

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

