

The Captain

This is your vessel. This is your crew. You've got the sea in your blood, and thanks to these narwhal, some of your blood in the sea.

NAMES

Choose a name from the list below, or create your own.

James, Kat, Jim, Paulomi, Pike, Sarah, Ron, or Meg

SECRET

- ☐ You're hoping the boat sinks and that everyone on board is lost so that your family can collect the insurance.
- ☐ You turned down a full-ride scholarship and dreams of medical school to take over the family business.
- ☐ Narwhals killed your family and you're out for vengeance.

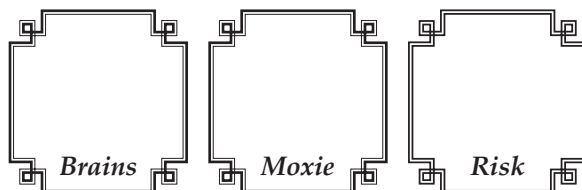
GOAL

- ☐ To make the big score and give up this life that's wearing you down
- ☐ To be the only one who gets out alive
- ☐ To be remembered and loved by the crew

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -1, +0 | +0, +0, +0 | -1, -2, +0 | +2, +0, +2



BELONGINGS (+3)

- ☒ A notepad and pencil
- ☐ A badly mangled photo of your family, the corners singed
- ☐ A cap your dad gave you the day you learned to sail
- ☐ A broken compass
- ☐ A stack of long overdue bills
- ☐ A flask of hooch you're always quick to drink from
- ☐ A sharp knife you won in a bar bet (Knife 1 +sharp)
- ☐ A bright yellow raincoat you can't stand wearing
- ☐ A love letter from back home that you can't bring yourself to answer
- ☐ A navigational chart you think is correct. Maybe it is, maybe it isn't.
- ☐ Your dad's lucky poker chip
- ☐ A flare gun you keep in the Captain's Quarters (Gun 2 +explosive +burning)
- ☐ A journal where you log all your personal failures and shame
- ☐ A picture of a family member who was lost at sea

HOOKS (+2)

- ☐ You had to convince this Role to take this job. You both agreed this would be your last voyage. One of you took that more seriously than the other.
- ☐ This Role lied to you about their motives to take this job, and you'll find that out before the end of the Movie.
- ☐ You've never suspected this Role of trying to kill you, but today's attempt might succeed.
- ☐ This Role once tried to lead the crew in a mutiny, and you've resented them ever since.
- ☐ This Role has been sleeping with your spouse or partner, and the guilt's been eating them up.
- ☐ This Role promised to marry you, but they broke your heart. Now you're both on this damned boat, and it's time to talk about the past.
- ☐ This Role has fished you out of too many dive bars and brothels to count, and you're pretty sure they're sick of saving you.
- ☐ You would give anything to keep this Role from turning into you one day.
- ☐ You became Captain to impress this Role, but they're not impressed. Ever.
- ☐ Before this voyage even started, you dreamt about this Role having "an accident" so that you could "comfort" their family back home.
- ☐ This Role is going to confess their Secret to you at the worst possible time before the Movie ends.
- ☐ You need to tell this Role how you feel about them. You can't keep a secret any longer.

Role Actions (+2)

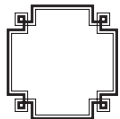
Keep Her Going

Whenever you act to keep the crew and/or ship heading home, roll+Risk.

On a 10+, holy shit, you actually inspired a Role in this Scene to do something brave and heroic. Everyone in this Scene takes a +1 to all rolls until the Scene ends.

On a 7-9, what you do succeeds, and it's inspiring, but tell the Director what you lose, say, or give up, in order to make it work.

On a 6-, no, this isn't working, but you don't realize it yet. Either the Director will set up something to pay off later OR they'll tell you that everything's fine, and then another Role in this Scene will have to make a terrible choice the Captain doesn't know about.



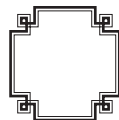
Make It So

Whenever you give an order and expect it followed, roll+Moxie.

On a 10+, your order is followed to the letter.

On a 7-9, your order is only going to get followed if you compromise on something or let the Director threaten someone or something for free.

On a 6-, Sure, your order is totally getting followed right up until the point where someone can defy you or double-cross you when least convenient for you.



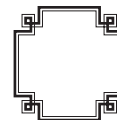
Farewell and Adieu

Whenever you take a risk that could affect the crew and/or the ship, roll+Brains.

On a 10, somehow, some way, this works out. Tell the Director how you narrowly avoid danger.

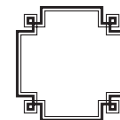
On a 7-9, this is so crazy that it's only going to work if you put yourself in greater danger than everyone else. Go ahead and tell the Director what dangerous thing you're going to do, then do it just before the Scene ends.

On a 6-, your actions keep yourself safe at the expense of your crew or your ship.



Down with the Ship

Shrug off the first point of Injury suffered when using Use the Pump.



The Mate

*Always a bridesmaid, never a bride. You're the Executive Officer.
This means that you have to deal with all the complaints from
the crew, and the outrageous commands of your captain.*

NAMES

Choose a name from the list below, or create your own.

Kat, James, Jim, Kara, Luanne, Gwen, Paulomi, or Korra

SECRET

- ☐ You believe that the best kinds of heroes are the ones who die trying.
- ☐ The minute you return to Port, someone's going to break your thumbs if you don't have their money.
- ☐ You admire the narwhal for its grace and tenacity.

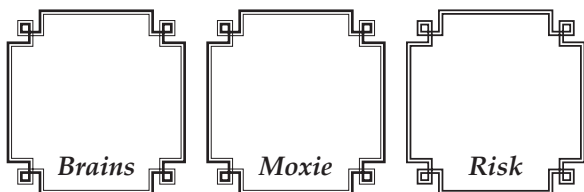
GOAL

- ☐ Take control of this ship by any means necessary
- ☐ Just make it home to see that one person
- ☐ Get more money than any fisherman has ever earned

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+1, +0, -1 | +0, -2, +0 | -2, +0, +1 | +0, +1, +2



BELONGINGS (+3)

- ☐ A small pistol you hide in your bunk (Gun 2 +loud)
- ☐ A brochure for the ship you're gonna buy when this is all over
- ☐ A love letter from the Captain's younger sister
- ☐ A small photo of you as a high school athlete
- ☐ A boy scout handbook
- ☐ A map your mom gave you before she died
- ☐ The engagement ring you'll use to propose the minute you get back to Port
- ☐ A small box of trashy romance novels
- ☐ A picture of your childhood pet
- ☐ A letter from your father apologizing for how he raised you that you read every night
- ☐ Half the trophy you received for winning a regatta (either Club 1 or Knife 1, your choice)
- ☐ A fly-fishing kit
- ☐ Your grandfather's bad weather gear that you inherited and treasure
- ☐ The religious text of your choice
- ☐ A broken harmonica

Hooks (+2)

- ☐ You and this Role have a long history of falling in and out of love.
- ☐ You'd love to spend your days avoiding work and getting drunk, but this Role always seems to be in the way.
- ☐ This Role loves you, but you keep rejecting them. It's a game to you now, even though it breaks their heart every time.
- ☐ No matter what this Role says, promises, or offers, you'll never put them ahead of the chance of becoming Captain one day.
- ☐ This Role ratted you out when you tried to arrange a mutiny. They deserve payback.
- ☐ This Role keeps dropping hints about your Secret, and you're desperate to shut them up.
- ☐ You keep daydreaming about what life would be like if you admitted your feelings for this Role.
- ☐ A long time ago, you almost killed this Role. They don't know it was you, but you have to tell them before the end of this Movie.
- ☐ Nothing is more important than exposing this Role, the asshole.
- ☐ You married this Role in international waters one drunken night, and you don't know how to tell them you weren't serious.
- ☐ Life would be so much easier if this Role would just shut up and let you do what you wanted.

Role Actions (+2)

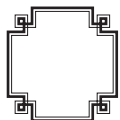
Ahead Full

When you give an order that usurps the Captain's plans, roll+Brains.

On a 10+, a Role in the Scene follows it to the letter, even if you don't want them to.

On a 7-9, a Role will follow your order, but first you're going to have to do something you don't want to with a Role you have a Hook with.

On a 6-, if you want anything done, you're going to have to do it yourself.



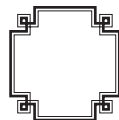
Jolly Roger

Instead of using Hail a Vessel, use this Action instead and roll+Brains.

On a 10, they swear they'll come out to help you, and you believe them. Tell the crew immediately.

On a 7-9, they've heard about your situation, and the only way you'll get their help is if you say yes to whatever terrible deal they offer. The help might arrive in time.

On a 6-, there's no one coming, and you're going to have to tell the crew immediately.



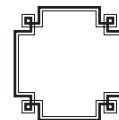
Land Ho

Whenever you Plot a Course and can brag to another Role about it, roll+Moxie.

On a 10+, if you then ask them to do something for you, they'll take a +1 to their next roll when they do it.

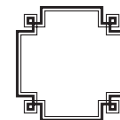
On a 7-9, you are one-hundred-percent certain that your course is optimal, except it isn't, but you won't find that out until the worst possible time. Also, the other Role is going to tell the rest of the crew about it.

On a 6-, there is no way this course is going to work without you convincing a Role you have a Hook with to either go down to the Engine Room or do something they are absolutely opposed to doing.



I Got a Bucket

You only suffer 1 Injury when using Use the Pump.



The Salt

You've lost track of the number of times you've been out to sea. Those rolling waves and stormy nights are far more your home than any apartment you can barely afford. You like it out here. Things make sense out here. And in all your years, never have you seen narwhal do this.

NAMES

Choose a name from the list below, or create your own.

Jim, Paulomi, Ludmilla, Alex, Kareem, Kat, James, or Ace

SECRET

- ☐ You are most looking forward to getting back to Port and watching your favorite soap opera.
- ☐ You don't want to survive, so you'll destroy the Radio at your first possible convenience.
- ☐ You killed a War Vet in a bar fight and assumed their identity years ago.

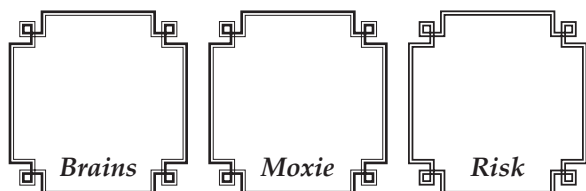
GOAL

- ☐ To kill these narwhals at all costs
- ☐ To keep others from making the same mistakes you have
- ☐ To go down with the ship

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -2, +1 | +1, +2, +0 | +0, +0, +1 | -1, +1, +0



BELONGINGS (+3)

- ☒ A gaff hook you always carry (Knife 1 +sharp)
- ☐ A photo of the daughter you've been searching for
- ☐ An unpaid bill from the lawyer who botched your divorce
- ☐ A broken mirror (Knife 1)
- ☐ At least one eye patch
- ☐ The note your parents left you at the orphanage
- ☐ Bullets for a gun you pawned the last time you were in Port
- ☐ A concertina
- ☐ A little black book of phone numbers of former flings, long out of date
- ☐ A wallet you took from a guy you killed in a bar fight
- ☐ A folding army shovel (Club 2 +messy)
- ☐ Your grandfather's peg leg (Club 2 +heavy)
- ☐ A stack of money you hide in your bunk and count every night
- ☐ A patch from your brother's motorcycle gang
- ☐ A sketchbook, you're into landscapes right now

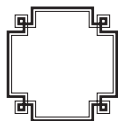
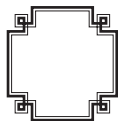
Hooks (+2)

- ☐ You promised someone back home that you'd kill this Role before the end of the Movie.
- ☐ This Role has promised to cut you in on a big score if you make sure nothing happens to them.
- ☐ You just want this Role to know how you feel about them. That's all you've ever wanted.
- ☐ This Role deserves a punch in the mouth, a kick in the ass, or worse. And that's just for starters.
- ☐ This Role routinely cheats you out of money, and you're sick of it.
- ☐ This Role wastes far too much time trying to be your conscience. Today you make them shut up.
- ☐ You need to redeem yourself in the eyes of this Role, no matter what.
- ☐ Back in Port, you regularly impersonate this Role so that you can get laid or get free drinks. They don't know, but you're starting to feel bad about it.
- ☐ This Role is the only person on board who knows that you nearly died thanks to a tragic narwhal encounter as a child.
- ☐ You promised to love this Role forever, but it looks like you're going to have to break that promise before the end of this Movie.
- ☐ You keep raiding this Role's bunk and found something shocking.
- ☐ This Role has been trying to pick a fight for days now. Today's a good day to oblige them.

Role Actions (+2)

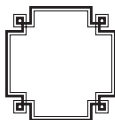
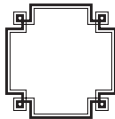
Got Me Sea Legs

Shrug off the first two points of Injury you suffer in the Movie.



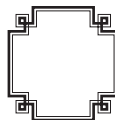
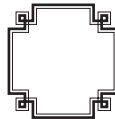
Rough and Ready

Once per Act, you can re-roll any roll you make so long as you can tell the Director how life at sea taught you a valuable lesson.



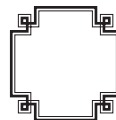
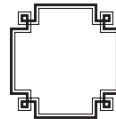
Little Brown Eel

Treat any Flooded location as Partially Flooded so long as you're not Injured.



Smile, You Son of a Bitch

Add +1 to any Attack the Narwhals or Fight It Out Actions.



The Rookie

You picked a hell of a time to come on board, kid. This is your first voyage. You've got your reasons to be out here, sure, but you're as green as they come.

NAMES

Choose a name from the list below, or create your own.

Paulomi, James, Pratt, Kat, Stewart, Nails,
Jim, New Guy, or Hot Stuff

SECRET

- ☐ You regret every second of this voyage.
- ☐ You can't swim.
- ☐ You've made a deal to sell the cargo for double the price to someone else, if you get home alive.

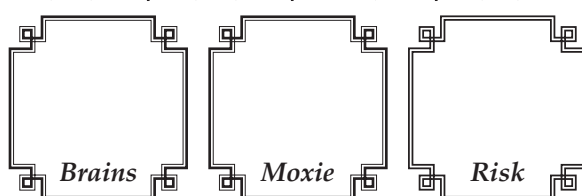
GOAL

- ☐ To overcome your worst fear, whatever that might be
- ☐ To be the lone survivor from this voyage
- ☐ To have your own boat one day, where everyone is nice and works together without complaint

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+1, +1, -2 | +0, +2, -1 | -1, +0, +0 | -2, -1, +2



BELONGINGS (+3)

- ☒ A switchblade your sister gave you (Knife 1 +sharp)
- ☐ A clean pair of pants
- ☐ A scrap of clothing the last person you loved gave you that one night
- ☐ Your father's medal from the war
- ☐ Sketches of the tattoo you're going to get back in Port
- ☐ A love letter you've started writing to the Salt's daughter
- ☐ Your kid sister's diary, it's all you have left of her since the accident
- ☐ A hat you stole before you came aboard
- ☐ The novel you've been writing late at night
- ☐ A letter from another Captain to jump ship and make "serious money"
- ☐ A risqué picture of the girl you've had a crush on for years that you keep in your bunk
- ☐ Waterproof matches
- ☐ One outfit you wear to pass yourself off as another gender
- ☐ A few photos you took from the early days of your voyage
- ☐ An empty wine bottle that you keep as the last memento from the one who got away

HOOKS (+2)

- ☐ You joined this crew because this Role made a promise they have zero intentions of keeping.
- ☐ This Role forced you to join this crew under threat of you disappointing your family back home.
- ☐ You could see yourself kicking this Role overboard for all the shit they put you through.
- ☐ This Role is related to you, and only they know about it.
- ☐ This Role has always refused to rekindle your relationship, until today.
- ☐ You are going to have to do something pretty big to make this Role aware of how you feel about them.
- ☐ You cannot let this Role draw another breath on this goddamned boat.
- ☐ You owe this Role because they stood up for you when no one else would.
- ☐ This Role holds an event in your past over your head, and you wish they'd let it go.
- ☐ You haven't told this Role that you want to marry their sibling back home yet, and you hope they don't find out.
- ☐ This Role taught you everything you know, and you're eager to learn more, no matter how irritating that may be.
- ☐ You agreed to help this Role take over the ship in exchange for your share of the haul and a favor you'll be asked for by the end of this Movie.

Role Actions (+2)

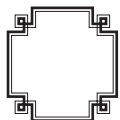
New Guy

Whenever you are the butt of someone's jokes, roll+Moxie.

On a 10+, you can laugh along with it. Good joke, guys.

On a 7-9, it stopped being funny about five jokes ago, and you're going to have to confront a Role about it. It's going to get messy, but you don't care.

On a 6-, they just made your list. Your murderin' list.



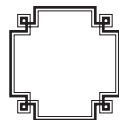
Shovel Chum

When you follow an order without question, roll+Brains.

On a 10+, this is absolutely the best thing you could be doing right now. It's important, and you gotta follow orders.

On a 7-9, you have a better idea. Tell the Director what you do instead, and then confide in one Role about what you've done.

On a 6-, screw the order, you know exactly what to do. The problem is that you'll not only put yourself in harm's way (the Director can threaten or harm someone/something for free) but risk someone else in the Scene as well.



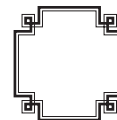
Cage in the Water

Whenever someone risks your life instead of their own, roll+Risk.

On a 10+, if you suffer any Injury as a result of what happens, reduce it by 1.

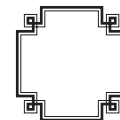
On a 7-9, if you suffer any Injury as a result of what happens, reduce it by 1, and the Director will tell you how what you've done leads to someone else in the Scene getting injured as well (they'll take 1 Injury).

On a 6-, any Injury you suffer also includes at least 1 tag that affects you for the remainder of the Movie.



Little Buddy

Take a -1 to any Help Out rolls you make with the Captain or Salt.



The Drifter

NAMES

Choose a name from the list below, or create your own.

James, Lexi, Noah, Dean, Kat, Jim, Paulomi, or Tommy

SECRET

- ☐ You used to be a Dirty Cop. You went clean, and then got out of the City before the mob found you.
- ☐ You're an escaped convict posing as the twin sibling of a beloved guard you murdered.
- ☐ The only way your family is taking you back is if you get these narwhal before they get you.

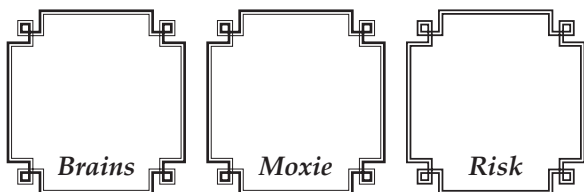
GOAL

- ☐ To get back in touch with your family
- ☐ To help someone improve their life
- ☐ To make so much money you can go back to the farm

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+1, +2, -2 | +0, -1, +0 | -1, -1, +1 | -2, +0, +2



You never stay in one place too long. You've got your reasons. You haven't held a steady job in years, and you're as surprised as anyone about how well this is going. Maybe the sea is where you're supposed to have been this entire time. Have you thought about being Captain? They do get the biggest shares...

BELONGINGS (+3)

- ☐ A flask of hooch you're always quick to drink from
- ☐ A picture of your childhood best friend
- ☐ A picture of your son, taken that one fateful day
- ☐ A letter from a family member asking where you've gone
- ☐ A stack of job applications for different jobs when you get back to Port
- ☐ One good silk necktie
- ☐ A sharp knife you won in a poker game (Knife 1 +sharp +fancy)
- ☐ A large revolver you hide in the Galley (Gun 2 +loud +heavy)
- ☐ A small prybar you used to pop open the door to the Helm when the Captain or Mate locks it
- ☐ A footlocker filled with photos of kittens
- ☐ The wedding ring your spouse threw in your face the day you walked out
- ☐ A bar napkin with the address of your spouse and their new family
- ☐ A winning lottery ticket you can't bring yourself to cash in
- ☐ A length of rope you keep around 'for emergencies'

HOOKS (+2)

- ☐ This Role knows why you left your family, and you'll do anything to keep them from exposing the truth.
- ☐ You confide in this Role, even though you know you shouldn't.
- ☐ This Role wants you to forget your past and think about the future they're offering you. It'll just start with you doing them a "small" favor.
- ☐ This Role is forever denying all your offers of help, so it looks like you'll have to get more forceful about it.
- ☐ You can't believe this Role manages to not die on a daily basis, and you're starting to wonder what it would take for them to have an accident.
- ☐ Given the right circumstances, this Role is who you want to spend your life with, should you get off this boat alive.
- ☐ You've been worried this Role has nefarious plans for this voyage, and you're going to put a stop to them, somehow.
- ☐ You're related to this Role, and that's why you're on this voyage.
- ☐ You'll keep this Role safe even at the cost of your own life, it's what their mother made you promise to do.
- ☐ This Role deserves more respect than you've been giving them, and today you go about changing that.
- ☐ This Role never passes up a chance to tell you what you're doing wrong.
- ☐ You are willing to do anything to get this Role to sign over their share of the cargo to you.

Role Actions (+2)

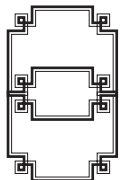
Repair

When you attempt to fix the Engine or Radio should it break, roll+Brains.

On a 10+, it's working, and way better than before. It will stay in this condition for 2 Scenes.

On a 7-9, it's working and will stay in this condition for 1 more Scene after this.

On a 6-, you just made everything worse. The Director will tell you how you have to deal with a Role you have a Hook with in order to even begin straightening this out.



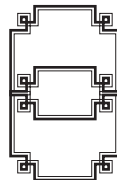
Amity Means Friendship

When someone rolls Talk It Out in a Scene you're in, roll+Risk.

On a 10+, you keep your mouth shut and don't make anything worse.

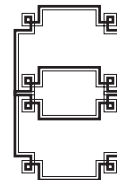
On a 7-9, you open your mouth and suggest something that either leads to another Role having to do something they won't like, or it leads to something another Role may barely survive.

On a 6-, you can't help yourself and say the worst thing possible, exposing not only a Role but also yourself to danger. Tell the Director what happens.



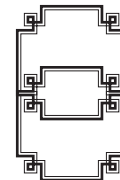
Been All Around the World

Add +1 to any Talk It Out roll you make, provided you talk about some place and some event that occurred in your past.



Crack Shot

Add +1 to any Attack the Narwhals roll.



The Loose Cannon

NAMES

Choose a name from the list below, or create your own.

Kat, Paulomi, Elvira, Riggs, Betsy, Don, James, or Jim

SECRET

- ☐ You don't plan to make it off the boat alive. You never do.
- ☐ You used to be a very popular musician a few years ago. Now you're hiding from that life.
- ☐ You don't need money at all, you're the child of wealthy Socialite parents.

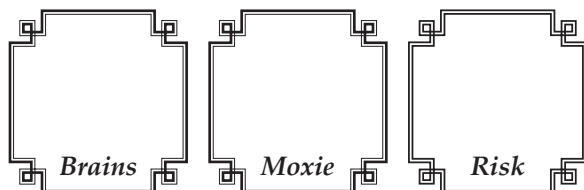
GOAL

- ☐ To take someone else out before they take you out
- ☐ To kill these narwhal and claim the horns
- ☐ To become Mate under a different Captain

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+2, +0, -2 | +0, +2, -1 | -1, -1, +1 | -1, +0, +2



Predictable isn't a word a lot of people use to describe you. You're pretty sure that's synonymous with "ordinary" or "boring" or "passive", so ever since you've come aboard, you've been living life to the fullest, taking whatever risks you can, and generally pushing everything to its absolute limit. Because what's the point of life if you're not going to do it full throttle?

BELONGINGS (+2)

- ☒ A broken knife (Knife 1 +dull) you stole from a bar
- ☐ An army jacket you found at a bus stop
- ☐ A case of cheap wine you hide in your footlocker
- ☐ A bullet you're saving "just in case"
- ☐ A newspaper clipping about a bus crash in your hometown
- ☐ A flask of hooch you're always quick to drink from
- ☐ A shiv you hone in your spare time (Knife 1 +sharp +improvised)
- ☐ A trenchcoat (+it billows)
- ☐ A manicure set
- ☐ A three-month supply of hair pomade
- ☐ A bar tab waiting for you back in Port
- ☐ The only known picture of you smiling
- ☐ A stack of napkins with different phone numbers written on them
- ☐ The wristwatch you took from a guy passed out at a bar

HOOKS (+2)

- ☐ You could have been this Role, if only one moment in time had gone a different way.
- ☐ Is there anything or anyone more frustrating than this Role?
- ☐ Before this Movie is over, this Role is going to regret ever breaking their promise to you.
- ☐ This Role has no idea that back home, you've been sending their spouse money for the baby that's yours.
- ☐ This Role has been running up a bar tab in Port under your name, and you'll find out about it before the end of the Movie.
- ☐ No, you wouldn't mind at all if this Role drowned. In fact, you'd help.
- ☐ You and this Role are going to set the record straight today, even if it has to get messy.
- ☐ You promised this Role that the haul would be ten times bigger than it is, and now they want an explanation.
- ☐ You blame more than half of your problems on this Role.
- ☐ This Role treats you like family, which is why it hurts so bad when you disappoint them regularly.
- ☐ You and this Role have big dreams of a future together, if you both get out of here alive.
- ☐ This Role has loved you for a long time, and you've had no idea until today.

Role Actions (+2)

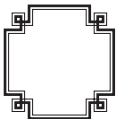
One in Every Port

When you need to improvise a solution, roll+Brains.

On a 10+, your flash of genius pays off. Tell the Director how you solve the problem.

On a 7-9, okay smart guy, it looks like it'll work, for now. The Director will tell you how the solution momentarily works out for the rest of this Scene.

On a 6-, good plan hot shot, the Director will tell you how things just got worse for everyone in this Scene.



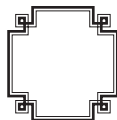
Blowhole

Instead of Talk It Out, use this Action instead and roll+Risk.

On a 10+, you've got a way with words. Someone's gonna do you a favor because of it, even if you don't want them to.

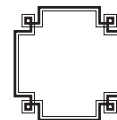
On a 7-9, someone in this Scene will talk to a Role you have a Hook with for you, especially if you don't want them to.

On a 6-, what could possibly go wrong? Tell the Director how the only way to resolve this problem is to have at least 1 Scene with a Role you have a Hook with.



Sacrifice

When someone enters a Flooded location, you can rescue them, provided you tell the Director what you're risking and ultimately giving up to save them.



Finish the Fight

Once per Act, re-roll any Attack the Narwhals roll.

