



— ◆ — TALES OF MAR DE ORO — ◆ —

FORGED IN THE DARK CONVERSION PACK

*A complete conversion guide for
daring crews in the world of Mar de Oro.*

— ◆ —  — ◆ —
SEA • SKY • FAITH • EMPIRE

USING THIS PACK

This is a setting conversion, not a replacement core rulebook.

Use the standard Forged in the Dark rules for action rolls, resistance, stress, trauma, position, effect, clocks, flashbacks, teamwork, fortune rolls, faction Tier and status, advancement, load, scores, and downtime unless this pack explicitly changes the fiction or a procedure.

LEAST FRICTION *If the Forged engine already answers the question, use it. Add a Mar de Oro rule only when the setting asks something the engine does not already answer.*

What changes

- Doskvol-specific cosmology and factions are removed.
- Heat becomes legal and political Attention, often tracked by jurisdiction.
- Turf becomes Reach: ports, routes, papers, patrons, safe houses, supply access, and institutional footholds.
- The crew can be a ship, expedition, privateer company, inquiry team, merchant venture, intelligence cell, or reform network.
- Attune becomes contact with Fortera and resonant systems, not a ghost field.
- Fortera adds Overdraw, Embedding, and Resonance Tuning in native Forged terms.
- Airship conflict uses position, effect, Tier, scale, potency, clocks, and crew actions rather than tactical HP combat.

Attribution

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Mar de Oro setting material and all Mar de Oro-specific adaptation text in this pack are original setting material. No Duskwall setting, NPCs, maps, artwork, or other non-SRD material is reproduced.

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I. CORE CONVERSION PRINCIPLE

Mar de Oro and Forged in the Dark already agree on the important thing: success changes the situation and creates new pressure.

GOLDEN SEA PRINCIPLE *Use position for danger and effect for leverage. A desperate roll means the world is ready to take something: secrecy, ship condition, legal standing, crew trust, a witness, time, or control.*

Keep the conversation intact

1. The GM establishes the situation honestly.
2. The player states a concrete goal and chooses the action that matches what the character actually does.
3. The GM sets position and effect from the fiction.
4. The player may take assistance, push, or accept a Dangerous Bargain.
5. Roll once. The result resolves the PC action and the opposition together.
6. Apply effect and consequences. Update clocks, status, Attention, or ship condition when the fiction supports it.
7. Return to the changed situation and ask what the characters do.

What Tier means here

Tier is local operational power, not the total size of an empire. An Albion intelligence office in one colonial port may be Tier II or III even though Albion itself is a continental power. A Valdegracian naval squadron can be Tier IV while the customs office it relies on is Tier II. Rate the part of the institution that can actually act in this situation.

Effect factors

Factor	Mar de Oro examples
Quality	Fine weapons, forged seals, calibrated instruments, trained gun crews, a superior hull, precise charts.
Scale	One officer versus a company; a sloop versus a ship of the line; a private witness versus a ministry.
Potency	Dead ground against artillery; Albion speed in a pursuit; Fortera insight against a Source anomaly; legal authority in its own port.

When one factor dominates, say so before the roll. A pistol does not meaningfully damage an intact warship hull. A frigate caught squarely under the broadside of a ship of the line is in a terrible position until it changes the geometry.

II. CHARACTERS, CALLINGS, AND RELIEF

The playbook is a mechanical focus. The Calling is who the person is in Mar de Oro.

Use your existing playbook structure

Use normal Forged character creation. The character keeps the standard action ratings, attributes, load, stress, trauma, advancement, friend and rival structure, and special-ability framework of the chosen Forged playbook. The Mar de Oro Calling sits over that chassis as identity, training, profession, and social permission.

Calling map

Mar de Oro Calling	Good mechanical focus	What it points toward
Soldier / Officer	Combat or command focused playbook	Violence, discipline, orders, morale, battlefield judgment.
Mariner	Combat, hunter, or scout focused playbook	Sailing, gunnery, rigging, weather, boarding, shipboard command.
Factor / Merchant	Planner or social playbook	Trade, leverage, debt, ports, contracts, relationships.
Cleric / Church Servant	Fortera or social playbook	Doctrine, sanctuary, ritual practice, authority, care.
Scholar	Fortera, planner, or investigator playbook	Research, languages, Sources, archives, interpretation.
Engineer	Technical playbook	Machinery, Éterlumin systems, explosives, repair, calibration.
Agent / Intelligence Operative	Planner, infiltrator, or social playbook	Cover identities, surveillance, deniable action, leverage.
Frontier Hand	Hunter or infiltrator playbook	Tracking, survival, navigation, improvisation, local knowledge.
Criminal / Operator	Infiltrator or social playbook	Theft, smuggling, deception, underworld ties, escape.

CHARACTER IDENTITY *The Calling is a starting map, not a cage. A Soldier can be scholarly. A Scholar can be dangerous. A Mariner can be the best liar on the ship.*

Heritage

Use heritage to say where the character and their family come from, not what they are allowed to become. Nationality, ancestry, religion, class, profession, and morality are separate things in Mar de Oro. Heritage can name a nation, region, diaspora, port culture, family migration, or mixed background.

Background

The standard broad backgrounds already fit: Academic, Labor, Law, Trade, Military, Noble, and Underworld. Detail the background in Mar de Oro terms: naval cadet, plantation clerk, dock engineer, Church archivist, customs inspector, privateer sailor, university assistant, merchant factor, intelligence courier, frontier guide, and so on.

Relief instead of Vice

For campaigns that are not centered on criminals, read Vice as Relief. The mechanic is unchanged: the character needs something outside the operation that lets pressure leave the body and mind. Relief can be healthy, destructive, or both.

Relief	Examples
Faith	Prayer, liturgy, pilgrimage, confession, service.
Gambling	Cards, dice, races, wagers, fencing pools.
Luxury	Fine clothes, food, rooms, music, collecting.
Obligation	Family, comrades, a cause, charity, a dependent, a promise.
Pleasure	Drink, lovers, food, theatre, dance, art.

Relief	Examples
Stupor	Drink, drugs, fighting pits, dangerous exhaustion.
Obsession	Research, devices, Sources, moon records, a private collection, an unsolved question.

Use the normal indulgence and overindulgence procedure. The fiction changes. A character can overindulge an apparently respectable obligation just as surely as drink or gambling.

III. ACTIONS IN MAR DE ORO

Keep all twelve actions. Change only what they mean in the setting.

Action	Mar de Oro reading
Attune	Sense, enter, or deliberately influence Fortera resonance, Source behavior, embedded patterns, or active Éterlumin systems.
Command	Compel obedience, hold discipline, direct crews or troops, assert rank, threaten.
Consort	Work through friends, colleagues, ports, guilds, families, salons, messes, chapels, and professional networks.
Finesse	Handle delicate controls, sleight of hand, precise dueling, piloting, subtle manipulation.
Hunt	Track, pursue, range guns, arrange an ambush, observe a target, make precise long-range fire.
Prowl	Move unseen or skillfully through streets, rigging, decks, roofs, jungle, compounds, or ruins.
Skirmish	Fight at close range, grapple, board, hold a position, survive chaotic melee.
Study	Read evidence, documents, people, machines, inscriptions, history, or a Fortera pattern.
Survey	Read a situation, battlefield, harbor, sky, chamber, crowd, route, or ship geometry.
Sway	Persuade, lie, negotiate, charm, argue, misdirect.
Tinker	Repair, modify, calibrate, pick, dismantle, embed, build, or safely operate technical systems.
Wreck	Break, sabotage, blast, burn, cut, overload, or apply raw destructive force.

Attune has fictional permission

Any character can notice obvious Fortera effects and can use instruments they know how to operate. Attune becomes appropriate when the character deliberately synchronizes with, reads, or influences a resonant phenomenon. Advanced workings still require training, an established technique, a special ability, a ritual, a device, or another clear fictional permission.

FORTERA ACTIONS *Not every Fortera practitioner uses Attune. A technical calibration may be Tinker. A mathematical interpretation may be Study. Reading a chamber response may be Survey. Choose the action from what the character actually does.*

Firearms

Firearms need no special damage system. A pistol, musket, rifle, Kalthoff repeater, swivel gun, or ship battery changes position, effect, quality, scale, and consequences according to the fiction. A firearm can make a controlled sniper shot devastating; it can also be nearly useless against an armored hull or a target behind stone.

IV. CREW, SHIP, AND REACH

The crew sheet is the campaign engine. In many Mar de Oro campaigns, the crew is literally a vessel.

Crew premises

Crew premise	Useful crew chassis	Special pressure
Privateers with a letter of marque	Transport, combat, or smuggling crew	Prize law, prisoners, neutral ports, revoked legitimacy.
Hellerite survey vessel	Transport or commerce crew	Hidden orders, Source maps, black-sloop support, ducal exposure.
Church inquiry team	Cult, commerce, or influence crew	Doctrine, sanctuary, legitimacy, dangerous truth.
Reformers and witnesses	Infiltration or commerce crew	Printed proof, fugitives, hearings, retaliation.
Deniable Albion cell	Infiltration or assassination crew	False flags, sabotage, Attention, orders that may never be admitted.
Merchant venture	Commerce or transport crew	Debt, cargo, contracts, customs, competitors, insurance.
Independent expedition	Transport or specialist crew	Supply, maps, patron expectations, discoveries, crew loyalty.

The ship as lair

If the crew owns or regularly operates a vessel, treat it as the crew lair. Its registry, flag, captaincy, debts, hidden compartments, workshop, armament, lift systems, crew, papers, and reputation are crew-sheet facts. Losing access to the ship is equivalent to losing the lair until the crew recovers it or establishes another base.

Reach instead of Turf

A mobile crew does not need street territory. Read Turf as Reach. A Reach claim is something that makes the crew harder to isolate: a safe harbor, bonded warehouse, Church sanctuary, legal privilege, intelligence channel, regular supplier, hidden route, friendly dockmaster, local newspaper, or protected anchorage.

Mechanically, Turf/Reach still reduces the reputation needed to develop. Fictionally, it shows that the crew has become rooted enough in the Golden Sea that every problem does not begin from zero.

Suggested upgrades and claims

Upgrade / claim	Effect in the fiction
Hidden Éterlumin locker	Begin a score with access to one dangerous lift, signal, or Fortera asset. Use may create an instability clock.
Black sloop contact	Access an unacknowledged route, relay, extraction, or smuggling channel when the fiction permits.
Harbor chapel sanctuary	Gain real shelter and Church access. Using it to escape Attention creates Church attention or obligation.
Reliable engineer cohort	A trusted technical cohort can repair and calibrate. Their expertise makes them valuable to rivals.
Forged registry papers	Strong fictional permission at customs until exposed. Exposure creates Attention in that jurisdiction.
Marine detachment	A trained cohort for boarding, security, or battlefield action.
Signal office	Better communication, observation, and coordination at ship scale.
Reinforced sky-keel	Potency when resisting structural or lift consequences.
Improved lift bank	Potency when climbing, holding altitude, or recovering from lift trouble.
Forward battery	Meaningful fire while closing or pursuing instead of relying only on broadside bearing.

Upgrade / claim	Effect in the fiction
Workshop	Better fictional permission for repair, crafting, Embedding, and long projects aboard ship.
Chart room	Potency or improved effect when routes, weather records, Source maps, or navigation intelligence matter.

Cohorts

Use cohorts normally. A gang can be marines, deck crew, gunners, laborers, guards, scouts, militia, or dock agents. An expert can be a pilot, engineer, surgeon, translator, lawyer, priest, surveyor, signal officer, or intelligence handler.

V. SCORES AND ENGAGEMENT

A score begins when the crew commits before it knows every answer.

What counts as a score

A Mar de Oro score can be a privateering action, recovery mission, rescue, infiltration, political intervention, convoy attack, source-chamber entry, intelligence operation, battlefield task, legal gambit, smuggling run, sabotage, or deniable military action.

Plan reskin

Plan	Detail
Assault	Where does direct force enter the situation?
Deception	What lie, disguise, forged authority, or false premise gets you in?
Infiltration	What route or point of entry avoids the obvious defenses?
Fortera	What working, device, resonance method, or Source interaction creates the opening?
Social	What connection, invitation, status, or public event gives access?
Transport	What route and means move the people, cargo, ship, or evidence?

Use the normal engagement roll. The roll does not decide whether the crew planned correctly. It decides what position they are in when the plan meets the living world.

Useful engagement questions

Score type	Ask before the engagement roll	Typical clocks
Harbor infiltration	Who saw the papers before the crew arrived?	Customs Attention; Patrol Closes; Witness Moved; Proof Secured.
Battlefield mission	What part of the battle can the crew actually reach?	Friendly Cohesion; Enemy Pressure; Smoke; Airship Threat; Command Breakdown.
Source chamber entry	What sign did the chamber give before the door opened?	Pressure Rises; The Room Listens; Faction Arrival; Proof Lost.
Airship action	Who has angle, altitude, observation, and command?	Gain Bearing; Loss of Lift; Signal Confusion; Boarding Window; Escape.
Political exposure	Who benefits if this becomes public?	Scandal Breaks; Official Denial; Witness Protected; Legal Retaliation.

Flashbacks

Flashbacks are especially important in Mar de Oro because competent sailors, agents, officers, factors, and engineers prepare. Use the normal stress cost based on how elaborate or unlikely the preparation is. A flashback does not erase established facts, but it can reveal the papers, rope, contact, spare part, code phrase, bribe, hidden boat, signal plan, or prior reconnaissance that makes the current action possible.

VI. POSITION, EFFECT, HARM, AND CONSEQUENCES

Danger in Mar de Oro is often institutional, mechanical, and political before it becomes bodily.

Position examples

Situation	Position	Effect notes
Crossing open ground under prepared volley fire	Desperate	Usually limited without smoke, cover, suppression, or a route the shooters cannot command.
Carrying orders through powder smoke	Risky	Standard; great if the order can decisively change a battle clock.
Rallying a wavering company	Risky or desperate	Rank, flag, reputation, visible courage, and existing panic determine effect.
Silencing a battery from dead ground	Risky	Great if the crew reaches the gunners or ammunition unseen.
Boarding during airship chaos	Desperate	Standard or great if bearing, command, or lift has already been compromised.
Presenting forged papers at an ordinary customs desk	Controlled or risky	Quality of papers and local knowledge determine effect.
Presenting those papers after the office has your description	Desperate	The same papers now face a dominant information disadvantage.

Consequence palette

Consequence	Mar de Oro uses
Reduced effect	Smoke, poor angle, legal ambiguity, inferior charts, partial translation, weak signal, rushed repair.
Complication	Witness moved, rival arrives, Attention rises, clock ticks, powder catches, orders are overheard.
Lost opportunity	Convoy departs, door seals, hearing starts, signal window closes, target gains cloud cover.
Worse position	Ship loses altitude, room begins listening, line wavers, scene becomes public, patrol has your description.
Harm	Burned, smoke-sick, splinter wound, concussed, rattled, resonance-marked, shot, crushed.

A consequence should follow from the danger established before the roll. Do not use it to invent a different threat merely because the dice demand a cost.

Armor and resistance

Use normal armor and resistance. Personal armor can reduce ordinary physical harm when it plausibly applies. It does not make a person bulletproof, negate artillery, or protect against consequences that are not bodily injuries.

VII. FACTIONS, ATTENTION, AND WARRANTS

The empire often arrives as paper before guns.

Faction game

Use Tier, Hold, faction status, faction clocks, development, claims, and war normally. Track the local arm of a power at the scale that can act in play. Faction status remains separate from legal Attention.

Heat becomes Attention

Read Heat as Attention: how much the authorities, rivals, public, employers, and institutions can connect the crew to recent trouble. Keep the normal Heat track and mechanics if you are using an existing sheet.

Track Attention only where it differs

A crew can be notorious in Canula Prime and nearly unknown in Stroomdijk. Track separate Attention only when that distinction will change play. Otherwise use one crew track. Do not create a ledger for every port the ship ever visits.

Increase Attention for	Examples
Public violence	Bodies in the street, cannon fire in harbor, open boarding, obvious sabotage.
Evidence	Witnesses, registry numbers, distinctive ammunition, intercepted signals, captured papers.
Institutional embarrassment	Humiliating a governor, exposing Church secrets, breaking prize law, ignoring a naval order.
Forbidden or deniable assets	Black sloops, hidden Éterlumin tanks, false flags, classified equipment, covert codes.

Wanted Level becomes Warrant

Read Wanted Level as Warrant: the degree to which legal or political systems are prepared to formally act against the crew. A Warrant can mean arrest orders, seizure authority, revoked papers, bounty, naval detention, or a sealed intelligence directive rather than only criminal prosecution.

Custody

If a PC is incarcerated, use the normal incarceration procedure but reskin the institution: naval brig, colonial fort, debtor prison, military stockade, Church confinement, house arrest, or ordinary prison. Claims and contacts inside custody should become legal advocates, bribed guards, sympathetic officers, smugglers, family influence, or political patrons.

VIII. DOWNTIME AND ENTANGLEMENTS

Downtime is where repair, reputation, obligation, and consequence catch up.

Downtime actions

Standard activity	Mar de Oro reading
Acquire Asset	Pilot, engineer, surgeon, escort, forged seal, pressure gauge, hidden tank, black sloop, safe warehouse, legal counsel.
Long-Term Project	Translate a chamber label, refit a keel, expose a ledger, build a port network, develop a Fortera method, court a patron.
Recover	Treatment from a surgeon, healer, priest, quiet room, medicine, rest, confession, or time away from the guns.
Reduce Heat / Attention	Bribes, legal writs, false names, public charity, burned papers, corrected registry, scapegoat, political favor.
Train	Drill, signals, languages, gunnery, engineering, dueling, navigation, Source safety.
Indulge Relief	Use the character's chosen Relief exactly as the standard Vice procedure.

Repairing the ship

Ship repair is a long-term project unless the damage is simple enough to resolve in free play. Describe the actual work and roll the appropriate action. Tinker is common, but Command, Consort, Study, Survey, or even Wreck can be right when the fiction supports them. Use the normal project progress results.

Repair restores structure. Resupply restores consumed capacity. Resonance Tuning restores agreement. Do not let one downtime roll solve all three unless the crew actually has the means to address all three.

Mar de Oro entanglements

After payoff and Attention, use the normal entanglement timing. Choose or roll a type below. Use the crew's Warrant and current Attention to judge severity, reach, and how difficult it is to make the problem disappear.

d6	Entanglement
1	Customs seizure. A lawful office blocks departure, freezes cargo, or impounds one resource.
2	Witness pressure. Someone the crew protected is bought, threatened, moved, discredited, or arrested.
3	Faction favor called in. The request is polite, specific, and dangerous to refuse.
4	Source echo. A past Fortera or Éterlumin action creates a new sign, leak, pattern, inquiry, or claimant.
5	Paper war. A warrant, audit, debt, registry dispute, forged accusation, or inquiry changes what is safe in port.
6	Ship trouble. A repair fails, a crew member deserts, an upgrade reveals hidden damage, or supplies prove compromised.

DOWNTIME PRINCIPLE *After every score, ask who controls information, who controls access, and who controls the Source. Change at least one answer before the next operation.*

IX. FORTERA, OVERDRAW, EMBEDDING, AND TUNING

Fortera is fictional permission plus native Forged pressure. It is not a spell list.

Fortera practice

Practice	Possible expression
Sensitivity and observation	Attune, Study, or Survey according to what the character actually does.
Technical calibration	Tinker, Study, Survey, tools, workshop access, or a crew upgrade.
Advanced working	Special ability, ritual, long-term project, crafted device, formula, or explicit fictional permission.
Large or strange effect	Magnitude, scale, potency, clocks, ritual cost, project requirements, or Overdraw.

Overdraw

Overdraw is a Mar de Oro adaptation rule for deliberately exceeding safe Fortera capacity. The player declares the push before the roll and chooses what extra capability is being forced: effect, scale, range, duration, or potency.

OVERDRAW Set the Stress cost before commitment. The extra capability is real. The roll decides what consequence follows from forcing it.

Overdraw	Typical cost and reach
Minor push	1 Stress. One modest step in effect or one narrow magnitude factor.
Serious push	2 Stress. Two modest steps, or one substantial extension of scale, range, duration, or potency.
Severe push	3 Stress. A major working that normally places the action in risky or desperate territory and should have clear field consequences available.
Beyond this	Use a ritual, project, apparatus, group working, dangerous asset, or explicit special ability. Very large workings should not become routine because one character has Stress left.

Overdraw Stress is separate from pushing yourself. A character can Overdraw and also pay the normal cost to push. Consequences should preferentially come from the thing being forced: bodily Strain, field instability, miscalibration, evidence, collateral damage, Source response, or loss of service life.

Dangerous Bargains

Use the normal Devil's Bargain mechanic, but call it a Dangerous Bargain in Mar de Oro if you want the term to remain setting-neutral. The stated cost happens regardless of the roll.

Bargain	Cost that remains true
One more burst of lift	Tick Éterlumin instability, consume Reserve, shorten service life, or threaten Rigging / Lift.
The chamber answers clearly	It also records or responds to something personal or operational about the speaker.
The signal reaches the ally	An enemy listener receives enough to act.
The crowd believes the crew	A named authority now knows exactly whom to blame.
A contact opens the door	Improve access now and owe a concrete favor in downtime.
The gun fires despite terrible conditions	Powder, ammunition, or the mechanism is spent, spoiled, exposed, or damaged.

A hazard that has already happened is a consequence, harm, clock, worse position, lost opportunity, or reduced effect. Do not retroactively convert an existing cost into a Bargain.

Embedding

Embedding is handled through the normal crafting and long-term-project framework. The character must have the working, method, materials, and object that can hold it. Choose an Embedding Depth. Depth measures how long the pattern remains viable, not how powerful the embedded effect is.

Depth. Creation time and useful life remain equal in the fiction: a Depth 5 embedding takes five days of work and naturally remains viable for five days after completion. Use project clocks to represent the actual difficulty of those days when they matter at the table.

If the embedded effect exceeds safe capacity, resolve Overdraw during completion. Embedded ammunition resolves the projectile and the embedded Fortera effect as separate fictional elements.

EMBEDDING *Embedding creates the effect. Enchantment slows the decay.*

Resonance Tuning

Resonance Tuning is a trained Fortera working performed with Attune, Tinker, Study, or another action justified by the practitioner's method. It can Preserve Embedding or Calibrate System.

Mode	Effect
Preserve Embedding	Pause the natural decay of one active Embedding while the tuning remains maintained. The remaining useful life resumes when tuning ends.
Calibrate System	Restore agreement in a physically serviceable Fortera or Éterlumin system suffering ordinary resonant drift.

Tuning does not repair broken structure, replace missing components, replenish consumed Éterlumin, or reverse damage that already happened.

CALIBRATION *Tuning restores agreement. Repair restores structure. Supply restores capacity.*

Overdrawn Tuning

If Resonance Tuning is Overdrawn and a consequence threatens the stability of the working, the practitioner may Ground the Working and lose the intended effect, or force it through. Forcing a failed or severely compromised tuning causes Catastrophic Tuning Failure appropriate to the target: ruptured resonator, collapsed lift reference, lost Reserve, ruined Embedding, violent disagreement between connected systems, or another consequence already supported by the fiction.

Limits of Fortera

Wish is unavailable in Mar de Oro. Fortera can produce extraordinary effects, but it does not provide an unrestricted wish-working that rewrites reality on demand.

Death, return, and Soul Shattering

Use the normal Forged rules for mortal danger, harm, resistance, and death. Mar de Oro does not import ghost, hull, vampire, or other post-death playbooks as setting canon. A dead character remains dead unless the fiction establishes a specific Fortera method capable of returning them to life.

A return to life is a rare, major Fortera working and should normally require a ritual-scale project, unusual access, and consequences appropriate to the fiction. Success restores life but does not guarantee perfect continuity. Soul Shattering may alter memory, identity, relationships, abilities, or other parts of the returned person, but those lasting changes are established with the player rather than assigned by a random table.

X. AIRSHIPS AND NAVAL CONFLICT

Do not turn Forged in the Dark into a miniature wargame. Make geometry matter through fictional permission, position, effect, and clocks.

The ship is an actor through its crew

At ship scale, PCs act through helm, guns, signals, repair teams, marines, scouts, and Fortera systems. Use the PC action that matches the method. Finesse can pilot, Hunt can range guns, Survey can read bearing, Command can coordinate crew, Tinker can save a lift bank, Attune can retune resonance, and Wreck can sabotage an enemy system.

Ship action procedure

1. State the ship-level goal: gain bearing, escape, cripple weapons, close for boarding, cross a firing arc, hold altitude, protect a convoy.
2. Establish what each ship can currently observe and what weapons can bear.
3. Set position and effect from Tier/quality, scale, potency, geometry, crew condition, and doctrine.
4. Resolve one decisive PC action roll. Assistance and setup actions work normally.
5. Apply the effect to the goal or a clock. Apply consequences to the ship, crew, mission, Attention, or battlefield.
6. Change the geometry. Repeat only while the ship-level question remains interesting.

Condition clocks

Do not pre-draw every ship subsystem. Create a clock when that subsystem becomes a live problem. These are useful default sizes, adjusted for the fiction and opposing scale.

Clock	Default	When full
Hull Failing	8	The vessel cannot continue normal operation and must be stabilized, withdrawn, abandoned, landed, or risk destruction.
Rigging / Lift Compromised	6	Controlled lift or maneuver is lost; descent, drift, stall, or another immediate flight problem begins.
Weapons Silenced	4	The affected main battery or arc cannot function until repaired or reorganized.
Crew Broken	4	The vessel cannot coordinate complex actions until rallied, reinforced, or reorganized.
Command Confusion	4	Orders, signals, helm, and priorities cease to agree. Position worsens until someone establishes control.
Éterlumin Instability / Depletion	6	Usable service is lost, containment becomes dangerous, or the vessel must resupply or tune before normal operation.

A single consequence can tick more than one clock only when the fiction clearly contains more than one independent problem. Do not use subsystem clocks as hidden HP bars.

Broadside and bearing

A broadside is fictional permission, not a damage button. If the target is outside the battery's physical arc, the battery has zero effect until the ship changes bearing. If the target is inside the arc, scale, quality, range, observation, armor, and position determine effect.

PHYSICAL TRUTH *Treat a ship broadside as a 180-degree lateral hemisphere centered on port or starboard, with a 45-degree vertical elevation/depression limit unless the ship's weapons state otherwise.*

Turning and altitude

- A ship must complete its listed turn distance before changing facing by 90 degrees; a 45-degree change costs half that distance.
- A ship may change altitude by up to half its Speed during a decisive Drive or maneuver without special difficulty. More aggressive altitude change worsens position or requires a dedicated action.

- Ships inside 150 feet of one another should maintain a declared altitude separation of at least 50 feet. If they do not, collision or near-miss becomes an immediate danger in the fiction.

You do not need to measure these values on a tactical grid unless the table enjoys doing so. Their main job in Forged play is to answer whether a gun can bear, whether a maneuver is plausible in one exchange, and what consequence is waiting if the pilot overcommits.

National doctrine as potency

Doctrine	Forged expression
Albion	Speed and forward batteries grant potency when pursuit, escape, closing angle, or bow-on pressure is the decisive factor. Albion vessels generally give up some staying power for that advantage.
Heller / La Estrella Veloz	La Estrella Veloz is a peer of the Spectre at frigate scale, with balanced durability and Heller resonance coordination rather than Albion's raw speed advantage.
Aurora Ventus	Treat Aurora Ventus as the tougher command peer. Incoming attempts to disrupt hull, command, or sustained operation often have reduced effect unless the attacker first creates leverage.
Valdegracia	Heavy construction and broadside doctrine grant potency when holding a line, trading fire, protecting a formation, or surviving punishment. Fast Albion ships often hold the maneuver advantage.
Justicar-class	Massive scale and capital broadside can dominate a direct exchange. Sluggish maneuver gives faster ships a route to better position if they can avoid the firing solution.

Albion forward batteries

Most ships are broadside-first. Major Albion warships carry substantial forward batteries. A forward battery gives fictional permission to threaten a target while closing or pursuing rather than waiting for lateral bearing. It is normally lower scale than the full broadside, but Albion doctrine and ship design can make it potent in the exact situations where other ships cannot answer effectively.

Boarding

When the decisive question becomes what people on the deck or inside the ship are doing, change focus to normal character-scale action. The ship battle continues through clocks, sound, movement, orders, and consequences. Return to ship scale only when the vessel-level question matters again.

SCALE *Change focus, not reality.*

XI. BATTLEFIELDS AND ARTILLERY

Use cohorts and clocks for the battle. Use character actions for the piece of the battle the PCs can actually change.

Wider battle

Represent companies, batteries, reserves, morale, bridges, smoke, reinforcements, and command failure with faction or progress clocks. A PC may Command a cohort, lead a group action, carry an order, sabotage a gun, scout a route, rally troops, or personally enter the point of decision.

Artillery

Artillery usually has potency against exposed personnel, formations, structures, and ships. Range alone does not guarantee engagement. Observation, line of fire, cover, dead ground, smoke, altitude, and firing solution determine whether the battery can act effectively.

When PCs reach the battery, stop treating it as a distant battlefield pressure. The gun has a crew, ammunition, tools, officers, cover, and physical vulnerabilities. Resolve what the characters do using ordinary actions.

Scale follows the question

Question	Use
What is happening beyond the PCs?	Battle clocks and faction fortune rolls.
What does this company or marine detachment accomplish?	Cohort quality, Command, group action, position/effect.
Can the PCs cross this killing ground?	Normal character action with battlefield factors.
Can they silence the gun crew?	Normal encounter fiction and action rolls.
Can the army win the day?	Linked clocks, faction fortune, consequences from the PCs' achieved objectives.

XII. CREATURES AND PHENOMENA

Mar de Oro creatures are not a second combat game. Give each one scale, potency, readable behavior, and something the players can learn.

General rule

Use position, effect, dominant factors, harm, resistance, fortune rolls, and progress clocks. A dangerous creature can act first through consequences or preemptive resistance when its fictional advantage is overwhelming. Do not give every creature a mortality clock by default. If one action can decide the situation, one action is enough.

Creature / phenomenon	Forged expression
Moon-Affected	Potent physical threat whose control can be changed by practiced mastery and Human Traces. Invoking an established person, duty, object, song, or place can be a setup action that improves position or effect on control rather than damage.
Source Beast	Treat the physical manifestation as a layered obstacle. Force can end the current manifestation, but unresolved contradiction lets it return. Each violent destruction raises Correction; genuine understanding lowers it and reveals more truth.
Blackwake Ray	Ship-scale creature attracted by heat, venting, pressure, and vibration. Its grip threatens Rigging / Lift. Cooling, descent, or reduced output can solve the problem without killing it.
Drowned Choir	Swarm/colony that stores and reproduces sounds or pressure patterns. Threat is restraint, obstruction, and copied signals rather than conventional intent.
Hushmoths	Small swarm that interferes with hearing, signals, and instruments. Ventilation, damp screens, dispersal, and environmental control are valid solutions.
Bellmouth	Small pattern-copying creature. Dangerous when frightened or used near mechanisms keyed to sound or pressure.
The Last Crew	A retained emergency sequence. Build a 4- or 6-clock to understand the missing action. Completing or changing the unfinished sequence resolves it.
Reef Shepherd	Massive living-island scale. Ordinary personal violence is usually zero or limited effect. The real questions are movement, survival, exposed anatomy, and what the Shepherd is reacting to.
Roadback	Large migratory creature that senses deep disturbance. A herd is an environmental event with route and pressure clocks, not a line of individual targets.
Rain Saint	A rain-supported retained human pattern. Study, Survey, Attune, names, objects, gestures, and missing actions can alter or complete the sequence.
Keel Leech	Hull-clinging parasite that creates miscalibration, drag, and pressure trouble. Killing or tearing it away under active load can be more dangerous than safely venting and removing it.
Borrowed Tide	Swarm using human-shaped debris as bait. The threat is approach, covering, restraint, and loss of movement. Observation and simple tests can reveal the deception.

Source Beast Correction

Use a visible Correction rating beginning at 0. Each time a manifestation is destroyed by force without real progress on the contradiction, raise Correction by 1. At each level, choose one factor that now favors the Beast: potency, scale, quality, or a new fictional permission. Also reveal one additional true detail about what the Beast is correcting. Genuine progress lowers Correction by 1 and removes the most recent adaptation first.

SOURCE BEAST *Harder to kill and easier to understand means force is failing. Calmer and less adapted means understanding is working.*

XIII. GM QUICK REFERENCE

The whole conversion on two pages of decisions.

Keep unchanged

- Action rolls and 1-3 / 4-5 / 6 / critical results.
- Position and effect.
- Stress, resistance, armor, trauma, and harm.
- Clocks and fortune rolls.
- Assistance, setup actions, group actions, and protecting teammates.
- Flashbacks and load.
- Tier, Hold, faction status, reputation, development, cohorts.
- Score and downtime cycle.
- Acquire Asset, Long-Term Project, Recover, Reduce Heat, Train, and Vice/Relief.

Read differently

Forged term	Mar de Oro reading
Heat	Attention
Wanted Level	Warrant
Turf	Reach
Lair	Ship or operational base
Vice	Relief
Devil's Bargain	Dangerous Bargain
Attune	Fortera / resonance interaction
Occult plan	Fortera plan

Fortera

- Use Attune, Tinker, Study, or Survey from the actual method.
- Advanced working needs fictional permission.
- Overdraw costs Stress declared before the roll and forces extra effect/scale/range/duration/potency.
- Overdraw is separate from Push.
- Embedding uses crafting/project structure and still decays.
- Resonance Tuning preserves an Embedding or restores calibration, never repair or resupply.
- Forced failed tuning can cause Catastrophic Tuning Failure.
- Wish is unavailable.
- Do not import ghost, hull, vampire, or other post-death cosmology. Return to life is a rare Fortera-scale working; Soul Shattering remains narrative and player-authored.

Ships

- Use Tier/quality, scale, potency, position, effect, cohorts, and clocks.
- Create subsystem clocks only when that subsystem becomes a live problem.
- Broadside requires lateral bearing; Albion has meaningful forward battery doctrine.
- Speed is a real Albion advantage.
- La Estrella Veloz and Spectre are peers; Aurora Ventus is tougher.
- Justicar dominates direct line combat through scale and capital fire, but is sluggish.
- When boarding becomes the decisive question, switch to character scale.

After every score

1. Resolve payoff and Reputation.
2. Mark Attention in the jurisdiction that actually cares.
3. Adjust faction status separately.
4. Resolve one entanglement or equivalent institutional answer.
5. Advance relevant faction and Source clocks.

6. Ask who now controls information, access, and the Source.

APPENDIX. PUBLICATION AND COMPATIBILITY NOTES

Use the SRD, not the closed setting material, as the publication basis.

Release basis

This conversion is written as a Forged in the Dark adaptation using the public System Reference Document and original Mar de Oro setting material. The SRD is available under Creative Commons Attribution 3.0 Unported.

Required attribution

Wherever the publication carries its copyright notice, include this attribution at the same text size:

ATTRIBUTION *This work is based on Blades in the Dark (found at <http://www.bladesinthedark.com/>), product of One Seven Design, developed and authored by John Harper, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).*

Product naming and logos

Do not use “Blades in the Dark” in the title of the Mar de Oro product. “Forged in the Dark” may be used to describe the system family. If the Forged in the Dark logo is used, include the separate trademark/logo notice required by One Seven Design’s current licensing page.

Setting separation

Do not reproduce Duskwall, the Shattered Isles, their NPCs, maps, artwork, or other closed setting material. Mar de Oro supplies its own nations, factions, ports, creatures, Fortera cosmology, ships, conflicts, and campaign situations.

Compatibility sentence

Suggested release-facing copy: “A Forged in the Dark conversion for Tales of Mar de Oro. Use the familiar action-roll, stress, clock, crew, faction, score, and downtime structure to run privateers, survey crews, agents, merchants, witnesses, and airship expeditions across the Golden Sea.”

FINAL FIT *Mar de Oro is built around credible danger, meaningful agency, predictable stakes, and consequences that follow the fiction. Forged in the Dark expresses that directly through position, effect, stress, clocks, factions, and the cost of action.*

FIELD PLATE I

FORTERA MANIFESTATIONS



SOURCE BEAST



MOON-AFFECTED



BORROWED TIDE

FIELD PLATE II

RETAINED PATTERNS & INFESTATIONS



LAST CREW



RAIN SAINT



HUSHMOTHS



KEEL LEECH

FIELD PLATE III

CREATURES OF ROAD & WATER



REEF SHEPHERD



ROADBACK



DROWNED CHOIR



TALES OF MAR DE ORO

FORGED IN THE DARK CONVERSION PACK

*Smugglers, privateers, spies, and desperate crews
can carve their legends across Mar de Oro.
This pack adapts the setting's sky navies,
sea empires, black-powder intrigue, and
Fortera anomalies for Forged in the Dark play.*

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