



Swashbuckling Adventures in the land of Theah!



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Ship Stats

The Crimson Roger (30)

Brawn 7, Finesse 4, Resolve 5, Wits 3, Panache 3
Modifications: Good Captain (4), Extra Boarding Guns (5)
Flaws: Old (1)
Draft: 5
Crew: 4
Cargo: 5

The Revensj (30)

Brawn 4, Finesse 4, Resolve 5, Wits 5, Panache 5
Modifications: Oars (1), Prow Ram (1), Boarding Party (5)
Flaws: None
Draft: 4
Crew: 3
Cargo: 4

Note: The Revensj may never flee from a Vendel ship.

The Strange Skies (30)

Brawn 2, Finesse 3, Resolve 6, Wits 6, Panache 5
Modifications: Oars (1), Prow Ram (1), Extra Crew Quarters (4), Boarding Party (5), Slight Draft (5),
Flaws: Poorly Trained Crew (2), Undergunned (2), Disgruntled Crew (4)
Draft: 6
Crew: 4
Cargo: 6

Note: The artifact cannon may be fired once every three Rounds. When it is used, the Ship's Finesse is considered 5, and the cannon inflicts 6 dice of damage.

The Black Dawn (30)

Brawn 5, Finesse 5, Resolve 3, Wits 5, Panache 5
Modifications: Retractable Keel (6), Good Captain (5)
Flaws: Cramped (4)
Draft: 3 (1)
Crew: 4
Cargo: 3
Reputation: 20

Note: The Black Dawn has had the Master level St. Roger's Glamour Knack used upon it. For details, see either pg. 46 in Pirate Nations or the Avalon Sourcebook.

The Hanged Man (30)

Brawn 4, Finesse 5, Resolve 5, Wits 6, Panache 5
Modifications: Oars (1), Prow Ram (1), Lucky (3),
Flaws: None
Draft: 5
Crew: 5
Cargo: 5



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