

The Yes Wing

Winston / Winona Fingerhut

Secretary Of the Interior

As Interior Secretary, you oversee the federal department responsible for federal lands and programs relating to the country's aboriginal peoples. Notable units of your portfolio include the National Park Service, Fish and Wildlife Service, Geological Survey, and Bureau of Indian Affairs. Interior Secretaries are rarely considered part of the President's inner circle, and your experience in the Bierce administration has proven no different.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: A subordinate, Chief Alex Rogers of the United States Park Police, turned a strange shade of pale when Cross' possible nomination was rumored in the press.

Personal Goal: Secure presidential pardon for political mentor Dalton Flask, now serving a five-year sentence for tax evasion.

General Abilities: Eavesdropping 6, Etiquette 4, Gossip 5, Knowledge 4 (Catholic Theology), Management 2, Mischief 2, Moxy 4, Perception 6, Performance (Media Appearance) 2, Wealth 2.



The Yes Wing

Keith / Kate Odum

National Security Adviser

You occupy an appointed position as the President's chief Adviser on foreign affairs. It's your job to warn the President of unpleasant foreign developments before they happen. As such, you operate as a buffer and gatekeeper, playing the administration's various foreign off against one another.

Personal Goal: Gain an advantage over Frank Cross that will force him to defer to you when he becomes Secretary of State.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: Eventually you want to make the leap to Secretary of State, but not yet. Until then, you want someone you can control in the position. There's something weak about Cross that you can't put your finger on, and you intend to exploit it.

General Abilities: Eavesdropping 1, Performance (Media Appearance) 5, Gossip 3, Knowledge 3 (Sp: International Relations), Management 4, Mischief 5, Moxy 2, Perception 1.



The Yes Wing

Paul / Pauline Cutter

Vice President Of the United States

You succeed the President if anything, god forbid, should happen to him. Until then, your influence waxes and wanes according to the whims of the President. If you convince him to do it, he may give you a task force or allow you unofficial power over a particular executive function, like streamlining bureaucracy or supervising a secret torture program. Until then, your duties are mostly ceremonial, consisting mostly of funerals and photo ops.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: As a former Senator on friendly terms with ex-colleagues on the other side of the aisle, you're expected to collect some of the swing votes on the judiciary committee.

Personal Goal: Arrange for Congress to pass legislation blocking investigation of irregularities at RexMo Insurance, the corporation you ran before becoming VP.

General Abilities: Eavesdropping 5, Etiquette 4, Gossip 6, Knowledge 1 (Sp: Golf), Management 3, Mischief 2, Moxy 5, Perception 5, Performance (Media Appearance) 3, Wealth 6.



The Yes Wing

Eldon / Elaine Willis

Senior Political Adviser

You ran the election campaign that got Allard Bierce elected to the Presidency, not to mention his previous successful bids for the US Senate and the governorship of a major state. Without your mastery of messaging, demographics and the electoral process, he'd be nowhere. Yet ever since he took office, his approval ratings have slowly inched downwards, as the realities of governing departed from the sharp lines of campaigning. When Bierce considers the political fallout of a choice, your phone is the first to ring.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: If the President can't confirm Cross, he'll seem weak, preventing you from increasing his approval rating (see below.)

Personal Goal: Increase the President's approval rating to 51% or higher, from its current 41%.

General Abilities: Eavesdropping 5, Gossip 6, Knowledge 6 (Sp: Politics), Management 6, Mischief 6, Moxy 4, Perception 2, Performance (Media Appearance) 1.



The Yes Wing

John / Janine Simmons

White House Chief Of Staff

As Chief Of Staff, you are a political appointee responsible for running the day-to-day affairs of the White House. You are the President's most senior adviser, and derive much of your power from the ability to decide who gets to meet with him. If other Washington power players aren't afraid of your wrath, you aren't doing your job right.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: The President has tapped you to lead the confirmation effort.

Personal Goal: Get fundraising commitments from party leaders for a Senate campaign.

General Abilities: Eavesdropping 6, Etiquette 4, Gossip 6, Knowledge 1 (Classic Cars), Management 6, Mischief 4, Moxy 5, Perception 2, Performance (Media Appearance) 4, Wealth 2.



The Yes Wing

Henry / Renee Doss

Secretary of Defense

You are the civilian overseer of the mighty US military. If a war breaks out, you'll be in charge of winning it. You help construct the vast military budget and sell it to Congress. Suppliers of military equipment grow rich when you favor them—and go howling to their patrons on Capitol Hill when you don't.

Collective Goal: Ensure the Senate confirmation of the President's nominee as Secretary Of State, Francis Cross.

How You Fit In: Frank Cross is one of your oldest pals. Your annual fishing trip with Francis and a few other Washington insiders is a highlight of your year.

Personal Goal: Start a war, allowing you to prove your unconventional theories about 21st century warfare.

General Abilities: Eavesdropping 4, Etiquette 4, Gossip 1, Knowledge 1 (Sp: Military Strategy), Management 1, Mischief 4, Moxy 3, Perception 5, Performance (Media Appearance) 1, Wealth 8.





Persuade (Glib) 8

Trumps: Pure-Hearted

Is Trumped By: Obtuse

“Let me run that up the flagpole and see what organizational synergies come back down.”

“It’s only true if we admit it.”



Persuade (Eloquent) 7

Trumps: Contrary

Is Trumped By: Wary

“Can we stand by and let that happen, here in the land of our glorious forefathers?”

“The force of accumulated history and wisdom dictates but one course of action.”

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Persuade (Forthright) 7

Trumps: Penetrating

Is Trumped By: Lawyerly

“Mr. President, that’s not in the constitution!”

“If we don’t do this, we’ll not only look stupid. We’ll be stupid.”



Persuade (Charming) 9

Trumps: Wary

Is Trumped By: Contrary

“That tie makes you look ten years younger.”

“Not to change the subject, but I hear Wonkette is considering you for its list of ten hottest cabinet-level appointees.”

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Persuade (Obfuscatory) 8

Trumps: Lawyerly

Is Trumped By: Penetrating

“Clearly you have forgotten chapter 5, section 803.”

“Consider that idea pre-rejected.”



Persuade (Intimidating) 9

Trumps: Obtuse

Is Trumped By: Pure-Hearted

“If you’re making this a pissing match, you better stand back.”

“Back home, that’s what we call a shooting-in-the-face offense.”

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Rebuff 6 (Lawyerly)

Trumps: Fortright

Is Trumped By: Obfuscatory

“Sure, that would be great...if it weren't for Farlow v. Tackett.”

The Yes Wing



Rebuff 6 (Obtuse)

Trumps: Glib

Is Trumped By: Intimidating

“Golly, we haven't had time to read all those documents!”

The Yes Wing



Rebuff 6 (Contrary)

Trumps: Charming

Is Trumped By: Eloquent

“No offense, but the Devil's Advocate's in me and it's got to come out.”

The Yes Wing



Rebuff 6 (Wary)

Trumps: Eloquent

Is Trumped By: Charming

“The last time you said that, we nearly crashed the global economy.”

The Yes Wing



Rebuff 6 (Pure-Hearted)

Trumps: Intimidating

Is Trumped By: Glib

“But that would be wrong!”

The Yes Wing



Rebuff 6 (Penetrating)

Trumps: Obfuscatory

Is Trumped By: Fortright

“Did you know that 34% of all statistics are completely made up?”



Relationships:

President Allard Bierce 2

First Lady Malora Bierce 4

Senate Majority Leader Dwayne Pettiford 3

The Yes Wing



Relationships:

President Allard Bierce 2

Senate Majority Leader Dwayne Pettiford 4

Maxine Horne, Wealthy Donor 3

The Yes Wing



Relationships:

Senate Majority Leader Dwayne Pettiford 3

General Kelvin Howe (Joint Chiefs Of Staff) 3

Maxine Horne, Wealthy Donor 4

The Yes Wing



Relationships:

Maddy Lagasse, Network Anchor 4

First Lady Malora Bierce 3

Maxine Horne, Wealthy Donor 3

The Yes Wing



Relationships:

President Allard Bierce 2

Senate Majority Leader Dwayne Pettiford 2

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Relationships:

General Kelvin Howe (Joint Chiefs Of Staff) 3

Maddy Lagasse, Network Anchor 3

Maxine Horne, Wealthy Donor 3

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Resistances:

Arrogance 1, Avarice 2, Paranoia 4, Nitpicking 4, Spite Ω, Showboating 6

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Resistances:

Arrogance 6, Avarice 1, Paranoia Ω, Nitpicking 2, Spite 6, Showboating 4

The Yes Wing



Resistances:

Arrogance 4, Avarice 4, Paranoia 6, Nitpicking Ω, Spite 1, Showboating 2

The Yes Wing



Resistances:

Arrogance 2, Avarice Ω, Paranoia 1, Nitpicking 4, Spite 4, Showboating 4

The Yes Wing



Resistances:

Arrogance 7, Avarice 4, Paranoia 2, Nitpicking 6, Spite 4, Showboating 1

The Yes Wing



Resistances:

Arrogance 3, Avarice 6, Paranoia 4, Nitpicking 1, Spite 2, Showboating Ω



John "Peg Leg" Belmay

You began your pirate career as a young man, taking part in a mutiny that stole the very first ship you sailed on and turned it to piratical ends. Six years ago you lost your left leg in a battle with *The Indomitable*. With its captain, Vincent Pearl coming to destroy your ship, you find it only fitting that your red-hot hatred of the scurvy sea dog be regarded as qualification for the vacant captaincy of the *Black Swan*.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 2, Athletics 5, Craftsmanship (Whittling) 2, Eavesdropping 1, Gambling 4, Gossip 1, Knowledge 3 (Sp: Superstitions and Omens), Living Rough 5, Mischief 4, Moxy 3, Perception 5, Performance (Fiddle) 1, Physician 5, Pilot (Ship) 1, Shipwright 3, Stealth 3, Weaponmaster 5.



Luc-David "Frenchie" Corriveau

You began your career as an indentured servant in France. Brought to Tortuga as a youth, you escaped your cruel masters and signed on aboard the *Black Swan*. Early on Captain Nimmons learned not to leave you alone with prisoners, due to your supposed habit of treating them sadistically. In your view, these accusations are exaggerated. There's no point taking prisoners if you can't have a little fun with them. By taking command of the ship, you'll be in charge of the floggings. There haven't been nearly enough floggings.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 4, Athletics 2, Craftsmanship (Leather Goods) 7, Eavesdropping 6, Gambling 3, Gossip 2, Knowledge 3 (Sp: French Literature), Living Rough 1, Mischief 4, Moxy 5, Perception 1, Physician 4, Pilot (Ship) 2, Shipwright 5, Stealth 4, Weaponmaster 1.

Skulduggery & Crossbones



Christopher "Black Palm" Bradish

You left a wife and child in England to search for sunken treasure off the Bermuda coast. When that failed, you turned to piracy. You've since impregnated two other comely lasses who are waiting for your return to various port towns. You believe that you can do right by all of your wives, if only you become captain and amass enough stolen gold to set them all up in lavish households. As you are doing it for the women you love, surely any scruple you trample or throat you slit in your effort to become captain of the *Black Swan* will be excused by a merciful God.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 5, Athletics 5, Craftsmanship (Rum Distilling) 4, Eavesdropping 3, Gambling 4, Gossip 2, Knowledge 2 (Sp: English Common Law), Living Rough 5, Mischief 3, Moxy 6, Perception 4, Performance (Flute) 4, Physician 1, Pilot (Ship) 5, Shipwright 6, Stealth 5, Weaponmaster 5.

Skulduggery & Crossbones



William "Monkey Paw" Washburn

You began your naval career as an honest quartermaster on an English vessel, but were regrettably cursed by a native witch woman captured and mistreated by your captain. After a series of misfortunes, you found yourself a lowly sailor aboard a bedraggled pirate vessel. By seizing command of the *Swan*, you hope to prove that you are not a Jonah after all. You dream of retiring in style near your Devonshire birthplace.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 6, Athletics 2, Craftsmanship (Watercolors) 2, Eavesdropping 6, Etiquette 6, Gambling 5, Gossip 1, Knowledge 5 (Sp: History), Living Rough 2, Mischief 2, Moxy 6, Perception 4, Performance (Singing) 5, Physician 1, Pilot (Ship) 5, Shipwright 5, Stealth 6, Weaponmaster 3.

Skulduggery & Crossbones



"Rum Keg" Annie Evans

As the only female pirate aboard the *Swan* (well, except, depending on how precisely you define things, Hairy Tim, who wears a gown), you believe that it's high time the fairer sex had its chance to despoil, rampage and slaughter. It's not that you enjoy these things per se; you simply believe that the rights of women have been trampled for too long. Captain Nimmons treated you as an equal, but now that he's gone, you have decided that it's time to demand treatment as more than an equal.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 4, Athletics 7, Craftsmanship (Embroidery) 3, Eavesdropping 5, Gambling 2, Gossip 4, Knowledge 6 (Sp: Chess), Living Rough 4, Mischief 3, Moxy 3, Perception 6, Physician 5, Pilot (Ship) 5, Shipwright 1, Stealth 1, Weaponmaster 1.

Skulduggery & Crossbones



Edward Newcastle

Once the captain of your own ship, the *Mountain*, you became infamous when you led a pirate blockade of Charleston, South Carolina and plundered six vessels anchored at its harbor. Since then your fortunes have fallen, and you've taken a position aboard the *Black Swan* as a common seaman. Mocking younger pirates have taken to calling you "Whitebeard." You'll show them who's the fool, when you seize command of the *Swan*.

Collective Goal: Prepare your becalmed pirate ship to successfully defend against impending attack by the privateer vessel *The Indomitable*.

Personal Goal: Become captain of the *Black Swan*.

Abilities: Appraisal 4, Athletics 1, Craftsmanship (Knives) 5, Eavesdropping 3, Gambling 4, Gossip 2, Knowledge 6 (Sp: Treasure Locations), Living Rough 1, Mischief 6, Moxy 6, Perception 2, Physician 6, Pilot (Ship) 6, Shipwright 5, Stealth 5, Weaponmaster 5.

Skulduggery & Crossbones

Skulduggery & Crossbones

Skulduggery & Crossbones



Persuade (Obfuscatory) 8

Trumps: Lawyerly

Is Trumped By: Penetrating

“I will illustrate the point with a story about a dolphin, an octopus, and a lady’s bodice.”

“Though our contract was verbal, I hasten your attention to this written codicil, deemed valid in many pertinent jurisdictions.”



Persuade (Intimidating) 7

Trumps: Obtuse

Is Trumped By: Pure-Hearted

“On a purely tangential note, my gleaming cutlass hungers for blood.”

“The last man who said that to me became a meal for the fishes.”

Skulduggery & Crossbones



Persuade (Eloquent) 7

Trumps: Contrary

Is Trumped By: Wary

“Dare you trample on the sacred freedoms of the pirate’s code?”

“Beneath our veneer or rapine and plunder, can one not hear the beating hearts of civilized men?”



Persuade (Charming) 9

Trumps: Wary

Is Trumped By: Contrary

“Permit me to freshen your grog.”

“In these unbearable conditions, you always manage to keep that ruffe clean and starchy.”

Skulduggery & Crossbones



Persuade (Glib) 9

Trumps: Pure-Hearted

Is Trumped By: Obtuse

“Clearly you have not yet learned the lessons of the era.”

“Trust that I have thoroughly educated myself in such matters.”



Persuade (Forthright) 8

Trumps: Penetrating

Is Trumped By: Lawyerly

“The others will not say this, but even for a person trapped on a becalmed pirate ship, your hygiene is in many ways deficient.”

“We are united then, and need speak no further on it.”

Skulduggery & Crossbones

Skulduggery & Crossbones



Rebuff 6 (Pure-Hearted)

Trumps: Intimidating

Is Trumped By: Glib

“Despite what my detractors say of me, I am deep down an honorable man!”



Rebuff 6 (Penetrating)

Trumps: Obfuscatory

Is Trumped By: Fortright

“Mysteriously, you have omitted all reference to your true objective.”

Skulduggery & Crossbones



Rebuff 6 (Lawyerly)

Trumps: Fortright

Is Trumped By: Obfuscatory

“Your argument is rife with misinterpretation.”



Rebuff 6 (Wary)

Trumps: Eloquent

Is Trumped By: Charming

“Something smells fishy here. Other than the fish, which of course goes without saying.”

Skulduggery & Crossbones



Rebuff 6 (Contrary)

Trumps: Charming

Is Trumped By: Eloquent

“I attach very little importance to everything.”



Rebuff 6 (Obtuse)

Trumps: Glib

Is Trumped By: Intimidating

“In one or two days, I will be sober again, at which point I will grant your offer the consideration it deserves.”

Skulduggery & Crossbones

Skulduggery & Crossbones

Skulduggery & Crossbones



Attack 8 (Strength)

Trumps: Parry

Is Trumped By: Vexation

Skulduggery & Crossbones



Attack 8 (Caution)

Trumps: Vexation

Is Trumped By: Parry

Skulduggery & Crossbones



Attack 7 (Speed)

Trumps: Dodge

Is Trumped By: Misdirection

Skulduggery & Crossbones



Attack 6 (Ferocity)

Trumps: Misdirection

Is Trumped By: Dodge

Skulduggery & Crossbones



Attack 7 (Finesse)

Trumps: Sure-Footedness

Is Trumped By: Cunning

Skulduggery & Crossbones



Attack 6 (Cunning)

Trumps: Intuition

Is Trumped By: Sure-Footedness



Defense 6 (Parry)

Trumps: Caution

Is Trumped By: Strength

Skulduggery & Crossbones



Defense 6 (Intuition)

Trumps: Finesse

Is Trumped By: Cunning

Skulduggery & Crossbones



Defense 6 (Dodge)

Trumps: Ferocity

Is Trumped By: Speed

Skulduggery & Crossbones



Defense 6 (Misdirection)

Trumps: Speed

Is Trumped By: Ferocity

Skulduggery & Crossbones



Defense 6 (Sure-Footedness)

Trumps: Cunning

Is Trumped By: Finesse

Skulduggery & Crossbones



Defense 6 (Vexation)

Trumps: Strength

Is Trumped By: Caution

Skulduggery & Crossbones

Skulduggery & Crossbones



Relationships:

Shaky Nate, Ship's Doctor 3
Wee Danny, Cabin Boy 3
Old Tar, Helmsman 4

Skulduggery & Crossbones



RelationshipsL

Old Tar, Helmsman 3
Bartholomew Cubbins, Account Keeper 2
Barrel Bill Buntledge, Captain's Enforcer 3

Skulduggery & Crossbones



Relationships:

Wee Danny, Cabin Boy 2
Bartholomew Cubbins, Account Keeper 4
Barrel Bill Buntledge, Captain's Enforcer 3

Skulduggery & Crossbones



Relationships:

Shaky Nate, Ship's Doctor 2
Jubsy, Captain Nimmons' Parrot 2
Wee Danny, Cabin Boy 4

Skulduggery & Crossbones



Relationships:

Shaky Nate, Ship's Doctor 2
Jubsy, Captain Nimmons' Parrot 4
Old Tar, Helmsman 3

Skulduggery & Crossbones



Relationships:

Jubsy, Captain Nimmons' Parrot 4
Bartholomew Cubbins, Account Keeper 3
Barrel Bill Buntledge, Captain's Enforcer 3



Key Trait: Gluttonous

Resistances: Arrogant 6, Dissolute 4, Gluttonous 1, Greedy 4, Indolent 2, Spiteful Ω .

Skulduggery & Crossbones



Key Trait: Spiteful

Resistances: Arrogant 3, Dissolute 6, Gluttonous Ω , Greedy 2, Indolent 3, Spiteful 1

Skulduggery & Crossbones



Key Trait: Greedy

Resistances: Arrogant 2, Dissolute Ω , Gluttonous 3, Greedy 1, Indolent 6, Spiteful 4,

Skulduggery & Crossbones



Key Trait: Arrogant

Resistances: Arrogant 1, Dissolute 3, Gluttonous 2, Greedy 5, Indolent Ω , Spiteful 6

Skulduggery & Crossbones



Key Trait: Indolent

Resistances: Greedy 3, Indolent 1, Spiteful 2, Arrogant Ω , Dissolute 2, Gluttonous 6

Skulduggery & Crossbones



Key Trait: Dissolute

Resistances: Arrogant 4, Dissolute 1, Gluttonous 6, Greedy 4, Indolent 5, Spiteful 3

Skulduggery & Crossbones

Casting Call

Jayne Bates *The Wallflower*



You've always been shy and awkward, but deep down you think you might maybe be capable of blossoming into, well, someone other than the pitiful klutz everyone at Luserville High sees you as. Maybe if you were able to speak up for yourself, that self-centered airhead Tom Cleat wouldn't have led you on all last year. He pretended he was interested, but when you gathered up the courage to talk to him, he clammed up and gave you the brush-off. The school play will give you a chance to break through your shell—and make him wish he'd never broken your heart.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Get back at Tom Cleat for toying with your affections.

Abilities: Athletics 1, Craftsmanship (Photography) 5, Eavesdropping 6, Etiquette 3, Gossip 6, Moxy 3, Perception 4, Performance (Acting) 4, Performance (Dancing) 1, Performance (Singing) 6.

Casting Call

Terrell Jerome *The Outlaw*



You only recently arrived in Luserville, where you've come to live with your aunt after getting into bad trouble in the big city. Moving away from your running buddies was part of the deal your lawyer made to get your probation on burglary and gun charges. Life isn't easy at Luserville; the guys hate the way the girls look at you. All of them want to prove themselves against you, when all you want is to be left alone. And now your probation officer, Ivan Femby, is pushing you harder to show you've changed.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Get your probation officer off your back.

Abilities: Athletics 5, Gambling 4, Mechanic 3, Mischief 4, Moxy 6, Perception 5, Performance (Acting) 2, Performance (Dancing) 4, Performance (Singing) 3, Stealth 5.

Casting Call

Tom Cleat *The Quarterback*



You have everyone else at Luserville High fooled, but you can't fool yourself. Sure, you're a star athlete, and devastatingly good-looking. But inside you've always felt that there's something missing in your life, a part of you that even you don't understand. You're lonely, and when you look in the mirror, you see a big phony. Maybe getting involved in the school play will shake you out of your funk and help you expand your boundaries.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Find true love with someone who understands you for who you really are.

Abilities: Athletics 6, Eavesdropping 1, Etiquette 2, Gambling 2, Gossip 1, Mechanic 2, Moxy 3, Perception 3, Performance (Acting) 2, Performance (Dancing) 2, Performance (Singing) 2.

Casting Call

Carita Blackburn *The Goth Chick*



School musicals are stupid, and so are everyone in them, because they're so fricking sincere and there are never any vampires in them. But when that stuck-up preppie bitch Alyssa Watson reduced your friend Morgana to tears by picking on her all-black look and genuine antique Victorian parasol, you decided to take the dark vengeance of the night. You'll audition for the stupid play and outshine her in every way.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Get back at Alyssa Watson for being mean to your friends.

Abilities: Craftsmanship (Jewelry) 3, Eavesdropping 5, Etiquette 2, Gossip 6, Mischief 4, Moxy 5, Perception 4, Performance (Acting) 6, Performance (Dancing) 2, Performance (Singing) 3, Stealth 3.

Casting Call

Alyssa Watson *The Popular Girl*



As head of the cheerleading squad and student council vice-president, a few would doubt your status as most beautiful and popular girl at Luserville High. Yet one prize eludes your grasp—the acclaim due to the lead in the annual musical. Last year you got the lead even though you weren't a senior—and then were cruelly laid low by a case of mono. Now, in your senior year, you're about to rectify that—and let nothing and no one stand in your way.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Have the audience cheer louder for your bow than for anyone else's.

Abilities: Athletics 2, Craftsmanship (Poster Making) 3, Eavesdropping 5, Etiquette 1, Gossip 3, Moxy 2, Perception 1, Performance (Acting) 2, Performance (Dancing) 5, Performance (Singing) 3, Wealth 4.

Casting Call

Darin Hemner *The Flamboyant One*



As soon as the school year ends, you're packing up your scarf and your dance belt and hopping on a bus for New York, New York. Maybe you'll audition for American Idol, or possibly one of those dance shows. Though never afraid to be out and proud, you'll still be happy to put Luserville and its small-town attitudes behind you. But if knocking them dead in the school auditorium wins you a leg up in your insatiable quest for fame, that's cool, too.

Collective Goal: Stage Luserville High's threatened annual musical theater production, winning the usual standing ovation from the audience.

Personal Goal: Get noticed by a talent scout.

Abilities: Athletics 5, Craftsmanship (Costumes) 5, Eavesdropping 2, Etiquette 2, Gossip 4, Mischief 2, Moxy 6, Perception 3, Performance (Acting) 3, Performance (Dancing) 5, Performance (Singing) 3, Stealth 2, Wealth 2.



Persuade (Eloquent) 9

Trumps: Contrary

Is Trumped By: Wary

“Are you going to look yourself in the mirror tomorrow and see the face of a quitter? Or is this show going to go on?”

“Is this show to be, or not to be? Because, like, that totally is the question.”

Casting Call



Persuade (Glib) 8

Trumps: Pure-Hearted

Is Trumped By: Obtuse

“Trust me, it’s better for you to let me take credit for this.”

“It’s time to ask ourselves the crucial question: what would Shia LaBeouf do?”



Persuade (Forthright) 7

Trumps: Penetrating

Is Trumped By: Lawyery

“You want the truth? I’ll give you some truth.”

“Like my grandma used to say, it’s always darkest before you get run over by a train.”

Casting Call



Persuade (Obfuscatory) 7

Trumps: Lawyery

Is Trumped By: Penetrating

“The hard part is harder than the easy part, so why don’t you do both just to keep it consistent?”

“Honestly, sir, I left the thing back at the deal, so don’t worry, everything’s taken care of.”



Persuade (Intimidating) 9

Trumps: Obtuse

Is Trumped By: Pure-Hearted

“If you don’t step off, things are gonna get hurt around here.”

“You’ll regret this in ways that not even Shakespeare could imagine.”

Casting Call



Persuade (Charming) 8

Trumps: Wary

Is Trumped By: Contrary

“Whatever else separates us, all of us are united in our pursuit of awesomeness.”

“I know you want to make us happy, and you know you want to make us happy, so why don’t you accept the inevitable and make us happy?”

Casting Call



Rebuff 6 (Contrary)

Trumps: Charming

Is Trumped By: Eloquent

“Yeah but all perception is subjectively filtered through our brains, so who’s to say, right?”

Casting Call



Rebuff 6 (Obtuse)

Trumps: Glib

Is Trumped By: Intimidating

“I’m sorry. Was I supposed to be paying attention?”

Casting Call



Rebuff 6 (Lawyerly)

Trumps: Fortright

Is Trumped By: Obfuscatory

“Spoken like someone who has not read the full text of the school’s conduct manual.”

Casting Call



Rebuff 6 (Wary)

Trumps: Eloquent

Is Trumped By: Charming

“I just can’t trust someone who wears a jacket like that.”

Casting Call



Rebuff 6 (Pure-Hearted)

Trumps: Intimidating

Is Trumped By: Glib

“But that’s something only a horrible person would say!”

Casting Call



Rebuff 6 (Penetrating)

Trumps: Obfuscatory

Is Trumped By: Fortright

“I bet that argument works all the time on people who aren’t really listening.”



Relationships:

Gary Cottle, School Principal 2

Jennifer Jurado, Music Teacher 4

Brittany Davison, School Paper Editor 3



Relationships:

Jennifer Jurado, Music Teacher 4

Cody Yamamoto, Lord of the Stoners 3

Josh Mandell, Media Club President 3

Casting Call



Relationships:

Chelsea Burns, Class Gossip 2

Cody Yamamoto, Lord of the Stoners 4

Josh Mandell, Media Club President 3



Relationships:

Gary Cottle, School Principal 2

Jennifer Jurado, Music Teacher 2

Chelsea Burns, Class Gossip 4

Casting Call



Relationships:

Gary Cottle, School Principal 3

Chelsea Burns, Class Gossip 3

Brittany Davison, School Paper Editor 4



Relationships:

Gary Cottle, School Principal 2

Jennifer Jurado, Music Teacher 2

Chelsea Burns, Class Gossip 4

Casting Call

Casting Call



Key Trait: Lazy

Resistances: Horny 3, Lazy 1, Nitpicking 2, Partying 2, Show-Off Ω , Stuck-Up 6

Casting Call



Key Trait: Partying

Resistances: Horny 4, Lazy 5, Nitpicking 3, Partying 1, Show-Off 4, Stuck-Up 6

Casting Call



Key Trait: Horny

Resistances: Horny 1, Lazy 6, Nitpicking Ω , Partying 4, Show-Off 2, Stuck-Up 3

Casting Call



Key Trait: Show-Offy

Resistances: Horny 5, Lazy Ω , Nitpicking 6, Partying 3, Show-Off 1, Stuck-Up 2

Casting Call



Key Trait: Stuck-Up

Resistances: Horny 4, Lazy Ω , Nitpicking 4, Partying 2, Show-Off 6, Stuck-Up 1

Casting Call



Key Trait: Nitpicky

Resistances: Horny 2, Lazy 3, Nitpicking 1, Partying 6, Show-Off 3, Stuck-Up Ω

Finnegan Swake / Ula Seizz

Pilot

Aboard the *Vantage*, you serve as its pilot. You plot courses and choose destinations. When danger threatens, you take the helm personally to maneuver the ship past enemies and hazards. On shore, you are the ship's key negotiator, seeking out profitable trade arrangements. You hammer suppliers down to their lowest prices and convince buyers to purchase at



premium rates.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 5, Athletics 3, Eavesdropping 3, Etiquette 1, Gambling 3, Gossip 3, Knowledge 3 (Sp: Astronomy), Living Rough 3, Management 2, Mechanic 2, Mischief 4, Moxy 3, Perception 3, Physician 1, Piloting (Spacecraft, Cars) 6, Stealth 3, Weaponmaster 1.

If Space Permits

Serig / Seriga Allagan

Armsman

Aboard the *Vantage*, you serve as the ship's armsman. In battle with other ships, you man the firing array, targeting enemy vessels.

On shore, you are the team's bodyguard, providing physical protection when trade disputes threaten to turn violent. On occasion, you might even be asked to initiate aggressive measures, whether scaring off rivals, intervening in local disputes, or strong-arming on behalf of suppliers or clients.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 1, Athletics 5, Eavesdropping 2, Etiquette 1, Gambling 3, Gossip 2, Knowledge 3 (Sp: Warfare), Living Rough 5, Management 2, Mechanic 2, Mischief 2, Moxy 4, Perception 5, Physician 2, Piloting (Spacecraft) 1, Stealth 3, Weaponmaster 6.

Special: Add 2 to your Attack rating.



If Space Permits

Kalan / Kala Dharro

Engineer

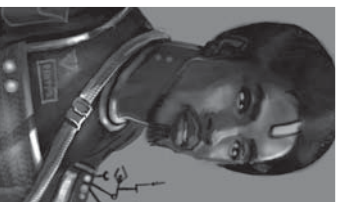
Despite its age and battle-scarred condition, you keep the *Vantage* in working order. During crises, you divert power from unneeded systems to keep the propulsion and weapons going. You scramble to seal off hull breaches and keep crucial functions online.

On shore, you acquire needed parts. You support the ship's trade mission by sniffing out and appraising cargoes of

technological goods.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 3, Athletics 3, Eavesdropping 1, Etiquette 1, Gambling 4, Gossip 2, Knowledge 6 (Sp: Astronautics), Living Rough 2, Management 4, Mechanic 6, Mischief 6, Moxy 3, Perception 3, Piloting (Spacecraft, Cars) 3, Stealth 2, Weaponmaster 3.



If Space Permits

Por / Poria Manto

Medical Officer

On or off the ship, you keep the crew healthy, sealing their wounds, immunizing them against alien viruses, and flushing their systems of space parasites. You support the team's trade mission by seeking out valuable pharmaceuticals and medical treatments for export.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 1, Athletics 3, Eavesdropping 1, Etiquette 3, Gambling 2, Gossip 2, Knowledge 4 (Sp: Biology), Living Rough 1, Management 1, Mischief 2, Moxy 3, Perception 3, Physician 6,



If Space Permits

Thortho / Thorta Doxx

Legal Officer

Any aggressive trading ship needs a lawyer well-versed in the strictures of interstellar commercial law. After initial terms have been hashed out, you duel with legal counsel for your vendors and customers to hammer out the fine print. You are likewise conversant in the interstellar laws concerning warfare, piracy, and ship-to-ship force.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 2, Athletics 3, Eavesdropping 5, Etiquette 4, Gambling 2, Gossip 2, Knowledge 4 (Sp: Interstellar Law), Living Rough 1, Management 2, Mischief 3, Moxy 4, Perception 3, Physician 1, Pilot (Spacecraft) 1, Stealth 2, Weaponmaster 1.



If Space Permits

Vraiman / Virala Krikle

Financial Officer

You maintain the ship's accounts and protect its financial future. You manage the ship's cash flow and keep on good terms with its creditors, separating those who can force you to pay from those who can be lightly regarded. You know that unless you secure a lucrative monopoly soon, the ship will be reclaimed by the Raktari, a dangerous debt consolidation syndicate.

Collective Goal: Secure a monopoly on the interstellar sale of Silurian jump wine.

General Abilities: Appraisal 6, Athletics 3, Eavesdropping 3, Etiquette 6, Gambling 4, Gossip 1, Knowledge 4 (Sp: Economics), Living Rough 1, Management 3, Mischief 4, Moxy 1, Perception 3, Physician 1, Pilot (Spacecraft) 1, Stealth 2, Weaponmaster 1.



If Space Permits

If Space Permits



Persuade (Glib) 8

Trumps: Pure-Hearted

Is Trumped By: Obtuse

“I wish merely to observe the whirligig of humanity.”

“Good faith is the essential grease of commerce.”



Persuade (Forthright) 7

Trumps: Penetrating

Is Trumped By: Lawyerly

“Conclude your shilly-shallying!”

“Let’s begin by admitting that we each intend to cheat the other.”

If Space Permits



Persuade (Eloquent) 7

Trumps: Contrary

Is Trumped By: Wary

“Yours is a name held in high esteem throughout the five quadrants.”

“Enlightened men, having learned the dark lessons of the Hutton Wars, regard a taste for vengeance as a mere historical curiosity.”



Persuade (Charming) 9

Trumps: Wary

Is Trumped By: Contrary

“I will struggle to keep up with your brilliant discourse.”

“This reminds me of an amusing anecdote concerning the Princess Virah and a ewux.”



Persuade (Intimidating) 9

Trumps: Obtuse

Is Trumped By: Pure-Hearted

“Yield, or face the wrath of a thousand suns!”

“I spend much of my time modulating the edge frequency of this force blade.”

If Space Permits



Rebuff 6 (Pure-Hearted)

Trumps: Intimidating

Is Trumped By: Glib

“I grant you that we live in a cynical age, but surely mercy has not been completely extinguished!”

If Space Permits



Rebuff 6 (Obtuse)

Trumps: Glib

Is Trumped By: Intimidating

“I have forgotten the crux of our disagreement. Let us drink.”

If Space Permits



Rebuff 6 (Penetrating)

Trumps: Obfuscatory

Is Trumped By: Fortright

“I don't know what you're talking about, and, more fatally, neither do you.”

If Space Permits



Rebuff 6 (Wary)

Trumps: Eloquent

Is Trumped By: Charming

“Your argument is undermined by the suspicious twitching of your left eyebrow.”

If Space Permits



Rebuff 6 (Contrary)

Trumps: Charming

Is Trumped By: Eloquent

“Out of concern for your intellectual welfare, I will correct that logical fallacy.”

If Space Permits



Rebuff 6 (Lawyerly)

Trumps: Fortright

Is Trumped By: Obfuscatory

“I reject your logic as an unfortunate by-product of the Kessik Paradox.”

If Space Permits

If Space Permits



Attack 8 (Strength)

Trumps: Parry

Is Trumped By: Vexation

If Space Permits



Attack 7 (Ferocity)

Trumps: Misdirection

Is Trumped By: Dodge

If Space Permits



Attack 6 (Finesse)

Trumps: Sure-Footedness

Is Trumped By: Cunning

If Space Permits



Attack 6 (Speed)

Trumps: Dodge

Is Trumped By: Misdirection

If Space Permits



Attack 8 (Caution)

Trumps: Vexation

Is Trumped By: Parry

If Space Permits



Attack 7 (Cunning)

Trumps: Intuition

Is Trumped By: Sure-Footedness



Defense 6 (Parry)

Trumps: Caution

Is Trumped By: Strength

If Space Permits



Defense 5 (Sure-Footedness)

Trumps: Cunning

Is Trumped By: Finesse

If Space Permits



Defense 6

Trumps: Finesse

Is Trumped By: Cunning

If Space Permits



Defense 6 (Dodge)

Trumps: Ferocity

Is Trumped By: Speed

If Space Permits



Defense 6 (Misdirection)

Trumps: Speed

Is Trumped By: Ferocity

If Space Permits



Defense 6 (Vexation)

Trumps: Strength

Is Trumped By: Caution

If Space Permits

If Space Permits



Relationships:

Quelk Quein, Police Officer 3
Her Holliness Lamas Lem, Vine Bishop 3
Sura Zonn, President of Freight Handler's Union
4

If Space Permits



Relationships:

Verator Vump, Customs Official 3
Her Holliness Lamas Lem, Vine Bishop 2
Ora Nosth, Wine Critic 3

If Space Permits



Relationships:

Juh Cerknor, Judge 2
Quelk Quein, Police Officer 4
Sura Zonn, President of Freight Handler's Union 3

If Space Permits



Relationships:

Juh Cerknor, Judge 2
Ora Nosth, Wine Critic 2
Her Holliness Lamas Lem, Vine Bishop 4

If Space Permits



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If Space Permits



Relationships:

Ora Nosth, Wine Critic 4
Verator Vump, Customs Official 3
Sura Zonn, President of Freight Handler's Union 3



Key Trait: Show-Offy

Resistances: Avarice 4, Dissipation 2, Indolence 4, Lust 2, Nitpicking 6, Showboating 1

Personal Goal: Be crowned as Grape King/Queen at the annual harvest festival.

If Space Permits



Key Trait: Libidinous

Resistances: Avarice 2, Dissipation 4, Indolence 2, Lust 1, Nitpicking 4, Showboating 6

Personal Goal: Bed, as the character's sexual preferences suggest, either Dwenp, the handsome son, or Lwala, the nubile daughter, of Vintner's Council President Bef Hospitalk.



Key Trait: Indolent

Resistances: Avarice 4, Dissipation 6, Indolence 1, Lust 4, Nitpicking 2, Showboating 2

Personal Goal: Finish experiencing the epic retronovel *Sirens Of the Hutton Wars* with minimal interruption.

If Space Permits



Key Trait: Dissolute

Resistances: Avarice 2, Dissipation 1, Indolence 4, Lust 2, Nitpicking 4, Showboating 4

Personal Goal: Experience the legendary state of consciousness known as *froidh*, brought on by overindulgence in the questionably legal Silurian wine derivative called *pfha*.



Key Trait: Greedy

Resistances: Avarice 1, Dissipation 2, Indolence 4, Lust 6, Nitpicking 2, Showboating 4

Personal Goal: Set up a secret arrangement allowing you to skim at least 10% of the revenues off the top of the group's hoped-for Silurian wine monopoly.

If Space Permits



Key Trait: Nitpicky

Resistances: Avarice 6, Dissipation 4, Indolence 2, Lust 3, Nitpicking 1, Showboating 2

Personal Goal: Arrange for and supervise the repainting of a mural on the Vintner's Council headquarters, unfairly depicting a raid conducted on Siluria by your ancestor Ithion during the Hutton Wars.



APPENDICES

Randomized Styles

Use this chart to randomly roll a Persuade, Rebuff, Attack or Defense style for a character in need of one.

Die Roll	Persuade	Rebuff	Attack	Defense
1	Glib	Pure-Hearted	Strength	Dodge
2	Eloquent	Contrary	Speed	Parry
3	Obfuscatory	Lawyerly	Finesse	Sure-Footedness
4	Forthright	Penetrating	Cunning	Intuition
5	Charming	Wary	Ferocity	Misdirection
6	Intimidating	Obtuse	Caution	Vexation

Success/Failure

Failure (1-3)	1. Dismal	Pay three points to reroll
	2. Routine	
	3. Exasperating	Gain a boon token
Success (4-6)	4. Hair's Breadth	Gain a levy token
	5. Ordinary	
	6. Impressive	Costs three points to counter

Pooled Effort

Character's Individual Failure	Group Result: Success	Group Result: Failure
Dismal	1 injury	2 injuries
Routine	No injury	1 injury
Exasperating	No injury	No injury

Verbal Trumps

	TRUMPS	Is TRUMPED By		TRUMPS	Is TRUMPED By
Glib	Pure-Hearted	Obtuse	Pure-Hearted	Intimidating	Glib
Eloquent	Contrary	Wary	Contrary	Charming	Eloquent
Obfuscatory	Lawyerly	Penetrating	Lawyerly	Forthright	Obfuscatory
Forthright	Penetrating	Lawyerly	Penetrating	Obfuscatory	Forthright
Charming	Wary	Contrary	Wary	Eloquent	Charming
Intimidating	Obtuse	Pure-Hearted	Obtuse	Glib	Intimidating

Combat Trumps

Style	Trumps	Is Trumped By	Style	Trumps	Is Trumped By
Parry	Caution	Strength	Caution	Vexation	Parry
Dodge	Ferocity	Speed	Ferocity	Misdirection	Dodge
Sure-Footedness	Cunning	Finesse	Cunning	Intuition	Sure-Footedness
Intuition	Finesse	Cunning	Finesse	Sure-Footedness	Intuition
Misdirection	Speed	Ferocity	Speed	Dodge	Misdirection
Vexation	Strength	Caution	Strength	Parry	Vexation





BODN AND LEVY COLLECTOR

Weaponry

Attack

Attack

Maneuverability

Defense

Defense

Integrity

Health

Force Strength

Weaponry

Attack

Attack

Maneuverability

Defense

Defense

Integrity

Health

Force Strength

Weaponry

Attack

Attack

Maneuverability

Defense

Defense

Integrity

Health

Force Strength