

# CORT – page 1, who he is

## TOUGH GUY, NOT AT *ALL* CONFUSED

CORT is the son of poor fisher folk. When he lived back home, he had his beloved older sister Marla to explain all the confusing things to him. He trusted her. Now he's been sold to the Captain to cover his father's gambling debts. Here, he has no one to trust and can never admit that he is confused – that would be to admit weakness. Several times, he has been cruelly, humiliatingly fooled. He desperately needs someone to tell him what to do, in a way that does not make him look weak. Cort has a hard time of it, even though he is unusually strong and agile. He is tough, brutal and deeply unhappy. Cort 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! Cort has been on the Goshawk for a bit more than a year.

## 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.



## RECRUITMENT

Sold to the Captain by his family.

## STRENGTHS

Brute strength and agility, fishing experience.

## WEAKNESSES

Lacks smarts, lacks someone to trust.

## THE MOON AND THE TIDE

Marla knew an old song about the moon and the tide. Suppose she still knows it, back home. It was something about the moon as "the face of the goddess". And fortune and misfortune, and the tide. It was a very beautiful song.

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

Strength	16 +3 (save +5)	<b>Armor Class:</b> 14
Dexterity	16 +3	<b>Initiative:</b> +3
Constitution	15 +2 (save +4)	<b>Action Surge:</b> 1
Intelligence	7 -2	<b>Second Wind:</b> 1
Wisdom	8 -1	<b>Hit Points:</b> 20
Charisma	11 -	

### Skills

Menace +5	Athletics +5	Perception +1
Stealth +3	Deception +2	Investigation -2
Sailing & knots, can swim, CANNOT read & write		

### Attacks

**Battleaxe** +5, damage 1d8+5

**Dagger** +5, damage 1d4+5, thrown range 20/60

### Equipment

Battleaxe, dagger, leather armour, dirty rag, belt pouch w. 9 silver coins and three meter of string and a fish hook

### Fighter Abilities

**Fighting Style:** +2 damage on one-handed attacks (already included in your attacks).

**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:** Attack, 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:** Cort's tactics are simple and aggressive – close fast, chop hard. This has the limitation that it can be a really terrible idea when facing strong, numerous opponents.

You can hold a torch in your off hand, but you cannot also attack with it without losing your bonus 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!

# CORT – 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

