

# THE CAPTAIN

## ALAS FOR THE AWFUL SEA

*It is a truth known throughout the ages that the Captain always goes down with the ship. Usually this means physically, but in the rare instances you don't sink, your reputation and finances will. This ship is your life, your livelihood and your home. As for the crew, you've come to view them as an odd combination of family, and human workhorses in need of firm, but skilled, handling.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Sebastian, Elias, Avery, Rosalind, Leonora.

**SURNAMES:** Smith, Cook, Ward.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Focused, cold, alluring, honest.

**FACE:** Open, tense, bony, baby.

**BODY:** Thin, built, fat.

**DRESS:** Immaculate naval uniform,  
loose swashbuckler coat, plain vest.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### *My Reputation Precedes Me*

When you meet someone important, **ROLL+BALANCE**.

**ON A SUCCESS:** They've heard of you,  
and you say what they've heard.

**ON A 10+:** You take +1 forward when  
dealing with them.

**ON A MISS:** They've heard of you,  
but GM will decide what.

## EQUIPMENT

- Compass
- An ornate sword (1 harm,  
valuable, hand weapon)
- Captain's Regalia (1 armour)
- A Captain's wage (well off)

## BONDS

\_\_\_\_\_ once stood up to you and  
refused to obey a direct order.

You've got your eye on \_\_\_\_\_ for  
first mate, whether or not they agree.

\_\_\_\_\_ owes you for giving them a  
second chance after their gaol sentence.

\_\_\_\_\_ is the only one on board to  
have seen your private quarters.

## HARM



# THE BOATSWAIN

## ALAS FOR THE AWFUL SEA

*The daily work holding this ship together doesn't just get done by itself. It gets done because you make the lazy idlers you grudgingly call your crew do it. You see it like this: the Captain is like God — rarely present and issuing vague commands. This makes you like the king — in control of everything that happens in your domain. The best part of your week is when you get to decide who is on chamber pot duty.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Sam, Rudy, Locke, Edna, Blythe, Kay.

**SURNAMES:** Robinson, Cooper, Jones.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Hard, quick, disdainful,  
clear, woeful.

**FACE:** Distinguished, long, expressive,  
beautiful.

**BODY:** Muscled, tall, graceful.

**DRESS:** Versatile sailor's garb, elegant  
frilled coat, or breeches but no shirt.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**+2**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### Your Crew

When you try and impose your will on your crew,  
**ROLL+BEAUTY.**

**ON A 10+:** All 3

**ON A 7-9:** Choose 1

- They do what you want
- They don't fight back over it
- They don't make mistakes

**ON A MISS:** The GM makes things worse.

## EQUIPMENT

- Brass whistle (loud)
- Either a pistol (close, 2 harm, loud) or a rapier (1 harm, hand weapon)
- Leather jerkin (1 armour)
- A Boatswain's wage (well off)

## BONDS

You're better than \_\_\_\_\_ and you want them to know it.

You always seem to be bailing \_\_\_\_\_ out of trouble.

You're soft on \_\_\_\_\_ and always give them easy work.

\_\_\_\_\_ knows their way around a ship, so you respect their capabilities.

## HARM



# THE MERCENARY

## ALAS FOR THE AWFUL SEA

*Some men save lives professionally, others end lives professionally, and you cannot see a difference in value between them. What you can see though, is that not one of the sea whelps aboard this ship knows their way around a revolver. It looks like the vessel's military safety is entirely in your hands - which is exactly how you like it. After all, there is a reason you charge premium rates. A sharp, deadly reason.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Xander, Jahn, Lancer, Thorn, Zara, Selina.

**SURNAMES:** Marcheford, Grofhurst, Montague.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Arresting, hollow, soulful, laughing, unreadable.

**FACE:** Narrowed, gorgeous, scarred.

**BODY:** Muscled, lithe, huge.

**DRESS:** Leather utility vest, foreign military uniform, light loose clothing.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### A True Professional

When you inflict terrible harm in combat, **ROLL+BRAWN**.

**ON A 10+:** Choose 2

**ON A 7-9:** Choose 1

- Your enemies retreat to a safe distance
- Onlookers or enemies will tell stories of your prowess
- Your enemies will want you for their own
- Your enemies become afraid of you

**ON A MISS:** Choose 1 anyway, but the GM makes things worse.

## BONDS

\_\_\_\_\_ is secretly paying you extra to do a few private jobs for them.

\_\_\_\_\_ reminds you of your child, you wish them to be safe.

\_\_\_\_\_ has fought on your side before, you trust them implicitly.

You think \_\_\_\_\_ is weak, so you bully them to get your way.

## EQUIPMENT

- **A CUSTOM FIREARM:** *(pick one)* revolver (+close, 2 harm, loud) rifle (+far, 2 harm, loud)

**CHOOSE 2:** ornate (+valuable) versatile (+close or far), deadly (+1 harm), silenced (-loud)

- **A CUSTOM HAND WEAPON:** rapier (1 harm, hand weapon) axe (1 harm, hand weapon)

**CHOOSE 2:** antique (+valuable), flexible (can be thrown), deadly (+1 harm)

- Armoured Vest (2 armour)

- A Mercenary's wage (average)

## HARM



# THE MERCHANT

## ALAS FOR THE AWFUL SEA

*You cannot be sure if money makes the world go round, but it certainly makes you go round the world. From the spice drenched East, to the fertile New World, and back to the gloomy shores of Scotland, you've travelled as far as the map is marked to do the deals that need be done. In the process you've overcome seasickness, become an expert on numerous commodities, and piled up a pleasant stash of gold which you take special care to keep from the grasp of any errant sailors.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Tobias, Henry, Ulysses, Pleasance, Elizabeth.

**SURNAMES:** Williams, Taylor, Brown.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Calculating, enchanting, sweet, squinty, sad.

**FACE:** Lively, winning, sharp, plump.

**BODY:** Awkward, toned, stocky.

**DRESS:** Garish fine dress, slimming tailored coat, sensible travel clothes.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**+2**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### *The Perks of Business*

When you strike a deal involving the trade of barter,  
**ROLL+BEAUTY.**

**ON A 10+:** Choose 2

**ON A 7-9:** Choose 1

- They throw in extra to sweeten the deal
- They tell you something free of charge
- You impress them

**ON A MISS:** The GM makes things worse.

## EQUIPMENT

- A sharpened letter opener (1 harm, hand weapon)
- A box of goods (you and the GM decide its contents)
- A Merchant's income (Choose 1: destitute, average, well off)

## BONDS

\_\_\_\_\_ once pretended to be a big buyer to get you out of a difficult situation.

You think \_\_\_\_\_ is the most attractive person on the ship.

You think \_\_\_\_\_ would make an ideal business partner.

\_\_\_\_\_ is a fool set in their ways, and you will open them to new experiences.

## HARM



# THE OLD SEA DOG

## ALAS FOR THE AWFUL SEA

*Many a year ago, before you were a sailor....actually, you're not really sure what you did before you left for the sea. You were barely past a child when you served aboard your first ship. Now, having seen hundreds of storms, and survived only by the sea's good grace, you are a wealth of knowledge and superstition. What you've seen from vessel's decks many men would not think real. You've stared at the sea so long you can read its very moods and emotions – and you're fairly sure it is staring back.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Tristan, Bart, Tom, Delphi, Rosa, Marina.

**SURNAMES:** Brook, Reed, Sallow.

## APPEARANCE

(Choose one from each category)

**GENDER:** Man, woman, androgynous.

**EYES:** Stormy, glittering, languid, mysterious, suspicious.

**FACE:** Weathered, ascetic, expressive, mesmerizing.

**BODY:** Bony, sinewy, solid.

**DRESS:** Old sailors garb and cap, tattered whaler's outfit, suspenders over stained shirt.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

**+2**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### The Sea Speaks

Whenever you handle or examine something interesting from the sea, **ROLL+BEYOND**.

**ON A 10+:** Ask 3

**ON A 7-9:** Ask 1

- Who handled this last before me?
- Who made this?
- What strong emotions have been recently near this?
- What words have been said recently near this?
- What has been done recently with this or to this?

**ON A MISS:** The GM makes things worse.

## EQUIPMENT

- An old trinket
- A small hatchet (1 harm, hand weapon, can be thrown, close)
- Sturdy cloth vest (1 armour)
- A Sailor's wage (Choose 1: destitute, average)

## BONDS

You've taught \_\_\_\_\_ everything they know about the sea.

\_\_\_\_\_ is too impulsive. They are dangerous to have around.

You know that \_\_\_\_\_ hears the sounds at night too.

\_\_\_\_\_ 's parents made you promise to keep them safe on this journey.

## HARM



# THE SCHOLAR

## ALAS FOR THE AWFUL SEA

*Knowledge is the thing you seek, and there's just not enough of it where you're from. Since the famous voyages of the renaissance – Columbus, Magellan, Cortes – you've realized that this world has much more to offer than men have documented. Those you admire most are not those who stumbled by ship into new lands, but those aboard who had the skill, wisdom, and knowledge to know what they were seeing. Taking to sea, you knew, was a way to advance human learning (and your own position) that no other opportunity could match.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Isaac, Nicholas, Joseph, Cassandra, Violet.

**SURNAMES:** Spencer, Milner, McCarr.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Rheumy, appraising, soft, wrinkled, sharp.

**FACE:** Innocent, lively, severe, sagely.

**BODY:** Pudgy, knobbly, strong.

**DRESS:** Thick all-weather peacoat, neat formal wear, ink-stained clothes.

## STATS

**BRAINS**

**+2**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### Outsmart

When you are trying to outsmart someone, tell the GM your plan, **ROLL+BRAINS**.

**ON A 10+:** You succeed.

**ON A 7-9:** You succeed, but choose 1:

- You lose something precious.
- You compromise your principles.
- They'll know what happened later.

**ON A MISS:** You succeed but it backfires.

## EQUIPMENT

- A research book on a subject of your choice
- A small serrated knife (1 harm, hand weapon)
- Fine travelling clothes
- A Scholar's living (Choose 1: destitute, average, well off)

## BONDS

\_\_\_\_\_ does not believe in your discipline, you think they are a fool.

You've been secretly studying \_\_\_\_\_.

You've convinced \_\_\_\_\_ you can communicate with birds.

\_\_\_\_\_ frightens you, you don't like the way they look at you.

## HARM



# THE SURGEON

## ALAS FOR THE AWFUL SEA

*Not every man could saw the limb off a gangrenous sailor subdued with only half a bottle of rum, but that happens to be one of your key talents. Sore, scab, flu or itch, you combat them all by poultice or scalpel. Moreover, and much to your own surprise, most of the people you treat even seem to get better. You wouldn't say you're fond of helping people, but you do like the smug feeling of having saved most of the crew's lives.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Mason, Jon, Luke, Emma, Olivia, Charlotte.

**SURNAMES:** Fletcher, Johnson, Hall.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Kind, dancing, deep set, beady, restless.

**FACE:** Warm, plain, serene, defined.

**BODY:** Toned, flabby, wiry.

**DRESS:** Fitted surgeon's coat, stained apron over common garb, neat civilian clothes.

## STATS

**BRAINS**

**+2**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### *A Surgeon's Work*

You can use your surgeon's tools to treat a wounded person. **ROLL+BRAINS.**

**ON A 10+:** Heal one segment.

**ON A 7-9:** Heal one segment but you are *acting under pressure* with a scalpel.

**ON A MISS:** You don't heal your patient and they fall into a state of *hallucination* and *sense the beyond*.

## EQUIPMENT

- Surgeon's tools
- A knife (1 harm, hand weapon)
- Surgeon's smock (1 armour)
- A Surgeon's wage (Choose 1: average, well off)

## BONDS

\_\_\_\_\_ put a hand in when it mattered and helped you save a life.

\_\_\_\_\_ seems suitably impressed by your skills and you just can't help showing off in front of them.

\_\_\_\_\_ has been beside you and has seen everything you've seen.

\_\_\_\_\_ seems to you to be doomed to self-destruction.

## HARM



# THE STRIDER

## ALAS FOR THE AWFUL SEA

*Every man aboard this ship has to eat, and it's painfully clear none of the dry store is what an ordinary man would call "food." That's where you come in. Whether it lives in the sea, beach, forest or mountain you know how to find it, how to kill it, and how to eat it. But you're more than that. You're also an expert navigator, an even better tracker, and ingeniously resourceful no matter what you have on hand.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Colman, Hammond, Reeve, Elden, Piercy.

**SURNAMES:** Dale, Grove, Stone.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Winking, sultry, dark, faraway, hawk eyes.

**FACE:** Gaunt, tanned, honest, cruel.

**BODY:** Wiry, reedy, sturdy.

**DRESS:** Versatile oilskin coat, musty hunter's outfit, clothes adorned with native trinkets.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2, +1, +1, 0, -1 in  
any order.

## SPECIAL MOVE

### *Innate Compass*

When you are looking for a specific location, tell the GM what place, **ROLL+BEYOND**.

**ON A 10+:** You find it, you're there if you want to be.

**ON A 7-9:** You know the way.

**ON A MISS:** The GM makes things worse.

## EQUIPMENT

- Hunting knife (1 harm, hand weapon)
- Silenced rifle (2 harm, far, silenced)
- Hunting clothes (2 armour)
- A Strider's wage (average)

## BONDS

\_\_\_\_\_ once racked up a debt and left you to pay the bill.

You and \_\_\_\_\_ spent a questionable night huddled together during a snowstorm.

You and \_\_\_\_\_ once hunted a giant seal together.

You never lose your way, but when you do \_\_\_\_\_ is the only person you look to for guidance.

## HARM





# THE COOK

## ALAS FOR THE AWFUL SEA

*The stomach is the way to a sailor's heart. And more importantly, you know it's also the way to their loyalty, their coin, and their secrets. You didn't pick this job by accident. Nor did your culinary passion inspire you to choose a life as a ship's cook. You're in this role for the sheer power it provides. Sure, when you're two days from land, you're at the bottom of the heap. But after two months, sailors are tripping over themselves to do your bidding. And if one objects? Let's just say there'll be nice surprise waiting for them in tonight's dinner.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Jacob, Milo, Paddy, Em, Carry, Leah.

**SURNAMES:** Berry, Fish, Plum, Beer.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Jolly, cruel, focused, scheming.

**FACE:** Hearty, cocky, blank, asleep.

**BODY:** Rounded, chiselled, giant, hunched.

**DRESS:** Stained greasy apron, immaculate white apron, embroidered homely apron.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### A Handsome Feast

When you cook everyone a meal, choose to make a delicious feast or a nauseating disaster. **ROLL+BRAWN.**

**ON A 10+:** Choose 2

**ON A 7-9:** Choose 1

- Everyone becomes uninhibited and loose-lipped.
- Everyone feels obliged to repay you for your hospitality.
- Everyone is sick and temporarily incapacitated.
- Everyone remembers little of the feast except food poisoning.

**ON A MISS:** The GM chooses 1, then makes things worse.

## BONDS

You always put a little "something extra" in \_\_\_\_\_'s food.

No matter who is formally in charge, \_\_\_\_\_ is the only one you really listen to.

When you scratch \_\_\_\_\_'s back, they always scratch back. With interest.

When your temper gets the best of you \_\_\_\_\_ can always calm you down.

## EQUIPMENT

- A butcher's cleaver (1 harm, hand weapon)
- An oversized iron pot
- A secret store of choice herbs and exotic spices (3 doses, adds +1 to a handsome feast)
- A Cook's wage (average)

## HARM



# THE STOWAWAY

## ALAS FOR THE AWFUL SEA

*You've got no idea where you're going, and even less where you'll end up — but you don't care. Wherever it is, it's got to be better than the hellhole you came from. You're leaving, and your only regret is that you didn't do it sooner. It's time to make your own way in this world. To live your life the way you choose. And nothing, not hell or high water, will ever, ever, make you go back.*

**NAME:** \_\_\_\_\_

**FIRST NAMES:** Connell, Danny, Aleron, Eve, Kirsty, Juliette.

**SURNAMES:** O'Rourke, MacCallan, Dubois.

## APPEARANCE

*(Choose one from each category)*

**GENDER:** Man, woman, androgynous.

**EYES:** Haunted, nervous, forceful, eager.

**FACE:** Brave, wild, sunken, sullen.

**BODY:** Sickly, young, gentle.

**DRESS:** Hooded cloak, oversized sailor's outfit, finely made silks.

## STATS

**BRAINS**

**BRAWN**

**BEAUTY**

**BALANCE**

**BEYOND**

Allocate  
+2,0,0,-1 in any  
order.

## SPECIAL MOVE

### *Never Be Found*

When you dirty your hands to get things done,  
**ROLL+BALANCE.**

**ON A 10+:** All 3

**ON A 7-9:** Choose 2

- You leave nothing at the scene.
- There are no whispers or rumours about your involvement.
- You see, hear or find something of interest.

**ON A MISS:** You're caught red handed by someone who trusts you.

## EQUIPMENT

- A sharpened blade (1 harm, hand weapon)
- An ornate, rare, or beautiful keepsake from your home
- Enough money for a week of food and lodgings

## BONDS

\_\_\_\_\_ promised to help you escape from your old life. They're the only one that knew you snuck aboard.

You've heard much about \_\_\_\_\_ and dream of learning from them.

You're worried \_\_\_\_\_ plans to send you back where you came from.

\_\_\_\_\_ is convinced you're up to no good, and is trying their best to prove it.

## HARM

