

HELM WYNN

Duty

To steer the wheel, following the heading set by the Sailing Master and keeping the ship on course through ravaging winds and terrifying rock formations.

Goal

You know you're the best and want everyone else to notice it too. You intend to show off your virtues: The whole crew needs to realise that no pursuit can be successful without you on their side.

Tips

Each member of the crew has one vote, but you believe your vote is worth more than all the others. Be self important and stay at the centre of attention for as much as you can. Don't let yourself be ignored.

Prologue

Join Scene 2: Assembling the crew.

► You've been looking for a ship where your talent and skill will be properly acknowledged, and if necessary you're willing to overlook your personal vendettas to get it.

Relationship: You framed me for something I didn't do.

Join Scene 5: An encounter with the Navy.

► Holding a course under pressure always makes you snippish: It forces you to prove to everyone that you're as good as you say you are.

Relationship: You were my hero, even before we met.

Epilogue

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

► The one who walked the plank deserved it for playing their cards wrong. It's no use to be sentimental now.

Join Scene 3: The Chase.

► The wind is perfect, the ships dances like never before. This is a moment of grace, and you won't let it go to waste for any reason.

