

Captain Soto

Public Profile (Player Card)

[1] Name: Captain Soto

[2] Physique: Man of relatively average height with a “chunky” build. His face is sunburnt and his beard is ragged, but his eyes still shine with a glimmer of youthful hope. On closer inspection, the parrot on his shoulder is not the genuine article, and has instead a drawing that Soto has attached to his clothing.

[3] Attire: Full-on pirate clothing. Like costume shop cosplay level. Skull and crossbones hat? Check. Eyepatch? Check. Hook hand? Check. It looks like he went all in on the aesthetic.

[4] Homeworld: Soto comes from a world pretty similar to 1700s earth.

[5] More Info.: Something smells... off about this man. Sure, he isn't dirty per se. But you really wouldn't want to stand next to him for any significant period of time

[6] Character Image(s):



Private Profile (Character & Universe)

[7] Rough Background: Soto grew up in a small farming village in Peru, where he learnt the local trade and the value of the local fertilizer, guano. Wishing to travel the world, he eventually left his village and instead became a cabin boy on a merchant vessel. Realizing the potential of selling guano abroad, he eventually left his job to become a traveling guano merchant. This hasn't worked out for him so far, but he's sure his luck is bound to change in the near future.

[8] Important Moments:

- Leaving his village for the first time
- Realizing his genius idea

[9] Character Relationships:

- Sreejesh Mahindra is Soto's right hand man

[10] Motives:

- Money! Being poor sucks.
- Travelling the world and seeing the sights

[11] Homeworld: Soto's homeworld is essentially just 1700s earth. Not much else to it

Private Profile (Backstory)

[12] Backstory:

Soto's story begins with rather humble origins, as he was born in a small coastal farming village in Singapore. Growing up, he would spend his time watching ships come into and out of the local port, dreaming of one day being able to freely roam the seven seas on a vessel of his own. However, due to being limited in both education and finances, Soto instead took up the local profession and grew crops on the family farm. Disgustingly, much of this work involved handling guano, a fertilizer composed primarily from seabirds. While he hated the work, he did become aware of guano's rather impressive capabilities, and found himself appreciating the substance when harvest time came around. With few prospects and little money, Soto consigned himself to working as a farmer for the rest of his days.

As luck would have it though, Soto's fate would change when one day when, while trying unsuccessfully to sell the fruits of his wares to hungry seafarers at the port, he came across a job listing for a cabin boy aboard a large merchant vessel. Seizing the opportunity, he applied (begged) for the job and was eventually and reluctantly hired. Soto had managed to escape his dreary farm job, but soon realized that his new position wasn't that much better. The poor guy was overworked, underpaid, and spent his days being berated by his superiors. The upside, at least, was being able to see sights from across the world, even if 95% of those sights consisted of seawater in the middle of nowhere.

It was a routine trip to France that kickstarted the next chapter in Soto's story. While getting some much needed fresh air of the non-sea variety, Soto overheard a conversation between two farms about poor crop yields coming from low-quality soil along the coast. Soto was confused, and asked why the farmers didn't use guano to replenish the soil nutrients. To his surprise, he found the two had no idea what he was talking about. Evidently, the use of seabird poop to grow crops had not been widely considered in the area. Even worse, he found the native bird species of Europe were simply unable to produce the kind of quality product that Soto was so used to using at home.

This gave Soto an idea. Why not harvest the stuff at the source, and then sell it across Europe? It was genius! Unfortunately, when he confided to his superiors about his amazing idea, it was quickly shot down and mocked. It turns out that convincing your boss to stock up and travel with large amounts of accumulated feces is a bit of a hard sell. Soto was embarrassed, but undeterred. If he couldn't convince his current crew, then he'd simply have to go off on his own, and find a new crew. However, this turned out to be rather difficult, especially considering Soto's cabin boy position hadn't left him especially well-off financially. He found that he didn't currently have the resources to pull off his grand idea, and instead was forced to resort to petty theft and piracy to build up his reserves of coin. He sustained quite a few injuries during this period, and

almost considered giving up, but his foul-smelling dreams kept him going. After all, once he had the money to become a guano merchant, it would all be worth it. And the people who had hurt him? Well, guano can be used to make explosives as well.

Eventually, Soto got enough money to hire a 9-man crew, convincing them that his plan would lead them to untold riches, without going into the... specifics of it all. Unfortunately, relations with the crew gradually fell apart once the true nature of Soto's idea was revealed. Spending all night shoveling excrement from the cliffsides of unwitting villages was not conducive to either their ideas of high seas adventure, or their noses. Peddling their wares was also not quite as easy as Soto had imagined. Most prospective buyers were unwilling to even approach his vessel, much less wait for a 6 month demonstration of guano's crop-enhancing capabilities. Undeterred, Soto has since continued on his quest to become a manure-millionaire, convinced that his idea will pay off in the long run, all the while dragging around his increasingly dirty and disheartened crew. Despite not being focused on piracy, he still retains a pirate aesthetic for his clothes and ship, believing that it keeps potential real pirates at bay. In reality, the smell does most of the work.

EXTRA: Soto hiring his crew (written by lynxiar, it's pretty good I think)

https://docs.google.com/document/d/1fwhuHkN2ZxZNt5vVDBbtwtPcLuQpa2qrOSCHb_NhsA/edit?usp=sharing

