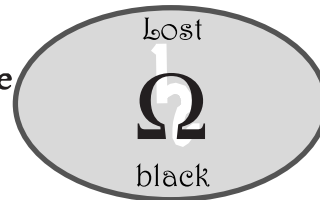


Name: The Navigator

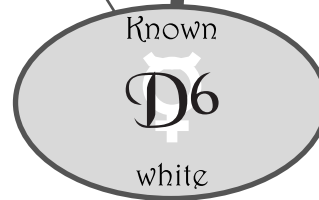
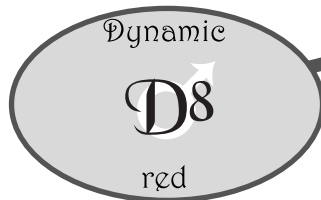
Title: The Voyages of the Santa Francisca de Paola and Crew



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: