



RIGGER LUNIS

Duty

To manage the sails that keep the whole ship moving. You're up there in the rigging in storms and battle both, swinging through the lines and dancing along the yards.

Goal

A life of piracy is a life of freedom, and none is more free than the sailor who has the run of everything above the deck, unencumbered by people or orders. You want to preserve your freedom: You seek to get a fair say in everything that happens, and abhor tyranny in all its forms.

Tips

Don't worry about respecting the chain of command. Take the lead, talk back to the Captain and other Officers once in a while, or walk away from a group discussion to prove there's no need to stand around in silence while others hog the spotlight. Just take care not to obstruct the flow of the game: Collective votes are very important moments and even a dramatic monologue can have its rightful place in the story.

Prologue

Join Scene 3: Fitting out the Asp.

From up in the rigging you see things that other people don't notice. For instance, you're worried about what might be a split in the mizzenmast after last night's storm...

Relationship: You and I always find ourselves as rivals.

Join Scene 5: An encounter with the Navy.

The excitement of piling on sail in a chase makes you come alive. With every stitch of canvas unfurled now, you're free to watch the horizon and updating the rest of the crew on every move of your foe as the Asp flies through the waves.

Relationship: You've kept me company over many lonely watches in the crow's nest.

Epilogue

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

It's bad for you to keep bad feelings bottled up. Everyone should speak their mind on what just happened, without consequence. Right?

Join Scene 3: The Chase.

Every snap of the sails makes you more nervous. You're afraid there's something wrong and you need to tell someone, without causing too much panic.