

## Player 2: The Sailor

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**Background:** the Sailor is a gifted sailor with a knack for getting what they want. Though she's charming and sociable, their past is full of secrets. She saw an opportunity with the Emerald Compass and decided to pull off a heist that would cement their reputation.

**Objective:** Evade suspicion and deflect blame onto other suspects, especially the Captain. Avoid directly lying, but guide the detective toward the narrative that suits your innocence.

**Skill:**

### **Social Manipulation**

Once during the game, the Sailor can use Social Manipulation to "confide" in an NPC or subtly alter an NPC's memory of an event. This doesn't create new evidence but encourages the NPC to recall something in a way that benefits the Sailor's story.

### **Personal Notes:**

#### **1) Planting Doubt about the Captain**

The Captain's obsession with the compass can be used to the Sailor's advantage. They know he's fascinated by old nautical artifacts and can frame them as someone who might go to extremes to get what they want.

#### **2) The Club Manager**

The Club Manager overheard a heated exchange the Sailor had with the Captain after the gala. The Sailor can use their Social Manipulation skill to prompt the Club Manager to "remember" the conversation differently, hinting that the Captain was acting possessively about the compass.

#### **3) Physical Evidence**

The Sailor left a misleading clue near the boats, the torn sail, which subtly implicate the Captain. They should steer the Detective's attention toward this clue when they seem close to suspecting them.

#### **4) The Gala Photograph**

The Sailor knows the photo from the gala can be risky if the Detective sees them and the Captain together. If the Detective questions it, the Sailor can suggest that the Captain was "flirting" with them and looking for excuses to talk about the compass, making them seem a little obsessed.

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