

__**Player:**__ Superb

__**Character:**__ Quagsire

__**Crew Objective:**__ Go on an adventure.

__**Personal Objective:**__ Find some kind of hidden treasure, shipwreck or ruins underwater

__Role: Captain__

As Captain, you may state in your action where your ship will go each phase, as long as you are aboard. You may also change your Crew Objective up to 2 times during the game, and your First and Second Mate up to one time each.

__**Ability: Water/Ground**__

You are a water/ground type Pokémon, which means the following:

You may swim for as long as you like without drowning.

You are immune to electric damage.

You are extremely weak to grass damage.

__**Ability: Unaware**__

You're a bit dopey, but sometimes it works out to your advantage. Any roll modifiers for actions that target you are negated.

__**Ability: Move Set**__

At the end of the phase, you may use any one of these four moves as an action:

Dive: Use this to dive into the sea. If you find anything of interest, you will automatically obtain it or proceed to investigate it.

Muddy Water: By sending forth a wave of muddy water, you may deal 1 heart of damage to up to 3 targets at once.

Mud-Slap: You can slap someone to deal them 0.25 hearts of damage. Has a chance to cancel their action for the phase.

Recover: ...Somehow, you can use this move. It heals you 1 heart of damage.

__**Crew Objective:**__ SUCCESS

__**Personal Objective:**__ SUCCESS

__**TRUE TO HIS CODE ENDING**__

__ ****Player:**** __ Brinelex Brine

__ ****Character:**** __ Ianis

__ ****Crew Objective:**** __ Go on an adventure.

__ ****Personal Objective:**** __ Do something gay with another character (it cannot be anyone who identifies as a woman) where X marks the spot on this map.(https://media.discordapp.net/attachments/769302503362658346/920860214683656243/IMG_20211208_044501.png). This has to be romantic in nature, in one way or another.

**** __Role: First Mate__ ****

As First Mate, you may state in your action where your ship will go, if you are aboard and the Captains are not. Each phase, you may apply a +2 roll bonus to either your roll or the Captains', but not both. You become Captain if both Captains is killed.

__ ****Ability: Muscular Mister Shark Man**** __

You are fucking jacked. As an aquatic dockworker, you can lift objects much heavier than any normal person could. If you then hand an abnormally heavy object to another person, it'll be light enough for anyone to lift.

__ ****Skill: Ha, gaaayyyy!**** __

Any homoerotic/romantic actions get a +5 for their rolls.

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ SUCCESS (and then some)

__ ****MUSCULAR X MUSKULAR ENDING**** __

__Player: __ Should I Be

__Character: __ Muskular

__Mutineer Objective: __ Become a Captain by any means necessary. 

__Crew Objective: __ Go on an adventure.

__Personal Objective: __ Host a Mini-Game Tournament with four other players consisting of four duel minigames

__Role: Star Spirit __

As a Star Spirit, you gain a +5 roll bonus to any actions taken aboard any ship. Also while aboard your own ship, you deal 0.25 extra hearts of damage, can heal a player for 0.75 hearts, and automatically spy on the top deck of a ship 1 tile away with 90% accuracy. You feel very midship about this position.

__Ability: IT'S TIME TO D- __

You inexplicably have the authority to dictate and facilitate duels between players. For a free action, you may come up with some sort of criteria and rules for a duel to commence, and assign two players to compete in said duel. The result of the duel will be announced publicly. You will need to give out either a prize for the winner or punishment for the loser, and you must do this rightfully based on the rules you've laid out. If no prize or punishment is given by the end of the game, the duel will not be counted as having happened.

__**Skill: I Work Out**__

You've trained your body well, and you can really take a hit! All physical attacks do 0.5 less damage to you, and you're completely immune to any movement-disrupting or launching actions or events. Also, being a magical star spirit and all, you can choose to bestow this strength to someone else of your choosing for a phase.

__**Mutineer Objective**__ SUCCESS (became a co-captain of the Disco Stars... briefly)

__**Crew Objective:**__ SUCCESS

__**Personal Objective:**__ SUCCESS (completed a four-player tournament bracket between Ianis, Koeia, Maerk, and Cortez)

__**THE HOST WITH THE MOST ENDING**__

__**Player:**__ SpectaKoo

__**Character:**__ Twig

__Crew Objective:__ Take revenge upon Koeia's captor(s).

__**Personal Objective:**__ Make every ocean crag, island, and continent in the game FLOAT PERMANENTLY.

__Role: Sailor (Surgeon)__

As a Surgeon, you can heal any character by 1 heart as a phase action. If aboard your ship, this becomes 1.5 hearts.

__**Ability: Web Pellets**__

You can shoot a tangle of cobweb at any object or player! If this hits another person, it'll cut a third off of their roll. Creative aiming/use can amplify the effect.

__**Skill: Everybody Walk The Spider**__

Your nimble limbs and expertise at sneaky athletics makes you excellent at movement. You get a +5 to any roll involving climbing or other arachnid athletics. (Please include this in your action if applicable!)

__**Crew Objective:**__ SUCCESS

__**Personal Objective:**__ SUCCESS (the machine in Atlantis lifted all islands to the sky)

__**THE BASTARD WHO RAISED THE WORLD ENDING**__

__Player: __ AClowderOfCats

__Character: __ Molly

__Crew Objective: __ Take revenge upon Koeia's captor(s).

__Personal Objective: __ Create at least 3 items for other players in exchange for either money or other items, and create something that has aspects of all three sciences my sisters and I specialize in.

__Role: Sailor (Scientist) __

As a Scientist, you gain a +5 roll bonus to any actions involving researching, creating, or fixing something experimental. You also can fix damage to your own ship for 3 hearts as a phase action.

__Skill: Energy-Efficient __

You chose to work with computers and machines for a reason - less manual labour! You're an expert at preserving your energy and avoiding physical strain. If you can describe your action in a way that minimizes physical effort, you will gain +5 to your roll.

__Ability: Sting Ray __

Though a woman of science, you're also a deadly creature of the deep! As an action, you can fire your stingers at any single target. It deals 1.5 hearts of damage and has a 25% chance to cancel their movement. This ability has one phase of cooldown.

__Ability: ENERGY __

OMORI isn't the only one who can call in backup! You have a store of ENERGY, which cannot exceed 8. You gain 1 ENERGY for every 0.25 hearts of damage taken. This is cumulative even if the damage is healed.

You have two ways to spend ENERGY:

-You can spend 3 ENERGY to call in one of your sisters for a FOLLOW-UP, where they will give you a boost on your phase action.

-If your ENERGY is maxed out at 8, you can RELEASE ENERGY to carry out your Ultimate Attack! This will summon both Marina and Medusa for a hyper-powerful move. If attacking, you're guaranteed to hit for 3x damage. If not attacking, your roll for your phase action becomes a natural 20.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS (made a snorkel, harpoon gun and axe in exchange for items, and created weapons using all 3 sisters' aspects)

__**INDUSTRIOUS SQUID GIRL ENDING :bangbang:** __

__Player: __ Ahmaykmewsik

__Character: __ Inigo Montoya

__Crew Objective: __ Claim Encino for King Harkinian and Hyrule.

__Personal Objective: __ Know what to do with the rest of my life.

__Role: Co-Captain __

As Co-Captain, you may state in your action where your ship will go each phase, as long as you are aboard, and if you agree with (or roll higher than) your other Co-Captains, it will go through. You may also change your Crew Objective once during the game.

__Special Item: Rapier of Vengeance __

Your blade has accompanied you through thick and thin, and has tasted the sweet dish of revenge. A successful attack with it deals 1.25 hearts of damage by default, with an extra 0.75 hearts if the act could be considered one of revenge.

__**Skill: Duelist** __

You're a master of fencing and agility. You have a 50% chance of dodging an incoming attack with a held or bladed weapon, and 75% if you're in a one-on-one fight that could be considered a duel.

__**Ability: Mantra** __

In your legendary fight with the Six-Fingered Man, you drew on the power of mantra to give you strength. Now, if you repeat any phrase three or more times during a phase, you gain a +5 bonus to your roll, as long as the phrase is related to the action you're going to take.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS

__**SHERIFF SANDY OF HONOR ENDING** __

__Player: __ loweffortmemes

__Character: __ Edwin VanCleef

__Crew Objective: __ Take revenge upon Koeia's captor(s).

__Personal Objective: __ With a group effort from the crew, defeat a powerful enemy or group of enemies.

__Role: First Mate __

As First Mate, you may state in your action where your ship will go, if you are aboard and the Captain is not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain is killed.

__Ability: Sneak Attack __

You're a master of attacking from the shadows, and using guile to get the jump on your enemies. If you attack a character for the first time, they have not spoken to you that phase, and they have not attacked and are not attacking you, you do an extra 1 heart of damage on a hit. You can also gain this effect if you attack a character in a different area adjacent to the one you're in, but you must know that the targeted character is there.

__Skill: Master Stonemason __

Though the days of being a simple Stonemason are far behind you, your hands still remember the long-honed skills that made you worthy of being the Guild's leader. You gain a +5 bonus to any action involving building or fixing something with tools.

__Skill: Born Leader __

As the leader of the Defias Brotherhood, and once upon a time the Stonemasons' Guild, you know what it means to command and inspire others. When another character takes an action you suggested to them, they gain a +3 roll bonus, and you gain +1. This can apply to an unlimited number of other characters, and stacks for you.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS

__**SNEAKY BUT RELIABLE CREWMATE ENDING** __

__ ****Player: Ori4thewin**** __

__ ****Character: Darien/The Dodo**** __

__ ****Crew Objective:**** __ Go on an adventure.

__ ****Personal Objective:**** __ Earn the respect or friendship of my peers.

**** __Role: Second Mate__ ****

As Second Mate, you may state in your action where your ship will go, if you are aboard and the Captain and First Mate are not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain and First Mate are killed.

__ ****Ability: The Flightless Captain**** __

How have you not gone extinct yet? Oh well. You've managed to put together a device for your wings that transforms respect into energy. ****For every expression of respect towards you from another person, you gain one flap of your wings to take you in the air.**** Just one won't take you far, but if you use enough, you might gain some altitude. This is restricted to one flap per person, per phase. You may save up as many as you want, but you must include how many you got each phase in your action.

__ ****Skill: Delegation Dandy**** __

Your skills at micromanagement give a +3 modifier to actions done by other people that you gave them, as well as a +1 modifier to your action per each delegation.

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ SUCCESS (Became a respected member of the MS Kye.)

__ ****THE FLIGHTLESS FLYING DUTCHMAN ENDING**** __

__Player: __ TheFloorIsEvil

__Character: __ Carvallain de Gorgagne

__Crew Objective: __ Eliminate the traitor group of Muskular, Patchy the Pirate and Steve the Pirate.

__Personal Objective: __ Triumph over someone of higher status

__Role: Sailor (Lookout) __

As a Lookout, you gain a 40% bonus on all spy actions. While on board your ship, you automatically spy on the top deck of any ship 1 tile away with 100% accuracy, and 2 tiles away with 50% accuracy.

__Special Item: Adamantite Axe __

The mighty Adamantite Headsman's Axe you acquired during your travels is a valuable and deadly item. Not only can you use it to attack another character for 1.5 hearts of damage, but you can also use it as a tool for any cutting, chopping or carving needs. You may also use it to defend instead of attack, in which case it will reduce your chance of being hit by 25% and reduce your damage taken by 0.25 hearts if hit.

__Ability: "Spice" Trader __

As a well-spoken captain with secret noble lineage, you have a knack for giving your deeds an air of legitimacy. If you attempt to sell or trade stolen goods, you can do this in any area regardless of its level of reputé, or with any NPC regardless of their side of the law. If you're selling or trading goods, you can receive up to 50% more in return than another player would receive.

__**Crew Objective:** __ FAIL

__**Personal Objective:** __ SUCCESS (Helped take down McAfee and Barbaros.)

__**ESTRANGED VIGILANTE ENDING** __

****__Player: __** 404**

****__Character: __** Pirate**

****__Crew Objective: __** Eliminate the traitor group of Muskular, Patchy the Pirate and Steve the Pirate**

****__Personal Objective: __** Take someone under my wing and convince them that pirating is baller.**

****__Role: First Mate __****

As First Mate, you may state in your action where your ship will go, if you are aboard and the Captain is not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain is killed.

****__Ability: Purveyor of Pirated Goods __****

You have access to your own store of items. Any can be produced as part of your action, one per phase unless otherwise stated. All except the Cannon can be used by you or given away on the same phase as being produced. The list is as follows:

-****Cannon****: Can be placed in any area, and used to fire any projectile objects. Adds 1 heart to the projectile's base damage. You may only place one Cannon in a given area.

-****Cannonball****: Can be loaded into a cannon and fired as one action, or used for throwing. Deals 0.25 base damage.

-****Pirate Hat/Shirt/Pants****: Can be produced individually or together. Purely cosmetic.

-****Sail****: Can be put up on any watercraft to patch an existing sail or provide a new one. If adding a new sail to an already seaworthy vessel, provides a one-time 1 tile movement boost. Can be used in constructing a new vessel.

-****Parrot Cracker****: If held in the air, summons a parrot to briefly aid the user in their action. The parrot consumes it and leaves. Can be produced alongside any other item.

-****Explosive Bunny****: Can be loaded into a cannon and fired, or used for throwing. Deals 0.25 base damage to anyone in the target area. Can be produced up to 3 times.

****__Skill: Piracy Enthusiast __****

You love to share the excitement of a pirate's life with others. When you tell another player about the joys of piracy, they get a bonus to any piratical action they take on the same phase.

__Crew Objective:** __ FAIL**

__Personal Objective:** __ SUCCESS (Turned Muskular into a real Pirate.)**

__WHERE THE HELL IS MY CREW ENDING** __**

__ ****Player:**** __ ATotallyLongOriginalUsername

__ ****Character:**** __ Koeia

__ ****Crew Objective:**** __ Take revenge upon Koeia's captor(s).

__ ****Personal Objective:**** __ Escape and not get caught again.

__ ****Role: Prisoner**** __

As the prisoner captive onboard the ship, you do not have any special role boosts. Perhaps if you were to escape and decide to situate yourself amongst a crew, you could choose a skill role at that time.

__ ****Ability: True Form of the Abyssal Beast**** __

You have regained the form you once held, but your body is still recovering from the damage. You can change to your Abyssal form at will as an action, and this form will last as long as you disable it with another action. In your Abyssal form, your offensive capabilities are much higher, worthy of other leviathans. But you can only stay in outdoor water areas such as beaches and docks, and cannot go on land or ships.

__ ****Ability: Fish Out of Water**** __

You cannot stay above land without hurting yourself, being a sea creature. You may only move through water, or... tubes connecting water. However, you can, as an action, ingest water to save for one whole phase of land movement without taking damage. After this, you must return to water or hurt yourself badly.

As a water monster, though, you can swiftly pull anyone in the same area as you underwater to restrain their movement and cause 1 heart of damage to them if they cannot breathe underwater.

__ ****Skill: Threatening Figure**** __

You strike fear into the hearts of sailors across the world. You gain a +3 modifier to any action that evokes terror, dread, or unease.

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ SUCCESS

__ ****LIVE FISH OR DIE TRYING ENDING**** __

****__Player: __** squazz**

****__Character: __** Patchy the Pirate**

****__Crew Objective: __** Claim Encino for King Harkinian and Hyrule.**

****__Personal Objective: __** To find 5 other players to stand in for the roles of Patrick, Squidward, Mr Krabs, Sandy, and Plankton ** (Best friend, friend who hates me, authority figure, landlubber friend, and enemy)** so that Patchy can self-insert himself into the role of Spongebob.**

****__Role: Co-Captain __****

As Co-Captain, you may state in your action where your ship will go each phase, as long as you are aboard, and if you agree with (or roll higher than) your other Co-Captains, it will go through. You may also change your Crew Objective once during the game.

****__Ability: SpongeBob Fan Club President __****

As the unanimously-elected president of the SpongeBob SquarePants Fan Club, you know everything there is to know about SpongeBob! For any phase action you take, if you mention (either in chat or in your action submission) something similar that happened in an episode of SpongeBob SquarePants, you gain a +5 modifier to your roll. If you roll high enough, the audience may be treated to a vision of that SpongeBob scene.

****__Ability: Really Makes You FEEL Like SpongeBob __****

So many different and interesting people being here means you have the chance to live out a lifelong dream: playing the part of SpongeBob himself!

As part of any phase action, you may designate another player as one of Patrick, Squidward, Mr Krabs, Sandy, or Plankton, and provide at least one piece of evidence for why they fulfill that role in relation to you.

After assigning each role, you may change it up to one time.

Each player with a character role will be notified, and receive +3 to any action that resembles their assigned character.

__Crew Objective:** __ SUCCESS**

__Personal Objective:** __ SUCCESS (Patrick = Muskular, Squidward = Koeia, Mr Krabs = King Harkinian, Sandy = Inigo, Plankton = Murasa.)**

__DODGING TROUBLE, BALLING WITH PALS ENDING** __**

__Player: __ Sor

__Character: __ Orla Newvit

__Crew Objective: __ Go on an adventure.

__Personal Objective: __ Collect at least three expensive items, or collect a large amount of money

__Role: Sailor (Gunner) __

As a Gunner, you have a 95% chance to hit your target on any attack action. While on your ship, you do an extra 0.25 hearts of damage with personal weapons, and an extra 0.75 hearts with shipboard weapons.

__**Ability: Rage**__

As a Barbarian, you can enter a state of primal fury in battle. As part of your phase action when attacking another entity, you may call upon your Rage, which grants you the following properties:

- All attacks do an extra 0.5 hearts of damage.

- You take 50% less damage from all physical attacks.

- You gain a +5 modifier to any non-attack actions involving strength.

Your Rage can remain active for up to 2 additional phases after being activated, but ends if you spend a phase without performing an attack.

After a Rage ends, you must wait at least one phase before using it again, and you may only use it up to 3 times in total.

__**Ability: Hybridization**__

Due to the experiments conducted on you in your past, you have two large crustacean arms emerging from your back. As your phase action, you may use them to either attack or grapple a nearby entity.

If you use them to attack, each arm does 0.5 damage, and you may choose separate targets or the same for both.

If you use them to grapple, you cancel a single target's movement for the phase. If you try to grapple the same target for additional phases, you must beat their roll by a growing threshold in order to keep them restrained.

__Special Item: Cursed Watch __

You possess a watch that has been blessed - or cursed - with sentience, and is impossible to remove from your person. As part of your phase action, you may ask it any question, and will be DMed a response.

__**Crew Objective:**__ SUCCESS

__**Personal Objective:**__ SUCCESS (Plundered Barbaros' ship for valuables.)

__**STEALING GOLD, GOLDEN HEART ENDING**__

__Player: __ Meepster

__Character: __ Maerk

__Crew Objective: __ Go on an adventure.

__Personal Objective: __ Do everything I can to avoid people coming into conflict, while also trying to befriend as many people as possible

__Role: Sailor (Surgeon) __

As a Surgeon, you can heal any character by 1 heart as a phase action. If aboard your ship, this becomes 1.5 hearts.

__Skill: Charismatic __

You gain a +11 to any rolls involving speaking with others, and all NPCs will trust you by default.

__Ability: Bardic Inspiration __

Like any true Bard, you know how to use your skills of performance and eloquence to give strength and luck to others. Normally this is a d6, but here, in the time-honoured tradition of taking the average and rounding up, it will grant +4 to an action of any character you choose other than yourself. You should indicate whether to have the bonus apply automatically on the same phase you give it to them, or if they receive it to hold onto and use when they choose. You can give Bardic Inspiration once per phase as a free bonus action.

__Ability: Telepathic __

You're attuned to the realm of the mind, granting you certain psychic abilities. As a bonus action on any phase, you may submit a message to be sent telepathically to a given player. This message will be sent by bot DM to that player during rollover. You do not need to know where they are.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS (While he didn't avoid conflict entirely, he did his best.)

__**FEGAYRK (FEMME GAY SHARK) ENDING** __

__Player: __ Cathode

__Character: __ Entrapta

__Crew Objective: __ Go on an adventure.

__Personal Objective: __ Find the scientific discovery of a lifetime.

__Role: Sailor (Mechanic) __

As a Mechanic, you gain a +5 roll bonus to any actions involving building or fixing something with tools. You also can fix damage to your own ship for 3 hearts as a phase action.

__Ability: Master of Mechanics __

You're a scientific prodigy who can create all manner of weird and wonderful devices! While at a laboratory, or while in possession of physical parts, you can craft any mechanical device you describe, within reason. This includes traps that can be placed in game areas, robots that can automate any task that would normally take an action, and even weapons - for defending what's right.

__Ability: You Best Be Fearing the Hair, Baby! __

Is it a miracle of science, or something else? Who knows! Regardless, you can control your hair as an extension of yourself. This allows you to perform a second full action every phase, as long as you specify that your hair is doing it and it's something your hair can feasibly do. You can't attack someone with your hair, but you can restrain them.

__Skill: Knowledge of the First Ones __

You gain a +5 to any investigation actions on a technological device, with an extra +3 if that device is ancient.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS (Found the ancient machinery of Atlantis.)

__**ENGINEERING A BETTER FUTURE ENDING** __

__ ****Player:**** __Yhenestik

__ ****Character:** James Pond****** __

__ ****Crew Objective:**** __ Go on an adventure.

__ ****Personal Objective:**** __ Get someone, a single person, on the boat/team to trust me.

__ ****Role:** Sailor (Lookout)****** __

As a Lookout, you gain a 40% bonus on all spy actions. While on board your ship, you automatically spy on the top deck of any ship 1 tile away with 100% accuracy, and 2 tiles away with 50% accuracy.

__ ****Ability:** Bing Bing Wahoo Weaponry****** __

You're armed with the latest spy technology, that is to say, a pistol that shoots all kinds of ammo that you can load it with. Your pistol has a primary ammo slot that will not run out, and two reserve ammo slots that you can shoot once before they run out. You can assign and reassign ammo types by loading the appropriate material into a specific slot.

Water: Bubble Bobble - you may shoot a bubble at a player to engulf them and restrict their movement.

Fruit: Healthy Healing - you may shoot a fruit blast at a player to heal them by 1 heart.

Alcohol: Woozy Wash - you may shoot a stream of strong spirit at a player to decrease their roll by 5.

Rocks: Stone-Cold Slap - you may shoot a nasty pebble at a player to damage them by 1 heart.

__ ****Skill:** Wordsmith****** __

You have quite a way of talking. You gain a +2 modifier to your roll each time you get someone to repeat a word that was made up on the spot.

__ ****Ability:** Underwater Agent****** __

As a fish, you can stay in water for as long as needed. Your high-tech suit enables you to breathe on land too.

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ SUCCESS (Quagsire taught him how to pog. This is a show of trust.)

__ ****BACK TO MY FITCHES (FROG BITCHES) ENDING**** __

__Player: __ Alraune

__Character: __ Mononobe no Futo

__Crew Objective: __ Take revenge upon Koeia's captor(s).

__Personal Objective: __ Become cool. (skateboard is mandatory)

__Role: Sailor (Surgeon) __

As a Surgeon, you can heal any character by 1 heart as a phase action. If aboard your ship, this becomes 1.5 hearts.

__Ability: Fortune Sign "Feng Shui Mastery" __

Your studies have led you to understand the Tao better than anyone else, besides perhaps the Crown Prince and that one wicked hermit. You are therefore able to manipulate the flow of qi to set "spots" of misfortune or fortune on inanimate objects or features of the world.

Essentially, this makes it so that actions relating to that feature are more likely to succeed or fail, depending on if the spot was made to be "fortunate" or "unfortunate".

You may set up a maximum of 3 spots at a time, and you may abandon a spot at any time you wish.

__Ability: Plate Shikaisen __

As you became hermit by faking your own death and transferring your soul to a plate, for you, plates naturally possess healing properties.

If you find a plate, you may absorb it to regain 0.5 hearts at any time.

__Ability: Goldfinger Sign "(No Longer) Pretending I'm a Superman" __

Time to show them some sick moves!

You're so good at skating, that you can go across the world in ways that shouldn't even be possible with a skateboard!

While on a skateboard, you may visit any area you've previously visited in a single !move command.

__**Crew Objective:**__ SUCCESS

__**Personal Objective:**__ SUCCESS

__**FENG SHUIT ON THESE FOOLS ENDING**__

****__Player: __** Saikonaifu**

****__Character: __** Karl**

****__Crew Objective: __** Get Karl, Vriska, and Bec Trede to all the people they so wish to see again.**

****__Personal Objective: __** Complete both of the following:**

- Find an item or method that will allow me to sever my ties to the Castle, and use it successfully.
- Help bring Vriska up to her true potential.

__Role: Captain** __**

As Captain, you may state in your action where your ship will go each phase, as long as you are aboard. You may also change your Crew Objective up to 2 times during the game, and your First and Second Mate up to one time each.

__Special Companion: Arma** __**

Your trusty bird friend, Arma, is at your side as always! She's quite versatile, being able to shape-shift anytime into whatever object you like, as long as they're the same volume. These objects, being made of cement, are near impossible to break, and can have varying uses depending on what they are.

__Ability: Punt-Ability** __**

Being a statue, your attacks can leave quite the... impact on people. Your melee attacks do an impressive 1.5 damage at first, and your sheer strength has the potential to send your foes flying, potentially as far as to another area if your roll's high enough. Unfortunately, your reliance on the Castle's limited power means your attacks will do 0.5 hearts less of damage every time you use them, regaining only 0.25 back every phase you don't (Up to the maximum of 1.5). Surely there's something you can do about this pesky drawback?

__Crew Objective:** __ SUCCESS**

__Personal Objective:** __ SUCCESS**

__STONE-FACED AND SALVAGED SEAFARER ENDING** __**

__Player: __ Tay

__Character: __ Noah

__Crew Objective: __ Take revenge upon Koeia's captor(s).

__Personal Objective: __ I've got one more job to do- I must keep Koeia alive, and keep Koeia from killing any members of the crew. I must act in accordance with the will of God at all times while doing so.

__Role: Second Mate __

As Second Mate, you may state in your action where your ship will go, if you are aboard and the Captain and First Mate are not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain and First Mate are killed.

__Ability: On Dove's Wings __

This trusty little bird shall help you once again, not in finding land, but by delivering messages for you.

At any time, you may send this dove to deliver a message to anyone on the map. Your correspondent may chose to reply to you or not, but in any case, the dove will return back to you one phase after you have sent it away.

__Ability: Holy Covenants __

At any point during the game, you may create a covenant with another player by slicing some kind of meat.

A covenant is an obligatory promise for between parties. If this promise is broken, the one offending it shall suffer a sudden death.

Additionally, you may also oversee the creation of a covenant between two parties, instead of partaking in it yourself.

__**Crew Objective:** __ SUCCESS

__**Personal Objective:** __ SUCCESS

__**HOLY SPIRIT OF THE COOKIES ENDING** __

__Player: __ Pablo Smith

__Character: __ Minamitsu Murasa

__Crew Objective: __ Eliminate the traitor group of Muskular, Patchy the Pirate and Steve the Pirate.

__Personal Objective: __ Find enough fragments of the flying storehouse to unseal Byakuren Hijiri.

__Role: Second Mate __

As Second Mate, you may state in your action where your ship will go, if you are aboard and the Captain and First Mate are not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain and First Mate are killed.

__Ability: Drowning Sign "Bottomless Ladle" __

Using your ladle, you may flood an area for two phase which will render it completely unusable for 2 phases, unless multiple people actively try to uninundate it.

Additionally, if that area happens to be the hold of a ship, it will inflict 1.5 hearts of damage passively for 3 phases, or until it is emptied.

Of course, even if you ladle IS bottomless, it takes it some time for it to completely refill with water. Picture using it like flushing a toilet ; You will have to wait 3 phases of cooldown after using it to be able to utilize the ability once more.

__Ability: Phantom "Dipper Creeping Close" __

You phase through things pretty easily to you being, well... Dead.

This allows you to teleport at will to any !moveinstant areas neighboring the one you currently reside in which you should not normally be able to access. Of course, you need to know said area actually exists to actually be able to teleport to it.

This includes situations such as, but not limited to ;

- Blocked-off paths.
- Enemy ships in the same area as sea tile as you're in.

It is to be noted that to access one such area, you may use a !moveinstant action. However, you will need to use a !move/!movespecial action to exit it and return back to the area you can from at the end of the phase (that is, if you desire to).

__**Crew Objective:** __ FAIL

__**Personal Objective:** __ SUCCESS (unsealed Byakuren on Phase 14)

__**VENGEFUL PHANTOM SUMMONER ENDING __**

__**Player__**: girlthulhu

__**Character__**: Vriska

__**Mutineer Objective__**: Become a captain by any means necessary. 

__**Crew Objective__**: Get Karl, Vriska, and Bec Trede to all the people they wish to see again.

__**Personal Objective__**: At the end of the game, all players, GMs, NPCs, spectators, and anyone else who may have read the game in any fashion, should be asked if they loved, hated or had a neutral opinion on Vriska. The objective succeeds if no more than 20% of responses are neutral.

__**Role: Captain__**

As Captain, you may state in your action where your ship will go each phase, as long as you are aboard. You may also change your Crew Objective up to 2 times during the game, and your First and Second Mate up to one time each.

__**Special Item: Fluorite Octet__**

An arcane set of 8 blue fluorite eight-sided dice. Rolling them yields practically limitless possibilities as to what happens next, including creating new items, and due to this, the positivity of your outcome is still determined with the d20 system. You're very lucky, though, so you can more or less expect it to be relevant to your current situation. You will see the results of your 8d8 rolls during rollover, as these are tangible dice.

__**Ability: Vriska Archetype__**

You're literally VRISKA. Everybody either loves you or hates you, or in some cases, both, and you can't get enough of the attention. You receive a +1 d20 roll bonus for every player/NPC who mentions you by name during the phase.

__**Skill: Predestined F8__**

Any d20 rolls of 8 (before modifiers) are counted as 20s, and any d8 rolls of 8 give you a +1 roll bonus on your d20 roll. Are we still on the same page here?

(UNLOCKED UPON DYING ON HER QUEST BED IN ATLANTIS)

__**Ability: God Tier__**

You have gained your optimal physical form by reaching the god tiers. You have 2 additional hearts of health and can fly.

__**Ability: Thief of Light__**

As the Thief of Light, you excel at "stealing" from others. As a bonus action, you may steal luck from a desired player by swapping your d20 rolls if yours is lower. Your flashy new getup will steal quite a bit of the spotlight too.

__ ****Mutineer Objective**** __ SUCCESS (became Captain after Karl's death)

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ FAIL (Majority of votes in the poll were neutral)

__ ****UNHATED GOD TIER TROLL ENDING**** __

__Player: __ Nuperopp591

__Character: __ Cortez

__Crew Objective: __ Take revenge upon Koeia's captor(s).

__Personal Objective: __ Obtain the Skull Gem, which powers the Black Skull.

__**Role: Captain**__

As Captain, you may state in your action where your ship will go each phase, as long as you are aboard. You may also change your Crew Objective up to 2 times during the game, and your First and Second Mate up to one time each.

__**Special Items: Quad Blades**__

Three swords AND a hook? Yes, your body is rather decked out with weapons, and it makes your attacks pretty versatile. They each do 1.5 damage on their own, but if you use multiple in an action, it'll split that damage equally between them (rounded down to the nearest 0.25). You can use this to attack multiple different targets, as well!

__**Ability: Stage Frights**__

The world is a stage, and you know well how to take advantage of this. Adding any amount of flair or flashiness to your action will please the unseen crowd and add a +3 bonus to your roll, and you may once repay their kindness by stealing their souls, which will heal you fully, but also lose you the style bonus permanently.

__Crew Objective: __ SUCCESS

__Personal Objective: __ SUCCESS (retrieved the Skull Gem on Phase 14)

__ULTIMATE PIRATE KING ENDING__

__ ****Player:**** __ Locke

__ ****Character:**** __ Pirate Demoman

__ ****Crew Objective:**** __ Take revenge upon Koeia's captor(s).

__ ****Personal Objective:**** __ Drink copious amounts of alcohol and blow something up. (In that order.)

__ ****Role: Sailor (Gunner)**** __

As a Gunner, you have a 95% chance to hit your target on any attack action. While on your ship, you do an extra 0.25 hearts of damage with personal weapons, and an extra 0.75 hearts with shipboard weapons.

__ ****Skill: Drunken Master**** __

You have an abnormally, almost comically high tolerance for alcohol - in fact, it's less of a tolerance, and more that you've learned to work together. While drunk, you receive a +5 to all rolls, with none of the usual downsides, but you have a -5 to all rolls while sobering up. These periods last two phases and one phase, respectively, and happen back to back. They reset when you've had another beer to drink.

__ ****Special Item: The Tide Turner**** __

The broken steering wheel of a ship that has been repurposed into a shield. You may charge with the Tide Turner to gain a speed boost and dodge most attacks, as well as dealing 0.5 hearts of damage to a desired target with your shield bash. This item has two phases of cooldown.

__ ****Special Item: The Scottish Handshake**** __

Yo ho ho and a bottle of rum! You may drink the rum as an action, triggering your Drunken Master skill as alcohol would. The bottle may also be used as a melee weapon dealing 1.25 hearts of damage, but it would probably be wise to drink it first.

__ ****Crew Objective:**** __ SUCCESS

__ ****Personal Objective:**** __ SUCCESS (drank alcohol and then blew stuff up multiple times)

__ ****DRUNKEN SIDEKICK ADVENTURER ENDING**** __

__Player: __ TehFriedWaffles

__Character: __ May

__Crew Objective: __ Eliminate the traitor group of Muskular, Patchy the Pirate and Steve the Pirate.

__Personal Objective: __ Annoy someone on another crew and then hit them with Mr. Dolphin while riding Mr. Dolphin.

__Role: Sailor (Midshipman) __

As a Midshipman, you gain a +5 roll bonus to any actions taken aboard any ship. Also while aboard your own ship, you deal 0.25 extra hearts of damage, can heal a player for 0.75 hearts, and automatically spy on the top deck of a ship 1 tile away with 90% accuracy.

__Special Item: Big Fat Anchor __

You have a huge anchor you carry around, and despite its name, you're more a fan of wrecking people with it than ships. One hit of the anchor will do 1.25 damage at first, but if you hit people with it on consecutive phases, you can start to rack up a Combo, in which it will do +0.25 more damage per each subsequent phase you successfully hit someone with it!

__Special Dolphin: Mr. Dolphin __

It's Mr. Dolphin! Normally he'll just be circling around your ship, but you can call him for a phase to do a very weak but very irritating 0.25 damage, and also cancel your foe's action! Using this ends your Combo, however. You can also send him out up to 2 spaces away from your ship, and he'll notify you if he finds anything interesting there!

__Crew Objective: __ FAIL

__Personal Objective: __ SUCCESS (Annoyed Inigo and hit him with Mr. Dolphin)

__**DOLPHIN RIDER OF CHAOS ENDING** __

** __Player: __** Syne

** __Character: __** Steve the Pirate

** __Crew Objective: __** Claim Encino for King Harkinian and Hyrule.

** __Personal Objective: __** Find me buried treasure

** __Role: Co-Captain __**

As Co-Captain, you may state in your action where your ship will go each phase, as long as you are aboard, and if you agree with (or roll higher than) your other Co-Captains, it will go through. You may also change your Crew Objective once during the game.

** __Ability: Dodgeball Champion __**

As part of the Average Joe's dodgeball team, you learned from the great Patches O'Houlihan and his legendary mantra: "If you can dodge a wrench, you can dodge a ball." Though you weren't on the roster for the iconic championship game against Globo Gym, you still have the heart of a champion. Thus:

-Any attacks with a thrown ball-shaped object will hit with the power of a wrench, dealing 1.25 hearts of damage in addition on top of any base damage from the object.

-You have a 60% chance to dodge any attack against you, and a 90% chance if that attack consists of a thrown projectile.

** __Skill: Notorious "Pirate" __**

Despite being a normal guy from the year 2004, you have chosen the life of a pirate, and your spirits are bolstered any time your identity is acknowledged. For each person who refers to you as a pirate during a phase, you receive +2 to your roll. You also get +2 if you talk "like a pirate" for the entirety of the phase.

** __Crew Objective: __** SUCCESS

** __Personal Objective: __** SUCCESS (Found the treasure of Encino buried in the jungle)

** __DODGEBALLIN' EXPLORER ENDING __**

__ ****Player:**** __ Liv

__ ****Character:**** __ Captain Scarlett

****** __ **Crew Objective:** ****** Get Karl, Vriska, and Bec Trede to all the people they so wish to see again.

__ ****Personal Objective:**** __ Pretend to betray your crew for another crew, then betray that crew.

__ ****Role: Sailor (Gunner)**** __

As a Gunner, you have a 95% chance to hit your target on any attack action. While on your ship, you do an extra 0.25 hearts of damage with personal weapons, and an extra 0.75 hearts with shipboard weapons.

__ ****Skill: Compulsive Betrayer**** __

You wouldn't be where you are today as a pirate captain without breaking any and all of the promises you've made. You receive a +3 roll bonus to any action relating to backstabbing or committing mutiny. It was their fault for trusting you in the first place.

__ ****Special Item: Greed**** __

An elemental pistol of Jakobs corporation manufacture - certainly a rare sight. Deals 0.75 hearts of damage initially, and an additional 0.5 incendiary damage on the next phase unless the flame is extinguished.

__ ****Special Item: Orphan Maker**** __

Makes orphans. Often. A fearsome but cursed shotgun once belonging to the legendary Captain Blade. Deals 1.5 hearts of damage to your target, but also 0.5 damage to you. This item has one phase of cooldown.

****** __ **Crew Objective:** __ **** SUCCESS**

__ ****Personal Objective:**** __ **PERHAPS** (Scarlett never betrayed anyone, but thanks to a GM typo it sure looked like she betrayed Vriska for a second during the Barbaros fight!)

__ ****BETRAYED HER BETRAYING NATURE ENDING**** __

**** __Player: __** Maack**

**** __Character: __** Monkey Buccaneer**

**** __Crew Objective: __** Eliminate the traitor group of Muskular, Patchy the Pirate and Steve the Pirate.**

**** __Personal Objective: __** If I see a balloon, it must be popped by me or someone else.**

**** __Role: Captain __****

As Captain, you may state in your phase action where your ship will go, as long as you are aboard. You may also change your Crew Objective up to 2 times during the game, and your First and Second Mate once each.

**** __Ability: Dart Monkey __****

You carry an infinite supply of darts with you, that can be thrown at any target as an action. With no upgrades, each dart does 0.5 hearts of damage (or 1 heart to any balloon-like target), and you can only use this ability every other phase.

This ability can be upgraded with Money. The upgrade path is as follows:

☒ **Faster Shooting:** You can now use this ability every phase.

☒ **Double Shot:** You can now throw two darts at once. They can both be thrown at one target, or at two separate ones.

\$800 **Razor Sharp Shots:** Your darts now do 2x damage each.

**** __Ability: Ship Upgrader __****

NOW we're talking! You can also spend Money to upgrade the weapons on your ship. You are the captain, after all!

☒ **Grape Shot:** The ship can shoot a spray of 5 projectiles, each doing 0.25 hearts of damage.

\$600 **Cannon Ship:** The ship gains a cannon that shoots bombs at an adjacent area or ship. Each bomb explodes for 0.75 damage to anyone in that area.

\$1100 **Pirate Lord:** The ship gains the MOAB Takedown ability, which shoots harpoons that deal damage and allow boarding of any ship, even one in the air. Grape Shot projectiles now do 0.5 damage each, and Cannon Ship bombs now do 1 heart to each target.

__Ability: Mon(k)ey Machine** __**

How do you acquire this dosh? Through violence, of course! Any attack that hits a valid target will generate \$200. This includes any character and any balloon you may encounter. Ship attacks count. Good hunting!

**** __Crew Objective: __** FAIL**

**** __Personal Objective: __** SUCCESS (popped the balloons he saw in Johnstown)**

**** __PARTY POPPER ENDING __****

** __Player: __** Jr Mortician

** __Character: __** Aura

** __Crew Objective: __** Take revenge upon Koeia's captor(s).

** __Personal Objective: __** Find a flower that was Hyacinth, a candle lit by a wind-wrought flame, a storm gust's water droplet, and a braid of hair from a stallion

** __Role: Sailor (Cook) __**

As a Cook, you can produce a boundless variety of food and drink items, each inducing different effects. In your action you may specify either what sort of meal you want to produce, or what you want its effect to be.

** __Skill: Proud Huntress __**

You're quite skilled with the bow, and that steady aim holds over with other weapons too! You have a 90% chance to hit with any ranged weapon (including ship's weapons), and you do 0.25 more damage on a hit.

** __Ability: Voice of the Wind __**

You have the power to change the wind's direction to aid or hinder any ship! As your action you may create a gust of wind that affects one ship of your choice on the same tile or one tile away from you. You can try to either boost the number of tiles the target ship can move, or reduce it. Be warned though - the result of your attempt is up to the Fates to decide.

** __Ability: The Stream Was Her Body __**

If you die, your body will become a spring of fresh water in the area you died. It provides 1 heart of health regained to anyone who drinks from it. If you return to life through any means it will disappear.

** __Crew Objective: __** SUCCESS

** __Personal Objective: __** SUCCESS (found all 4 items representing the cardinal winds)

** __WIND IN HER SAILS ENDING __**

__**Player:**__ Pizzie

__**Character:**__ Miss Bec Trede

__Crew Objective:__ Get Karl, Vriska, and Bec Trede to all the people they so wish to see again.

__**Personal Objective:**__ Fufill the dying request of my mother, that being to:

"Find him, bind him

Tie him to a pole and break

His fingers to splinters

Drag him to a hole

Until he wakes up naked

Crawling at the ceiling of his grave"

Or in shorter words: find my stepfather and kill him.

__Role: First Mate__

As First Mate, you may state in your action where your ship will go, if you are aboard and the Captain is not. Each phase, you may apply a +2 roll bonus to either your roll or the Captain's, but not both. You become Captain if the Captain is killed.

__**Special Item: Muskets**__

Yeah, that's right. Muskets with an extra "s". You've got two of them strapped to your back and to use them, you must dual wield them. You may shoot the muskets at any single target to deal 1.5 hearts of damage, or at separate targets with a 50% chance to hit each for one heart of damage.

__**Ability: Daddy Issues**__

You freaking hate your son-of-a-bitch stepdaddy-o. So much so, that your trauma just can't help but be dumped on others. If someone mentions a father figure during the phase, you gain an extra action that must be rage-filled in nature.

__**Skill: Bestiary Bestie**__

You've got experience dealing with giant sea creatures. You get a +5 modifier to any roll involving a nonhuman aquatic lifeform.

__Crew Objective:__ SUCCESS

__**Personal Objective:**__ SUCCESS (merked John McAfee on Phase 7)

__REVENGE AND RAGE ENDING__

** __Player: __** cinnamonspiders

** __Character: __** Sea Hawk

** __Crew Objective: __** Go on an adventure.

** __Personal Objective: __** Set everyone else's boats on fire.

** __Role: Sailor (Lookout) __**

As a Lookout, you gain a 40% bonus on all spy actions. While on board your ship, you automatically spy on the top deck of any ship 1 tile away with 100% accuracy, and 2 tiles away with 50% accuracy.

** __Ability: Fire-Based Combat __**

You would never have become such a renowned captain without your signature technique: setting boats on fire! Armed with the simplest of implements, you know all of the ways to set any vessel ablaze. As long as you have Flint and Steel in your possession, you may use your phase action to set any vehicle on fire. You must be aboard a ship in order to set it on fire.

If a ship is on fire, it takes 1.5 hearts of damage per turn until the fire is put out, but it also does 3x damage when ramming another ship or other target, with a 40% chance of setting that target on fire.

** __Skill: By the Power of Shanties! __**

If you know about one thing, it's ADVENTURE! And there's no better way to let out your adventurous spirit than through the power of song. If you break into song (via text) during a phase, you gain +5 to your roll that phase. You also can optionally grant +3 to the roll of anyone who hears and appreciates your shanty, and impose -3 on the roll of anyone who dislikes your magnificent masterpiece. If you choose to activate these effects on any characters, be sure to indicate it in your `!do` action submission.

** __Crew Objective: __** SUCCESS

** __Personal Objective: __** KIND OF (although Sea Hawk was only responsible for one, every ship in the game aside from Sea Hawk's own was either set on fire or blown up at some point!)

** __THE FIRE OF ADVENTURE ENDING __**

