

# FELIX – page 1, who he is

## HOMESICK SHEPHERD

FELIX is tough, sullen and introverted. He is desperately missing his green hills, his sheep and his dogs – he is a shepherd. Or he was, before his mother sold him to the Captain to be able to afford medicine for his sick older brother. So Felix can never go home again, and he cannot stand it. But even though he is sad, he is also a survivor – he is actually an excellent shot, and not too soft to hit the mark – and he has acquired reasonably good equipment. But boasting and making threats to get ahead among the pirates does not come naturally to him at all – he can do it, but he doesn't like it. He is basically a good boy, and he hopes that maybe under the surface some of the others are not as horrible as they are acting. Felix is 17 years old.

## THE CAPTAIN AND THE GOSHAWK

The Captain is ruthless, greedy and cruel. 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 noone wants that! Bran has been on the Goshawk for a bit more than a year



## RECRUITMENT

Sold to the Captain by his family.

## STRENGTHS

Good shot, calm.

## WEAKNESSES

Quiet.

## 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.

## THE GAZE OF THE MOON

Felix's mother has a proverb that if you stare too long at the moon, the moon can look into you. But Felix has always liked looking at the moon.

## FELIX – page 2, stats (level 2 "fighter")

Strength	14 +2 (save +4)	<b>Armor Class:</b> 14
Dexterity	16 +3	<b>Initiative:</b> +3
Constitution	15 +2 (save +4)	<b>Action Surge:</b> 1
Intelligence	11 –	<b>Second Wind:</b> 1
Wisdom	13 +1	<b>Hit points:</b> 20
Charisma	9 –1	<b>Ammunition:</b> 9

### Skills

Menace +1      Athletics +4      Perception +3  
Stealth +5    Animal Handling +3      Investigation +0  
Carting, spinning & knitting, can swim, CANNOT read & write

### Attacks

**Crossbow** +7, damage 1d8+3, range 80/320

**Cutlass** +5, damage 1d6+3

**Dagger** +5, damage 1d4+3, thrown range 20/60 (off hand damage 1d4, and where is the crossbow?)

### Equipment

Light crossbow, cutlass, dagger, sheepskin waistcoat, backpack, tinderbox, wooden knitting needles, ball of 90 metres of yarn, half finished woolen sock, leather canteen w. water, two half-crushed biscuits in a handkerchief, quiver w. 9 crossbow bolts

### Fighter Abilities

**Fighting Style:** +2 to hit with ranged weapons (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, off hand attack

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

**Reactions:** Attack if opponent flees without "disengage"

**Tactics:** You are a crack shot, so of course you shine the most when you can either fire a bolt or two early in a fight, or make life dangerous for opponents who engage you at a distance. You are most dangerous with your crossbow when you can shoot from hiding (with advantage), but even if you can find cover, it takes you a regular action to hide properly.

If there isn't really room to shoot, you are also OK in melee with your cutlass. If you are out of ammunition (or have stowed your precious crossbow safely), you can also use a dagger in your off hand for a bit of extra damage.

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!

# FELIX – 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

