

NAVAL

PERKS



COORDINATOR

CAPTAIN

LOOK ALIVE!



Tier 1; up to PB; Active, Audible

You command the crew of your ship to work faster. At the end of the Ship Phase, this vessel's initiative score increases by a value equal to your Charisma modifier. You can use this perk twice and regain all expended uses when you finish a short or long rest.

TAKE AIM



Tier 1; up to PB; Active, Audible

While you have a spyglass in hand and can see a target vessel, you can relay information about the vessel's movements to up to two willing creatures of your choice. If a target creature can hear you, it gains a bonus equal to your **Intelligence modifier** to the next attack roll it makes against that vessel before the end of the next Creature Phase.

FOCUS FIRE



Tier 2; up to half PB; Active, Damage Modifier

When you take the Take Aim captain action, you can specify one component on the target vessel. Creatures you affect with the Take Aim captain action deal an extra 5 (**1d10**) damage to that component if it uses Artillery to make the attack roll. If it makes an attack roll using non-artillery, the attack deals an extra 3 (**1d6**) damage instead. The damage is always of the attack's type.

GUNNER

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HELMSMAN

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NAVAL

PERKS



EL CAPITAN

CAPTAIN

MOVE IT! ●●○○○○

Tier 1; up to PB; Active, Audible

You command up to two willing creatures of your choice that can hear you to reposition. An affected creature can use its reaction to move up to its speed directly after it takes a ship action during this Ship Phase. If a creature does not take a ship action, it can use a reaction to move up to its speed at the end of the Ship Phase, instead.

TAKE AIM ●●○○○○

Tier 1; up to PB; Active, Audible

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GUNNER

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HELMSMAN

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WISESHOT

CAPTAIN

GUNNER

ARTILLERY PROFICIENCY ●●●○○○

Tier 1; up to PB; Passive

Attacks you make with Artillery components have a **+3 bonus** to hit.

DID IT HIT? ●●○○○

Tier 1; up to Wis mod; Active

Immediately after you make an attack roll against a component with an Artillery component, you can use your reaction to make a **Wisdom (Perception)** check (see table below for DCs), gaining crucial information on a success. If your attack misses, you have **advantage** on the next attack roll you make with an Artillery component against that component or another component on that vessel before the end of the next Ship Phase. If your attack hits, you learn **two** of the following about the component you hit:

- The component's material
- The component's remaining hit points
- The component's AC
- The component's DT
- If the component is impaired

WISDOM (PERCEPTION) CHECK DC

Range (feet)	DC
0 - 249	8
250 - 499	12
500 - 999	16
1,000 - 1,999	20
2,000+	24

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DEMOLISHER

CAPTAIN

HELMSMAN

GUNNER

ARTILLERY PROFICIENCY ●●●○○○

Tier 1; up to PB; Passive

Attacks you make with Artillery have a **+3 bonus** to hit.

CANNON SPECIALIST ●●○○○○

Tier 2; up to PB; Active, Damage Modifier

Attacks you make with cannon Artillery components deal an extra **8** damage on a hit with weapon attacks against components and kaiju, and an extra **4** damage on areas of effect.

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DEMOLISHER

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ARTILLERY PROFICIENCY ●●●○○○

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THE WHEEL

CAPTAIN

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GUNNER

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HELMSMAN

SHEET TO THE WIND ●○○

Tier 1; up to half PB; Active

When you accelerate, you can increase your speed by an additional **30 feet** this turn. As usual, you can't increase your speed above your vessel's Top Speed. You can use this perk twice and regain all expended uses when you finish a short or long rest.

HARD TURN ●○○

Tier 1; up to half PB; Active

You can sacrifice up to **30 feet** of speed to make **1** additional facing turn during the Helmsman Step.

WIND-DRIVEN WHIZ ●○○○○

Tier 1; up to Wis mod; Passive

You are skilled at catching the wind, even with a ragged sail. The impairment threshold for your Propulsion (Wind-Driven) components is reduced by 10 (minimum 10).

JINK ●●○○○

Tier 2; up to Dex mod; Active

As a reaction at the start of the Artillery Step, you can elicit a quick series of direction changes while keeping your facing. During this Step, ranged attacks made with Artillery that target you have **disadvantage** to hit you, and ranged attack rolls made by crew on your ship with Artillery have **disadvantage**. You can use this perk twice and regain all expended uses when you finish a short or long rest.