

RUSTBORN BASTARDS

Salt, Metal, Rage.



RANK

NAME

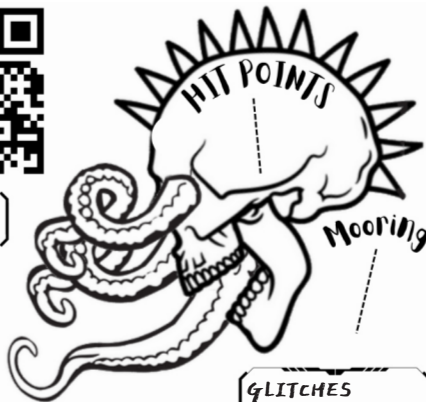
DESCRIPTION

CLASS

CREDIT

DEBT

POWERS / MUTATIONS / ARTIFACTS / APPS
WEWARE IMPLANTS



GLITCHES

STRENGTH

- REROLL ANY ROLL
- NEGATE ALL DAMAGE
- DEAL MAX DAMAGE
- CANCEL CRIT/FUMBLE
- LOWER DR BY -4
- +2 INITIATIVE ON DB

AGILITY

PRESENCE

TOUGHNESS

KNOWLEDGE

OXYGEN

HOLD BREATH: TOUGHNESS + 1 MINUTES
[MIN 1], UNDER DURESS [SWIMMING,
COMBAT, LIFTING]: HALF THAT [MIN 30 SECONDS].

AFTERWARD: TEST TOUGHNESS DR12 EACH ROUND
[+2 DR PER ROUND] OR LOSE 1 HP. AT 0 HP, YOU DROWN
AND ROLL ON FALLEN TABLE.

WEAPONS



ARMOR

1

-D2

2

-D4

3

-D6

GEAR

STR +8 ITEMS OR DR+2 ON
STRENGTH & AGILITY TESTS.

OXYGEN
SUPPLY

___ MINUTES
___ HOURS



VESSEL NAME



NOTES

VESSEL TYPE:

MAX CREW:

HULL POINTS:

MOORING:

ARMOR TIER:

BURN:

POWER SOURCE:

FUEL POOL:

SPEED RATING:

MANEUVER RATING:

(MR FOR SUBS IS ALWAYS 1)

POSTS (MAX:)

☐ HELMSMAN:

SCARS

UPGRADES

PLAYER CHARACTER POSTS

☐ HELMSMAN

[STEADY COURSE] (AGI) → ADVANTAGE NEXT ATTACK

[EVADE] (AGI) → NEGATE INCOMING ATTACK

[RAM] (AGI OR KNO) → DEAL HULL DAMAGE BASED ON SIZE

☐ NAVIGATOR / SPOTTER

[TARGET LOCK] → REDUCE ENEMY ARMOR BY -D2 (NEXT HIT)

[RANGE CALL] (KNO) → NEXT SPEED CHECK GAIN

ADVANTAGE OR DISADVANTAGE BASED ON WIND

☐ GUNNER

[FIRE] (AGI) → DEAL WEAPON DAMAGE

[SUPPRESSING FIRE] (AGI) → DISADVANTAGE ON ENEMY'S NEXT ATTACK

☐ ENGINEER

[PATCH] (KNO) → RESTORE D4 HULL OR MOORING. LIMITED BY SIZE. ONLY 1 ENGINEER MAY PATCH PER ROUND.

[OVERDRIVE] (KNO) → +D2 SPEED OR MANEUVER (RISK D2 MOORING, ROLL D2: ON 2 TAKE 2 MOORING DAMAGE)

☐ DEFENSE / COUNTERMEASURES

[SMOKE / DECOY] (PRS) → NEGATE ONE ATTACK, ENEMY GETS DISADVANTAGE ON SPEED

[BULKHEADS] (KNO) → +1 ARMOR TIER FOR THE ROUND

☐ DIVE OFFICER (SUBS ONLY)

[SUBMERGE / SURFACE] (KNO) → FAIL STILL WORKS BUT TAKE D4 MOORING

[DEPTH RUN] (KNO) → +D2 SPEED OR MANEUVER, RISK D2 MOORING

☐ UNASSIGNED

[ASSIST] → ONE POST GETS -2 DR (DOES NOT STACK, ONE ASSIST TO A POST)

TINY VESSEL TYPE

MAX CREW 2

HULL POINTS 4

MOORING 4

ARMOR TIER 0

POWER SOURCE 1, 3, 6

FUEL 2 SPEED 3

MANEUVER 3

POSTS 2 (INCLUDING HELM)

SMALL VESSEL TYPE

MAX CREW 6

HULL POINTS 8

MOORING 8

ARMOR TIER 1

POWER SOURCE 1 - 6

FUEL 2 SPEED 2

MANEUVER 2

POSTS 3 (INCLUDING HELM)

MEDIUM VESSEL TYPE

MAX CREW 10

HULL POINTS 12

MOORING 12

ARMOR TIER 1

POWER SOURCE 1 - 6

FUEL 3 SPEED 3

MANEUVER 2

POSTS 3 (INCLUDING HELM)

SHIP POST ABILITIES

SPEED

HELMSMAN VS HELMSMAN D20 +

SPEED. HIGHER CONTROLS

DISTANCE. 3 SUCCESSES (MIN 3 ROUNDS): ESCAPE, GRAPPLE, RAM → MELEE COMBAT.

MANEUVER

LOWER DR OF ONE SHIP POST

PER ROUND (NO STACK).

DAMAGE

HULL: STRUCTURAL. AT 0 → SINKING (D4 ROUNDS)

MOORING: SYSTEMS. AT 0 → NO MOVE, FLEE, DIVE, OR MANEUVER.

ARMOR

TIER 0 NONE

TIER 1 -D2

TIER 2 -D4

TIER 3 -D6

BURN

SHARED POOL. SPEND 1 →

REROLL ANY SHIP ROLL (AFTER

RESULT). CANNOT USE AT HULL 0.

BOARDING

ON GRAPPLE OR RAM → MELEE

COMBAT.

SINKING

HULL 0 → SINKS IN D4 ROUNDS.

ALL PCS ROLL ON SUNK TABLE.

AMMO (AFTER COMBAT)

ROLL D8 PER WEAPON: 1-3 EMPTY.

TORPEDOES: 1-5 EMPTY.

ENGINE

ONE MANEUVER BONUS PER ROUND TOTAL.

PATCH LIMITED BY SIZE

PATCH LASTS ONCE PER ROUND

CHANGING POSTS TAKES 1 ROUND.

COMMON MODIFIERS

+2 DR: HEAVY SEAS, NIGHT, LOW VISIBILITY, DRIFTING.

PATCH / SHIP SIZE

PATCHES PER COMBAT = SIZE:

TINY 1 | SMALL 2 | MEDIUM 3

| LARGE 4 | MASSIVE 5