



## CARPENTER RUBIO

### Duty

To make sure the damn ship doesn't sink, both keeping an eye on wear and tear over time, and fixing damage sustained in battle.

### Goal

You have a lover and child on shore and you're desperate to get back to them, but you know that if you can't take back a healthy amount of loot you'll only have to leave them again.

### Tips

You're in an interesting position. You can afford to be a figure of dignity amongst the crew, despairing of petty squabbles and calling for unity... But you equally have the motivation to be a fiery presence arguing for your side. Take your cue from the *Mutiny card* you're dealt.

## Prologue

*Join Scene 1: Taking the Asp.*

Well, now you'll have a story to tell when you come home. But you have to make sure you get there, first: You aren't sure everything aboard is ship shape and you won't be happy until you've had the chance to do a full inspection.

*Relationship:* You're always trying to get me to drink.

*Join Scene 3: Fitting out the Asp.*

Everyone wants something, but there aren't enough hours in the day to make the whole crew happy! You've got to prioritise between everything that needs doing. Especially because you'll be the one seeing to them.

*Relationship:* You and I look out for each other, and for each other's families.

## Epilogue

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

Old or new, a Captain's still a Captain. The others need to stop complaining, if you want to come out of this alive.

*Join Scene 6: The Escape.*

You're afraid this battle might have been too much, even for the Asp, but you won't let her sink before she brings you back to your family!