

## The Ship

Choose two desires	Maintenance, fuel, a loving crew, to shake you off, adventure, to be appreciated, upgrades, to finish one last job
Tips	-Give the ship a personality and gender -Make it symbiotic with the crew -Ask compelling questions and build on the answers that others give
Pick up when	The hull starts to feel thin, and you need it to hold together
Trade away when	You are piloting the ship, or holding it together
Moves	-Reveal something to be broken -Run out of something -Show the effects of the crew's actions After every move, ask "What do you do?"

## The Void

Choose two features	Shipwrecks, unexplored worlds, asteroids, colorful nebula, hidden treasure, leviathans, inky blackness, ghosts
Tips	-The void is both wonderous and terrifying; show both, sometimes at once -Describe things in vivid colors -Ask compelling questions and build on the answers that others give
Pick up when	The ship and crew journey away from the known trade routes towards something uncharted
Trade away when	You must answer the call of the void
Moves	-Put an obstacle in the ship's path -Present something both alluring and dangerous -Make a moment beautiful After every move, ask "What do you do?"

## The Law

Choose two features	Heteronormativity, capitalism, corruption, top-of-the-line ships, rigid structure, advanced tracking, not the brightest, relentless
Tips	-Be threatening, but always one step behind -Be a bully -Ask compelling questions and build on the answers that others give.
Pick up when	Illegal deeds become relevant to the story
Trade away when	You lead the charge against the man
Moves	-Show up at the worst time -Give chase -Hail the ship After every move, ask "What do you do?"

## The Rest of the Crew

Choose two commonalities	Rowdy, as gay as you, all running from something, well-trained, untested, beautiful, limping after the last job, disrespectful
Tips	-Create lovable but fallible crew members -Be helpful, but let main characters shine -Ask compelling questions and build on the answers that others give.
Pick up when	Someone can't do it alone and needs help
Trade away when	You are interacting with the crew
Moves	-Create a new crew member -Open up to someone about your troubles -Introduce drama and contention After every move, ask "What do you do?"

## The Mysteries

Choose two requirements	Sacrifice, blood, honesty, well-practiced ritual, prayer, incense, belief, gratitude
Tips	-Work in mysterious ways -Everyone can access your power, not just the witch -Ask compelling questions and build on the answers that others give
Pick up when	Someone turns to magic or the gods for guidance or help
Trade away when	You become entangled in the whims of the gods or the laws of magic
Moves	-Reveal a vision -Solve a problem, with a cost -Answer questions posed to no one present After every move, ask "What do you do?"

## Other Pirates

Choose two features	Bloodthirst, dark magic, ramshackle ships, a terrifying but gorgeous captain, a clear aesthetic, a bigger ship, on the same job as you, as gay as you
Tips	-Be chaotic -Cause trouble -Ask compelling questions and build on the answers that others give
Pick up when	Things are getting a little dull, and need to be shaken up a bit
Trade away when	You're the one swashbuckling against them
Moves	-Open fire on their ship -Board the ship. -Slip away, saying you'll be back After every move, ask "What do you do?"