

Hooks, Lines, and Sinkers

Avast, ye - you're 10,000 feet up in the skies over New Arcadia, swinging between two caravels and pointing your patchwork arbalests at the dirigible trying to broadside you, and now of all times, you take one head wound and forget who I am? **Captain Zachariah Fillpot**, wealthiest scoundrel under the sun. I was grooming you to inherit my fleet, but now you're more akin to a yammering barnacle than a worthy rigger. Now get back out there and show why I should pick you over these other whelps! Here's an Ace to tell you who you are. Don't spend it!

- **Coxswain**, the **Heart** of a navigator;

You've got a sharp mind, a compass, rope, a dashing outfit, and a slick gutting knife.

- **Powder Monkey**, a **Spade** for shoveling powder;

You've got weapons galore, a locket, some bombs, and a cask of good grog.

- **Freebooter**, a stout **Club** fit for a pirate;

You've got a mallet, some manacles and some keys, a hook, a trusty net, and killer's instinct.

- **Old Salt**, a **Diamond** you stole recently;

You've got a hunk of booty, the wisdom of age, a sleek little pistol, and no conscience at all.



Now here's your **skills, an equal but random chunk of the deck** - you're gonna need to prove your worth to me somehow, bilge rat. Do daring deeds and I'll tell you how hard they are - 4's are for landlubber tasks, a drivelswigger can do an 8, and a 12 is a real pirate task. **Play some of your number cards face down - if you pay the difficulty with your little numbers, or if you play any cards of your suit, you got the skills.** But even if you don't, you still might scrape by with some buccaneers luck, unless one of your competitors calls bullshit! **You can bluff any time you want**, but if any other whelp plays a face card, you gotta show your skills - if you were playin fair, scuttle the whelp who cursed you and **steal one of their unused secrets.** That briny secret belongs to you now. If they caught you hornswogglin, they take your play and add those cards to their skills. Either way, tell the tale and tell it true - describe your swashbuckling antics with suitable aplomb, success or failure.

Your secrets are three cards laid out in front of you, face down - when you get caught in a lie, you can flip any number of them and try to do the deed again. If you can pass again, you got the skills for sure, and there'll be no more question of that.

Unless another whelp caught you and took your cards, **I'll be collecting all the spent skill cards.** Maybe I'll offer you all a couple **gambles to earn them back** - if you don't feed the fish, you might impress me and earn some cards back by attempting some real impressive maneuvers.

Once you're out of cards, you're no good to me and I'll have you keelhauled. Prove your worth, outlast your comrades, and maybe you'll be flyin the jolly roger from a mast of your very own. Now get back to the battle out there, privateer, and earn my respect!

