

# COOK HOLST

## Duty

To take whatever meagre rations there are on board, and work miracles to turn them into something approximating food. Your job is so important you're seldom asked to take part in the sailing itself.

## Goal

You want to keep the whole crew alive, fed, and happy... Except for the ones you don't like. You certainly wouldn't mind a few mouths less to feed, you just want to make sure it isn't any of your friends.

## Tips

Play favourites loudly and unashamedly. When it comes to mutiny, try and convince the people you like to join the winning side, whichever you think that will be.

## Prologue

*Join Scene 2:* Assembling the crew.

► Being a ship's cook is a comfy gig, and you're looking for someone for you and your friends to sign on with who'll let you relax and do things your own way.

*Relationship:* You saved me once when I was thrown overboard in a storm.

*Join Scene 6:* Licking wounds.

► Everyone's always raw in the hours after a battle. It's the perfect time to find the people you like and console them, and to plunge a knife into those you don't like... Metaphorically, probably.

*Relationship:* You're the one I always catch trying to take more than your fair share.

## Epilogue

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

► Discord has been sown and reaped, so there's no better time to make new friends and let go of a few old grudges. You just need to find the right words.

*Join Scene 6:* The Escape.

► It's time to roll up your sleeves and help run the ship, for once. Sails and ropes are a mystery to you, but you're not afraid to ask for instructions, at the cost of coming off as annoying.