**Joey “Checkers” Malone**  
**Character Description:**Checkers is a smart lad.  He got his nickname for his talent in checkers and can beat anyone on the ship.  Smart as he is though, he is hopelessly gullible and prone to believing wild conspiracy theories.  Most people pay him no heed, but he doesn’t mind, and will tell anyone who will listen which government officials are in the monsters’ pocket.  
  
**Physical Description:**  
Young: lanky; barefoot and ragged clothes; rag on his head; mop in hand; sandy blonde hair and pocked face.  
  
**Character Diamond:**  
  
            Smart

Gullible                    Paranoid

Talkative

**Isaac Farthing**   
  
**Character Description:**Isaac Farthing has the soul of an avid explorer trapped in the body of an anxiety disorder victim.  He constantly worries about everything, and can’t help fearing the worst.  He joined   
P .I.R.A.T.E.S. at the behest of his father, who felt the group would help his nerves.  It hasn’t helped.  
  
**Physical Description:**  
Nice coat over old clothes, powdered wig, spyglass at his side, thin face with a beak of a nose  
  
**Character Diamond:**   
  
            Curious

Insecure                    Coward

Image conscious

**Ivan Ironbody**

**Character Description:**Ivan is the grandson of one of the men who inspired P.I.R.A.T.E.S. On the ship, he takes the role of arms-master, making sure all weapons are maintained and handled properly. A pragmatist, he avoids giving credence to any rumor or theory until hard evidence is found. Despite having all the expressions of a wooden plank, he loves telling and hearing jokes.

**Physical Description:**  
6’9” tall, 280 lbs. Ivan’s body is thick with muscle. His face is worn and scarred. His chin is wide and cleft. His eyes are green and are always narrowed. His hair is short and brown. He typically has his arms crossed, and his expression always gives the impression that anyone who as much as glances at him will be brutally murdered.   
  
**Character Diamond:**

            Loves Jokes

Pragmatic                   Expressionless

            Loyal to his captain

**Micheal Atlas**  
  
**Character Description:**Michael is one of the many P.I.R.A.T.E.S. representatives given responsibility of Moot’s home port. Primarily a land dweller, due to his profession, he often spends hours in the library, around the senate, and listening to travelers on the dock. His perceived powerful position causes him to be pushy and demanding. He has a deep love for the P.I.R.A.T.E.S. organization as a whole.

**Physical Description:**  
Short, skinny, glasses, pale, powdered wig.  
  
**Character Diamond:**

            Pushy

Excited                  Knowledgeable

            Proud of his job

**Commander Small**  
  
**Character Description:**

A high ranking commander of the P.I.R.A.T.E.S. organization, Small has been fighting smugglers and miscreants all his life. As a leader of the P.I.R.A.T.E.S. organization, he would occasionally find himself in dispute with the other leaders, arguing that their role in society was to keep the peace, not to dabble in politics. As such, he was never told about P.I.R.A.T.E.’s plan to release the sea monsters and vilify the government, and only learned of the plot when he was sent to his death on a suicide mission by the other leaders.

**Physical Description:**  
Bearded, strong, muscled, dressed to impress pirates of all kinds.

**Character Diamond:**

            Powerful

Humble                  Calm

            Experienced

**Moot Sile**  
  
**Physical Description:**Young, average height and build. He wears extravagant clothing, as well as a captain’s hat and coat, both of which seem slightly too big for him.  
  
**Character Description:**Moot is a mute, but has never allowed himself to be bound by his disability. He is incredibly ambitious and proud, and reacts with indignation if someone tries to pity him. He loves his crew mates, and is very proud to be a member of P.I.R.A.T.E.S.  
  
Moot worked as a cabin boy for P.I.R.A.T.E.S starting at the young age of 13, and did so for two years. After his stint as a cabin boy, he was promoted to first mate on the ship Sonatu. When the captain died four years later, Moot became the new captain, inheriting both the ship and its crew.  
  
**Character Diamond:**

            Ambitious

Stubborn                  Rebellious

            Short Tempered

**The First Lords of the Admiralty**

In the year 631 DB, Valtameri was plagued by strife between different maritime city-states. Alliances, wars, assassinations abounded. Out of the chaos that had spanned nearly 50 DB, four brothers from the House of Ookean formed a pact to bring stability to the nation. The four brothers knew the city-states at war specialized in mercantilism and knew little to nothing about the art of naval warfare. They set out to gather followers, promising a return of peace to the land. After amassing nearly 10,000 followers and several hundred ships, they proceeded to attack the nearest city-state. The city-state stood no chance, immediately surrendering. The rest of the maritime city-states soon surrendered, allowing the four brothers to completely control Valtameri, and in 635 DB formed the First Lords of the Admiralty. Peace and prosperity blanketed the world, though the people knew life this pleasant was temporary. The brothers each decided that their oldest son would inherit their position in Valtameri’s government. In 683 DB, the last of the remaining brothers passed away, leaving the four sons in charge of the nation. The years of peace and prosperity brought about by the Four Brothers were gone. The four cousins would prove to be selfish rulers, wanting nothing but to expand their own power. Taxes were raised, civil freedom was limited, and executions increased. The four cousins went as far as to destroy history books that were dated prior to the Mighty Four Brothers rule. When P.I.R.A.T.E.S. was formed, the First Lords of the Admiralty knew cracking down on them was out of the question. After all, a war with P.I.R.A.T.E.S. was a war with every citizen in Valtameri. P.I.R.A.T.E.S. was tolerated as long as it did not interfere with governmental issues. Because the four cousins had no legitimate children at the time of their passing, in 767 DB the children of the cousins’ advisers took the title of First Lords. These rulers would prove to be as incompetent as their predecessors.

**Character Diamond:**

Uncompromising

Narrow-sighted                Deceitful

            Egotistical

**The People of Valtameri**

Before the First Lords of Admiralty was formed, the people were split between numerous warring city-states. They were nationalistic and hated each other. When the First Lords of Admiralty was formed, they became united and globalized. They began to refer to themselves as Valtamerians. When the four cousins inherited the First Lords of the Admiralty, Valtamerians were unwavering in their support of one another. They helped each other pay taxes, held private freedom of speech saloons, and helped educate each other. However as time passed, their will was weakened. The laws placed on them by the current First Lords of Admiralty were brutal. Many Valtamerians turned to illegal activities to live. By the year 715 DB, piracy, crime, and the black market ran rampant. Valtamerians needed help regaining the prosperous lives they once had, but the First Lords of the Admiralty ignored them. In the year 732 DB, they found the help they were seeking. The help came in the form of P.I.R.A.T.E.S. Ever since, P.I.R.A.T.E.S. has been their one hope in living peacefully.

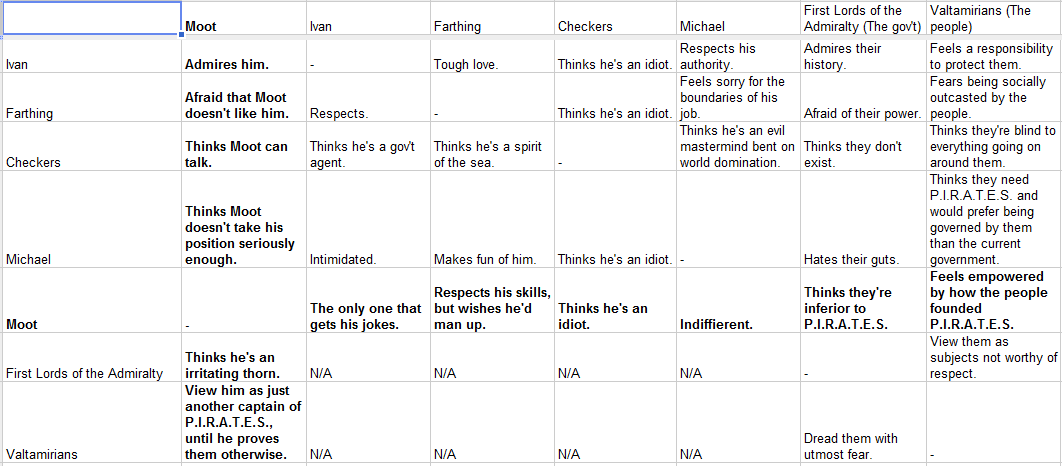
**Character Diamond:**

            Boastful of the past

Followers                  Pessimists

            Revelers

**Character Relationships:**

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