

COMPATIBLE WITH
**DCC
RPG**

Sinking
THE STERCORARIUS



**2 New Classes for use with
Sinking the Stercorarius &
the DCC RPG**

2 Old Guys Games

**By Christophor Rick &
Michael Spredemann**

SALTY SURVIVOR

The harrowing experience of The Stercorarius sinking, the devastated island, Aether Raiders, and the Star Jaeger has changed you forever. Things have a certain sheen to them now. Tentacles, telepathy, inter-terrestrial travel? Been there, done that. All of this mind-altering experience has made you a unique human. Exposure to things so far outside the realm of what normal used to be means you will never see the world quite the same way. You have swum for your life, you have experienced beings completely alien to your planet, perhaps universe. You have fought against creatures who require hosts to operate their technology. Along the way, you've learned a thing or two about them, their tech, and their travels.

Hit Points: A Salty Survivor gains 1d10 hit points at each level for being a hearty salt dog.

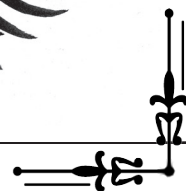
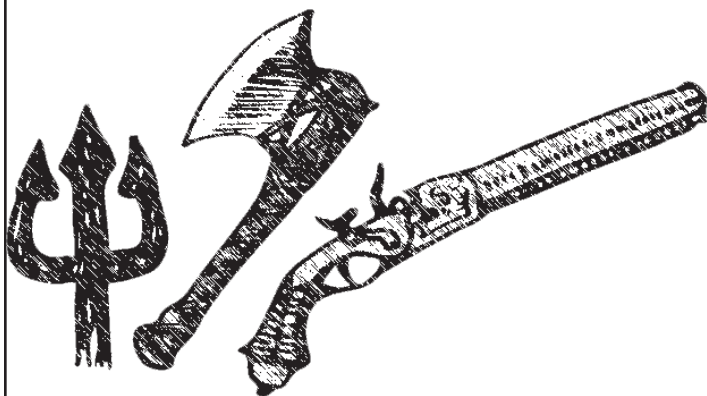
Weapon Training: Energy weapons? Old hat. Mundane weapons? Piece of cake. In your early journeys you've developed a knack for weapons, particularly those on a sea-going vessel: axes, swords, daggers, pistols, and rifles (energy or otherwise).

Alignment: The path you choose depends on how you've internalized your previous experiences. Have you grasped the underlying order and structure of the universe? Or have you decided that entropy is king and chaos reigns supreme? Perhaps you have seen that energy and matter are in balance.

Natural Navigator: Whether it be surfing the waves of an ocean, tackling the travails of terrestrial travel or finding one's way through the darkness between spheres, you've got a knack for it. You have picked up a specific set of skills that help you and your groups move through the universe be it land, sea, air, or somewhere outside of that.

Salty Survivor Skills

Cartography operations: You can read various types of maps, understand the symbology, and determine orientation in the absence of a compass rose. You can also create maps of areas that you are familiar with, the accuracy of which is determined by the level of detail. Basic details (mountains ranges, rivers, forests, rough coastal outline accuracy down to 50') DC 7, medium details (street maps, river path, coastal outline accuracy down to 15') DC 10, complex details (topographic, coastal, street down to 5') DC 13.



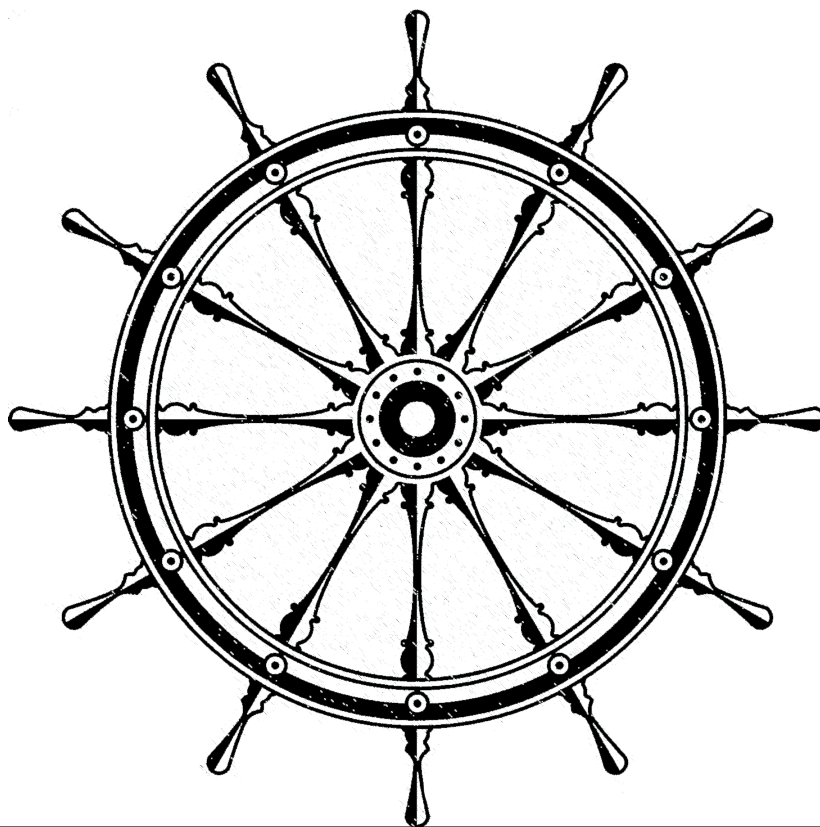
Piloting: You can operate various vehicles with a quick observation and some investigation of the controls. Basic operations at half speed DC 5. Basic operations at full speed DC 8. Evasive operations at half speed DC 10. Evasive operations at full speed DC 13. Add +2 DC if the player has never encountered this particular type of vehicle before.

Orienteering: You are familiar with the formation and expected layout of specific environments, see table. You can find your way to various points across specific environments with the aid of a map and compass or similar equipment, DC 5. Without one DC 8. Without both DC 10. This skill can also be used to make an estimation of where a particular feature or landmark may present itself, DC 12.

Basic repairs: If you can pilot it, you can do basic repairs on it. Nothing too complex, but just enough to keep something operational for a limited time. To make a vehicle usable for an hour, DC 10. Add +2 for each hour afterward to allow for vehicle degradation.

Celestial Navigation: You have mastered the positions and movements of the stars as a whole. They are a map you have imprinted on your mind and can use to determine direction and speed when no known landmarks are available to you. This works on the water, in the air, on land, and outside of those regions. If you can see the stars you can determine direction. Within 10° of desired direction DC 5, within 5° DC 8, dead on DC 12.

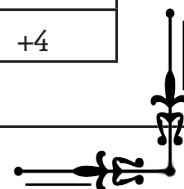
Comprehend Controls: You have a knack for machinery of all types, even if it is not a vehicle. For mundane machines of home world technology level DC 5, magically assisted machines or machines of higher technology level DC 10, highly esoteric arcane machines, those created for non-humanoid creatures or of extremely high technology levels DC 14.



Law/Order	<p>The <i>Structuralist</i> values plans and constructs whether they be physical, mental, or metaphysical. Increase Add Luck bonus to Intelligence checks. Any time you create great structure in the universe and stave off the march of entropy, gain +1 Intelligence as your understanding of the building blocks of nature expands.</p> <p>Whenever a feat of engineering, organization, or science is completed, implemented or achieved, which creates order and impacts the world around it, this occurs. Examples: Construction of a large structure, founding of a new government, creation of a better irrigation system, turning a chaotic organization to the way of order.</p>
Chaos	<p>You see patterns in the ever-shifting nothingness that is the void between the structures of the universe. You are the <i>Destructuralist</i>, tearing down structure of any kind, whenever possible. If your Luck bonus is negative, make it positive. If it is positive, double it. Chaos thrives on the unpredictable.</p> <p>Regenerate Luck at one point per destruction of great structure be it physical, organizational, or mental (anything that speeds the inexorable march of entropy). Examples: Ransacking of a city, toppling of a government, conversion of Lawful or Neutral groups to Chaotic ways.</p>
Neutral	<p>For the balance obsessed the line between energy and matter is a stable thing. One may change into the other briefly, but there can never be more nor less of either on a permanent basis. Welcome to the world of the <i>Conservationist</i>. Unbalance of one side means matter must become energy, or energy become matter. How that is achieved is not important. Your Luck bonus is neither positive nor negative. You apply it as you need to any roll in order to change that roll to favor the balance of the universe. For every time you apply it positively each day, you must also apply it negatively to something of equal magnitude. The total number of times per day this can be done your level doubled to a maximum of ten uses per day.</p> <p>Imbalance</p> <p>If, at the end of the day, you have not balanced the uses between positive and negative Neutrality takes the amount of imbalance points (X) and you roll 1dX on the Minor Corruption table the first day of Imbalance, the Major Corruption table on the second consecutive day and the Greater Corruption on the third and beyond. A day of being in Balance drops the table by one.</p>

SALTY SURVIVOR LEVEL PROGRESSION

Level	Attack	Crit Die/Table	Action Die	Luck Die	Ref	Fort	Will
1	+0	1d8/I	1d20	d4	+0	+2	+0
2	+1	1d10/I	1d20	d5	+1	+3	+1
3	+1	1d10/I	1d20	d5	+1	+3	+1
4	+2	1d12/I	1d20	d7	+1	+4	+1
5	+3	1d14/I	1d20	d8	+2	+4	+2
6	+3	1d14/I	1d20+1d4	d10	+2	+5	+2
7	+4	1d16/I	1d20+1d6	d12	+2	+5	+3
8	+5	1d20/I	1d20+1d8	d14	+3	+6	+3
9	+5	1d20/I	1d20+1d8	d16	+3	+6	+4
10	+6	1d24/I	1d20+1d12	d20	+3	+7	+4



SALTY SURVIVOR SKILLS TABLES

Skill	Bonus for Survivors of Order (Structuralist)					
	1	2	3	4	5	6
Cartography operations	+1	+1	+3	+5	+7	+8
Piloting	+2	+4	+6	+6	+8	+9
Orienteering, Surface	+2	+4	+6	+6	+8	+9
Orienteering, Subterranean	+1	+1	+3	+5	+7	+8
Orienteering, Underwater	+1	+1	+3	+5	+7	+8
Basic Repairs	+3	+4	+5	+7	+9	+10
Celestial Navigation	+3	+4	+5	+7	+9	+10
Comprehend Controls	+3	+4	+5	+7	+9	+10

Skill	Bonus for Survivor of Chaos (Destructuralist)					
	1	2	3	4	5	6
Cartography operations	+1	+1	+3	+5	+7	+8
Piloting	+2	+4	+6	+6	+8	+9
Orienteering, Surface	+2	+4	+6	+6	+8	+9
Orienteering, Subterranean	+3	+4	+5	+7	+9	+10
Orienteering, Underwater	+3	+4	+5	+7	+9	+10
Basic Repairs	+2	+4	+6	+6	+8	+9
Celestial Navigation	+1	+1	+3	+5	+7	+8
Comprehend Controls	+1	+1	+3	+5	+7	+8

Skill	Bonus for Survivors of Neutrality (Conservationist)					
	1	2	3	4	5	6
Cartography operations	+3	+4	+5	+7	+9	+10
Piloting	+3	+4	+5	+7	+9	+10
Orienteering, Surface	+3	+4	+5	+7	+9	+10
Orienteering, Subterranean	+2	+4	+6	+6	+8	+9
Orienteering, Underwater	+2	+4	+6	+6	+8	+9
Basic Repairs	+1	+1	+3	+5	+7	+8
Celestial Navigation	+2	+4	+6	+6	+8	+9
Comprehend Controls	+1	+1	+3	+5	+7	+8

THE UNHARVESTED

Being dominated by an Aether Recruiter and brought back to yourself, of your own will or through the actions of others, has left you touched in a way that is difficult to explain to others. It has also gifted you with several special abilities. These are left over effects of the recruiter attachment and your mind being assimilated into the hivemind of the Aether Raiders.

Hit Points: An Unharvested gains 1d8 hit points at each level for being a hearty salt dog.

Weapon Training: You have the type of mind that makes you exceptional at all manner of ranged weapons. You may add your LUCK bonus to ranged attacks along with AGI. Melee weapon proficiencies include swords, daggers and axes.

Alignment: The path you choose depends on how your mind is organized and how you view the world around you.

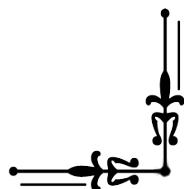
Limited Telepathy. Telepathic communication with creatures within range. You must spend one hour of conversing with a creature to attune your mind to their wave patterns in order to pick them out for two-way telepathic communication. You can project your thoughts into the heads of others within range. This expands as you level up.

Limited Water Breathing. The ability to breathe water for up to 10 minutes at a time. Your body manifests gills. After 1 minute in the air you can again breathe water for another 10 minutes.

Extra Appendages. Two antenna-like filaments that the Recruiter burrowed into your temples cannot be removed as they have created a web within your brain. They move without any discernible pattern at any time. (roll 1d8: 1 - up 2 - down 3 - forward 4 -back 5 - up and forward 6 - up and back 7 - down and forward 8 - down and back)

Tech Know How. Information has been buried in your subconscious about the major technological systems of the Aether Raiders. You have a knack for technology of all levels, but especially of those beyond your world's understanding and principles of science. This manifests in the ability to use and repair technology. As you level up more information is accessible making it easier to create more complex and advanced items.

Repairing technology requires accumulating the necessary resources which takes time and energy. This manifests itself in a number of weeks equal to the technology level of the item. For example an Atomic Era item would require 3 weeks of gathering resources and crafting components to make it usable. To use an item, roll an Intelligence check plus Luck bonus against the table below.



THE UNHARVESTED

Level	Attack Melee/Ranged	Crit Die/Table	Action Die	Luck Die	Ref	Fort	Will	Telepathy Distance
1	+0/1	1d6/II	1d20	d4	+0	+0	+2	60'
2	+1/2	1d8/II	1d20	d5	+1	+0	+3	70'
3	+2/2	1d8/II	1d20	d5	+1	+1	+3	80'
4	+2/3	1d10/II	1d20	d7	+1	+1	+5	90'
5	+3/3	1d10/II	1d20	d8	+2	+1	+5	100'
6	+3/4	1d12/II	1d20+1d4	d10	+2	+2	+5	110'
7	+3/5	1d14/II	1d20+1d6	d12	+2	+2	+6	120'
8	+4/5	1d16/II	1d20+1d8	d14	+3	+2	+6	130'
9	+4/6	1d16/II	1d20+1d10	d16	+3	+3	+7	140'
10	+5/6	1d20/II	1d20+1d12	d20	+4	+4	+7	150'

	DC to Use/Repair Device by Technology Level				
Level	I Pre-Industrial	II Industrial	III Atomic	IV Information	V Space
1	14	20	22	23	24
2	12	19	21	22	23
3	10	18	20	21	22
4	8	17	19	20	21
5	6	16	18	19	20
6	4	15	17	18	19
7	*	14	16	17	18
8	*	*	15	16	17
9	*	*	*	15	16
10	*	*	*	*	15

* Automatic Success to use

