

EGIN – page 1, who he is

CUNNING WATCHMAKER

EGIN is a large boy, introverted, thoughtful and tactical. You wouldn't think that a clumsy lout like him would have clever fingers and be a watchmaker's apprentice. But he is – or was, before the Captain kidnapped him to toil and carry burdens. It was hard at first, but Egin kept his wits about him, and now he is moving up the ranks. He has scrounged parts and adapted available materials to make an improvised but impressive suit of armour that lets him get by in combat despite his slowness. It would doom him if he fell in the water, but he cannot swim anyway, so he lives with the fear.

Being boastful and cruel does not come naturally to Egin, but he is willing to play the part when it is necessary. And it frequently is, if you want to get ahead in the crew. Often, however, he manages by discreetly seeking alliances and opportunities, and with sweet words. Egin is unhappy with pirate life but not desperate. And who knows, if escaping takes him long enough, he might be so much of a success as a pirate that escape is unnecessary. Egin is 17 years old.

THE CAPTAIN AND THE GOSHAWK

The Captain is ruthless, greedy, cruel and very clever. He sets a grim tone for his men. On his pirate ship, the Goshawk, the rule of the strong prevails, and everyone fights to assert themselves in small things and large, often by ridiculing and cowing others. The limit to this is that whoever hurts the business becomes a target for the Captain's wrath. And no one wants that! Bran has been on the Goshawk for a bit more than a year.



RECRUITMENT

Kidnapped by the Captain.

STRENGTHS

Physical size, cold cunning, technical finesse.

WEAKNESSES

Clumsy, cannot swim.

SETTING

Where we find ourselves slightly resembles the European Late Middle Ages, dominated by sluggish, declining kingdoms and prosperous but corrupt trading cities. The supernatural is rare, ambiguous and often trickery and deception.

HISTORY KNOWLEDGE

The Temple of the Tides is dedicated to the Moon Goddess, one of the old deities from before salvation and afterlife became fashionable a few centuries ago. As the new mystery cults were growing, the cultists of the Moon Goddess were involved in a series of bloody, failed political intrigues, and largely disappeared.

The Moon cultists also thought they could steal people's luck. Or people thought they were stealing luck. Not popular.

EGIN – page 2, stats (level 2 "fighter")

Strength	16 +3 (save +5)	Armor Class: 15
Dexterity	8 -1	Initiative: -1
Constitution	14 +2 (save +4)	Action Surge: 1
Intelligence	15 +2	Second Wind: 1
Wisdom	12 +1	Hit Points: 20
Charisma	13 +1	

Skills

Menace +6 Athletics +3 Perception +1
History +4 Deception +3 Investigation +4
Stealth -1 (and disadvantage due to heavy armour)
Locks & Traps +4
CANNOT swim, can read & write

Attacks

Warhammer +5, damage 1d8+3 (1t10+3 two handed)
Handaxe +5, damage 1d6+3, thrown range 20/60
Dagger +5, damage 1d4+3, thrown range 20/60

Equipment

Warhammer, hand axe, dagger, armour of chains sown on a leather jacket (plus a few "real" spare parts), backpack, rope, 2 iron spikes, jar of thin wine, small wooden box w. 4 little raisin cakes, lockpicks, tinderbox, two rags, pouch w. 18 silver coins

Fighter Abilities

Fighting Style: +1 to Armor Class (already included).

Action Surge: Take an extra action on your turn, once in the scenario.

Second Wind: As a bonus action, regain 1d10+2 hit points once in the scenario.

Actions

Actions: Angreb, help, dodge, dash, disengage, hide

Bonus Action: Second Wind

Movement: 30 feet (standing up costs 15 feet of movement)

Reactions: Attack if opponent flees without "disengage"

Tactics: Egin is best as a solid rock that more fragile allies can maneuver around. Keep your head cool and apply your strength where it is needed the most. And remember that not all fights need be fought to the bitter end. Or be fought at all.

Use *Action Surge* if it is important and you might take down an opponent with an extra attack. Remember to use *Second Wind* BEFORE you go down!

EGIN – page 3, custom mechanics

LEADERSHIP

- The leader is *whoever gives the orders*.
- But only as long as the others *obey*.
- The leader's player has the *pirate coin*.
- If the leader *appears weak*, the DM will give the pirate coin to someone who appears less weak.
- The leader's player controls the *pool of Cruelty cards*.

CONFLICTS over leadership

- Open conflict is handled with a *contest of Menace*.
- *Being outnumbered gives disadvantage*. Others can back up a side, and the pirate coin counts as an extra person.
- The loser chooses between submitting or rolling initiative for combat. Everyone on the losing side has disadvantage on initiative.
- Those who *did not pick a side* can take part from round 2.

FLASHBACKS

- Cruelty and Kindness are resources brought into play through *brief, narrated flashbacks*.
- Flashbacks are *set on the Goshawk*.
- Flashbacks *cannot be used* during conflicts over leadership.

CRUELTY

- *The leader* can use Cruelty himself or offer it to others.
- The flashback must be about *public cruelty* against another PC (not the current leader).
- *Beatings, humiliation* and *cruel teasing* are OK.
- *Torture, mutilation* and *rape* are no go.

In the present, Cruelty gives a REROLL of a failed roll, with advantage, and does 1 hit point of damage to the target PC.

- The target puts the Cruelty card in front of them, *tapped*.

KINDNESS

- Each player has *one Kindness card*. It is yours alone.
- The flashback must be about *private kindness* to another PC (not yourself).
- You can offer it to another who is having a hard time.
- They can narrate a situation where they were hurting. You then narrate how you helped.

Kindness HEALS 4d6 hit points, and can keep a PC from going down at 0 hit points.

- The recipient puts the Kindness card in front of them, *tapped*.

SAFETY

Hopefully unnecessary, but – if something seems more fucked up than cool, anyone can say **STOP THE GAME!** Then, together, you come up with something more cool than fucked up.

TIDEVANDETS TEMPEL

