

There was a turtle by the door, red clay shell covered in towers; a Leviathan writ in miniature, product of some youthful artistic urge.

The door was amber-glass, a smoky sliver of the stuff. She tried not to meet her reflection's eyes as her prosthetic flexed, iron fingers snapping shut reflexively.

She knocked again. Glanced up, took in a mane of spore-streaked hair and an encyclopedia of scars.

Gods, she looked so old.

The turtle's face was angled upwards. She was in the process of nudging it gently with her foot when the door opened, suddenly enough that she went for her sabre on instinct - a telltale sign of years on the rustling waves.

The man at the door looked her up and down before the realisation hit.

"Sammy?"

And then she was in her father's arms, and twelve again, hot tears on turtleshell. She was home.

Milestones

Milestones are narrative achievements that you can record on your character sheet to use as fuel for various advancements; extending the length of an aspect's track, adding a rank in a skill or language, or even gaining a new aspect entirely. They're split into two types, minor and major.

Milestones represent things that are important for your character – whether an event is worth recording a milestone over is entirely your decision.

Minor

You can record a minor milestone once per session, usually immediately after an event that you want to have a small but lasting effect on your character. You might do it after accomplishing a personal goal, taking part in a particularly memorable NPC encounter, or surviving a hard-won fight.

Minor milestones come in the form of short memorable sentences related to the situation that caused them, much like a whisper. You write the sentence yourself, so you can tailor it to how you want your character to advance. 'De-fanged a Giant Snake', 'Showed Barton He Was Wrong', and 'Escaped the Cave-In' are examples of minor milestones.

Major

These work in the same way as minor milestones, but should only be recorded once per narrative arc. They have a larger, long-lasting effect on your character, so choose your memorable sentence carefully!

'Solved the Mystery of Taurobol Tower', 'Took Down the Mawship Dawntongue', and 'Visited the Under-Eaves' are examples of major milestones.

Extra Milestones

The Firefly may also give out an additional minor milestone to the entire crew after a particularly impressive shared achievement, or a major milestone as a reward for completing a narrative arc. These don't count towards your normal limits, but it's the Firefly that chooses when to offer and what to name them.

Milestone Projects

Once you have a milestone under your belt, you can consume it to start advancing your character, improving their tracks, skills, and aspects. To do this, you start a special project (a montage action discussed on page 64) which can only be filled through the use of appropriate milestones. Using a task with a minor milestone marks 1 box, and using a task with a major milestone marks 3 boxes.

You don't need to roll while taking these tasks – instead describe what your character does to improve themselves with a narratively appropriate milestone (representing your character growing from their experience). You can also spend up to three minor milestones at once, marking multiple boxes, as long as they're all narratively appropriate.

Here's a quick breakdown of the tracks you can create, and how many boxes you'll have to fill to reap the rewards.

Add a box to an aspect's track	3-Track Project
Develop an aspect	3-Track Project
Gain a new skill rank	3-Track Project
Gain a new language rank	3-Track Project
Gain a new aspect	6-Track Project
Combine two aspects	6-Track Project

When you make the track, title it something that makes it obvious what you're working towards – *Improving my Wavewalking*, for example. Once the track is full, update your character sheet and start your next Milestone Project!