TALE 1

☐ Create a 12+ effect for a basic move.

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TALE 2

☐ Create a familiarity.

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TALE 3

☐ Add two extra bonds.

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TALE 4

☐ Create a 12+ effect for a basic move.

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AND PICK ANY ONE OF THE BELOW AFTER EACH TALE IS COMPLETED:

☐ Create a connection.
☐ Create a connection.

☐ Create a custom move.
☐ Create a custom move.
☐ Create a 12+ effect for a basic move.

☐ Create a familiarity.
☐ Rearrange your stats to reflect how you've changed (max +3, min -3).

☐ Change descriptors during the next session. Take nothing from your old descriptor. Work with the GM to make this transition make narrative sense.

TALE 5

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Either:
☐ Surrender your character to the GM, to become a non-player character. Then, create a new character and join the crew as your old character's:
o Family member
o Trade contact
o Rival, or
o Pick another relationship that suits the story so far
☐ In the next session, something must happen to cause your position on the ship to change. Take the title of another role, and replace your custom move with theirs. Keep everything else. Use the new advancement track on the back on your new character sheet to take further advancements, in addition to those existing. You may choose to surrender your character to the GM at any time.

CONNECTIONS MOVE

When you seek out an established connection to aid you, **ROLL**. Add a +1 if you've been good to them so far. Add a further +1 if you're in the town they live.

ON A SUCCESS: The person you found will help you in any way they can.

ON A 7-9: You owe them a favour, possibly a few. Expect them to call it in soon.

ON A MISS: They will still help you, but the GM will choose one.

• They make mistakes
• The favour they require is bigger than you thought
• Their actions make them a target for your enemies
• They publically disapprove of your request