

Sunless Seas Reference

Actions

- ♦ **Draw** - take the top card from your Draw pile and add it to your hand.
- ♦ **Discard** - put a card from your hand onto the Discard pile.
- ♦ **Exert** - put the top card of your Draw pile onto the Discard pile.
- ♦ **Receive** - A new card is written by you or the Game Master, and placed onto your Discard pile.
- ♦ **Take** - A new card is written by you or the Game Master, and put in your hand.
- ♦ **Burn** - A card is taken out of your deck permanently, from your hand or from cards you have played.
- ♦ **Exhausted** - When your Draw pile is sideways.
- ♦ **Take a Breather** - **Discard** if you wish. Then **Draw** until you have 6 cards in hand, or 3 if **Exhausted**.
- ♦ **Rest Up** - Keep a maximum of 3 cards in hand, then shuffle all of the rest of your cards together to make a new Draw pile. Then **Draw** until you have a hand of 6.
- ♦ **Improve** - Modify your deck to improve it.

Card Types

- ♦ ☆ **Goal** - Play this to **Draw** twice, after success maybe **Burn** it to **Improve** twice.
- ♦ + **Expertise**
- ♦ ○ **Competence** - The first time an appropriate Competence is played, **Draw**.
- ♦ ☯ **Wisdom**
- ♦ — **Flaw** - Play to guarantee failure and avoid Conditions.
- ♦ △ **Obligation** - After success maybe **Burn** this card to **Improve**.
- ♦ ! **Condition**














Challenges

- ♦ Game Master starts a challenge, sets stakes.
- ♦ Player chooses approach, sets goal.
- ♦ Posturing.
- ♦ Game Master plays Destiny cards.
- ♦ Player plays Character cards.
- ♦ Outcome.

Improvement












- ♦ **Train**: **Receive** an Expertise card that you write.
- ♦ **Hone**: Find an Expertise card without a special ability on it in hand, play or discard, add a special ability, put it in hand.
- ♦ **Forget**: **Burn** any card in hand or play.
- ♦ **Learn**: **Receive** a Competence card that you write.

Expertise Abilities

- ◆  **Careful** - Exert. Draw 2 cards if the card turned over was a Competence card.
- ◆  **Comprehensive** - If the challenge is a success, you succeed in a more significant way than usual.
- ◆  **Discard** - Discard up to 2 cards.
- ◆  **Draw** - Draw.
- ◆  **Flawed** - Can also be played as a Flaw.
- ◆  **Honest** - Obligations can be played as Expertise for the rest of this challenge.
- ◆  **Momentum** - Return this card to your hand if the challenge is a success.
- ◆  **Protective** - Avoid **Taking** any Conditions at the end of this challenge.
- ◆  **Recovery** - **Burn** a Condition in hand if the challenge is a success.
- ◆  **Resilient** - Return this card to your hand if the challenge is a failure.
- ◆  **Risky** - Turn over the top card of the Destiny deck. If that card is a 0, this card does not count towards the challenge. Otherwise, this card counts double towards completing the challenge.
- ◆  **Versatile** - Can also be played as Competence.
- ◆  **Wise** - Any other player who plays a Wisdom card for the rest of this challenge gets to **Draw**.

Wisdom Abilities

Every Wisdom card has an ability that helps another player. You can never play a Wisdom card on yourself.

- ◆  **Forewarned** - Peek at the top card of an ally's Draw pile, then he can **Exert** if he wishes.
- ◆  **Healing** - An ally **Exerts**. If a Condition was revealed, **Burn** it instead of putting it on the Discard pile and put this card back in your hand.
- ◆  **Lucky** - Discard a Destiny card the Game Master has played and replace it with the top card of the Destiny deck.
- ◆  **Noble** - An ally **Exerts**. If a Goal was revealed, he may put it in his hand and then he may **Draw**.
- ◆  **Planning** - Reveal the top 3 cards of an ally's Draw pile, then put them back in the same order.
- ◆  **Prophetic** - Peek at the top card of the Destiny deck, or at the Game Master's hand.
- ◆  **Resourceful** - An ally **Draws** 2 times.
- ◆  **Sacrifice** - You **Exert**, then an ally **Draws** 3 times.
- ◆  **Teamwork** - All allies **Draw**.
- ◆  **Trickery** - Put the top card of an ally's Discard Pile back on his Draw pile. Put this card on the bottom of your Draw deck.
- ◆  **Unburden** - An ally may **Discard** up to 3 times.