The Captain

Level:

Name: Jean-Luc, Westley, Balthier, Nerys, Benjamin, Sela, Sayyida, Mary, Bonny, Ching Shih, Jack, Olaudah, Malcolm, Ludovica, Okona, Eärwen, Asha, Mae, Uhura, Dola, Beckett Title: The Terror, Blackbeard, Bluebeard, No Beard, Hookhand, Pegleg, One-Eye, The Dastardly, The Empress, The Crashing Wave, The Sparrow, Villainous Scum, Ironclad, Indomitable Alignment Neutral Protect your ship and crew from danger. Good Risk your ship or yourself to protect or provide for others. Chaotic Take a gamble against the odds.

Starting Moves

The Ship

You have the Ship, a vessel that will transport you and your crew. Grab the Ship playbook - it's yours to command. Ask other players for their input, but you get final say for filling it out.

The Crew

You command the crew of your ship. You start with one crewmate - name them, assign them a job on the ship, and write a bond with them. They're not a hireling - they're endlessly loyal, and they always follow your orders to the best of their ability. They're broadly skilled and perfectly capable at their job on the ship, and if there's ever a question about what they do, you get to answer.

Once you and your crewmate are assigned to the crew, you may also pick another job and start filling out the rest of your ship's crew roster with the other player characters (and their players' permissions)

Landing Party (CHA)

When you **organize**, **supervize**, **and delegate the team while away from the ship**, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1, and the GM will tell you how your plan is already starting to go awry. Spend hold 1-for-1 while on the mission to;

- Escape to the ship (it might take some time)
- Immediately show up where you're needed most (in person no ship)
- Let someone reroll one of their dice, thanks to your expert advice (feel free to flashback to giving it)

Downtime Hustle (CHA)

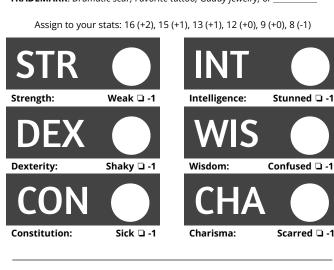
When you **hobnob and network, looking for jobs,** roll+CHA. On a 7-9, choose one. On a 10+, choose three. On a 6-, you still get a job, but you won't like it and you won't find a better one here.

- It's only about as dangerous as usual
- It pays well
- It caters to your crews' or your ship's strengths
- It comes from someone you trust
- It advances one of your agendas
- It appeals to at least one of the rest of the crew

XP:	
	(Next level at _+current)
	level)

Look

FACE: Sharp toothed grin, Smug nonchalance, Eyepatch, or _____ TRADEMARK: Dramatic scar, Favorite tattoo, Gaudy jewelry, or _____



HP Max: HP:

Max HP = 8 + Constitution

Damage: D8 + Armor:

Tags:

Background

Swashbuckler

You've led a life of daring adventure and thrilling danger. When you **cross blades with someone**, you can keep them occupied for as long as the duel lasts - but whoever loses or forfeits the duel suffers the other's attack.

■ Ex-Navy

You got your start serving on military ships, where strategy and management are matters of life and death, When you **escape to the ship or show up where you're needed most**, you can bring up to one person with you.

Scoundrel

You make a living doing odd jobs for pay, and know how to find the good ones. When you **ask around for jobs**, you can spend 10 coins to pick an additional option (even on a miss).

Bonds			

Template by Jason Shea, (CC-BY) Creative Commons Attribution 4.0 International License	never follows my orders's talents are underappreciated in their current role. I love to share stories with, even if none of them are true. This isn't the first time I've had aboard.
The best part about being in charge? First pick of the loot: A Trinket, of home or from your travels:	Coin: Load: / (100 coin = 1 weight) (Your Load is 9+STR)
□ Old Friends From Way Back When you arrive at a populous place, you may name someone you know who's likely to be here, then roll+CHA. On a 10+, choose two. On a 7-9, choose one. • They're on board for even dangerous & harebrained schemes. • You don't owe them for what happened last time. • They don't have any dark secrets or other problems right now. □ But You Have Heard Of Me When you Parley with someone who fears or respects your reputation, take +1. You can always ask the GM "who here fears or respects me?" □ Salty Sea Dogs Sought When you Recruit, looking to expand your crew, on a 12+, work with the GM to create your new crewmate, who's a perfect fit for your crew. □ X Marks The Spot The first time you complete a job after taking this move, you find a map to an incredible treasure. While you have the map, you can choose from this additional option when you go looking for jobs. • It will bring you one step closer to finding the treasure on your map □ Captain's Log You've got a lot of experience, and a journal cataloguing that experience. When you organize your Landing Party, choose one: • You remember doing something like this before - add +1 to any roll during this mission. • This one's new - mark XP and the GM will escalate the situation.	□ Sailed The Seven Seas You've traveled the world all over. When you arrive someplace, the GM will tell you any traditions, customs, or quirks you need to know to get by, and will tell you what, if anything, has changed since the last time you've been here or heard word. □ Derring-Do Whenever you need a prop appropriate to your location (a coil of rope, an open window, a well-placed stalagmite, etc), it's there. When you reach for a prop to get you out of a tight spot, roll+DEX. On a 10+, it's there, and it's exactly what you need to get a moment of reprieve. On a 7-9, you get something useful but the GM chooses if it puts you in further danger or costs you something. On a 6-, whatever you found, you won't like it. □ Sea Shanties When you Carouse and tell the tale of your incredible adventures, you take +1 for each tale you tell of your past jobs and adventures. On a hit, one of those tales passes into legend - people everywhere will know of it, though that means you won't be able to tell it again. □ The Iron Way Your sheer determination counts as a ship module that you can invoke in any circumstance. When you take damage to your determination, mark a debility of your choice. You can't use your determination as a ship module again until you clear that debility. □ First To Fight When you fight side-by-side, back-to-back, or arm-in-arm with your crew, choose one person to take +1 armor ongoing and one person to deal +1d4 damage ongoing until you are split apart.
Advanced Moves (Level 6+) Dread Pirate Roberts When you take this move, create a flag, banner, or other symbol of your past deeds. Anyone who sees your symbol will recognize you and your crew as a force to be reckoned with, and treat you accordingly.	At World's End Requires: Sailed The Seven Seas When you arrive at a legendary location, tell the GM what tales you've heard about it - the GM will tell you anything else you'd know to be on the lookout for. Take +1 forward to act on that information.

☐ Celestial Navigator

While you can see the stars, you are never lost, and you can tell what the weather will be like for the next few days.

When you **ply your connections and contacts to get your hands on supplies or luxuries,** roll+CHA. On a 10+, someone you like has what you want, and will cut you a deal. On a 7-9, it comes with strings

attached.

____ with my life, and the lives of my crew.

☐ Admiral When you command a fleet of ships, state your objective, detail your plan, and name two ships in your fleet, then roll+WIS. On a hit, the fleet accomplishes your objective. On a 10+, you choose which ship emerges unscathed, and which is tragically destroyed. On a 7-9, the GM chooses, and will tell you of any additional consequences.

☐ Talented Teamwork

Choose a move from another playbook. When you work together with your crewmates, you all can use that move.

Kobayashi Maru

Requires: The Iron Way

Your sheer determination adds a +2 bonus instead of +1 when invoked.

☐ Last To Leave

Requires First To Fight

When you **stand alone against a threat to your crew**, you have +2 armor and deal +1d6 damage ongoing.

☐ Canny Hustler

When you **hustle for jobs**, you always pick an additional option, even on a miss.