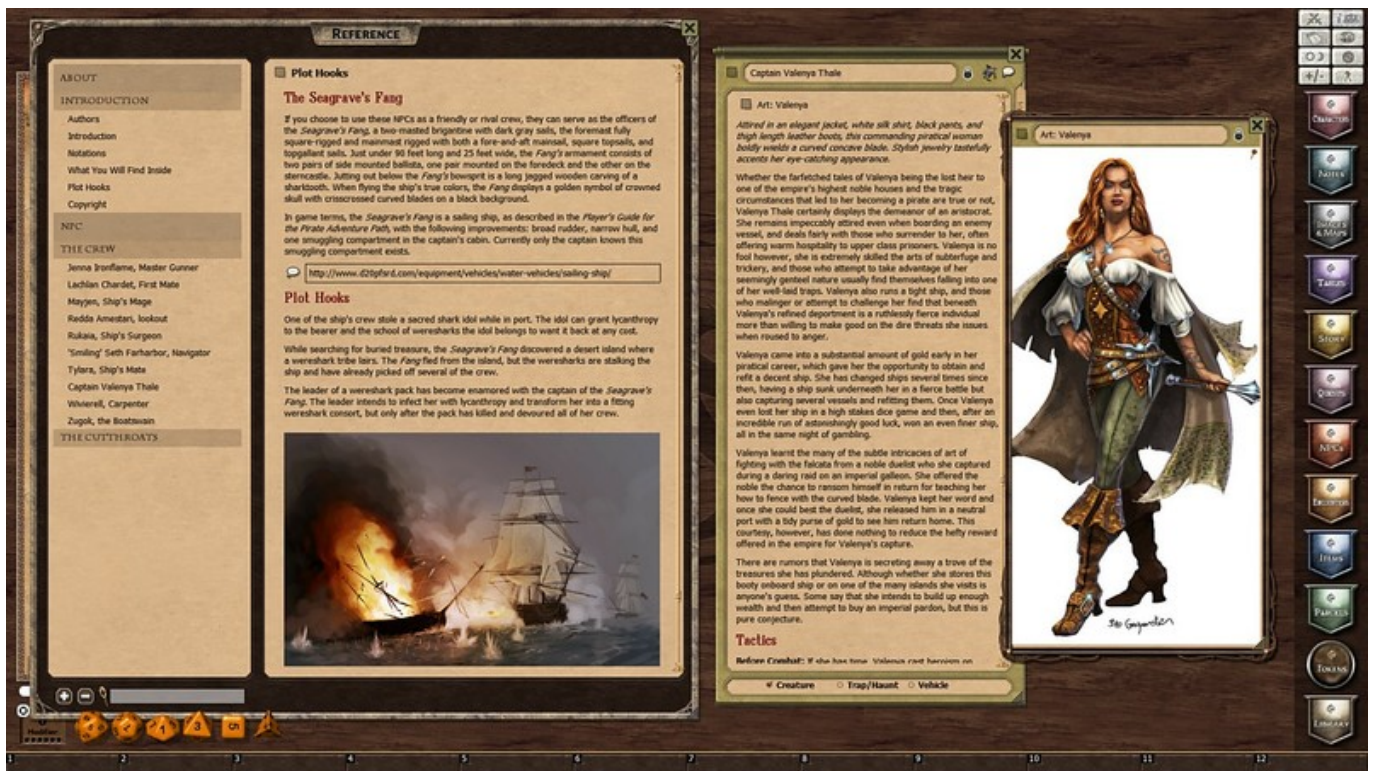


Fantasy Grounds - Cutthroats And Crew (PFRPG) Android Apk Download



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About This Content

Keep the Crew Close and the Cutthroats Closer!

Once pirate PCs seize a ship of their own, they need experienced crews! Cutthroats and Crew brings you 10 detailed NPCs to master every part of a ship, all with individual backgrounds that can be linked together. Simple to drop into existing crews as recurring characters or as the masters of the Seagrave's Fang, this crew of scalawags may be friends or foes, raiding alongside the heroes or trying to steal their plunder! These scurvy sailors can also draw the heroes into a running feud with wereshark cutthroats on their trail (including half a dozen more NPCs ranging from untrustworthy to deadly dangerous), demanding that PC pirates honor the Pirate Code and lend a hand against an enemy that threatens every freedom-loving freebooter that ever sailed the Pirate Main and what don't wish to become slaves of the bloody moon!

Cutthroats and Crew is an open-ended accessory that is a terrific resource for any oceangoing adventure, offering allies and enemies that can enrich an aquatic campaign. It is an excellent resource for the official Pathfinder Roleplaying Game Pirate Adventure Path or for any campaign that spends a significant time at sea.

Conversion by: **Leonid Ponomarev**

Released on March 31, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

Title: Fantasy Grounds - Cutthroats and Crew (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 3 Apr, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

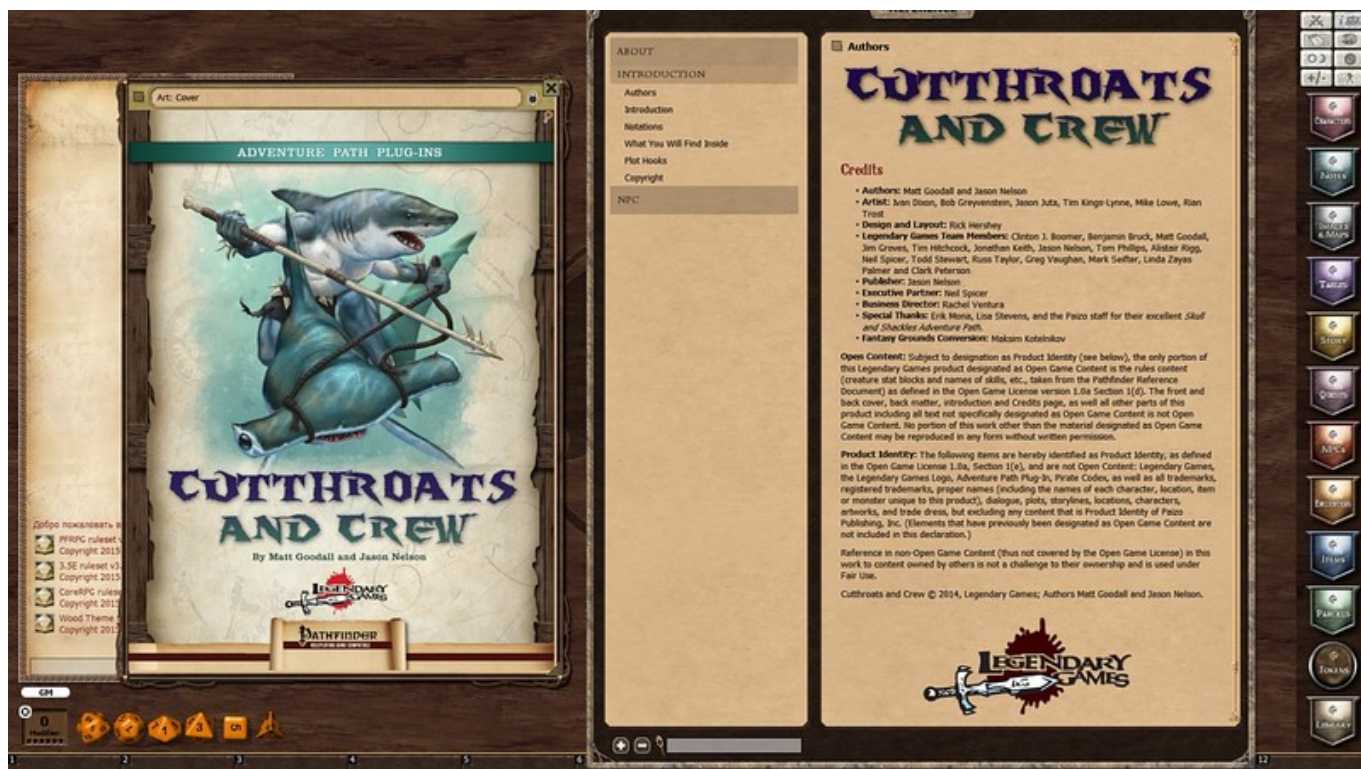
Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English





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THE CREW

Jenna Ironflame, Master Gunner

Lachlan Chardet, First Mate

Mayrin, Ship's Mage

Redde Amestari, lookout

Rukasa, Ship's Surgeon

"Smiling" Seth Farharbor, Navigator

Tylara, Ship's Mate

Captain Valenya Thale

Whirell, Carpenter

Zugok, the Boatswain

THE CUTTHROATS

Intro

Baressa Kraal, the witch doctor

Harkka Rustfang, wereshark chieftan

Sedale "Landshark" Silvertooth

Wereshark bloodrider (hybrid)

Wereshark shaman

REFERENCE

Baressa Kraal, the witch doctor

Charnel Manuscript

Non-ID Name: Large Book

Notes: The soot-black covers of this large book are crinkled and creased like the face of a withered crone. The tome's pages are of stiff bone-white parchment but dark dried bloodstains splatter the edges of the pages.

Type: Book

Cost: 2,800 gp (3,300 gp with preparation ritual)

Level 8 Witch and Level 10 Necromancer

Protection: Superior lock (DC 40)

The soot-black covers of this large book are crinkled and creased like the face of a withered crone. The tome's pages are of stiff bone-white parchment but dark dried bloodstains splatter the edges of the pages. The first half of the manuscript is written in a neat flowing script with several clinical discourses on the processes of reanimating corpses. The style of handwriting as well as the nature of the spells changes abruptly in the middle of the manuscript and there are short notes in the margins in the newer handwriting on how to use certain spells as part of torture routines.



Tylara, Ship's Mate

Druid

Level 0

Create Water

Detect Magic

Guidance

Stabilize

Level 1

Cure Light Wounds

Endure Elements

Hydraulic Push

Longstrider

Level 2

Barkskin

Bear's Endurance

☒ Creature
 ☐ Trap/Haunt

broad curved blade to emphasize his position the child of a prostitute in a large port up and around piracy for all of his child natural that he would sign on as a cabin boy. He spent many of his teenage hard work made him stronger, and he became confident onboard any ship. The rough and also taught him how to swiftly gauge other as the brazen art of making threats and do force others to back down, to do what he over their valuables.

Zugok was promoted to boatswain when he found that it suited his nature. He didn't have laborious tasks aboard ship and he got paid ordering the crew around. Being an actual too much hard work though, too many and a horde of arduous new things to learn. Zu he enjoys spending money far more, and content to accept a few's surrender. Zugok's insolence or sloppy behavior from crew on seeing this as insulting to himself, and he heads together to "correct" the situation. He would be a good hand because of the other ability.

☒ Creature
 ☐ Trap/Haunt

NPCs

The Crew

"Smiling" Seth Farharbor, Navigator

Captain Valenya Thale

Jenna Ironflame, Master Gunner

Lachlan Chardet, First Mate

Mayrin, Ship's Mage

Redde Amestari, lookout

Art: Rukasa

Rukasa, Ship's Surgeon

Art: Rukasa
 Clothed in a short black dress over black feathers, this sharpbeaked tengu wears a basket-hilted rapier in one claw, holds a buckler in the other, and wears a bronze hat. The tengu's facial feathers are painted bone white, depicting the skull and crossbones.

Growing up in a tengu rookery stum on a pirate isle, Rukasa felt the inextinguishable urge to escape from the place's poverty and misery, even if it meant leaving her own kind behind. She saw that some tengu sought to become "good luck" mascots on pirate ships but she knew that these tengu could be discarded just as easily if the ship's luck soured.

While out fishing alone on a small raft one day, Rukasa saw something glistening below her on the ocean bottom. Curious, Rukasa dove in and swam down. As Rukasa swam closer to the item glistening in the dark in midst of a series of coral growths, she scratched herself on a thorny outcropping. What followed was a strange psychedelic series of dreamlike visions that changed Rukasa's outlook on life forever. Her memory remains hazy, but Rukasa is certain that she was visited by a vision of the goddess, the Pirate Queen, in the form of a tengu. She exhaustedly regained consciousness back on the raft, with her right claw wrapped tightly around a tiny shining pearl (memorabilia found in the treasure of a skull).

☒ Creature
 ☐ Trap/Haunt
 ☐ Vehicle

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