

The Dandy

Play to find out:

What do you share with these rough folk?

How might you help the crew?

Are the charms of this life worth the costs?

Choose your name:

- Long (Holds the weight of history.)
- First name only (Reputation precedes you.)
- A nom de plume (Your writings are beloved everywhere.)
- A title (You worked to earn it.)
- Vivacious (It's full of romance.)

Choose your form:

- Human
- Siren
- Centaur
- Nymph

Choose your gender:

- Femme
- Dapper butch
- Darling
- One must not define oneself lightly

Choose your posture:

- Upright
- Dancing
- Dueling
- Slumped

Choose two traits:

An expertly tailored suit, a doting assistant, flawless makeup, a pocket watch, a loyal dog, the trendiest frocks, a cane with a

secret, chests full of fine things, a perfect body, glasses, a stethoscope, too much leg

Why does the crew keep you?

- You know how to stitch a wound
- You pay handsomely for your quarters
- Your name opens doors
- You are a valuable prisoner
- You hold the deed to the ship

Whose picture sits beside your bed?

- The spouse you miss quite dearly
- Generations of your family
- Your own portrait painted by the finest artist
- It's actually a title that sums up who you are

What from your former life do you miss?

- Finer foods than protein powder
- Enough space for real privacy
- Manners guiding social interactions
- Soaking in long scented baths
- Not being in constant danger

====Final Questions====

Ask one to anyone:

- How do I annoy you?
- Have you been taken by my charms?
- Why do you see me as a peer?

Ask one to whom you find charming:

- What do you dream my life is like?
- When did you see me let go of the pretense?
- Does my money change how you feel about me?

Lure	When someone sees you as a real person, they gain a token
Tips	-The crew is different from you, yet you are one of them -Marvel in the taste of freedom -As much as you cling to your past, it really means nothing out here
Strong Moves (Spend a token)	-Get out of harm's way -Use your resources to help the crew -Apply knowledge at the perfect time -Have just the contact to help -Ask "How much would it cost to get what I want?"
Regular Move	-Take action, leaving yourself vulnerable -Understand a situation imperfectly -Bring a touch of the good life to the ship -Dine with someone privately -Ask "Do you know who I am?"
Weak Moves (Gain a token)	-Take action leaving someone else vulnerable -Recoil at something hard or dirty -Remind someone you're better than them -Be recognized in the worst way Ask "Do you think I am fake?"

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