

Ship Construction + Ship Stats

Reference for d10 Ship Creation

This publication is a resource containing previously published material for GMs to refer to without having to dig through the *Player's Guide* or *Game Master's* guides and includes the following:

- **Ship Construction Rules** (re-published)
- **Sample Ships** (re-published)
- **Ship Stats** for famous ships in the 7th Sea Setting
- **Ship Sketches** depicting two examples of types of ships commonly found throughout Théah.

This information was originally available on the *7th Sea* website and has been consolidated and re-formatted for your convenience.

Ship Construction Rules

1) Assign Traits

Ships have the same five Traits as Heroes (Brawn, Finesse, Resolve, Wits, and Panache) and can go up to an absolute maximum of 10 in each. This, as well as the points allowed in modifications and flaws, is further limited by the total number of points spent on the ship (see table below).

Ships may exceed their maximum in flaws or modifications if they take one, and only one. Thus, even a small ship can have Haunted as a flaw or Retractable Keel as a modification. In addition, a ship cannot have obviously opposing modifications and flaws, such as Good and Bad Captain, or Friendly Spirit and Haunted.

Heroes can only begin with a 10, 15, or 20 point ship. Beyond that, they'll have to either save up and buy a ship later in the campaign or capture one from someone else.

2) Add Modifications and Flaws

Once the Traits are assigned, modifications and flaws can be added (see Modification List and Flaw List below.) Each Modification costs a number of points equal to its

Difficulty Rating, while each flaw reduces the point cost of the ship. Note that flaws and modifications cannot change the maximum Rank allowed in each Trait. That is set by the number of points spent on Traits in step 1.

3) Calculate Other Values

Draft and Cargo are both equal to a ship's Resolve, unless the ship has a modification or flaw that alters them. The Crew of a ship is equal to its Finesse unless modified by a flaw or modification.

Points	Max Traits	Max Mods	Max Flaws
10	3	2	2
15	4	3	3
20	5	4	4
25	6	5	5
30	7	6	6
35	8	7	7
40	9	8	8
45	10	9	9
50+	10	10	10

Example: Bill decides he wants his Hero to start with a ship. After some thought, he settles on a 15 point ship. He has 15 points to spend on Traits and modifications, and he can take up to 3 points in flaws, for a total of 18 points to build his ship. He's only allowed to take up to 3 points of modifications, and the ship's Traits can't be any higher than a 4 normally. Even if he could've spent 5 points on flaws, giving him 20 points to build with, the Traits still would have still been limited to a 4.

Bill decides to make an agile ship with fewer cannons, so he assigns the Traits like this:

Brawn 2, Finesse 3, Resolve 3, Wits 4, Panache 3.

That costs him 15 points. If he wants any modifications, he'll have to pay for them with flaws, so he picks the Vermin flaw, for 3 points. Then he chooses Concealed Gunports for 2 points and Hidden Towline for 1 point. Lastly, he looks at his Resolve for his ship's Draft and Cargo (3 each, as there are no modifiers), and Finesse for his Crew (3 also).

Modification List

Note: Modifications marked with an asterisk (*) cannot be added to a ship after its creation. Modifications may only be taken once per ship unless otherwise noted.

Difficulty 1 Modifications

Hidden Towline

This modification fixes a hidden rope to the underside of the ship. Smugglers use it to haul contraband materials beneath the water, where it is unlikely to be found. On the downside, this increases the ship's Draft by 1.

Oars

The ship has one or more banks of oars. This modification allows a ship to move even when becalmed or sailing directly into the wind. However, when oars are used, the ship's Wits is considered 2 less, to a minimum of 1.

Prow Ram*

This ship is equipped with a ram and a reinforced keel to absorb the impact of a collision. When determining damage resulting from a ram according to the Advanced Naval Battle rules, the target ship suffers one additional Critical Hit, and the ramming ship one fewer.

Reinforced Masts

The masts of the ship are specially hardened against chain shot. This modification allows the ship to roll two extra unkept dice for Wound Checks when fired upon with chain shot.

Difficulty 2 Modifications

Concealed Gunports

The gunports of this ship are designed to be nearly invisible when closed. This ship's Brawn can be kept a secret until used. Brawn dice must be revealed before being used (this can be done at any time using no Actions), and cannot be concealed again after being revealed until the next Scene.

Overgunned

The ship is loaded down with cannons. This modification increases the ship's Brawn by 1. This may exceed the normal maximum for the ship's point cost.

Silk Sails

The ship is equipped with rare silk sails from Cathay. This modification increases the ship's Panache by 1. This may exceed the normal maximum for the ship's point cost.

Sturdy Hull*

The ship's hull is reinforced with extra planks. This modification increases the ship's Resolve by 1. This may exceed the normal maximum for the ship's point cost.

Well-Trained Crew

The ship's crew is particularly skilled. This modification increases the ship's Finesse by 1. This may exceed the normal maximum for the ship's point cost.

Wide Rudder

The ship has a wide rudder, enabling her to make quicker turns. This modification increases the ship's Wits by 1. This may exceed the normal maximum for the ship's point cost.

Difficulty 3 Modifications

Extended Keel*

The ship's keel is particularly long, granting increased stability at the cost of a deeper draft. This ship rolls two extra unkept dice when checking for capsizing, but her draft increases by 1.

Lucky*

The ship has always been particularly lucky, both in and out of combat. This modification gives the ship one extra Drama die.

Smuggling Compartments

Some of the supposedly solid areas of the ship are in fact hollow, and used to smuggle contraband. Up to 1 Cargo can be hidden in these secret compartments, safe from all but the most thorough search.

Difficulty 4 Modifications

Extra Cargo Space*

The cargo hold of the ship is well designed and can hold more goods. This ship's Cargo increases by 1.



Extra Crew Quarters*

Extra quarters have been provided for the crew, so the ship is manned by more men than other ships her size. This ship's Crew increases by 1.

Good Captain

The Captain of the ship is a particularly able man. Once per Round, the Captain may add one unkept die to any roll the ship makes. This modification can only be taken if the Captain (whether he is a Hero or an NPC) has a Leadership Knack of at least 4.

Narrow Hull*

The ship is built to be narrow, and slip through tight squeezes. Piloting checks that involve sailing through a narrow opening receive one Free Raise.

Difficulty 5 Modifications

Boarding Party

This ship has a well-trained boarding party aboard. When rolling on the Boarding chart in the Advanced Naval Battles section, this ship moves up one result on the chart.

Extra Boarding Guns

The ship has a number of small cannons used to repel boarding parties. When rolling on the Boarding chart in the Advanced Naval Battles section, ships attempting to board this ship move down one result on the chart.

Friendly Spirit

The ship is inhabited by some sort of friendly entity that occasionally helps out. Once per Scene, the ship rolls two extra Kept dice on any one check.

Slight Draft*

The hull of the ship is designed in such a way that she can sail in shallower water than other ships of its size. This ship's Draft is reduced by 1, to a minimum of 1.

Swivel Cannon

A number of small cannons have been placed on swivelling mounts. Once per Round, this ship can fire outside her normal firing arc with a Brawn of 2.

Difficulty 6 Modifications

Retractable Keel*

This ship can retract its keel, reducing her draft, but making her less stable. While her keel is retracted, the ship reduces her Draft by 2, but rolls one less unkept die when checking for capsizing. It takes one Action to retract or extend the keel.

Ship Flaws

Note: Flaws that cannot be removed from a ship after her creation are marked with an asterisk. Modifications and flaws may only be taken once per ship unless otherwise noted.

Flaw List

Note: Flaws marked with an asterisk (*) cannot be added to or removed from a ship after its creation. Flaws may only be taken once per ship unless otherwise noted.

1-Point Flaws

Flimsy Masts

The ship's masts are built of inferior wood. This ship rolls one fewer unkept die for Wound Checks when fired upon with chainshot.

Old*

Some of the ship's planks are rotten, but overall she's in good shape; she just needs a little more love than a newer ship. This ship requires maintenance every six months instead of every year.

Sluggish

The ship tends to sail more slowly than other ships of her size. This ship travels one less hex when she moves forward.

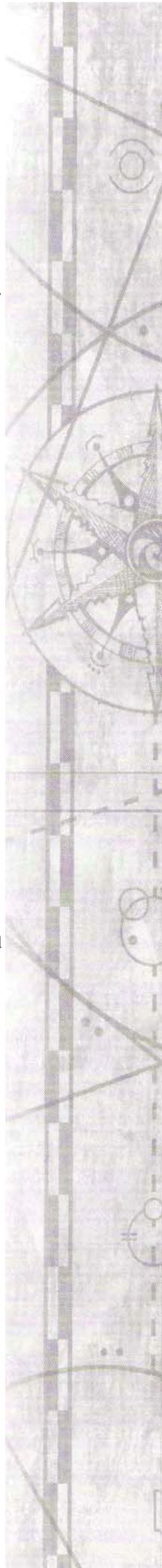
2-Point Flaws

Brittle Hull

The ship's hull was not properly cured, and splinters easily when struck by cannonfire. When rolling Wound Checks, none of this ship's dice may explode.

Leaky Hull

The ship's hull is poorly built, and takes on water even when carefully tarred. When making Resolve-related checks, none



of this ship's dice explode.

Poorly Trained Crew

The ship has a particularly poorly trained crew. When making Brawn-related checks, none of this ship's dice may explode.

Small Keel

The ship's keel is too slight for its size, giving the ship a tendency to roll over. This ship rolls one fewer unkept die when checking for capsizing.

Small Rudder

The rudder is not big enough to turn a ship of this size, therefore, she turns slowly. When making Wits-related checks, none of this ship's dice explode.

Tattered Sails

The ship's sails are in poor repair. When making Panache-related checks, none of this ship's dice explode.

Undergunned

The ship has fewer cannons than most other ships her size. When making Brawn-related checks (but not Wound Checks), none of this ship's dice explode.

3-Point Flaws

Incompetent Bosun

The Bosun is in charge of the deck, and if he does his job poorly, the ship suffers as a whole. The bosun of this ship is utterly incompetent at his job. The ship's travel speed (see the Advanced Sailing section) is reduced by 25%.

Unlucky*

Something about the ship seems to have given her a run of bad luck. Perhaps her keel was laid on an unlucky day, or perhaps she sailed into a cursed area once. The ship receives one fewer Drama die.

Vermin

The ship is infested with rats, weevils, and other vermin that constantly get into the provisions. Ship's provisions only last three weeks for every month's worth of supplies purchased.

4-Point Flaws

Awkward Cargo Space

The cargo hold of the ship was poorly designed, so that this ship can't carry as much cargo as other ships of her size. This ship's Cargo is reduced by 1.

Bad Captain

The Captain of this ship is particularly incapable of doing his job. The Captain subtracts one unkept die from the first roll the ship makes each Round.

Cramped

The crew quarters of the ship are poorly designed. This means she has to make do with fewer crewmen than other ships of her size. This ship's Crew is reduced by 1.

Disgruntled Crew

The men on the ship are easily upset by any little thing going wrong: Theus help the Captain if the rum ration runs out! The GM or a Hero may spend one Drama die to have one Crew turn surly and refuse to do anything for the rest of the Scene. If they're in combat, they surrender immediately.

5-Point Flaws

Deep Draft

The ship has a deeper draft than most ships of her size, and cannot sail in shallow waters. The ship's Draft is increased by 1.

Haunted*

The ship seems to be inhabited by a malevolent entity. Occasionally, strange things happen aboard her. Other times, it's as if she has a mind of her own. The GM may, once per Scene, spend two Drama dice to control the ship's actions for one Round. In addition, strange things tend to happen on the ship.

Warped Rudder

The ship's rudder is bent, either to port or to starboard. Left to her own devices, the ship will sail around in circles. At the end of each Round, this ship turns 60 degrees to port (or starboard) without spending any Actions. The direction is chosen during ship creation.



Ship Maintenance

It costs 250G and takes one week to repair one Critical Hit on a ship. In addition, once a year a ship needs 100G in maintenance costs. Failure to pay this results in the ship's Traits all going down by 1 until the maintenance is performed.

Ship Modification

Besides Traits, a number of other things give life to a ship and make it memorable in the eyes of the crew. Some ships are built too heavily and sit low in the water, while others seem to have Legion's own luck in a fight. Some ships have more than their share of vermin, and a few were built with such skill that they exceed the normal limits their design imposes upon them.

Each modification that can be made to a ship has a difficulty rating assigned to it. A Shipwright must have a Shipwright Knack at least as high as a modification's difficulty in order to install it. Modifications cost 750G and take two weeks to install per point of difficulty if added to an existing ship. A ship can never have more modifications installed than it is allowed according to the chart in Step 1 of Ship Design, above.

Ship flaws may be bought off after creation at a cost of 1,500G and two weeks for each point the flaw was worth.

Ship Building after Creation

In order to purchase a ship after Hero creation, go through all the ordinary steps of design, and then tally up the total number of points that would've been invested in the ship. It costs 600G and takes one week per point to build the ship.

The shipwright must then make a Wits + Shipwright test against a TN of 5 x the highest Trait or difficulty rating of a modification on the ship. Thus, a ship whose highest Trait is a Brawn of 5 calls for a TN of 25, while that same ship with a retractable keel would have a TN of 30.

If this roll fails, then the ship takes an additional two weeks to build. If the roll fails by 10 or more, the ship acquires

1 additional point of flaws for every 10 by which the roll failed. These additional flaws do not give the ship more points to build with. In any event, the Shipwright must roll again until he succeeds.

Sample Ships

There are so many different kinds of ships that it is literally impossible to list them all in detail. There are dozens of different kinds of sloops, barques and galleons that all we can do in the space given is give a brief overview of ship types. However, we've broken them down into 3 categories: small, mid-range and large, each with their own point cost, and given examples where we could.

10-Point Ships

These ships are small. Sloops, brigantines, frigates and snows cannot carry more than 400 tonnes, meaning they are ill equipped to stand against larger ships. On the other hand, they are also very fast and incredibly maneuverable, which does give them a slight advantage... until the larger ships catch up to them. They can carry as many as twenty guns and have a shallow draft, which allows them to go places that larger navy ships cannot.

Pirate Sloop

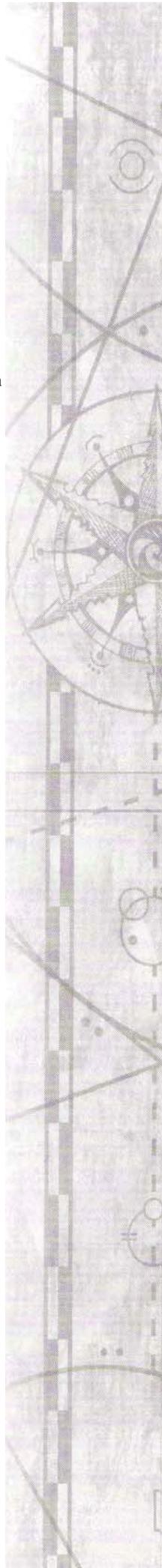
Brawn 4, Finesse 2, Resolve 2, Wits 2, Panache 2
 Modifications: Overgunned (2)
 Flaws: Vermin (3)
 Draft: 2
 Crew: 2
 Cargo: 2

Explorer's Brigantine

Brawn 1, Finesse 1, Resolve 2, Wits 3, Panache 3
 Modifications: Extra Cargo (4)
 Flaws: Disgruntled Crew (4)
 Draft: 2
 Crew: 1
 Cargo: 3

Naval Frigate

Brawn 2, Finesse 3, Resolve 2, Wits 2, Panache 2
 Modifications: Prow Ram (1)
 Flaws: Small Keel (2)



Draft: 2
Crew: 3
Cargo: 2

Merchant Snow

Brawn 1, Finesse 2, Resolve 2, Wits 4, Panache 2
Modifications: Wide Rudder (2)
Flaws: Undergunned (2)
Draft: 2
Crew: 2
Cargo: 2

15-Point Ships

These ships are a little larger than their 10 Point counterparts (holding approximately 1,000—1,500 tons). They tend to be slower, but some of them are actually rather fast. Mid-range ships are often used to hunt pirates because they can keep up with the smaller ships while still holding a larger range of cannon and marines.

Merchant Pinnace

Brawn 2, Finesse 3, Resolve 4, Wits 4, Panache 4
Modifications: Lucky (3)
Flaws: Deep Draft (5)
Draft: 5
Crew: 3
Cargo: 4

Pirate Schooner

Brawn 5, Finesse 4, Resolve 3, Wits 3, Panache 3
Modifications: Overgunned (2)
Flaws: Disgruntled Crew (4)
Draft: 3
Crew: 4
Cargo: 3

Smuggler's Fleut

Brawn 2, Finesse 3, Resolve 4, Wits 4, Panache 4
Modifications: Smuggling Compartments (3)
Flaws: Haunted (5)
Draft: 4
Crew: 3
Cargo: 4 (1 of which is hidden)

Naval Bark

Brawn 2, Finesse 3, Resolve 3, Wits 3, Panache 3
Modifications: Boarding Party (5)
Flaws: Awkward Cargo Space (4)
Draft: 3
Crew: 3
Cargo: 2

20-Point Ships

These are the largest ships on the Seas. They run between forty and sixty yards long and can carry as much as 2,000 tonnes. They are also the slowest ships on the waves, easily outmaneuvered by their smaller counterparts.

Naval Galleon

Brawn 4, Finesse 4, Resolve 6, Wits 4, Panache 4
Modifications: Sturdy Hull (2)
Flaws: Unlucky (3)
Draft: 6
Crew: 4
Cargo: 6

Naval Man o' War

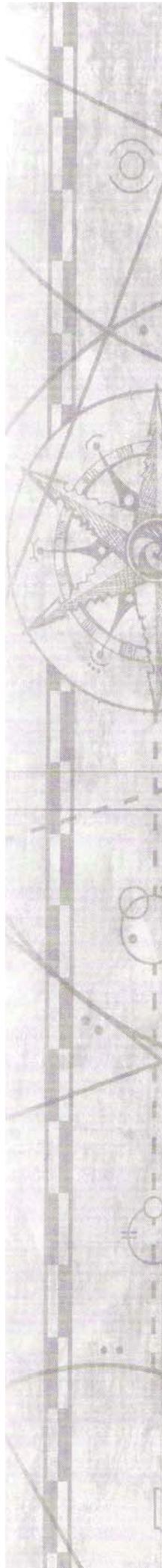
Brawn 5, Finesse 3, Resolve 3, Wits 4, Panache 4
Modifications: Slight Draft (5)
Flaws: Awkward Cargo Space (4)
Draft: 2
Crew: 3
Cargo: 2

Merchant Barge

Brawn 2, Finesse 2, Resolve 5, Wits 5, Panache 5
Modifications: Extra Cargo Space (4)
Flaws: Vermin (3)
Draft: 5
Crew: 2
Cargo: 6

Pirate Barkentine

Brawn 4, Finesse 4, Resolve 4, Wits 4, Panache 4
Modifications: Good Captain (4)
Flaws: Disgruntled Crew (4)
Draft: 4
Crew: 4
Cargo: 4



Ship Stats

There are several famous ships throughout Théah. We have included the stats for few of the most famous (and infamous) below for your referenc. These stats can be used as a reference whle creating a ship for your heroes and your heroes' foils, or you could always pit them toe-to-toe with Captain Reis or Yngvild themselves.

The Crimson Roger (30 pts)

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 pts)

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 pts)

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 pts)

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 pts)

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

Credits

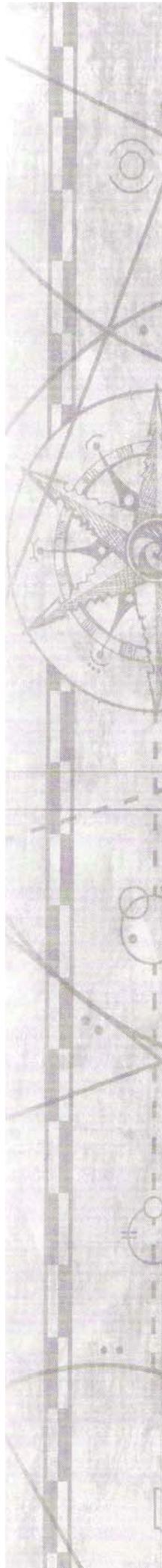
Line Development

Mark Stanton Woodward

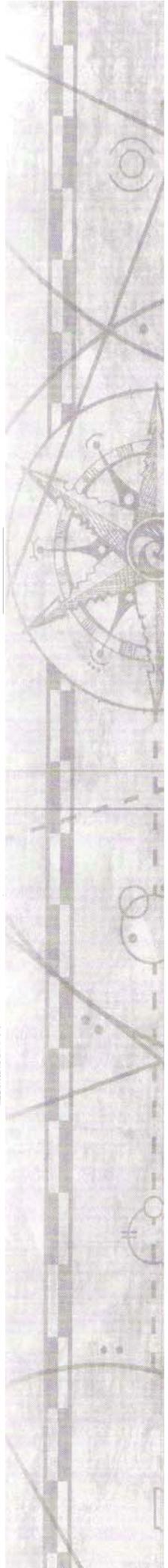
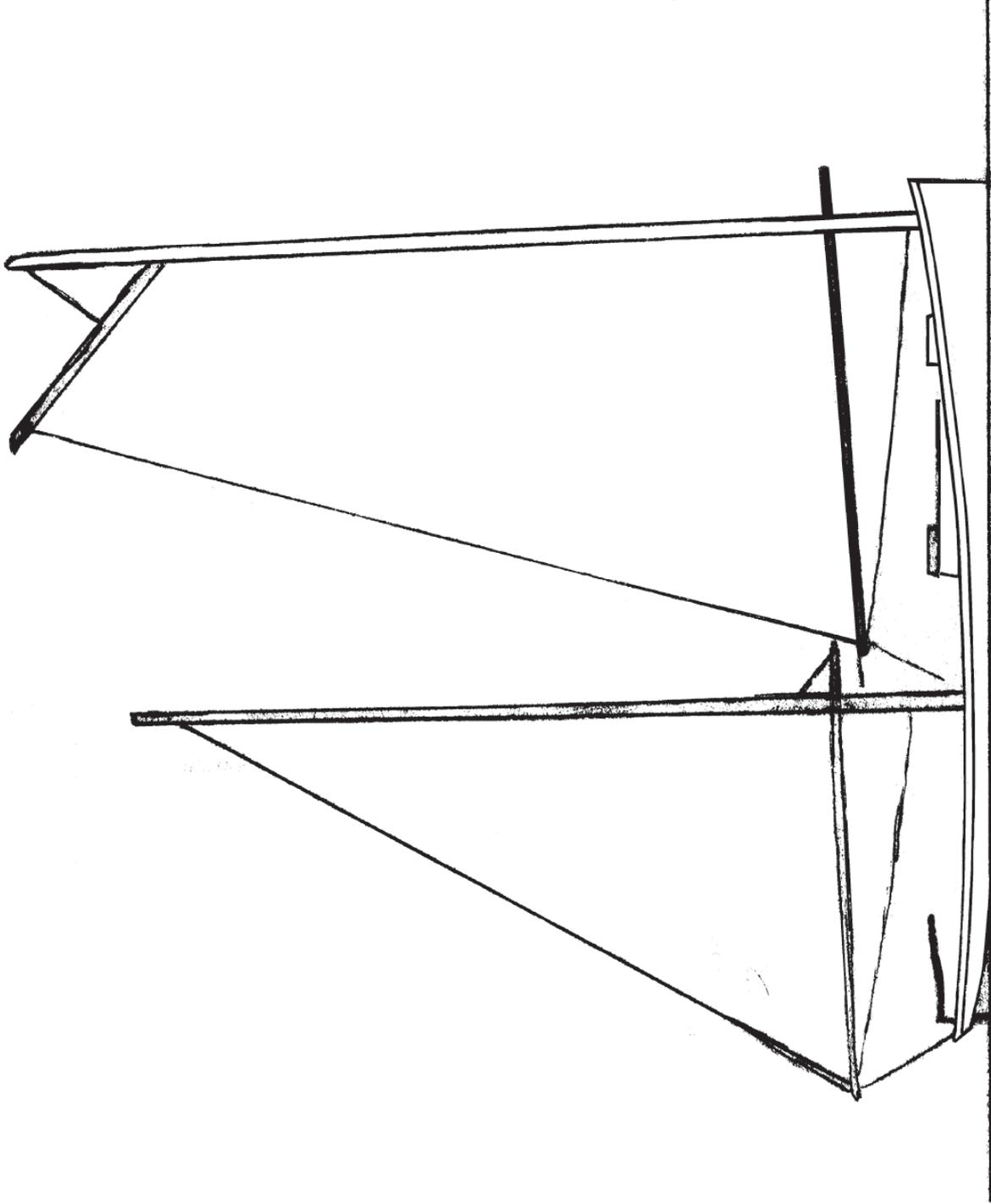
7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

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Ship Sketch: Sharpie



Ship Sketch: Topsail Schooner

