



## Sky Sailor - Background

You've spent your life soaring through the skies in search of adventure. You are part of a unique and tightly-knit community of navigators, engineers, and merchants who have mastered the art of airship travel. Having braved storms, fended off sky pirates, and charted new courses across the endless skies, your life is one of adventure, risk, and reward, and you wouldn't have it any other way.

Perhaps you served as a member of the Hygar Republic Sky Fleets, protecting those who could not protect themselves in the outer colonies. If so, honor and integrity were your watchwords and your mission; to serve and defend at all costs. Are you still a member of the Sky Fleet on an important mission, or has your term expired leaving you to chart your own path for once?

Alternatively you may have elected to work in the private sector, hired on as a crewman for trade ships or pioneers. Wealthy benefactors have funded your expeditions across Wyrld in search of riches and exotic goods. The crew may be rowdy, but you were hired for your steadfast determination and unyielding professionalism. If this is the case consider your

speciality. Are you an explorer set to discover new lands, a mercenary hired to defend precious cargo or a member of the airborne trade guilds? Or you may simply be an outstanding sky-captain through and through, willing to go wherever the wind takes you.

In any event, you are sure to have a reputation for competence and discipline. When faced with insurmountable odds a true blue salty Sky Sailor can always be relied on to keep their cool and see the mission through to the end.

**Skill Proficiencies:** athletics, perception

**Tool Proficiencies:** navigator's tools, vehicles (air).

**Languages:** you can speak a language of your choice, which you picked up in your travels, with a broken accent.

**Equipment:** a simple ranged weapon, a pouch with 15 gold, a grappling hook, 60 ft of hempen rope, a compass and your choice of either (a) a parachute or (b) a wingsuit.

## SAILOR'S SUPERSTITIONS

After years in the sky you've seen some strange trends that can't always be rationally explained. Choose a Sailor's Superstition that you believe keeps you safe on your travels or roll on Sailor's Superstitions Table.

### D8 Sailor's Superstition Table

1	Whistling while flying brings stormy skies and turbulent winds.
2	Never trim your hair onboard, as it may attract mischievous sky sprites.
3	Hanging an old boot above the captain's cabin ensures the ship will see land again, don't let it fall.
4	Throwing a pinch of salt overboard during a storm can appease sky goddess. She's a salty old thing after all.
5	Crossing paths with a black-winged bird foretells impending danger or a looming storm.
6	Stepping aboard with the left foot first brings bad luck and may lead to mechanical failures.
7	Never talk to an owl in common, or you'll forget something very important.
8	Never sing alone, you might summon something unfriendly to sing along.



## FEATURE: I KNOW A GUY

As a seasoned Sky Sailor, you have contacts in every port city. You can use your connections to gain access to information or resources that might be helpful to your crew's travels or quests. These contacts are usually quick to offer simple aid and will likely even take up arms in your defense but will generally expect payment or at least a favor in return.

## SUGGESTED CHARACTERISTICS

Sky Sailors have a reputation for competence and discipline. They've spent their lives traveling amongst the clouds and have seen some of the strangest sights imaginable. They tend to be dedicated and superstitious folk standing firmly by their beliefs.

### D6 Personality Trait

1	I'm always itching for a challenge or a daredevil stunt.
2	I'm a stickler for rules and protocols, and I get annoyed when others don't follow them.
3	As a natural leader, I always keep my crew motivated and focused.
4	I'm a bit of a loner, and I prefer to keep to myself when I'm not on duty.
5	I have a quick wit and a sharp tongue, and I'm always ready with a snappy comeback.
6	I never smile.
7	I am an avid student of history and always have a book close at hand.
8	I have a taste for exotic food, drink and people.

### D6 Ideal

1	<b>Freedom.</b> Nothing is more important than the freedom to explore, to discover, and to chart your own course.
2	<b>Loyalty.</b> I will always stand by my crewmates, even if it means risking my own life.
3	<b>Honor.</b> I believe in following a strict code of conduct, even when it's inconvenient or difficult.
4	<b>Curiosity.</b> The world is full of wonders and mysteries, and I will uncover them all.
5	<b>Pragmatism.</b> Sometimes, you have to make tough choices for the good of the crew, even if it's unpopular.

6	<b>Innovation.</b> I believe that there's always room to improve, and constantly tinker with the ship to enhance its performance.
7	<b>Perfection.</b> A clean ship is an effective ship.
8	<b>Opportunity.</b> There is something to be learned from every type of person, even the worst.

### D6 Bond

1	I owe a debt of gratitude to the captain who took me under their wing and taught me everything I know.
2	I have a rival on another airship, and I'm always trying to outdo them in daring maneuvers or impressive feats.
3	I'm secretly in love with a crewmate, but I'm afraid to confess my feelings.
4	I am sworn to service of the Sky Fleet and must answer the call if summoned for aid.
5	I own shares in a chain of taverns run by an orc.
6	I have a family member or friend on the ground who I send letters and trinkets to from my travels, hoping to make them proud and share my adventures with them.
7	I made enemies in one specific port, returning would certainly lead to trouble.
8	I am the sole survivor of a destroyed ship, I will have revenge.

### D6 Flaw

1	I have a drinking problem and often indulge in too much alcohol between long voyages.
2	I'm fiercely competitive and will do anything to come out on top.
3	I make extremely dangerous choices with little regard to my own wellbeing.
4	I have a fiery temper, and am quick to lash out at any breach of discipline.
5	I'm easily distracted by my curiosity and tend to lose focus on important tasks at hand.
6	I have a tendency to hoard treasures that I find on my voyages, I did twice the work and deserve twice the haul.



## SKYBORN TRINKETS

A life in the sky allows few possessions. You do, however, have one small trinket of immense personal value. Choose from, or roll on, the Skyborn Trinkets Table to determine yours. Consider how you acquired this trinket and its significance.

### *D12 Skyborn Trinket*

1	An embroidered patch depicting a majestic winged creature, to represent your affiliation with a prestigious airship guild
2	A sealed note written by a friend lost in combat
3	A talisman gifted to you by a shaman
4	An old pocket watch that works most of the time
5	A seashell necklace given to you by a grateful sky creature you rescued
6	A small collection of colorful feathers from various exotic birds you encountered on your voyages
7	A faded flag bearing the emblem of a legendary skyship lost to the ages
8	A medal awarded for extreme honor and valor
9	An old journal of scribbles and poor maps, a madman told you it would lead to "Utopia"
10	Sealed eyewear with tinted lenses to protect from high winds
11	A hand-carved wooden whistle for signaling orders
12	A miniature sextant, carefully calibrated to aid in celestial navigation
13	A braided cord bracelet with tiny charms representing different airship crews you've served with
14	A worn, leather-bound book of songs and shanties
15	A tiny thunderstorm in a bottle
16	A small pendant with a secret compartment to hold a tiny scrap of paper
17	A large claw, the trophy from a huge aerial beast that attacked the ship
18	A cloth or favor of a lover you left behind
19	An old coin from a distant land; always flips heads
20	A peg leg, just in case