



FIRST MATE REYES

Duty

To ensure the Captain's orders are carried out in battle, and try to sway the crew to support them in votes. You are the only Officer hand-picked by the Captain.

Privilege

As an Officer, you have the right to request a gun from the Weapons Master if you deem it necessary. Only the Captain's direct intervention may keep you from acquiring one.

You may also ask the Weapons Master to arm up to two members of the crew, for the safety of the ship. Of course, doing so may raise the Weapons Master's suspicions...

Goal

You want a ship of your own. It could be the Asp, it could be a prize vessel you capture. It makes no difference: You're burning to take command and lead a crew loyal only to you.

Prologue

Join Scene 1: Taking the Asp.

▀ Since the job of Captain is taken, you're absolutely determined to become First Mate.

Relationship: You've been holding a grudge against me.

Lead Scene 3: Fitting out the Asp.

Choose one of these Introductions to read out.

▀ *A grand overhaul:* The Asp has proved trusty, the crew is solid, and our first few months under the black flag have been very profitable. Enough that we have the gold to spruce the ship up a bit. Now we just need to decide what comes first: Let's tour the decks and see where there's room for improvement.

▀ *Staying ahead of the woodworm:* The tale of Asp begins under ill omens. The biggest prizes keep escaping right under our noses, and gold is short: Time to roll up our sleeves, tour the ship looking for disasters waiting to happen, and get to fixing what we can to keep the ship from betraying us when we need it most.

Relationship: You've taught me all I know about the sea.

Epilogue

Join Scene 4: Fire in the hole.

► This is a crucial time and you know how to keep a cool head. Don't panic and you'll get out of this somehow.

Lead Scene 5: The Fight.

Read out the Introduction related to the card sitting face up beside the Asp deck. Deal one red card and one black card to all characters in the scene, yourself included.

► *Black. Stand by to board:* To arms! Get to the ropes, put a knife between your teeth! Their crew outnumbers us, but we can win if we strike first.

► *Red. Enemies incoming:* They're about to board. They're many and well-armed, but the Asp has more heart than they can ever hope for. Let's show these cowards how free sailors fight!

All characters in the scene must add one card to the Asp deck: Black if they trust we will win this fight, red if they think the crew has no hope. Do the same. Shuffle the Asp deck, draw one card, then read the related Outcome. Leave the card face up by the deck.

► *Black Outcome:* The crew of the Asp are hardened fighters, with experience from many boarding actions. And despite being outnumbered, we achieve a glorious victory over our foe!

► *Red Outcome:* The crew of the Asp are hardened fighters, and have experience from many boarding actions. But our foe outmatches us. We are driven back and forced to flee.

