

WATERCRAFTS



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Roll 1d10 for random watercraft.

1.	Rubbish Raft
2.	Hydro-Cage
3.	Salvage Trawler
4.	Common Sailbot
5.	Scrapyard Balloon Dory
6.	House Float
7.	Paddlewheel Ferry
8.	Dolphin-Chariot
9.	Catamaran Wavecutter
10.	The Benthic Bell

Speed:

- On average, each hex takes two days to navigate.
- Fast vessels can traverse a hex in one day, while slow ones take three days.
 - All watercrafts become faster if equipped with an oil motor or engine (see Salvage, entry 17 + Hex 14 for details.)

1. RUBBISH RAFT



An improvised vessel, barely seaworthy and cobbled together out of trash. Easy to construct, best powered by sails. The most common form of travel in the Bottled Sea.

Speed: Slow.

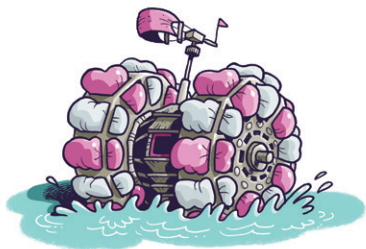
Price: Free.

Crew: 2-3 People.

Power Source: Wind or Paddles.

Cargo: 2 Salvage.

2. HYDRO-CAGE



Like a giant hamster wheel or an old shark cage. Floats by way of buoyant bladders. Slow, unstable, but relatively easy to make. Labor-intensive to operate, therefore unpopular.

Speed: Slow.

Price: Free.

Crew: Solo.

Power Source: Force or Muscle.

Cargo: 2 Salvage.

3. SALVAGE TRAWLER



Assembled out of boat parts and scrap, usually powered by sails but the odd vessel still has an unreliable junk steam engine. The most reliable watercraft, common among professional seafarers.

Speed: Average.

Price: Medium.

Crew: 6-8 People.

Power Source: Wind or Junk Steam Engine.

Cargo: 8 Salvage.

4. COMMON SAILBOAT



A wooden or metal dinghy, usually a former lifeboat or rowboat which has been refurbished for long voyages. Common on trade routes and near settled areas.

Speed: Average.

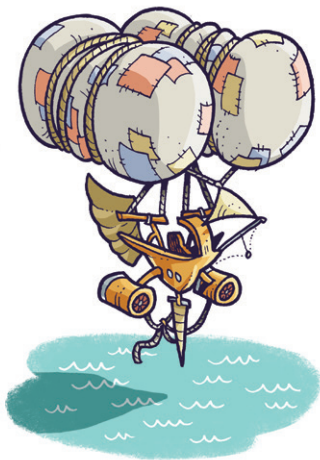
Price: Cheap.

Crew: 2-4 People.

Power Source: Wind or Oars.

Cargo: 6 Salvage.

5. SCRAPYARD BALLOON DORY



Highly unstable and volatile, still the dream of every Collector. A simple vessel attached to one or two hot-air balloons, a challenge to pilot but able to manage small flights without too much stress. An incredibly rare sight.

Speed: Average (Fast in tolerable weather.)

Price: Expensive.

Crew: 2-4 People.

Power Source: Hot-Air, Wind.

Cargo: 4 Salvage.

6. HOUSE FLOAT



A ramshackle houseboat, built out of the remains of other ships, homes, and any trash that will keep the wet out. An assemblage of the old and the newly found. Size is variable and depends on how many are housed within. Difficult to maneuver, but usually safe and sturdy enough to live in. The ubiquitous home vessel of most drifters.

Speed: Slow.

Price: Cheap - Medium (depends on size.)

Crew: 2-10 People (depends on size.)

Power Source: Wind, Oars, or Junk Steam Engine.

Cargo: 4-8 Salvage (depends on size.)

7. PADDLEWHEEL FERRY



From a time when the waters could be held in rivers. Ancient, refurbished for long haul cargo runs and owned mostly by successful merchants and salvage crews. Move by way of paddle-wheels powered by whatever is available (rabbits, mice, unlucky cabin boys). Uncommon in the Bottled Sea, though most people have seen one.

Speed: Average.

Price: Expensive.

Crew: 10-12 People.

Power Source: Animals, Force, Muscle.

Cargo: 12 Salvage.

8. DOLPHIN-CHARIOT



Unusual vessels made out of repurposed jet skis or motorbikes. Hard to use, and harder to steer. Requires a tamed dolphin to move. An attempt was made once with Orcas which ended violently. Common only in the far reaches of the Bottled Sea, favoured mostly by raiders.

Speed: Fast.

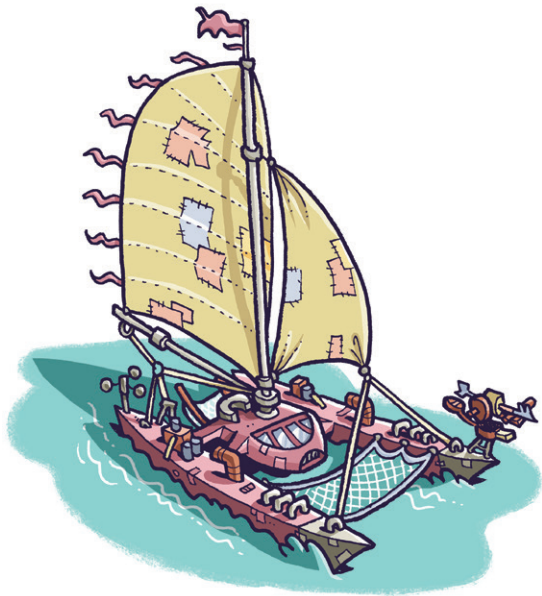
Price: Cheap (but requires 2 dolphins.)

Crew: Solo.

Power Source: Dolphins.

Cargo: 1 Salvage.

9. CATAMARAN WAVECUTTER



The finest outriggers to sail the Bottled Sea. Catamaran or trimaran, made from salvaged metal and the scrap of broken hydroplanes. Expensive due to their design, but a worthy investment. Has a small cabin within and a spear gun at the helm. Rare enough that individual vessels are known widely by their name.

Speed: Fast.

Price: Expensive.

Crew: 1-4 People.

Power Source: Wind.

Cargo: 8 Salvage.

10. THE BENTHIC BELL



A metal submersible, of which only one functional model is known to exist. Like an egg of solid steel with multiple reinforced windows, and two metal arms for manipulation which are controlled from within. Currently in the possession of the Collectors.

Speed: Slow (Fast when submerging.)

Price: Priceless.

Crew: 2-4 People.

Power Source: Rare Materials, Self-Generating Electrical Battery.

Cargo: 2 Salvage.