Working Title: Sinking Ship

Character Creation

- your characters have offended someone; they want you dead.

- you're onboard the *Iceberg*—are you on the run, employed on the ship, suffering from wanderlust? All three?

- what's your background (see table)?

- you wake up from a drug-induced slumber, trapped in *storage B*.

- flashback appropriate to your background: How do they know what they do?

Table 1. Character Backgrounds (PC's Table)

d6	Background	Prerequisite	Boon
1	Passenger	none	more items
2	Cabin Crew	none	knowledge about the upper decks
3	Stowaway	stealthy	someone loyal in trouble, secret room
4	Guard	visibly ready for combat	special access and knowledge about cargo
5	Stoker	strong and enduring	another exit
6	Ship's Doctor	intelligent	understands security protocols

Table 2. Character Backgrounds (Referee's Table)

d6	Background	Prerequisite	Decks Known	Special Resources and Knowledge
1	Passenger	none	rough idea of upper decks	one additional item
2	Cabin Crew	none	upper decks, galley, infirmary, crew quarters	food elevator from galley to dining room, bridge is a lifeboat, captain won't abandon bridge
3	Stowaway	stealthy	layout of random lower deck, diving room, brig	knows one of the prisoners, who is loyal to them
4	Guard	visibly ready for combat	shaft, storage B, upper decks, brig	knows about the security system and high-energy magic cargo hold, has key to brig
5	Stoker	strong and enduring	boiler and engine deck, shaft	knows about the water inlet, door from shaft to coal storage doesn't close properly
6	Ship's Doctor	intelligent	infirmary and above	can disable the security system in the service room

Room Description

High Energy Magic Storage Hold (aka *Storage A***)**

Bulkhead AB

Storage B

Storage A

Central Shaft

Smoke Stack

Security System Service Room

Brig

Coal Storage

Boiler Room

Engine Room

Galley

Infirmary

Diver Room and Airlock

Crew Quarters

Main Deck

- Cargo hatch
- life boats below

Cabins

Dining Room

Lounge / Smoking Room

Superstructure Smoke Stack

Bridge