

BRAN – page 1, who he is

SENSITIVE SOUL, FURIOUSLY BLOODTHIRSTY

BRAN is the son of a merchant, but doesn't really have a head for the trade. He is a beautiful and elegant boy, with a lovely, light singing voice, and tears come easily to him whether of anger, laughter or sadness. He was originally kidnapped by the Captain for his singing voice, but he is moving up the ranks. Though it was hard at first, he has managed (well!) by cultivating a talent for frightening rage and the tough style that goes with it – he cannot suppress his emotions, but he can use them as a weapon. He deliberately makes a show of it, but the rage is no lie once he gets going, and he can take a lot of pain when his blood is up. He has taken a couple of brutal beatings from strong, full pirate crewmen because he didn't put up with their bullying, but he has also won a lot of respect for taking those beatings. Bran does not love what the rage turns him into, but he depends on it. He is still beautiful and charming, but in a menacing way, where everyone knows that his laughter and tears can turn into lethal violence at the drop of a hat. Bran is 17 years old.

THE CAPTAIN AND THE GOSHAWK

The Captain is ruthless, greedy, cruel and totally amazing. This is also the tone that he sets 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

Frightening rage, intense charm.

WEAKNESSES

Unable to pretend to not feel.

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.

TEMPLE SINGER

In the town that Bran comes from, he was not just a rather unskilled merchant's apprentice, he was also a singer in the holy choir. That went a lot better. He didn't care much about all that salvation and mysteries stuff, but a few bits did stick with him. There was something about how the Moon Goddess was an old cult that did not promise salvation. The priestess didn't want to talk about what the Moon Goddess DID promise instead.

BRAN – page 2, stats (level 2 "barbarian")

Strength	15 +2 (save +4)	Armor Class: 15
Dexterity	14 +2 (Danger S.)	Initiative: +2
Constitution	13 +1 (save +3)	Rage: 2
Intelligence	11 –	Hit Points: 21
Wisdom	9 –1	
Charisma	17 +3	

Skills

Menace +7	Athletics +4	Perception -1
Stealth +4	Performance +5	Investigation +0
Sailing & knots, can swim, can read & write		

Attacks

Cutlass +4, damage 1d6+2 (in a rage, 1d6+4)
Off hand dagger/torch +4, damage 1d4 (in a rage, 1d4+2)
Dagger throw +4, damage 1d4+2, range 20/60

Equipment

Cutlass, dagger, chainmail shirt, shoulder bag, jar of sweet red wine, tinderbox, bloodstained rag, two metres long red silk scarf, pouch w. 17 silver coins & 6 gold coins

"Barbarian" Abilities

Rage: Rage as a bonus action. This gives you +2 to damage and you take half damage from violence. Lasts a minute (10 rounds) or until you stop fighting.

Reckless Attack: You can take advantage on your melee attacks. Everyone else gets to attack you with advantage until the start of your next turn.

Danger Sense: Advantage on dexterity saves if you can see the threat.

"Barbarian" is about rage mechanics, not culture.

Actions

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

Bonus Action: Start raging, off hand attack

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

Reactions: Attack if opponent flees without "disengage"

Tactics: With *rage* + *reckless attack*, you are matchlessly deadly, but you only have two bouts of *rage* in you. Do not be shy about using your first *rage* in a serious fight, but save your second *rage* for a tight spot. YOU ARE ALLOWED to think while you rage!

If you want to rage in a fight, rage right away! Use your bonus action to rage in your first turn, and in subsequent turns, use your bonus action to make off hand attacks.

BRAN – 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

