storms and catastrophic dangers, while a good pilot may be able to focus the leap to a period just before the disturbance occurs in the hope of stopping the calamity from occurring. The vast majority of R – Class drives are in the hands of the Integrity Marines, but many pirates enjoy the chaotic adventure that these drives may lead them on.

Empowering a jump for an R – Class Drive takes 6 Fuel Points.

T – Class Drive (Takes 4 cargo spaces)

These drives are focused around a “Flux Capacitor” that allows minute antimatter reactions that catapult a vessel through time instantaneously. T – Class Drives are the essential time-machines and

are used most by Pirates who are desperate to escape the Integrity Marines, searching for lost civilizations and treasures, or simply sightseeing throughout history. Vessels with these drives are rarely able to switch between realities or timelines unless their crews make changes to the timelines then jump through history again.

Empowering a jump for a T – Class Drive takes a variable number of Fuel Points depending on the time distance of the jump.

I – Class Drive (Takes 6 cargo spaces)

Perhaps the greatest technology ever invented, the I – Class Drive is capable of travelling anywhere, anytime. The only problem with it is that it is so complicated that few people have managed to work out it's intricacies and remain sane. Of course this doesn't disturb quite a few of the more successful pirates and privateers who walk the line between sanity and insanity quite often.

Empowering a jump for the I – Class Drive takes a variable number of combined Fuel Points for both the time distance and physical distance of the jump.

L – Class Drive (Takes 2 cargo spaces for skiffs and raiders, 3 for merchantmen and cruisers, 4 for ships of the line and flagships)

A ship that possesses only an L – Class drive isn't considered a true ship of the Eighth Sea by most travellers through time and space. L – Class drives neither voyage through time, nor are they capable of travelling between alternate realities. In fact their jumps only skim the realm of shadows as they skip out of reality to teleport to other locations instantaneously.

Empowering a jump for the L – Class Drive takes a variable number of Fuel Points depending on the physical distance of the jump.

4. Final Details

Once the basic crew has been determined, it is simply time to fill out the sheet and name the ship. Some groups may choose to research specific ships or find pictures online to represent their vessel.

Ships of Note

The Carroll A. Deering

A five-masted schooner built in 1919, the Carroll A. Deering was found hard aground and abandoned at Diamond Shoals, near Cape Hatteras, North Carolina on January 31, 1921. Rumors and more at the time indicated the Deering was a victim of piracy, possibly connected with the illegal rum-running trade during Prohibition, and possibly involving another ship, S.S. Hewitt, which disappeared at roughly the same time. Just hours later, an unknown steamer sailed near the lightship along the track of the Deering, and ignored all signals from the lightship. It is speculated that the Hewitt may have been this mystery ship, and possibly involved in the Deering crew's disappearance.

Class: Ship of the Line Ship Attributes: ♣ 5, ♥ 3, ♠ 3, ♦ 4.

Skills: Speed ♣, Galley ♥, Trade Status ♥, Port Manuevering ♠, Compartments ♦, Labyrinth ♦.

Combat Advantages: Snivel Gun

Berthing and Accommodations: 3 × Quarters

Advanced: -

Fuel Tank: 8 Fuel Points
Drives: Q-Class Drive
Cargo: 8 Spaces

Minimum Crew: 15

Integrity: 10

The Ellen Austin

The Ellen Austin supposedly came across an abandoned derelict, placed on board a prize crew, and attempted to sail with it to New York in 1881. According to the stories, the derelict disappeared; others elaborating further that the derelict reappeared minus the prize crew, then disappeared again with a second prize crew on board. A check of Lloyd's of London records proved the existence of the Meta, built in 1854; in 1880 the Meta was renamed Ellen Austin. There are no casualty listings for this vessel, or any vessel at that time, that would suggest a large number of missing men placed on board a derelict which later disappeared

Class: Cruiser Ship Attributes: ♣ 3, ♥ 4, ♠ 3, ♦ 3.

Skills: Capacity ♣, Quarters ♥, Port Manuevering ♠, Obscurity ♦.

Combat Advantages: Plating

Berthing and Accommodations: -

Advanced: -

Fuel Tank: 8 Fuel Points

Drives: R-Class Drive and L-Class Drive

Cargo: 6 Spaces

Minimum Crew: 15

Integrity: 11

The Mary Celeste

There are numerous stories about the infamous Mary Celeste, but the strangest involves a troop of Integrity Marines who were assigned to deal with a time break aboard the vessel, according to some the trigger was an out-of-date ship's log – a nautical souvenir belonging to the Captain which would have caused the end of time itself. The story continues to say that Integrity Marine operatives had been forced to send the original ship and crew out of time (and presumably to their deaths) and although they left behind a replica of the ship, to ensure continuity with existing history, but they unfortunately forgot to replicate the bodies...

Class: Ship of the Line Ship Attributes: ♣ 4, ♥ 4, ♠ 3, ♦ 4.

Skills: Speed ♣, Trade Status ♥, Compartments ♦, Labyrinth ♦.

Combat Advantages: Cannon

Berthing and Accommodations: 2 x Bunking

Advanced: Cloaking

Fuel Tank: 4 Fuel Points

Drives: T-Class Drive

Cargo: 4 Spaces

Minimum Crew: 15

Integrity: 12

Ports, Landlubber's and Sea Dogs of Note

Port Royal

Port Royal was the centre of shipping commerce in Jamaica in the 17th century. During this time, it gained a reputation as both the "richest and wickedest city in the world". It was notorious for its gaudy displays of wealth and loose morals, and was a popular place for pirates and privateers to bring and spend their treasure. During the 17th century, the British actively encouraged and even paid buccaneers based at Port Royal to attack Spanish and French shipping. An earthquake on June 7, 1692, largely destroyed Port Royal, causing two thirds of the city to sink into the Caribbean Sea such that today it is covered by a minimum of 25 ft (8 m) of water.

Despite the fact that Port Royal sank in many of the dominant timelines, voyagers from the Eighth Sea often take their vessels back to the heyday of it's era to trade with one another and engage in the decadence and "wickedness" that gave the city it's place in history. In a few deviant timelines, the city of Port Royal was saved from the worst of the Earthquake and remains to this day as a haven for pirates, smuggling and other illegal activities.

Libertalia

The Pirate Utopia of Libertalia is said to have been a free colony forged by pirates under the leadership of Captain James Misson in the late 1600s. Whether or not Libertalia existed in the original timestream is disputed, but it is most certainly a reality in many of the shadow timelines of the Eighth Sea. It may be these alternate timelines that caused the colony to be written about in the book *A General History of the Pyrates* by Captain "Charles Johnson," a legendary author and adventurer across many of the Eight Sea timestreams. In many tme-streams the book is considered a mixture of fact and fiction, and in the Timestreams dominated by the Integrity Marines, propaganda ensures that common belief states that account of Libertalia is entirely fabricated.

Libertalia exists in many timestreams within north Madagascar and had a prime that lasted for about twenty five years. The precise location varies depending on the timestream, and is usally kept secret for fear that the Integrity Marines will wipe it out, however, most sources say it stretches from the Bay of Antongil to Mananjary, including Ile Sainte Marie and Foulpointe.

The pirate utopia's motto is "for God and liberty," and its flag is white, in contrast to a Jolly Roger. They wage war against states and lawmakers, attacking the ships of the Integrity Marines with no regard for glory or honour, sparing prisoners, and freeing slaves. The members of this state call themselves the Liberi, as they have done so for many generations. They hold many principles of anarchism as sacred in an almost religious fashion, and live under a communal city rule, a sort of worker owned corporation of piracy. The charters found on most privateer and pirate ships are typically based on the pirate articles of Libertalia (which are a shared code of conduct for all vessels making the island their home). The towns of the island also share a senate, based on the delegates from each of the ship who harbour in each respective town.

Singapore

The first records of settlement in Singapore are from the second century AD. The island was an outpost of the Sumatran Srivijaya empire and originally bore the Javanese name *Temasek* ('sea town'). Temasek (Tumasek) rapidly became a significant trading settlement, but declined in the late 14th century. There are few remnants of old Temasek in the later eras of Singapore, but archaeologists and quantum travellers know of artifacts that have shown settlement here for millenia. Between the 16th and early 19th centuries, Singapore island was part of the Sultanate of Johor.

During the Malay-Portugal wars in 1613, the settlement was set ablaze by Portuguese troops who claimed the island was a home to pirates who raided shipping on the many important trade routes that passed the island. In league with the Integrity Marines, the Portuguese subsequently held control in that century and the Dutch in the 17th, but throughout most of this time the island's population officially consisted mainly of fishermen. Of course, unofficially, there were still hundreds of pirates and buccaneers who flew beneath the radar of the Integrity Marines, choosing to make the island their base of operations for both the Indian and Pacific Oceans.

On 29 January 1819, a member of the Integrity Marines named Sir Thomas Stamford Raffles landed on the main island. Sighting its potential, Raffles signed a treaty with Sultan Hussein Shah on behalf of the British East India Company to develop Singapore as a trading post and settlement, marking the start of the island's modern era. At this point, a complete purge of all temporal pirates was conducted and it is said that within a month over two thousand swashbuckling careers were ended with a long drop at the end of a short rope. Many temporal pirates and privateers still head to this era of Singaporean history to rescue potential crew members, but for every member rescued, another is taken in their place.

Tortuga

Tortuga was discovered by Europeans in 1494, during the second voyage of Christopher Columbus into the New World. Columbus' sailors called it *Tortuga* ("Turtle") because its humped shape resembled a turtle. The island was controlled avriously by the Spanish, English and French, but rarely did any of these nationms have true power on the island. From 1630 onward, the island of Tortuga was divided into French and English colonies allowing buccaneers, to use the island more frequently as their main base of operations.

By 1640, the buccaneers of Tortuga were calling themselves the *Brethren of the Coast*. The pirate population was mostly made up of French and Englishmen, along with a small number of Dutchmen. In 1645, in an attempt to bring harmony and control over the island, the acting French governor imported roughly 1,650 prostitutes, hoping to regularize the unruly pirates' lives. By the year 1670, as the buccaneer era was in decline, many of the pirates, seeking a new source of trade, turned to log cutting and trading wood from the island. At this time, however, Henry Morgan started to promote himself and invite the pirates on the island of Tortuga to set sail under him. They were hired by the French as a striking force that allowed France to have a much stronger hold on the Caribbean region. Consequently, the pirates were never really controlled, and kept Tortuga as a neutral hideout for pirate booty. In 1680, new Acts of Parliament forbade sailing under foreign flags (in opposition to former practice). This was a major legal blow to Caribbean pirates. Settlements were finally made in the Treaty of Ratisbon of 1684, signed by the European powers, that put an end to piracy. According to most timestreams, the pirates after this time were hired out into the Royal services to suppress their former buccaneer allies. But in truth, most fled to the Eighth Sea where they continue to live a life of adventure.

Atlantis

One of the great mysteries of the Eighth Sea is the City of Atlantis, and visiting it is considered a rite of passage among many ships. With a history stretching thousands of years in it's own rite, there are numerous timelines that weave and twist around the civilisation. The problem is that there are several locations where Atlantis is said to exist and inquisitive travellers have set timestreams of their own into motion when trying to uncover the origins of the great city. One ship is said to have sought the origins of Atlantis among the Minoan civilisation, another ship is said to have sought it in the ancient Burmese coastal communities. There are perhaps a dozen false cities of Atlantis known across the world, each in their own separate timeline, and the only thing that can be said about all of them is that they get wiped out by a catastrophe several thousand years BC.

Just as mysterious as it's origins are the mysterious cataclysms that befall each of these cities. There seems to be some kind of temporal lock on each city of Atlantis in the years leading up to their eventual demise. Some claim that this is the result of secret technologies developed by the Integrity Marines, but if this is true then many claim they would have used this technology to exert their influence across the whole of time itself.

No one will ever know the true fate of Atlantis, or which of the cities was the original (if any). It's quite possible that there was no real Atlantis until the Chrono-Pirates started meddling and thus created a self fulfilling prophecy.

Swashbucklers and Sailors of Note

(The historical figures mentioned in this list are not meant to be historically accurate in any way, just some examples of allies and enemies who could be met during journeys across the Eighth Sea.)

Lexington Day

Lexington Day remembers little of his origins, except that his family were lost on a boating accident a long time ago. He has never stepped foot on land within his memory and he never intends to either. In the time that he can remember, Lexington has developed an affinity with the aquatic mammals and in his journeys across the Eighth Sea he has even mastered mystical powers that allow him to shapeshift into their forms. Lexington has been known to assist many crews in their missions, but he has also been known to turn on his crew in an instant if they threaten or harm any mammals of the sea.

Attributes: ♣ 2, ♥ 4, ♠ 2, ♦ 4.

Skills: Athletics ♣, Brawl ♣, Escape Artist ♣, Survival ♣♣, Swimming ♣♣, Animal Ken ♥♥, Languages: English ♥♥, Performance ♥, Riding ♥♥, Appraisal ♠, Awareness ♦♦, Empathy ♦, Intuition ♦, Psychic Potential/ Animal Form ♦.

Positive Traits: Enduring, Instinctive (x2), Resonant (x2), Sensitive Hearing

Negative Traits: Compulsive, Antisocial.

Coherency Level: 8

Integrity-Piracy Level: Jack (11)

Goals: To find a world where aquatic mammals are the dominant life-form ♥, To reach the deepest part of the ocean

♣.

Jade Dolphin

One of the most notorious privateers is a mysterious woman known only as Jade Dolphin. She has served on dozens of ships, and has been a loyal member of many crews. She is said to be in league with the Imperial Marines, and is certainly sympathetic to their ways, but her deepest motivations are a mystery to all but her closest companions. Many privateers find her working alternately with them or against them and there seems no rhyme or reason in why her motives seem so erratic. Most rumours about her claim that she is either on a mission from some higher power, or perhaps simply a little insane.

Attributes: ♣ 4, ♥ 3, ♠ 3, ♦ 2.

Skills: *Acrobatics* ♣♣, *Athletics* ♣, *Melee* ♣♣, *Deportment* ♥♥, *Etiquette* ♥, *Intimidation* ♥♥, *Subterfuge* ♥, *Academics* ♠, *Firearms* ♠♠, *Stealth* ♠, *Awareness* ♦, *Martial Arts* ♦♦, *Meditation* ♦.

Positive Traits: *Careful* (x2), *Beautiful*, *Tough*, *Equipment* (x3).

Negative Traits: *Secular*, *Arrogant*.

Coherency Level: 7

Integrity-Piracy Level: 5

Goals: *To find the original Timestream* ♠, *To restore balance in the Eighth Sea* ♦

Henry Morgan

One of the mortal timestream's most renowned buccaneers, Sir Henry Morgan, is a Welsh privateer, who made a name in the Caribbean of the late 17th century as an admiral of many vessel. During the period of his time-bound existence, he was among England's most notorious and successful privateers. Morgan had lived in an opportune time for pirates. He was successfully able to use the conflicts between England and her enemies both to support England and to enrich himself and his crews. But during a particular daring raid he was pulled from the time-stream and into the Eighth Sea. It is said that he has only existed in the Eighth Sea for a decade, but in this time he has been one of the most successful rewriters of history, eliminating a number of timelines where he was killed for piracy, then living out the rest of his days wealthy and pardoned. While it is said that he no longer roams the Eighth Sea, there are still many crews who seek him out in earlier times to learn from him and earn his favour.

Attributes: ♣ 3, ♥ 4, ♠ 2, ♦ 4.

Skills: *Athletics* ♣, *Brawl* ♣, *Melee* ♣♣, *Survival* ♣, *Etiquette* ♥♥, *Leadership* ♥♥, *Performance* ♥, *Subterfuge* ♥♥, *Academics* ♠, *Appraisal* ♠♠, *Firearms* ♠, *Piloting* ♠, *Stealth* ♠, *Focus* ♦♦, *Intuition* ♦, *Savvy* ♦.

Positive Traits: *Enduring*, *Charismatic*, *Inspiring*, *Skill Edge: Leadership* (x2), *Wealth* (x2), *Fame* (x2).

Negative Traits: *Unfocused*, *Social Animal*.

Coherency Level: 10

Integrity-Piracy Level: 8

Goals: *To look after the wellbeing of the men he leads* ♥, *To become wealthy and retire* ♠

Nemo

The infamous Captain Nemo has numerous rumours and stories about his origins. Some say that he is a priest of an obscure Indian cult, others claim that he is a wanderer seeking the hidden truths in the depths of the seas, others still revere him as an eccentric genius. He neither acknowledges nor denies any of these claims and has worked as both an ally and adversary to both Pirates and Integrity Marines across the Eighth Sea. His mysterious vessel the Nautilus is quite possibly the most advanced vessel in the Eighth Sea, but its origins are just as much a mystery as the man himself.

Attributes: ♣ 4, ♥ 3, ♠ 6, ♦ 5.

Skills: Athletics ♣♣, Melee ♣, Survival ♣, Swimming ♣♣, Deportment ♥, Etiquette ♥, Language: English ♥, Language: Hindu ♥, Academics ♠♠, Crafts ♠, Pilot ♠♠, Repair ♠♠, Science ♠♠, Awareness ♦, Meditation ♦, Quantum Navigation ♦♦.

Positive Traits: Dextrous, Manipulative, Cunning (x2), Skill Edge: Science (x2), Wealth, Fame.

Negative Traits: Condescending, Notorious.

Coherency Level: Queen (12)

Integrity-Piracy Level: 7

Goals: To map the entire Eighth Sea ♠, Protection of his Crew ♥

Admiral Odell

One of the greatest heroes of the Integrity Marines, Admiral Odell is a name that inspires equal measures of fear and contempt. His words have launch scores of missions that have sunk hundreds of temporal ships and ended the lives of hundreds of explorers, privateers and pirates. Admiral Odell commands a fleet of ships, but remains eternally locked in a secret war room hidden deep within a huge vessel known as the Constitution, the only aircraft carrier known to traverse the eighth sea. Admiral Odell is a master strategist and diplomat. His words just as easily bring peace to entire oceans as they turn the tides red with blood.

Attributes: ♣ 3, ♥ 6, ♠ 6, ♦ 2.

Skills: Athletics ♣, Brawl ♣, Melee ♣, Etiquette ♥♥, Intimidation ♥♥, Interrogation ♥, Leadership ♥♥, Performance ♥, Subterfuge ♥♥, Academics ♠♠, Firearms ♠, Piloting ♠, Research ♠♠, Focus ♦♦, Quantum Navigation ♦♦, Savy ♦♦.

Positive Traits: Charismatic, Inspiring, Manipulative, Allies (x2), Status: Integrity Marines (x3), Influence (x2).

Negative Traits: Arrogant, Callous, Condescending.

Coherency Level: King (13)

Integrity-Piracy Level: Ace

Goals: To remove as many deviant Timestreams as possible ♦, To discover the real and original timestream ♠

Phi – 6

The being known as Phi – 6 comes from one of the erratic periods of the deep future. The chances of his future developing are very slim, and those who wish to journey to his home must carefully make several manipulations to the timelines at key points of history before his civilization can come into being. Some refer to his race as the Greys, others simply call them aliens, but they are in fact a highly evolved form of human from thousands of years in the future. Phi – 6 has only recently started travelling the more stable regions of the Eighth Sea, but in the time he has been present he has already started to make a name for himself as a valuable ally to any crew he has worked with.

Attributes: ♣ 1, ♥ 3, ♠ 5, ♦ 5.

Skills: Survival ♣♣, Interrogation ♥, Subterfuge ♥, Academics ♠♠, Appraisal ♠, Firearms ♠, Occult ♠♠, Awareness ♦, Empathy ♦, Psychic Potential/Mind Reading ♦♦, Psychic Potential/Telekinesis ♦, Quantum Navigation ♦♦.

Positive Traits: Careful (x2), Spiritual, Resonant (x2), Skill Edge: Quantum Navigation.

Negative Traits: Introverted, Ugly..

Coherency Level: 8

Integrity-Piracy Level: 6

Goals: To understand the nature of the soul ♠, To travel to the most obscure parts of the Timestream ♦.

The Dread Pirate Roberts

There are so many appearances of the dread Pirate Roberts that if a person added them together, it would appear that he has lived for over 200 years. Whether this mysterious Pirate King has truly achieved immortality is something that has debated in many taverns across the Eighth Sea but it is something that will never be truly known. It is said that every few voyages, the Dread Pirate Roberts completely dismisses the crew of his ship “The Revenge” and hires entirely new members. As a result of this strange habit there are literally hundreds of sailors who have voyaged with him and who have tales to tell of his heroic feats and cunning.

Attributes: ♣ 6, ♥ 4, ♠ 5, ♦ 5.

Skills: Acrobatics ♣, Athletics ♣♣, Block ♣♣, Brawl ♣♣, Melee ♣♣, Survival ♣♣, Deportment ♥♥, Etiquette ♥♥, Performance ♥, Subterfuge ♥♥, Academics ♠♠, Appraisal ♠♠, Medicine ♠, Science ♠♠, Awareness ♦♦, Empathy ♦, Intuition ♦.

Positive Traits: Dextrous (x2), Charismatic, Cunning (x2), Tough, Skill Edge: Melee (x2), Wealth, Fame.

Negative Traits: Condescending, Notorious.

Coherency Level: King (13)

Integrity-Piracy Level: 9

Goals: To maintain the secret of the Dread Pirate Roberts ♥, To become wealthy and retire ♠

Sea Shanties and Tales of Woe

Background Elements

Many players develop their characters with an intention of where they plan to take them, but they pay little regard to the life experiences gained so far. These elements of the past have a nasty habit of returning to play time and again, and the following suggestion is offered for filling out the backgrounds of the characters and crew.

Draw two cards and compare their values. The lower of the two cards determines the type of event in the character's life, while the higher card determines how important this event is to them.

Low Card – Nature of Event

Ace-2 Friend Met

Nature of relationship:

♣ Sparring Partner

♥ Romantic Partner

♠ Colleague

♦ Ally

3-4 Enemy Met

Nature of relationship:

♣ Fight Rival

♥ Romantic Rival

♠ Business Adversary

♦ Nemesis

5-6 Good Luck

Nature of luck:

♣ Wealth

♥ Visit from a stranger

♠ Job Offer

♦ Prophetic Dream

7-8 Victim of Bad Luck

Nature of luck:

♣ wounded in accident

♥ lose a friend

♠ loss of job

♦ disease

9-10 Period of Training

Nature of training:

♣ combat

♥ espionage

♠ craftsmanship

♦ mystical

J-Q-K Criminal Detention

Nature of crime:

♣ assault/murder

- ♥ drug possession
- ♠ criminal fraud/treason
- ♦ grand theft

High Card – Life Impact

- Ace-2-3 The character only occasionally thinks of this event.
- 4-5 The character remembers this event every now and then.
- 6-7 The character often thinks about this event.
- 8-9 This event will always be remembered.
- 10-J Defining aspect of the character's life.
- Q-K Everything in the character's life seems to focus on this moment.

Gaining Experience

Over the course of the story characters are expected to grow and develop, so that they can overcome their weakness and bring new strengths to the adventures they face. This is done through a system of experience points.

Obstacles

The first method by which experience is gained, is through facing obstacles throughout the story; not necessarily through beating them, just facing them. The more times a character is willing to test themselves, the more they learn about themselves and about the fluctuating world around them.

Most sessions of the Eighth Sea are divided into 5 acts, and act is divided into a number of scenes. Each scene of the story focuses on the trials of a particular character, or the interrelation between two of the characters of the group. While a character is the focus of a scene they have the chance to earn a single experience point per act. Such points are only earned if a character attempts a challenge with a difficulty at least as high as their attribute level. So if the player is drawing three cards for their challenge, the Navigator must draw at least three or more cards for the challenge difficulty before the character can claim their point.

In this way, it becomes harder and harder for character to keep regaining experience through performing that same routine actions. Characters have to push themselves further in order to keep proving their worth.

Fidelity

The second method is by staying true to themselves. The Eighth Sea is a place of mysteries and confusion, it is just as easy to lose yourself in the swirling chaos of twisting timestreams as it is to lose your friends and allies. Those characters who stand firm in their beliefs and maintain a focus on their goals are better able to confront those goals once they actually reach the climax of their adventures.

Just as characters are able to gain Coherency points from their goals, so too are they able to claim experience points from accomplishing significant feats in line with these goals. Once per act, a character may forfeit the chance to regain a Coherency point, and instead they automatically gain an extra experience point.

The Benefits of Experience

Once experience points are earned, they may be spent to improve various aspects of the characters. Most Navigators will require that their players give some kind of justification for the expenditure of points, this may range from studying a new skill over the course of the story, or using a particular attribute numerous times.

Coherency Level

The experience cost to purchase a new level of Coherency is equal to triple the character's current Coherency level (where Jack = 11, Queen = 12 and you can't move beyond king). So improving from level 6 to level 7 costs 18 experience points, while improving from Jack to Queen costs 33 points. A typical justification for improving in coherency level is achieving a personal goal (in which a new one will have to be decided) or overcoming a major foe during a storyline climax (such a story should last for several sessions with this foe as the recurring antagonist).

Attributes

The experience cost to purchase a new attribute point is equal to the characters total attributes so far. So a character with three points in each of the four attributes would need to spend 12 experience to increase one of their attributes to four, their next attribute increase would cost 13 points no matter which one was raised. Most characters may purchase attributes up to 5, characters with a Coherency level of Jack may purchase a single attribute to level 6, Queen allows two attributes at 6, King allows three attributes at 6. As mentioned earlier, a good justification for using experience points in this way is to use the attribute in question at least as many times at it's current level.

Skills

The experience cost to buy the basic level of any skill is 6 points. While the cost to upgrade a basic skill to the advanced level is a further 10 points. A character may have no more skills at advanced level than their Coherency level.

Positive Traits

The experience cost to buy most positive traits is four points, buying a second level in the same trait costs a further six points. Open ended traits like status and influence costs an additional 2 point cumulative for every additional level (8 points for level 3, 10 points for level 4, etc.). Such traits can never exceed level 6.

Negative Traits

Characters do not need to purchase negative traits, and in fact gain bonuses from them. If a character is inflicted with a negative trait during the story, they may choose to permanently keep this trait as a part of their character. If they do so, the character is rewarded with 4 experience points per level of the trait.

Random Story Format

In most cases it pays for a Navigator to prepare a story in advance, but sometimes the whims of the cards and the unexpected actions of the players send events into chaos. On the Eighth Sea this isn't necessarily a bad thing, but there should remain some level of story structure to avoid players becoming bored and leaving their swashbucklers adrift on the High Seas when they get bored of the chaos and move onto other adventures with new systems.

To keep a general level of structure to each session of the Eighth Sea, typically stories are divided into 5 acts where things get more and more complicated until a final climax is reached, then the

characters are forced to deal with the ramifications of that climax as they journey back to safer waters.

For purposes of story pacing the acts are divided into thirds. With the first two acts occurring during the first third, followed by Act 3, and the final two acts occurring in the last third. So for a three hour session, these thirds could be divided into 1 hour blocks, while an epic all-day event session of 9 hours might divide up into 3-hour thirds. Of course these are just guidelines and most navigators develop their own sense of timing as they develop their stories.

Act 1. Initial Premise (first challenge)

In which the character discovers of the mission.

Act 2. Build Up (remainder of challenges in opening third)

In which the character discovers why the mission is important and other issues involved.

Act 3. Complications (challenges in middle third)

In which the character finds obstacles, dilemmas and hopefully gains a few new benefits on their way to completing the mission.

Act 4. Confrontation (challenges in final third (with modifiers from middle third))

In which the story escalates and the climax is reached.

Act 5. Resolution (final challenge (based on opening challenge))

In which the character now has to resolve what they have learnt along the way with their regular life.

The group as a whole gets five cards to determine the overall storyline, and many navigators then reshuffle the deck and choose a separate five cards for each player to resolve as subplots and twists to the main storyline. None of the individual goals should conflict with the communal goal, but there is no reason why the individual goals of different players can't conflict with one another.

Each of these twisting storylines is noted by the Navigator at the start of the session, and each scene should revolve around one of these cards drawn. If a scene is left before the issue is resolved, there is a chance that the issue will come back later. If the issue is resolved, a player may choose to gain the power points and reward associated with the scene.

If the group enjoys a style of play where everyone works together to accomplish goals, then each player should get the chance to shine in specific scenes, there should be a number of scenes per act equal to the number of players. Each scene highlighting a specific character should be tailored in such a way that the character gets to show their strengths and special powers. In scenes focusing on a specific character, there is the chance to explore the weaknesses of the other characters. The order of key character scenes should be mixed up to maintain a dynamic and interesting story flow (rather than a repetitive formula).

Types of Quest

Clubs – Defeat the menace by glory

Hearts – Defeat the menace by honour

Spades – Defeat the menace by knowledge

Diamonds – Defeat the menace by wisdom

Characters do get a choice in their personal missions for the game, and this is done to ensure characters have more chance to excel in areas where their talents are suited. Of course, this isn't always the case though. Players may draw three cards to choose options from. They must then

choose two of these and place the cards in order. Read off the following charts to see what this motivation may be.

What to do with it? (First card)

- Ace Build it
- 2 Destroy it
- 3 Find it
- 4 Conceal it
- 5 Release it
- 6 Imprison it
- 7 Deliver it
- 8 Protect it
- 9 Get away from it
- 10 Learn from it
- J Acquire it
- Q Strengthen it
- K Weaken it

What is at risk if you don't? (Second card)

- Ace Loss of a family member (through violence, disease or other)
- 2 Loss of your freedom (through arrest, imprisonment or other)
- 3 Loss of an old friend or lover
- 4 Loss of home
- 5 Financial loss
- 6 A dark secret from your past will be revealed
- 7 Your inheritance is at risk
- 8 Loss of reputation
- 9 Instead of a loss, a curse is gained.
- 10 Loss of health
- J Loss of place in society
- Q Loss of mind
- K Loss of soul

What is it? Combines the suits of both the first and second cards

First Card	Second Card			
	Physical (Clubs)	Locational (Hearts)	Conceptual (Spades)	Societal (Diamonds)
Clubs	Weapon	Stronghold	Martial Art or Strategy	Glory
Hearts	Person	Social Gathering Place	Fellowship or Group	Honour
Spades	Technology	Place of Learning	Piece of Knowledge	Knowledge
Diamonds	Amulet	Temple	Form of Magic	Wisdom

Introductory Scenes

These are held in reserve by the Navigator, and the player does not find out what they are until the story is set into motion. This is the way the remainder of the cards are revealed through the course of the story from this point on.

- Ace Character has a dream about the mission
- 2 Character is sent an anonymous letter explaining why the mission is important
- 3 Character sees an event in motion and the mission is the only way to stop it getting worse
- 4 A distant relative of the character explains the mission
- 5 An old mentor or companion explains the mission
- 6 While in research the character accidentally uncovers the immediacy of the mission
- 7 Character sees event happen to someone else and performs mission to prevent it happening again
- 8 Character has already suffered the loss, and is performing the mission to reverse the effects
- 9 Character has heard someone else is involved in the mission and wants to beat them
- 10 Character is blackmailed into performing the mission
- J Character is assigned mission by an employer or respected elder
- Q Character is set up and needs to perform the mission to escape consequences
- K A very close friend or ally of the character explains the mission

Build Up Scenes

- Ace Character faces low level minions
- 2 Character meets someone else at risk from the mission
- 3 Character must prevent knowledge of the mission reaching the public
- 4 Character must choose the better of two bad options
- 5 Character is forced to overcome one of their weaknesses to progress
- 6 Character must decide between his or her own advantage, and the advantage of another
- 7 Character has the chance to acquire knowledge that will help in the mission
- 8 Character loses something and must choose to either go back for it, or ahead without it
- 9 Character is lead to believe that one of their companions is betraying them
- 10 Character discovers that they have been following the wrong path
- J Character gains a new flaw and must learn to overcome it
- Q Character discovers that there is far more at risk than originally thought
- K Character must travel to a new location in order to accomplish their mission

Complication Scenes

- Ace Character faces high level minions
- 2 Character discovers that an ally is working against them
- 3 Character has the chance to discover an advantage in the mission
- 4 Character finds that the mission they've been following so far is fake
- 5 Character realises that an enemy is actually working on the same side as them
- 6 Character discovers that their biggest strength has become unstable
- 7 Character must overcome their biggest weakness without the aid of their allies
- 8 Character faces a major moral dilemma
- 9 Character is offered a deal with the devil for short term power
- 10 Character encounters a potential ally in jeopardy
- J Character may choose to risk more in exchange for a potential advantage
- Q Character discovers that there is now a short time limit associated with the mission
- K Character learns that an ally will gain an advantage from the mission's completion

Confrontation Scenes

- Ace Character is given the chance to abandon the mission with no negative repercussions
- 2 Character finds that their efforts so far have been making the objective harder to obtain
- 3 Character must confront the objective in a way they didn't initially expect
- 4 Character finds one of their weaknesses magnified as they approach the objective
- 5 Character discovers that loss will be permanent, but they will gain something better from the mission
- 6 Character discovers more opponents stopping them than they had planned for
- 7 Character is ambushed as things seem too quiet and too easy
- 8 Character finds that the objective leads them back to where they started
- 9 Character cannot use their greatest strength in this final confrontation
- 10 Character must suffer a permanent disadvantage in order to achieve the objective
- J Character finds that if they defeat the objective they cannot get home (or regain something)
- Q Character learns that the whole mission has been a testing process for something else
- K Character must make a moral choice that forces them to question their efforts

Resolution Scenes (based on Story Arc)

No new elements are introduced in these scenes but characters get the chance to follow up on any unresolved issues from the story so far (Some GM's may choose not to have these issues resolved at the end, thus leaving them open for continued storylines over following games).

Ace Build it

Success: Despite the odds, character has built it and now must use it to resolve the situation

Failure: The character has failed to build it and must face the repercussions of their failure

2 Destroy it

Success: The character has managed to destroy it, and now needs to show evidence of this

Failure: It is still in existence, and now the character must explain why this is the case

3 Find it

Success: Through their quest, the character managed to find it and now needs to hand it over

Failure: The character hasn't managed to find it and now needs to explain what went wrong

4 Conceal it

Success: It has been successfully hidden, but when will it risk being exposed again

Failure: It has been revealed, and now the character needs to perform damage control

5 Release it

Success: The character has released it, but people need to be told why this is a good thing

Failure: It is still imprisoned; most people are none the wiser, but questions need answering

6 Imprison it

Success: It has been imprisoned, the character must consider what will happen if it escapes

Failure: It is still free and now the character needs to escape it or do something else to it

7 Deliver it

Success: The character has delivered it and must now head back home

Failure: It hasn't been delivered, but the character still needs to head home

8 Protect it

Success: It has been saved from harm, but what was the reason behind the harm

Failure: It has been harmed and there are effects that have come into play from this

9 Get away from it

Success: The character has successfully gotten away, but will it return again

Failure: It has reached the character and now the character must deal with it directly

10 Learn from it

Success: It has revealed its secrets to the character, but how is this knowledge useful?

Failure: The character hasn't managed to learn anything, did they learn along the way?

- J Acquire it**
Success: The character has it, and must now work out what to do with it
Failure: It hasn't been acquired by the character, will they be forced to go for it again?
- Q Strengthen it**
Success: It has been strengthened and it is no longer at risk from its original threat
Failure: It hasn't been strengthened and the character must help it face the original threat
- K Weaken it**
Success: It has been weakened and this allows other agendas to come into play
Failure: It is still just as strong, and the character must find a new way to resolve the issue

Character Sheets and Quick Play Sheet

Integrity-Piracy Table

Card	Title	Coin	Freedom	Temporal Resistance	Adaptability
Ace	Naval Officer	6	0	+2	-4
2-3	Loyalist	5	1	+1	-3
4-5	Merchantman	4	2	+0	-2
6-7-8	Privateer	3	3	+0	-2
9-10	Buccaneer	2	4	+0	-2
J-Q	Pirate	1	5	-1	-1
King	Dread Pirate	0	6	-2	+0

Attributes

♣ Thumpin'/Physical – Actions that require a bit of muscle or manual dexterity. Any action where a character uses their body in an attempt to manipulate the world around them defaults to this type of action.

♥ Talkin'/Social – Actions where a character interacts with other people typically fall into this suit. This includes any attempts to lead others, lie to them, read their deception or maintain a level of social etiquette.

♠ Thinkin'/Mental – Actions where a character attempts to comprehend concepts or use their mind to overcome challenges. This could involve anything from repairing a broken quantum compass, through to researching a threat to the timeline.

♦ Feelin'/Spiritual – This suit covers actions involving unseen forces, along with instinctive reactions and things that would otherwise be called “psychic powers”.

Challenge Levels

Easy – 1 Card

Typically, dealing with most time-bound mortals or point blank shots

Average – 2 Cards

Typically, dealing with most time-jumping privateers, marines and pirates, or short range shots

Hard – 3 Cards





Typically, dealing with veteran time-jumpers or long range shots

Very Hard – 4 Cards

Typically, dealing with heroes and legends, or extreme range shots

The Eighth Sea

Name:	Goal 1:
Ship Role:	Goal 2:
Coherency:	
Integrity – Piracy:	

			
Thumpin' <small>(Physical)</small>	Talkin' <small>(Social)</small>	Thinkin' <small>(Mental)</small>	Feelin' <small>(Spiritual)</small>

			
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Positive Traits

Negative Traits

Equipment and Powers

Agendas