# BEFORE THE MAST

## A Nautical One Page Adventure

**The Setting:** No one knows or remembers how the city of Catatera came to be. Some say it was founded by outcasts and pirates. More sympathetic scholars insist that it began as a fleet of fishing vessels who came together for protection. Truthfully it does not matter, Catatera is home to all three. In its endless voyage following the whales across the world's oceans, the city alternates between something like a sailing carnival and a horde of brigands depending on where it happens to be.

## For Players

Your Game Master (GM) will tell you the specifics of their version of Catatera. You just worry about yourself. Playing is simple.

**Skills** are mostly determined by your profession. If you try to do something you are not skilled in you will suffer a **–1** modifier. You can choose one skill outside of your profession. If you want, you can take two if you but will have to roll a **d4** for both.

For most rolls you will use a **d6**. Your GM will determine what you need to roll to succeed in a task based on your skills and circumstances. For fights and other contests you may be asked to roll your dice against your opponents. The GM may apply modifiers to either depending on conditions and preceding actions.

You will get four **Action Points (AP)** at the beginning of the game. You can spend AP to add to a skill roll. You can spend as many AP as you have, but they will not replenish until you get a night's rest.

You can take up to four wounds. Each wound level means something different. All effects stack.

1. Is that blood on your shirt? (-1 to character interactions)
2. You should really get that checked (AP wont replenish).
3. Looking worse for wear (-1 to all rolls).
4. You are dead.

To built your character you'll need a name, a backstory, and a profession. When doing this consider whether your character was born in the city or came from elsewhere. Your chosen profession will grant you a handful of starting items and funds as determined by the GM.

**Carpenter** - the city would sink if it weren't for you.
        Skills: Handcrafts, Repair, Basic Machines,
**Diver** - marine salvage offers countless risks, and many
        rewards.
        Skills: Swimming, Searching, Fighting (Knife), Knots.
**Doctor** - disease travels quickly in cramped conditions, and
        whaling is dangerous work.
        Skills: Medicine, Steady Hands, Silver Tongue,
**Drifter** - you say you're out seeing the world, others say you're
        running.
        Skills: Bluster, Haggling, Slight of Hand, Stealth,
**Privateer** - party pirate, part city guard, you're whatever your
        employer needs you to be.
        Skills: Fighting (Pistol, Blades), Gunnery, Navigation,
        Haggling
**Whaler** - you spend your days hunting and harvesting the whales that
        are the city's life blood, it's a shame you don't smell better.
        Skills: Carving, Fighting (Brawling), Butchery, Knots
**Quartermaster** - keeping a city fed at sea is no small task, you know
        where everything is hidden.
        Skills: Intimidation, Perception, Haggling, Politics

## For Game Maters

Your job is to put obstacles in the way of the players and present them with objectives. Before you start you'll need to answer a few questions for everyone. For each one you can roll the appropriately number die or pick whichever one suits you. You do not need to answer all of them if you don't want to, it's your game.

**What era is it?** Make alterations to ships and professions as needed.

1. Age of Sail
2. Age of Steam
3. Apocalyptic
4. Ancient Times

**Who rules the city?**

1. A board of investors.
2. A rogue admiral.
3. A pirate king.
4. An elected mayor
5. A council of elderly sailors.
6. Rules? What are those?

**What just happened?**

1. Violent storms have scattered the fleet
2. One of the tenement barges caught fire.
3. Scouts have sighted a kraken following the city.
4. Sunken ruins have been found beneath the waves.
5. People have been disappearing in the lower decks.
6. A mysterious white ship has been sailing up to house boats and night and just...sitting there.

**What is happening?** - you can keep these hidden if you want. Or pick a player to be secretly involved in events.

1. After years of poor working conditions and poorer pay the whalers are finally planning a mutiny.
2. An island feels threatened by the city's proximity. They're sending their navy to chase it away.
3. One of the quartermasters is skimming rations to line his own pockets.
4. A fisherman is hiding an artifact that his nets dragged up.
5. One of the city's captains has an old score to settle.
6. Nothing. This entire port city is empty.

**Will there be magic?** Look below if yes.

1. Magic is done by strange hags living in the bilge water.
2. Magic is a commodity, there are more magicians for hire in the city than you can count.
3. Magic comes from artifacts left over from a bygone age.
4. Anyone can make their own magic with a little hard work, a grimoire, and a lot of extra blood.