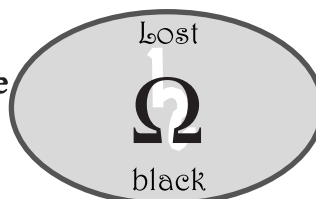


Name: The Navigator

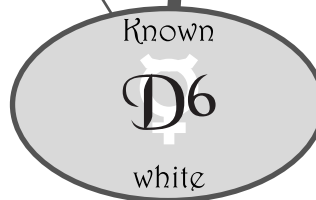
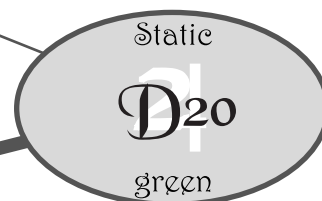
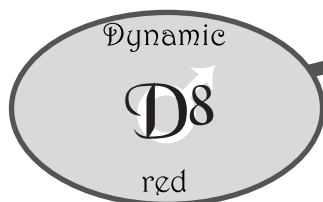
Title: The Voyages of the Santa Francisca de Paola and Crew



Power: Knows his way around
can find the path between any two locations

Weakness: Blind

Quirk: Thinks out loud about astrology
can hear the crystal spheres moving



Traits:

Power Stunt: St. Elmo's Fire
always knows where he is & where he is going

Power Stunt: Spatial Misdirection
impossible to follow due to his command of physical space

Power Stunt: Well traveled
doesn't make cultural faux pas

Student of History
knowledge of notable past events

Veteran Sailor
knowledge of sailing and sea lore

Bark of Authority
able to have commands obeyed

Sealegs
not bothered by violent ship motion

Shipsense
shares sensations with whatever ship he is navigating

Scent of the Storm
can smell changes in the weather

Flaws:

Can't sleep on Land
has spent so much time at sea that it is impossible for him to fall asleep unless on a ship

Restless
wants to keep moving and spend as little time in one area as possible

Cultural Relativism
in a time when The Church defines what is civilized, being willing to accept heathens and savages can draw unwanted attention

Storypath Cards: