

CHARACTER INFORMATION

Player Percy
 Character Pyotr Irinolev Dimitriov
 Concept _____
 Nation Vssuran
 Religion Objectivist
 Reputations _____

Wealth _____

Master of the Sails

ARCANA

Coins
 Adaptable: HP to take 1st Action

Relentless: Refuse to leave

Will enough have you quit while your ahead

STORIES

Name _____
 Goal _____
 Reward _____
 Step 1 _____

TRAITS

Brawn
 Finesse
 Resolve
 Wits
 Panache

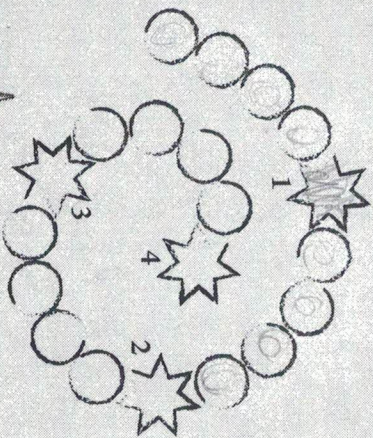
SKILLS

Aim	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perform	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Athletics	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ride	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Brawl	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sailing	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Convince	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Scholarship	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Empathy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Tempt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Hide	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Theft	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Intimidate	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Warfare	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Notice	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Weaponry	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Rank 3: Re-Roll a single die
 Rank 4: Sets of 15 = 2 Raises
 Rank 5: 10s explode (+1 die)

DEATH SPIRAL

- 1: +1 Bonus Die to all Risks
- 2: Villains gain +2 Bonus Dice
- 3: Your 10s explode (+1 die)
- 4: You become Helpless



BACKGROUNDS

Cossack: HP when you leave something important to travel light
Whaler: HP when you face a creature who could swallow a man whole

ADVANTAGES

Streith of Ten: HP to increase
Reckless Takedown: All die are Brawn so
 Strive 3000 for dramatic Moon
Abyle Drinker - Booze no effect
 Sea Legs +1 Physical Risk on Ship
 Patron
 Duelest: Mirrel!