

# Drives

Everyone at sea has goals they want to achieve, dreams to chase, and secrets to uncover. These are your drives, the goals that keep your character going – and making progress on these drives can pull your character out of even their darkest moods. Here are a few examples...

- ☞ Find my lost family
- ☞ Rid myself of the Karka parasite
- ☞ Discover and loot unexplored pre-verdant ruins
- ☞ Hunt and capture the Great White Wolf
- ☞ Decimate the Ripsong Marauders

## Using Your Drives

Whenever you achieve something that advances or satisfies one of your drives, you have a couple of options to choose from...

### Gain a Whisper

You gain a whisper that relates to the drive in some way, making it easier to tie that drive in to the narrative in the future.

### Clear a Mark of Mire

Immediately clear any one of the marked boxes on any of your mire tracks.

### Gain a Minor Milestone

Once per session you can add a minor milestone to your character sheet as the result of advancing one of your drives. Name the milestone something related to the drive in question.

### Gain a Major Milestone

Completely satisfying a drive can give a major milestone if you wish, but if it does you'll need to wipe that drive off of your sheet and choose a new one to replace it. When you gain a major milestone in this way, name it based on the drive that was satisfied. You can only do this once per session at most.

