

CANNON MASTER DEMIR

Duty

To give orders to all the sailors stationed at the Asp's cannons in combat. You wrangle all the crews into firing broadsides in unison rather than a chaotic and ineffective spattering of shots. You call the shots and you set the timing. If only you didn't have to go through the Weapons Master to get the powder...

Goal

You want to get out of this life before you get hanged. Piracy's a fine jig for a young sailor, but you've got your eye on making it to retirement wealthy, healthy, and as soon as possible.

Tips

Your coordination and experience is vital to the Asp taking any prize, so speak up with confidence and make sure you're heard. Don't be afraid to tell someone they're being an idiot, if they come between you and your goal.

Prologue

Join Scene 3: Fitting out the Asp.

► Yeah, it's important to keep the ship floating, but you've been saying for weeks that you need some new carriages for your cannons. The Asp isn't going to be taking any new prizes with these lumps of rust.

Relationship: You betrayed me when I was depending on you.

Join Scene 6: Licking wounds.

► Whatever the outcome, that battle was a tactical disaster, and you're in the mood to give a piece of your mind to everyone who could have done their job better during the fight.

Relationship: You and I have been friends since childhood.

Epilogue

If you want to, join Scene 2: Picking up the pieces.

► You've been through this already, no crew is a happy family. This is not the time for revenge, but it'll come. You can't wait.

Join Scene 4: Fire in the hole.

► Now it's you calling the shots. You won't let these idiots mess this up and send you all to Davy Jones.