

Destiny of Tides

Character Playbook

The Coral Ranger

You are a Coral Ranger! As a member of the *Bekko* caste, you protect your pod as they wander the reefs.



Personal Information:

Heritage: You are a Kikusui!

Name: _____

Appearance: Circle one from each:

Body: Lithe, stocky, gangly, muscular

Scales: Silver & gold, glittery & pale, autumn

"Hair:": Short spines, long soft ribbons, bald

Manner: Nervous, friendly, gruff, confident

Family Trade: Choose one:

☐ Coral Jeweler

☐ Caravan Guard

☐ Zoo-keeper

Belief: Choose one:

☐ "I can always rely on my friends."

☐ "My destiny is in the land-ruins."

☐ "My people are meant for greater things."

Health:

Starting: You start with 6 total Hps.

☐☐☐☐☐☐

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

☐☐☐☐☐☐

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Above Water:

You cannot use *Echolocation* or *Fish-Speaker* while out of the water.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

☐ What secret power is hidden within the kikusui, that not even they know about?

☐ What great destiny awaits the kikusui, which even their traditions don't foretell?

☐ Where did the kikusui come from?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Light Melee:** You roll 2d6 when attacking with Light Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Coral Axe

☐ Sharktooth Gloves

☐ Battlehooks

☐ **Ranged:** You roll 2d6 when attacking with Ranged weapons.

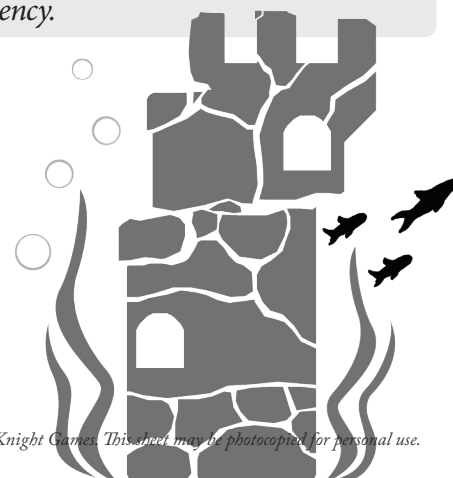
Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Hand-Sling

☐ Javelins

☐ Underwater Crossbow

You can spend 8 Experience to choose another mastered weapon or Proficiency.



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Character Playbook

The Coral Ranger

You are a Coral Ranger! As a member of the *Bekko* caste, you protect your pod as they wander the reefs.

Heritage Traits:

You begin with *Echolocation* and *Fish-Speaker*.

Echolocation: You have Advantage on underwater perception tests involving targets within 30 meters.

Fish-Speaker: You can understand and speak to fish in a rudimentary way. If there are fish that are not hostile or afraid of you, you may Test 2d6 to have them aid you in a way that makes sense.

Notes:

Traits:

Choose two of the below Traits.

- ☐ **Acrobat:** Gain Advantage when Testing to do acrobatic tricks.
- ☐ **Bestiary:** After observing an animal for a few rounds, Test; on a success, your attacks against that enemy inflict +1 damage.
- ☐ **Fleet of Fin:** Your speed is 30 feet when swimming, you gain Advantage when chasing through the water.
- ☐ **Marksman:** When using the Focus action, your next ranged weapon attack is successful on a Test result of 3, 4, 5, or 6.
- ☐ **Quick Shot:** You can reload and fire a ranged weapon in the same round.
- ☐ **Sonar Sense:** When you use Echolocation, it can pierce thin walls and bounce down hallways, and when you use it to determine if anyone is hiding, you Test with Advantage.
- ☐ **Survivalist:** You gain Advantage when foraging for food, seeking or creating shelter, or finding water.
- ☐ **Tracker:** You gain Advantage when Testing to track a person, animal, or monster. While outside (or in the ocean), you always know true north.
- ☐ **Trapmaster:** You gain Advantage when Testing to create, locate, or disarm traps, and for save checks against Traps.
- ☐ **Trawler:** You have Advantage when scavenging ruins. When rolling on the Scavenging The Land chart, you roll twice and gain both results.

You can spend 10 Experience to choose another Trait.



Animal Companion:

You have an Animal Companion.

Choose between a **Medium** or **Large** creature.

My Companion is a _____

Name: _____

☐ Medium Animal:

HPs: 6 ☐☐☐☐☐☐

Traits:

- **Maul:** This animal may attack three times at Disadvantage.
- **Water-Bound:** Cannot leave the water for extended periods.
- *Choose two more:*
 - ☐ **Evasive:** When attacked, roll a d6; on a success, the attack misses.
 - ☐ **Defender:** When an adjacent ally is hit, may have the attack hit this animal instead.
 - ☐ **Distracting:** May distract enemies by Testing 2d6 and succeeding.
 - ☐ **Tough:** Increase HPs by 2.

☐ Large Animal:

HPs: 8 ☐☐☐☐☐☐☐☐

Traits:

- **Crushing Blow:** This animal's attacks inflict 2 damage.
- **Water-Bound:** Cannot leave the water for extended periods.
- *Choose two more:*
 - ☐ **Cleave:** If this animal's attack drops an enemy to zero HPs, it attacks again at Disadvantage.
 - ☐ **Dark-Fighter:** Does not suffer Disadvantage for being blinded.
 - ☐ **Defender:** When an adjacent ally is hit, may have the attack hit this animal instead.
 - ☐ **Strong:** Gain Advantage when doing something with brute strength.
 - ☐ **Tough:** Increase HPs by 2.



Destiny of Tides

Character Playbook

The Squire

You are a squire of the Sing-Spears! You are the last of their ancient order, their future resting on your shoulders.



Personal Information:

Heritage: You are a Kikusui!

Name: _____

Appearance: Circle one from each:

Body: Lithe, stocky, gangly, muscular

Scales: Silver & gold, glittery & pale, autumn

"Hair:": Short spines, long soft ribbons, bald

Manner: Nervous, friendly, gruff, confident

Family Trade: Choose one:

- ☐ Weapon-maker
- ☐ Aristocrat or Politician
- ☐ Ruins-Trawler

Belief: Choose one:

- ☐ "I must restore the extinct order of the Sing-Spears."
- ☐ "I cannot allow an injustice to stand unavenged."
- ☐ "I must prove I am worthy of the Sing-Spear order."

Health:

Starting: You start with 6 total Hps.

□ □ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What secret power is hidden within the kikusui, that not even they know about?
- ☐ What great destiny awaits the kikusui, which even their traditions don't foretell?
- ☐ Where did the kikusui come from?

Weapon Proficiency:

You are proficient with Heavy Melee Weapons.

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

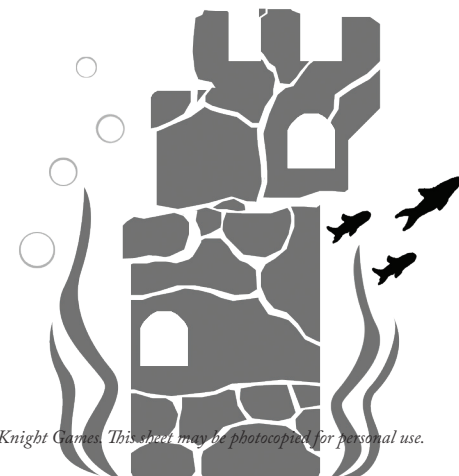
Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Narwhal Tusk

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You cannot use *Echolocation* or *Fish-Speaker* while out of the water.



Destiny of Tides

Character Playbook

The Squire

You are a squire of the Sing-Spears! You are the last of their ancient order, their future resting on your shoulders.

Heritage Traits:

You begin with *Echolocation* and *Fish-Speaker*.

Echolocation: You have Advantage on underwater perception tests involving targets within 30 meters.

Fish-Speaker: You can understand and speak to fish in a rudimentary way. If there are fish that are not hostile or afraid of you, you may Test 2d6 to have them aid you in a way that makes sense.



Whalesong:

You have the *Whalesong* Trait.

Whalesong: You know the language of the ancient whales. You can speak to dolphins, orcas, and other such aquatic mammals, and may Test to gain their aid.

Choose one of the below *Whalesongs*.

- ☐ **Allemande of the Antecedent:** Perform a song to cause the phantoms of the past to appear.
- ☐ **Chaconne of Astral Projection:** Perform a song to fall into a trance and astral project from your body.
- ☐ **Passacaglia of Passage:** While under water, perform a song to open a portal to a place you've previously been, which must also be under water.

Traits:

Choose two of the below *Traits*.

- ☐ **Acrobat:** Gain Advantage when Testing to do acrobatic tricks.
- ☐ **Defender:** When an adjacent ally is hit, you may choose to have that attack hit you instead.
- ☐ **Distracting:** You may distract enemies by Testing 2d6 and being successful.
- ☐ **Dryness-Resistant:** You Test against dryness with Advantage.
- ☐ **Fleet of Fin:** Your speed is 30 feet when swimming, you gain Advantage when chasing through the water.
- ☐ **Quartermaster:** You may re-roll your Depletion Test results, once per day.
- ☐ **Resolute:** Gain Advantage on all Save Tests.
- ☐ **Sonar Sense:** When you use Echolocation, it can pierce thin walls and bounce down hallways, and when you use it to determine if anyone is hiding, you Test with Advantage.
- ☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

Notes:

Destiny of Tides

Character Playbook

The Shield-Shark

You are a Shield-Shark, one of the gladiators of the Hykarchas arenas. You live to fight and you fight to win!



Personal Information:

Heritage: You are a Hykarchas!

Name: _____

Appearance: Circle one from each:

Body: Muscular, lean, chunky, shrimpy

Features: Lionfish frills, ray stingers, shark tail

Colors: Blues & Grays, Violets & Reds, Black

Manner: Competitive, Patient, Bossy, Playful

Family Trade: Choose one:

- ☐ Shark-Trainer
- ☐ Personal Cook
- ☐ Land Ruins Cartographer

Belief: Choose one:

- ☐ "I can never let a challenge go unanswered!"
- ☐ "I must always strive to make myself better."
- ☐ "We beat any challenge if we work together!"

Health:

Starting: You start with 8 total Hps.

□ □ □ □ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What are the origins of the ancestral games?
- ☐ What being in the spirit world is secretly aiding the hykarchas?
- ☐ What terrible invader are the hykarchas unknowingly preparing for?

Weapon Proficiency:

You are proficient with Heavy Melee Weapons.

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

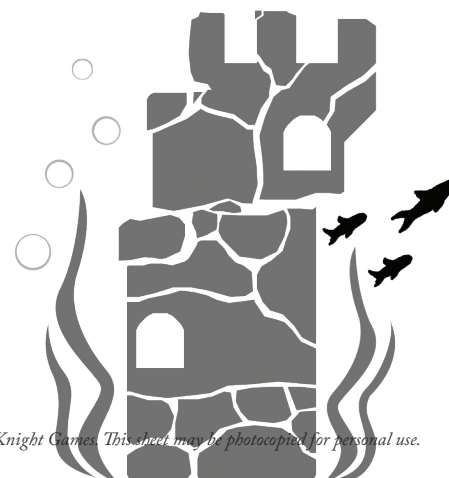
Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Narwhal Tusk

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You suffer Disadvantage on all perception tests while on land.



Destiny of Tides

Character Playbook

The Shield-Shark

You are a Shield-Shark, one of the gladiators of the Hykarchas arenas. You live to fight and you fight to win!

Heritage Traits:

You begin with *Massive*.

Massive: You cannot Evade. Your melee attacks inflict +1 damage.

Traits:

Choose three of the below Traits.

- ☐ **Acrobat:** Gain Advantage when Testing to do acrobatic tricks.
- ☐ **Berserker:** You may choose to Attack with Disadvantage. If you do and succeed, your attack inflicts 3 damage instead of 2 (this takes into account your bonus from *Massive*).
- ☐ **Charismatic:** Gain Advantage when attempting to convince or influence another.
- ☐ **Defender:** When an adjacent ally is hit, you may choose to have that attack hit you instead.
- ☐ **Diehard:** When you would be reduced to 0 Hps, you are reduced to 2 instead.
- ☐ **Distracting:** You may distract enemies by Testing 2d6 and being successful.
- ☐ **Dryness-Resistant:** You Test against dryness with Advantage.
- ☐ **Opportunist:** If an enemy within reach fails to hit you, you may attack them at Disadvantage.
- ☐ **Poison Spines:** When grappled or when attacking unarmed, target must pass a Save Test or be poisoned. Poisoned enemies Test with Disadvantage.
- ☐ **Resolute:** Gain Advantage on all Save Tests.
- ☐ **Tough:** Increase your HPs by 2.
- ☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

Notes:

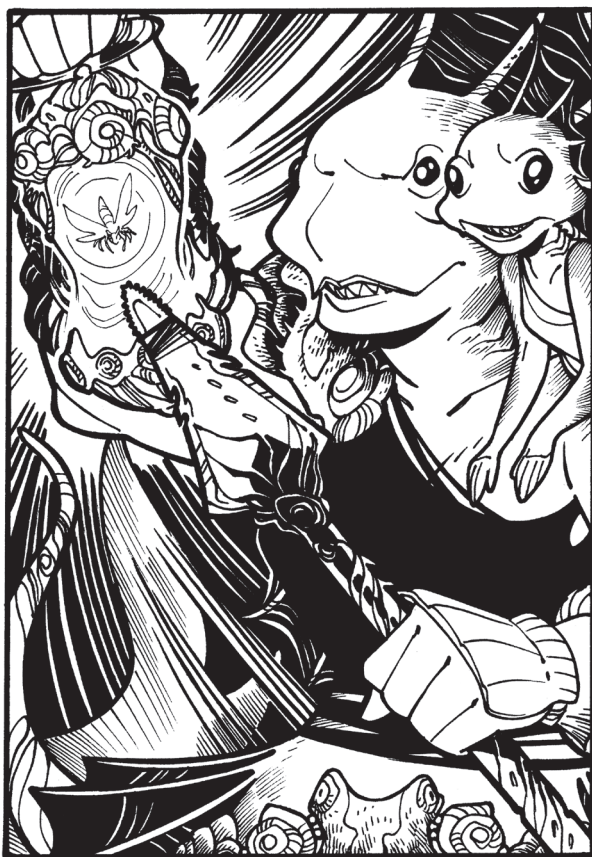


Destiny of Tides

Character Playbook

The Spiritualist

You are a Spiritualist, a shaman of the hykarchas. You can sense electromagnetic disturbances and the invisible spirits of this world.



Personal Information:

Heritage: You are a Hykarchas!

Name: _____

Appearance: Circle one from each:

Body: Muscular, lean, chunky, shrimpy

Features: Lionfish frills, ray stingers, shark tail

Colors: Blues & Grays, Violets & Reds, Black

Manner: Competitive, Patient, Bossy, Playful

Family Trade: Choose one:

- ☐ Healer and Priest
- ☐ Gladiator and Athlete
- ☐ Historian and Storyteller

Belief: Choose one:

- ☐ "I can always trust the spirits."
- ☐ "The spirits must always be appeased."
- ☐ "I must protect this world from evil."

Health:

Starting: You start with 8 total Hps.

□ □ □ □ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Above Water:

You suffer Disadvantage on all perception tests while on land.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What are the origins of the ancestral games?
- ☐ What being in the spirit world is secretly aiding the hykarchas?
- ☐ What terrible invader are the hykarchas unknowingly preparing for?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Light Melee:** You roll 2d6 when attacking with Light Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Axe
- ☐ Coral Gauntlets
- ☐ Battlehooks

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Giant Hook

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Destiny of Tides

Character Playbook

The Spiritualist

You are a Spiritualist, a shaman of the hykarchas. You can sense electromagnetic disturbances and the invisible spirits of this world.

Heritage Traits:

You begin with *Massive*.

Massive: You cannot Evade. Your melee attacks inflict +1 damage.

Notes:

Traits:

Choose two of the below Traits.

- ☐ **Artificer:** You can make Spirit Talismans with a Usage Rating of 1.
- ☐ **Dark-Fighter:** Does not suffer Disadvantage for being blinded.
- ☐ **Geas:** You made a promise with a supernatural spirit. Choose two Traits from the rulebook and gain them. Tell us what promise you made: if you break it, you lose those Traits.

Trait #1:
Trait #2:
Promise:

- ☐ **Healer:** You may heal someone who hasn't been healed yet today: the next time they rest, they heal 2 hps. If used on dry land, you must Test with Disadvantage to do this.
- ☐ **Insightful:** You gain Advantage when Testing to discern if someone is lying.
- ☐ **Perceptive:** Gain Advantage when testing to find hidden things nearby, even if asleep.
- ☐ **Poison Spines:** When grappled or attacking unarmed, target must pass a Save Test or be poisoned. Poisoned enemies Test with Disadvantage.
- ☐ **Resolute:** Gain Advantage on all Save Tests.
- ☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

Underwater Magic:

You have the *Underwater Magic* Trait.

Underwater Magic: You have mastered the Undersea Magic Discipline of Amethyst. You can cast any of the below spells. To cast a spell, you must shatter an Amethyst stone and succeed a Test. Spells last only for a short while.

- **Hidden:** You and your allies become camouflaged.
- **Item haunt:** An item you are holding becomes possessed; it floats beside you and acts on its own, and works even in environments where it normally wouldn't.
- **Spirit Guide:** A guide from the spirit world manifests to aid you. You always count as having Focused, and Test to find hidden passages with Advantage.
- **Stone Shroud:** You look like an ordinary boulder while you hold still. When you would suffer damage, you suffer none, and then the spell ends.



Destiny of Tides

Character Playbook

The Trickster

You are a Trickster of the lulutani. You rely on your wits and charm, making friends (and enemies) with your playful ways wherever you go!



Personal Information:

Heritage: You are a Lulutani!

Name: _____

Appearance: Circle one from each:

Body: Lanky, plump, athletic, stocky

Features: Curly whiskers, huge eyes, long tail

Face: Twinkle-look, brash smirk, always confused.

Manner: Playful, Energetic, Lazy, Matter-of-fact

Family Trade: Choose one:

☐ Inventor

☐ Musician/Busker

☐ Oyster Farmer

Belief: Choose one:

☐ "Everyone has a price."

☐ "Every room has an exit."

☐ "True friendship is the greatest treasure."

Health:

Starting: You start with 4 total Hps.

☐ ☐ ☐ ☐

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

☐ ☐ ☐ ☐

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

☐ What joke did the lulutani play that accidentally made the world harder to live in?

☐ What powerful being hates the lulutani for foiling their plans?

☐ What terrible artifact of tremendous power did the lulutani accidentally discover?

Weapon Proficiency:

You are proficient with Ranged Weapons.

☐ **Ranged:** You roll 2d6 when attacking with Ranged weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Hand-Sling

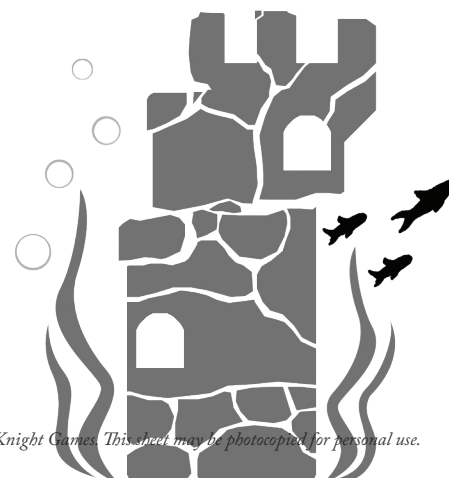
☐ Throwing Daggers

☐ Bouncy-Balls

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You suffer Disadvantage on attacks and strength-related checks while on land, as well as Saves against poisons and toxins.



Destiny of Tides

Character Playbook

The Trickster

You are a Trickster of the lulutani. You rely on your wits and charm, making friends (and enemies) with your playful ways wherever you go!

Heritage Traits:

You begin with *Whisker-Sight* and *Energetic*.

Whisker-Sight: You never suffer Disadvantage for lighting conditions.

Energetic: You may take 3 actions per turn.

Sneaky:

You have the *Sneaky* Trait.

Sneaky: You gain Advantage when testing to hide or sneak around without others noticing you.

Traits:

Choose two of the below Traits.

☐ **Bluffer:** When threatened, you may Test; if successful, your enemy hesitates.

☐ **Charismatic:** Gain Advantage when attempting to convince or influence another.

☐ **Deep Pockets:** When you need something in a pinch, you may Test to produce it, as long as it's not rare or one-of-a-kind.

☐ **Insightful:** You gain Advantage when Testing to discern if someone is lying.

☐ **Nimble Fingers:** You gain Advantage when Testing to pick locks, steal, or do slight-of-hand feats.

☐ **Perceptive:** Gain Advantage when testing to find hidden things nearby, even if asleep.

☐ **Sticky:** You can stick to sheer surfaces and climb walls without effort, you Test with Advantage to stop your falls.

☐ **Trapmaster:** You gain Advantage when Testing to create, locate, or disarm traps, and for save checks against Traps.

☐ **Trawler:** You have Advantage when scavenging ruins. When rolling on the Scavenging The Land chart, you roll twice and gain both results.

You can spend 10 Experience to choose another Trait.

Notes:

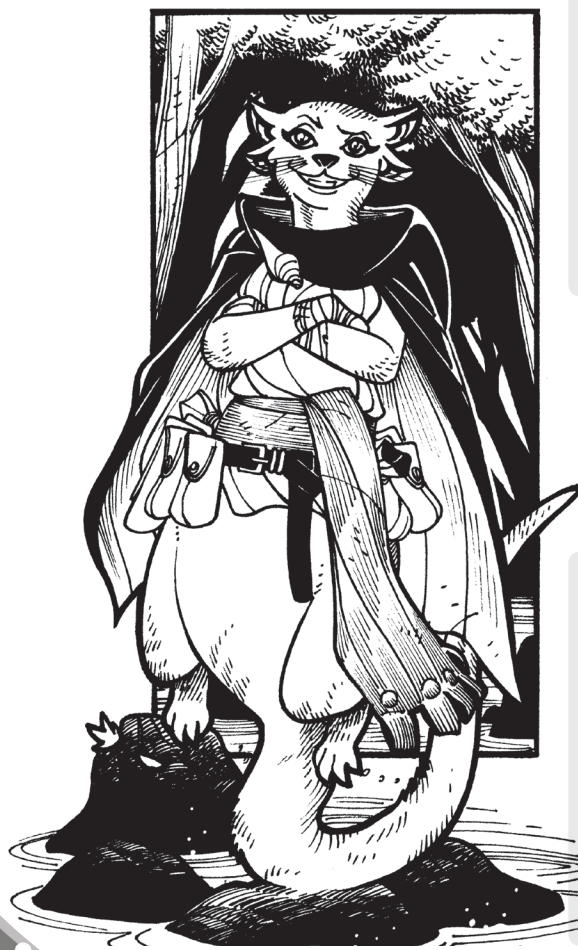


Destiny of Tides

Character Playbook

The Tinkerer

You are a Tinkerer of the lulutani. You are always cobbling things together.



Personal Information:

Heritage: You are a Lulutani!

Name: _____

Appearance: Circle one from each:

Body: Lanky, plump, athletic, stocky

Features: Curly whiskers, huge eyes, long tail

Face: Twinkle-look, brash smirk, always confused.

Manner: Playful, Energetic, Lazy, Matter-of-fact

Family Trade: Choose one:

☐ Tuna herder

☐ Barge Driver

☐ Smelter

Belief: Choose one:

☐ "My toys should bring joy to all who behold them."

☐ "The world will never get better unless we are willing to try new things."

☐ "I will one day create a marvelous work that will make me a legend!"

Health:

Starting: You start with 4 total Hps.

☐ ☐ ☐ ☐

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

☐ ☐ ☐ ☐

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

☐ What joke did the lulutani play that accidentally made the world harder to live in?

☐ What powerful being hates the lulutani for foiling their plans?

☐ What terrible artifact of tremendous power did the lulutani accidentally discover?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Light Melee:** You roll 2d6 when attacking with Light Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Stabbing Spike

☐ Sharktooth Gloves

☐ Tail-Blades

☐ **Ranged:** You roll 2d6 when attacking with Ranged weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Hand-Sling

☐ Throwing Daggers/Starfish

☐ Bouncy-Balls

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You suffer Disadvantage on attacks and strength-related checks while on land, as well as Saves against poisons and toxins.



Destiny of Tides

Character Playbook

The Tinkerer

You are a Tinkerer of the lulutani. You are always cobbling things together.

Heritage Traits:

You begin with *Whisker-Sight* and *Energetic*.

Whisker-Sight: You never suffer Disadvantage for lighting conditions.

Energetic: You may take 3 actions per turn.

Tinkerer:

You have the *Tinkerer* Trait.

Tinkerer: You may use things you scavenge from the ruins to make gadgets and improve your items. You have Advantage to modify or create new items. The things you create Grant Advantage when they'd be useful, but break after they are used a few times.

Traits:

Choose two of the below Traits.

- ☐ **Blacksmith:** You may Test once per day to restore 1 Depletion Point to an item, or repair it.
- ☐ **Deep Pockets:** When you need something in a pinch, you may Test to produce it, as long as it's not rare or one-of-a-kind.
- ☐ **Distracting:** You may distract enemies by Testing 2d6 and being successful.
- ☐ **Dryness-Resistant:** You Test against dryness with Advantage.
- ☐ **Quartermaster:** You may re-roll your Depletion Test results, once per day.
- ☐ **Survivalist:** You gain Advantage when foraging for food, seeking or creating shelter, or finding water.
- ☐ **Trapmaster:** You gain Advantage when Testing to create, locate, or disarm traps, and for save checks against Traps.
- ☐ **Trawler:** You have Advantage when scavenging ruins. When rolling on the Scavenging The Land chart, you roll twice and gain both results.
- ☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

Notes:

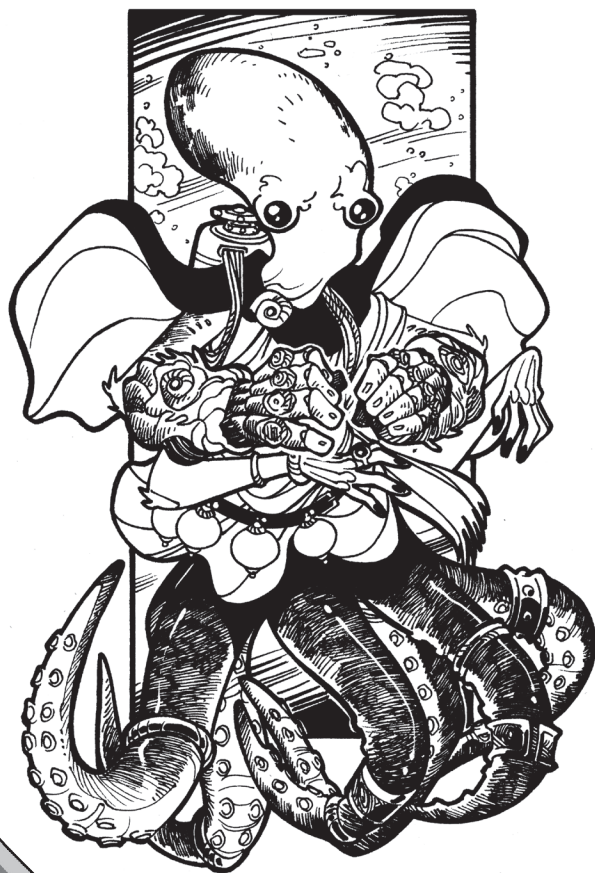


Destiny of Tides

Character Playbook

The Artificer

You are an artificer of the Kayde. You create wondrous objects of magic and technology, but your purpose is mysterious.



Personal Information:

Heritage: You are Kayde!

Name: _____

Appearance: Circle one from each:

Garb: Flowing cloak, coal armor, bits and things

Presence: Weak, dominating, subtle, charming

Manner: Humorless, Ditzzy, Cautious, Arrogant

Family Trade: Choose one:

☐ Architect

☐ Undersea Ferrier

☐ Cartographer

Belief: Choose one:

☐ "I will become famous for my masterworks."

☐ "The sorcerers of old knew things that could save our people."

☐ "I must atone for the evil I released into the world."

Health:

Starting: You start with 8 total Hps.

□ □ □ □ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

☐ What buried secret in the ocean trenches have you known about all along?

☐ What great sin are the Kayde secretly atoning for?

☐ How are the Kayde secretly connected to what befell the surface civilizations?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Coral Glave

☐ Sharktooth Spear

☐ Trident

☐ **Ranged:** You roll 2d6 when attacking with Ranged weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

☐ Hand-Sling

☐ Javelins

☐ Underwater Crossbow

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You move only 15 feet per move action and suffer Disadvantage on Evade tests while out of water.

Destiny of Tides

Character Playbook

The Artificer

You are an artificer of the Kayde. You create wondrous objects of magic and technology, but your purpose is mysterious.

Heritage Traits:

You begin with *Ink Sac* and *Multiple Arms*.

Ink Sac: Twice per day, you may deploy your ink sac as an action. If underwater, those within the cloud suffer Disadvantage on things requiring perception to succeed.

Multiple Arms: You are always considered to have a “hand” free. You gain Advantage on tests requiring manual dexterity.

Artificer:

You have the *Artificer* Trait.

Artificer: You can make Spirit Talismans with a Usage Rating of 1.

Traits:

Choose two of the below Traits.

☐ **Blacksmith:** You may Test once per day to restore 1 Depletion Point to an item, or repair it.

☐ **Deep Pockets:** When you need something in a pinch, you may Test to produce it, as long as it's not rare or one-of-a-kind.

☐ **Quartermaster:** You may re-roll your Depletion Test results, once per day.

☐ **Spell-Reader:** You can read and use magic scrolls.

☐ **Sticky:** You can stick to sheer surfaces and climb walls without effort, you Test with Advantage to stop your falls.

☐ **Tinkerer:** You may use things you scavenge from the ruins to make gadgets and improve your items. You have Advantage to modify or create new items. The things you create Grant Advantage when they'd be useful, but break after they are used a few times.

☐ **Trapmaster:** You gain Advantage when Testing to create, locate, or disarm traps, and for save checks against Traps.

☐ **Trawler:** You have Advantage when scavenging ruins. When rolling on the Scavenging The Land chart, you roll twice and gain both results.

☐ **Undersea Magic:** You may choose an Underwater Magic Discipline and learn those spells.

You can spend 10 Experience to choose another Trait.

Notes:

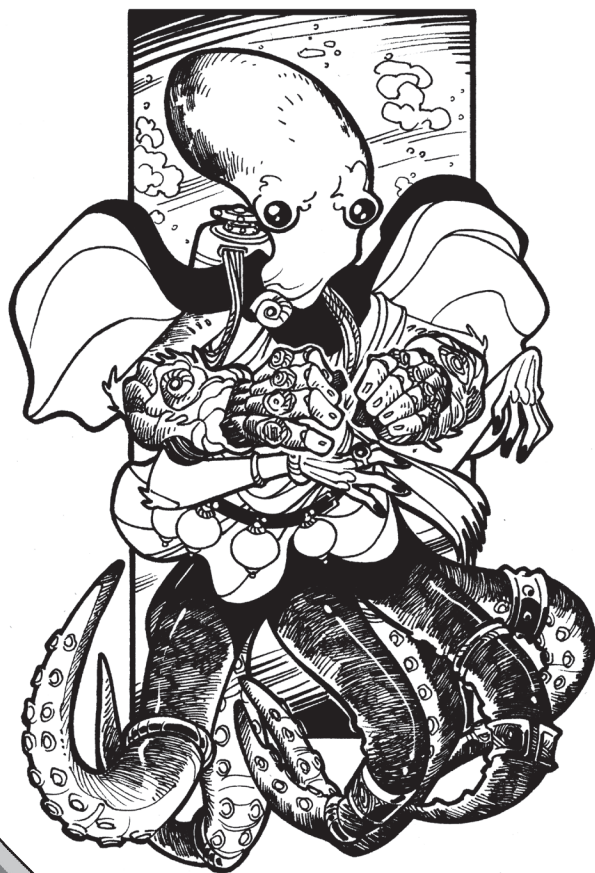


Destiny of Tides

Character Playbook

The Sorcerer

You are a sorcerer of the Kayde. You seek the magic of the land cultures long lost to further your own powers. To what end? You won't say...



Personal Information:

Heritage: You are Kayde!

Name: _____

Appearance: Circle one from each:

Garb: Flowing cloak, coal armor, bits and things

Presence: Weak, dominating, subtle, charming

Manner: Humorless, Ditzzy, Cautious, Arrogant

Family Trade: Choose one:

- ☐ Librarian
- ☐ Town Crier
- ☐ Taylor

Belief: Choose one:

- ☐ "I will become the most powerful sorcerer in the seas."
- ☐ "The origins of our people are hidden in the land ruins."
- ☐ "Terrible power must be wielded with compassion, or everyone suffers."

Health:

Starting: You start with 8 total Hps.

□ □ □ □ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What buried secret in the ocean trenches have you known about all along?
- ☐ What great sin are the Kayde secretly atoning for?
- ☐ How are the Kayde secretly connected to what befell the surface civilizations?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Trident

☐ **Ranged:** You roll 2d6 when attacking with Ranged weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Hand-Sling
- ☐ Javelins
- ☐ Underwater Crossbow

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You move only 15 feet per move action and suffer Disadvantage on Evade tests while out of water.

Destiny of Tides

Character Playbook

The Sorcerer

You are a sorcerer of the Kayde. You seek the magic of the land cultures long lost to further your own powers. To what end? You won't say...

Heritage Traits:

You begin with *Ink Sac* and *Multiple Arms*.

Ink Sac: Twice per day, you may deploy your ink sac as an action. If underwater, those within the cloud suffer Disadvantage on things requiring perception to succeed.

Multiple Arms: You are always considered to have a "hand" free. You gain Advantage on tests requiring manual dexterity.

Traits:

Choose two of the below Traits.

- ☐ **Alchemist:** You can mix potions, poisons, and elixirs, and gain Advantage when identifying unknown liquids.
- ☐ **Artificer:** You can make Spirit Talismans with a Usage Rating of 1.
- ☐ **Educated:** Gain Advantage when you test to know specific knowledge.
- ☐ **Familiar:** Gain a familiar; it must be aquatic.
- ☐ **Spell-Reader:** You can read and use magic scrolls.
- ☐ **Sticky:** You can stick to sheer surfaces and climb walls without effort, you Test with Advantage to stop your falls.
- ☐ **Trawler:** You have Advantage when scavenging ruins. When rolling on the Scavenging The Land chart, you roll twice and gain both results.
- ☐ **Undersea Magic:** You may choose another Underwater Magic Discipline and learn those spells.
- ☐ **Whale song:** You know the language of the ancient whales. You can speak to dolphins, orcas, and other such aquatic mammals, and may Test to gain their aid. Choose one Whalesong from the book to learn.

You can spend 10 Experience to choose another Trait.

Underwater Magic:

You have the *Underwater Magic* Trait.

Underwater Magic: You have mastered the Undersea Magic Discipline of Pearl. You can cast any of the below spells. To cast a spell, you must shatter a pearl and succeed a Test. Spells last only for a short while.

- **Drench:** Target becomes drenched; revives dry characters, heals 1 point of Dryness.
- **Stir Currents:** Briefly control water currents, pushing things away or to you.
- **Make Waves:** Creates a shockwave that can blast open doors, toss enemies, or other such things. Creates waves if done near the water surface. Enemies are pushed into the next Range.
- **Skimming:** You and your allies travel by skimming the water's surface very fast.

Notes:



Destiny of Tides

Character Playbook

The Sea-Witch

You are one of the reclusive Sea Witches of the Duwanni. Feared and distrusted, you were born in a coven and bred specifically to excel at magic, but now you venture out in search of something more...



Personal Information:

Heritage: You are a Duwanni!

Name: _____

Appearance: Circle one from each:

Feature: Glitery, extra-long tentacles, rainbow colors

Glow Color: Pink, Fire, Sea Green, Purple, Sapphire

Manner: Playful, simple, brooding, stubborn

Family Trade: You know only your "mother's" trade: being a sea witch. Choose what she was best at:

- ☐ Research and scribing
- ☐ Training animals
- ☐ Gardening on land and water

Belief: Choose one:

- ☐ "I will find a worthy mate and establish a new coven."
- ☐ "The magic of land sorcerers is too dangerous for anyone other than sea-witches."
- ☐ "People would like me if they just understood me."

Health:

Starting: You start with 5 total Hps.

□ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What great artistic endeavor do the duwanni aspire to make one day?
- ☐ What wonderful thing that a duwanni once accomplished backfired spectacularly?
- ☐ How are the deepstones connected to the calamity that befell the land civilizations?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Light Melee:** You roll 2d6 when attacking with Light Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Dagger
- ☐ Sharktooth Gloves
- ☐ Battlehooks

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Giant Hook

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You suffer disadvantage on all tests made above water. When you suffer dryness, you suffer one point of damage.

Destiny of Tides

Character Playbook

The Sea-Witch

You are one of the reclusive Sea Witches of the Duwanni. Feared and distrusted, you were born in a coven and bred specifically to excel at magic, but now you venture out in search of something more...

Heritage Traits:

You begin with *Attractive*, *Inner Light*, and *Spell-Touched*.

Attractive: Gain advantage on social rolls where attractiveness is an asset.

Inner-Light: You may emit a soft light as an action, which may remove Disadvantage when relevant.

Spell-Touched: You can create minor magical effects and cantrips at will.

Traits:

Choose two of the below Traits.

☐ **Animal Companion:** Gain an animal companion; choose a Small or Medium creature, following the guide in the rulebook.

☐ **Artificer:** You can make Spirit Talismans with a Usage Rating of 1.

☐ **Bestiary:** After observing an animal for a few rounds, Test; on a success, your attacks against that enemy inflict +1 damage.

☐ **Educated:** Gain Advantage when you test to know specific knowledge.

☐ **Familiar:** Gain a familiar; it must be aquatic.

☐ **Survivalist:** You gain Advantage when foraging for food, seeking or creating shelter, or finding water.

☐ **Spell-Reader:** You can read and use magic scrolls.

☐ **Undersea Magic:** You may choose another Underwater Magic Discipline and learn those spells.

☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

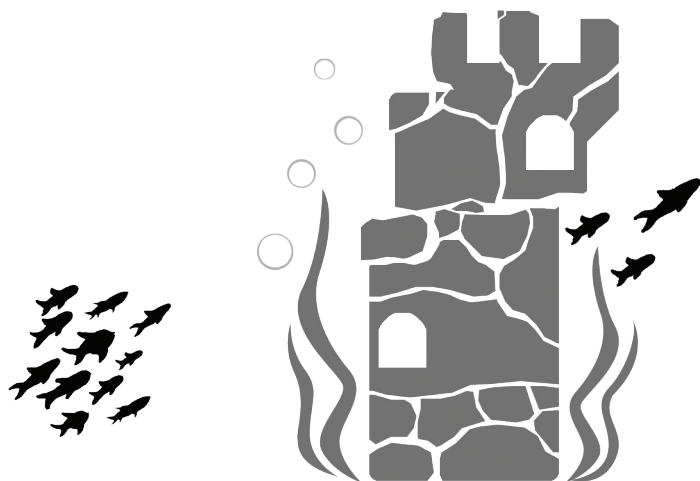
Underwater Magic:

You have the *Underwater Magic* Trait.

Underwater Magic: You have mastered the Undersea Magic Discipline of Topaz. You can cast any of the below spells. To cast a spell, you must shatter a topaz stone and succeed a Test. Spells last only for a short while.

- **Glowing Dimmer:** Summon many glowing bubbles that can either cast light or draw it, causing darkness.
- **Skyfire Flash:** Once every three rounds, summon lightning that stuns up to three enemies. Attacks against stunned targets gain Advantage.
- **Insulate:** You and allies become immune to extreme temperatures.
- **Frost sculpt:** Create a simple object by freezing water into its shape.

Notes:



Destiny of Tides

Character Playbook

The Wave-Dancer

You are an adventurous soul of the duwanni people, seeking your fortune in the vast world! You seek to spread beauty and joy wherever you go.



Personal Information:

Heritage: You are a Duwanni!

Name: _____

Appearance: Circle one from each:

Feature: Glitery, extra-long tentacles, rainbow colors

Glow Color: Pink, Fire, Sea Green, Purple, Sapphire

Manner: Playful, simple, brooding, stubborn

Family Trade: Choose one trade:

- ☐ Experimental Artist
- ☐ Funeral Keener
- ☐ Dolphin-Trainer

Belief: Choose one:

- ☐ "Fighting means nothing if we forget what we're fighting for."
- ☐ "I can help others to get along, in spite of their differences."
- ☐ "I won't learn anything if I don't boldly leave my comfort zone!"

Health:

Starting: You start with 5 total Hps.

□ □ □ □ □

You can spend 6 Experience to increase your HPs by 1.
(Add a box to the above line.)

Dryness:

Check a box when you suffer dryness.

Add a box when you gain an HP.

□ □ □ □ □

When a box is checked, you are **dry**.

While dry, you cannot Focus, move at half speed, and you Evade at Disadvantage.

When all boxes are checked, you pass out.

When you rest submerged in water, uncheck dry boxes.

Unanswered Questions:

Don't answer these yet. You will answer them as you play.
You can spend 10 Experience to answer one.

- ☐ What great artistic endeavor do the duwanni aspire to make one day?
- ☐ What wonderful thing that a duwanni once accomplished backfired spectacularly?
- ☐ How are the deepstones connected to the calamity that befell the land civilizations?

Weapon Proficiency:

Choose one of the below Weapon Proficiencies.

☐ **Light Melee:** You roll 2d6 when attacking with Light Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Dagger
- ☐ Sharktooth Gloves
- ☐ Battlehooks

☐ **Heavy Melee:** You roll 2d6 when attacking with Heavy Melee weapons.

Choose one of the following weapons to Master. You roll 3d6 when attacking with it:

- ☐ Coral Glave
- ☐ Sharktooth Spear
- ☐ Giant Hook

You can spend 8 Experience to choose another mastered weapon or Proficiency.

Above Water:

You suffer disadvantage on all tests made above water. When you suffer dryness, you suffer one point of damage.

Destiny of Tides

Character Playbook

The Wave-Dancer

You are an adventurous soul of the duwanni people, seeking your fortune in the vast world! You seek to spread beauty and joy wherever you go.

Heritage Traits:

You begin with *Attractive*, *Inner Light*, and *Spell-Touched*.

Attractive: Gain advantage on social rolls where attractiveness is an asset.

Inner-Light: You may emit a soft light as an action, which may remove Disadvantage when relevant.

Spell-Touched: You can create minor magical effects and cantrips at will.

Traits:

Choose two of the below Traits.

- ☐ **Bluffer:** When you are threatened, once per enemy, Test; on a success, the enemy hesitates.
- ☐ **Bubbly:** Gain Advantage when testing to lift spirits or improve morale.
- ☐ **Friends In Deep Places:** Test when you arrive somewhere new; on a success, you have a friend there willing to help you.
- ☐ **Healer:** You may heal someone who hasn't been healed yet today: the next time they rest, they heal 2 hps. If used on dry land, you must Test with Disadvantage to do this.
- ☐ **Lucky:** Once per session, you may re-roll a failed Test.
- ☐ **Survivalist:** You gain Advantage when foraging for food, seeking or creating shelter, or finding water.
- ☐ **Spell-Reader:** You can read and use magic scrolls.
- ☐ **Undersea Magic:** You may choose another Underwater Magic Discipline and learn those spells.
- ☐ **Vigilant:** Test Initiative with Advantage.

You can spend 10 Experience to choose another Trait.

Underwater Magic:

You have the *Underwater Magic* Trait.

Underwater Magic: You have mastered the Undersea Magic Discipline of Aquamarine. You can cast any of the below spells. To cast a spell, you must shatter an aquamarine stone and succeed a Test. Spells last only for a short while.

- **Curse of the Surface Dweller:** You sprout legs (ew!), replacing your normal lower appendages. They allow you to ignore surface terrain that would otherwise be disadvantageous. They last until you return to the water.
- **Crystalline Bubble:** You enclose a person or object in a bubble that you can move with your mind. Those trapped must Test to escape, or hit a pointy object. Items inside cannot be used until the bubble is popped.
- **Inkcloud:** Underwater, you make a cloud of ink that blinds foes within. On the surface, you make a surface slick or an object difficult to hold.
- **The Silence is Damp:** You create an invisible barrier 20 feet in diameter around you; no sound can escape or enter it.

Notes: