<image/>	
Brains	4
Face	3

Guts	2
Hands	4
Legs	2

Mana: 3 Guts + Spellcasting

SKILLS

Out-Think	2
Remember	0
Notice	1
Charm	2
Connive	3
Sailing	0
Wind	0
Courage	3
Shop	-2
Unarmed Fighting	0
Defense	3
Athletics	2
Spellcasting	1
Firearms	-2
Melee Weapons	2

Mageblades

EQUIPMENT AND GEAR

-		
Beginner's Mageblade	A standard mageblade with no special properties. Requires concentration to turn on and maintain, but has a mutable form that grants it great versatility. Usually deals width - 1 damage when used spontaneously, but finding the time to refine the blade can grant additional damage.	
Steel Daggers	3 steel daggers, each dealing the standard amount of damage equal to the width of your roll.	
Orichalcum Gaoth Helmet	Negates 1 damage dealt to the Brains and Face area. Does not impose a dice penalty due to the light weight of Orichalcum. Breaks when dealt a blow of at least 3 damage, ignores damage below that threshold.	
Grade C Fire Catalyst	Enables the use of Fire-aligned magic anywhere, even in the absence of the Crimson Spire. Does not confer any bonus dice at current grade.	
Harness and Hook	Mirage. Mostly used to make sure you don't fall off of the ship, but also	
Pirate King Gaoth's Journal	The personal journal of the ancient Pirate King Gaoth, after which an entire nation was named. Written in ancient Zephyrian, which you definitely can't read. Has some neat drawings in it.	

SPELLS AND ABILITIES

	Costs 1 mana to use.
Flashfire	A fire-aspected spell that deals AoE damage equal to width - 1 to a number of adjacent body parts equal to the width, and to a number of characters also equal to the width.

Mageblade	You don't suffer any maluses when attempting to use a mageblade, thanks to
Training	your familiarity with the quirks of the weapon.

RELATIONSHIPS

Becoming the #1 Most Wanted pirate!	2 Dice
My Crew!	2 Dice
Maintaining my Pride	2 Dice