

NAME


Goblin: Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar
Human: Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William
Merfolk: Duri, Fulgrim, Gilnil, Glimma, Moggrim, Mornia, Thradin, Tymar
Ratling: Adalric, Gastrius, Hugo, Meredith, Organa, Rose, Victoria, William

LOOK


Cunning Eyes, Hopeful Eyes, or Innocent Eyes
 Athletic Body, Fat Body, or Handsome Body
 Cropped Hair, Stylized Hair, or Fancy Hat
 Merchant's Clothes, Noble's Clothes, or Pauper's Clothes

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

DRIVE

What drives you to explore the world? Choose one:

- ☐ **RESPONSIBILITY AND RESPECT**
 Do everything you can to protect your ship and your crew
- ☐ **MONEY AND FORTUNE**
 Endanger yourself or your ship for the sake of riches
- ☐ **A LIFE OF ADVENTURE**
 Take reckless and sudden action that puts an ally in danger

STARTING MOVES

SAIL THE SKIES

You have an airship with a capable crew, capable of sailing the skies to anywhere you care to go. Your ship has a Maneuverability of +0, cannons that deal 2d6 damage and have 5 ammo, and 3 marks of damage. **When your ship takes 10 or more damage from a single hit**, mark one box of damage. Your ship entirely ignores hits that deal less than that. **When you mark the last box of damage on your ship**, it is no longer able to fly. To remove a mark from your ship, you'll need to spend some downtime in a populated area and spend 50 coin per mark you want repaired. Airships are expensive.

When the helmsman of your ship Defies Danger, roll +Maneuverability. **When the crew Volleys using the cannons**, roll +Maneuverability, and deal your cannon's damage on a hit. **When a player with a WIS of +2 or higher rolls +Maneuverability**, they take +1.

Choose two of the following enhancements for your ship:

- ☐ **Agile:** Increase your Maneuverability by +1.
- ☐ **Capable Crew:** When your crew helps a player out, that player takes +1. Your crew can help one player at a time, or two players at a time while on the ship.
- ☐ **Fast:** Increase your Maneuverability by +1.
- ☐ **Sturdy:** Your ship has 1 more mark of damage.
- ☐ **Tank:** Your ship has 2 more marks of damage, but decrease your Maneuverability by -1.
- ☐ **Warship:** Your cannons deal 3d6 damage.

CHART THE COURSE (WIS)

When you plan a route, roll +WIS. **On a 10+**, hold 3 Map. **On a 7-9**, hold 2 Map. **On a 6-**, hold 1 Map, but when you spend it the GM will add a complication. **When you make it through**, lose all held Map. You can spend one Map at any time to choose one:

- Reveal a shortcut or detour
- Point out a safe spot, either to hide in, rest at, or travel on
- Spout Lore about an expected hazard as if you rolled a 10+

CAPTAIN'S SHARE

When you spend some downtime in a populated area meeting with local merchants and nobles, gain 1-Trade. You can spend 1-Trade in any populated area except the one you got it from to gain one of the following benefits:

- Gain 100 coin
- Make the Carouse move at +1
- Fully supply your ship. Unmark all damage, gain 3-ammo for the cannons, and gain a few months' worth of rations for the crew

BACKGROUND

Choose any race, and then choose your background as a captain:

- ☐ **IMPERIAL**
 You have connections with the military of a certain nation. **When you Recruit in a military outpost or base**, take +1, and hirelings gained this way have a cost of "Blind Patriotism."
- ☐ **MERCHANT**
 You can spend 1-trade in place of rolling Parley. **When you do**, you gain leverage and take the 10+ result for Parley.
- ☐ **PIRATE**
 Your ship is renowned as a terror of the skies. **You never need to make the Outstanding Warrants move** - local officials are too terrified of you to try anything, and everyone has already heard of you and your deeds.

BONDS

Fill in the name of one of your companions in at least one:

_____ is my first mate.

_____ has much to learn about life on the open sky.

I wouldn't be here today if it weren't for _____.

_____ is not respected by my crew.

YOUR SHIP

Name: _____

Maneuverability:

Cannon Damage: _____ Ammo: _____

Marks of Damage: ☐ ☐ ☐ ☐ ☐ ☐

MAP:

TRADE:



THE CAPTAIN

LEVEL _____
 XP _____