

Name: Captain Allison "Allie" Charlton

Actor Name

Hannah Swinton

Faction Name

Classic Pirates

Character Traits

- Adventurous
- Gold Loving
- Charming
- Strong
- Intelligent
- Natural Leader
- Dangerous
- Charismatic

Character Background

Allison Charlton was born into a poor family with nothing but the tales of pirates long past to sustain her. Her parents were neglectful, too focused on making enough to stay alive to give their children any love. And children they had. There were nearly a dozen Charlton children, so many that Allie claims not to know the extent of her siblings. Allie was the fourth child and second born daughter. She had no power as a woman in her society and no future as the second daughter in her family. She knew life would not be kind to her, so she resolved to be unkind to life. She abandoned her family at the young age of 13, tired of the way she had to raise her siblings and pressures for marriage already landing on her shoulders. She fled to the docks and lived in the cargo storage for three years. In this time, she learned to sail and care for a ship, as well as amassed a band of homeless children and young adults under her care. When a wealthy aristocrat from another island docked outside her front door at the age of 16, Allie stole the ship and set course for adventure. She took her found family and turned them into a working crew, and she has never looked back. Her pirates are notorious and feared, and her name is on the lips of everyone who dares sail into the ocean. She is a master swordfighter with natural charisma and a sharp mind. She prefers to hide her intelligence, baiting her enemies into assuming she has no wits. This has allowed her to best many a foe with her strategy and resilience. Her first mate had always been Kate Larsa, but recent strife within the ranks led to her abandoning Kate on a deserted island to die. She is very protective of the details of this change, but rumors have it that her new first mate, Jennifer Finch, may have had something to do with it. Allie has chased the legacy of Killigan for years and has recently, finally, come across evidence that his fabled gold may be in the island where she was born, and near the life she so desperately fled...

Treasure Hunting Methods

Allie treats the treasure hunt like she does any other. She is going to get the gold, she knows that in her heart. She will challenge anyone to a duel with confidence in her swordfighting skills. She respects pirate law, but she also knows she is the most powerful pirate in her time. She cares for her group and will not trade them to other groups. She also will not steal if avoidable. She will duel and search as a pirate should.

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Faction Background

Pirates have had a long and storied history in the Canard Islands. In a time long past, they ruled the region. When Captain Killigan, the greatest of them all, disappeared mysteriously, the pirate legacy died out. They fell to the past, living only in the stories people told in the taverns and ports. That changed with Allison Charlton. She was a poor girl raised on tales of pirates and wealth the likes of which she had never seen, and she intended to see it. She left her house at a young age and fled to the sea, chasing legends of old. Her crew grew with time and soon, she was the scourge of the seas. With her, pirate culture was reborn. The flag of Charlton's crew struck fear into the hearts of whoever saw it, and for good reason. These pirates plunder and pillage from everyone, including merchants, towns, and their fellow bands of pirates. They brought life back into the pirate world and found themselves at the top of it, with no foreseeable end in sight. Despite recent unrest in the ranks, Charlton's pirates are here to stay, and they will likely end up more notorious than the fabled Captain Killigan himself.

They are the quintessential pirates. They search for gold and adventures wherever it may be found with little regard for the law. They follow the pirate code quite closely and are sticklers for traditional pirate culture. They are, for the most part, loyal to Captain Charlton and follow her without question. Hardy, strong, and ambitious, these pirates are highly skilled in the art of sword fighting and dueling. They have never lost a fight with their fellow pirates, and they are considered very dangerous.

Faction Relationships

Defectors: The classic pirates do not like the defectors. They lost many crew members over the years to the outcasts, and they have not forgiven them for leaving. They are the greatest pirates other than Allie's crew, and this causes strife.

Vigilantes: The classic pirates find themselves opposed to the vigilantes often. They go for the same targets with opposite morals driving them. They don't terribly respect Mo or anyone who would follow him willingly.

Thieves: The classic pirates work with the thieves often. They have something of a truce and will often call upon each other to further their goals. They have similar morals, but do not mistake this for trust. They know each other's strength and know better than to break their alliance.

Fun: The fun pirates often get in the way of the classic pirates' jobs, but they pose no threat to their power. They like the group for their antics, but can get annoyed with their apparent lack of discipline.

Town: The town ships are frequent targets of attack. The classic pirates are known to have ransacked towns and ports with little care. They do not respect the townsfolk and often ridicule their efforts at enacting justice.

Merchants: The merchants often are attacked by the pirates, and that's really all the classic pirates see them as. They're an easy source of gold with no defences. They use them and then discard them to gather more gold, which the classic pirates plan to steal once more in the future.

Jasper Allie is aware of Jasper, but has little feelings towards him. She knows of the rumors that surround him, but admires his natural pirate qualities.

Soren:

Mo

Allie thinks of Mo like a pet. He's a funny little thing of no consequence. He bumbles his way through with arrogance and little skill, and Allie does not concern herself with his meddlings.

Barnett:

Keels is one of the only people who Allie truly fears and respects. They are equals in opposite worlds: one on the sea and one in the town. They rarely meet but when they do, there is no predicting the victor.

Keels:

Madeleine

Skyles:

Allie is fascinated by Madeleine. She is a bit enamored by her and allows her to do as she pleases. She could remove her from the seas easily, but she enjoys her presence too much to do it.

Daniel

Harrison:

Allie knows Daniel's true nature. She knows his corruption and intends to kill him one day. His inquisition against pirates places them in direct conflict, and they are enemies in every sense.

Eliza

Gale:

Allie sees Eliza as an easy target. Her strict morals and gold reserves lead to attacks. Allie is sure to leave Eliza with enough to continue her livelihood and genuinely wants her to survive.

Kate

Larsa:

Allie's lifelong first mate turned enemy. Allie abandoned her once Jennifer Finch threatened her life. Kate is the love of her life, and she regrets causing her harm. She wants her back desperately.

Cassie

Hartman:

Cassie and Allie are similar. They both abandoned society for similar reasons. They target similar gold, but respect each other. They don't take pleasure in fighting, but they don't often have a choice.

Dalia:

Allie has little feelings towards Dalia. She is aware of her, but they don't come into contact often. When they do, Allie's strong personality clashes with Dalia's slippery nature. They aren't natural friends.

Charlie

Eaton:

Allie feels similarly about Charlie and Madeleine. Charlie's loyalty reminds her of Kate, and this charms Allie.

John

Hartman:

Allie despises John. He is powerful without the substance to back it up. He hoards his wealth and creates the suffering that she fled from as a child. His arrogance and stupidity disgust her.

Edythe

Townend:

Allie knows little of Edythe's true nature. In reality, she thinks of Edythe very little. She distrusts her and senses a corruption in her, but won't act on it.

Jennifer

Finch:

Jennifer is Allie's first mate and greatest enemy. She threatened Kate's life and forced Allie into her current situation. Allie hides her feelings and pretends to trust her. In reality, Allie is planning revenge. She refuses to let everything she's created be taken down by a spineless, conniving rat. On the outside, they are a united force against their foes. On the inside, Allie will not be happy until Jennifer is destroyed.

Name:

Captain
Jasper Soren

Actor Name

Niccolo
Bonura

Faction Name

Defectors

Character Traits

- Natural Leader
- Purehearted
- Hardened
- Adventurous
- Genuine
- Moral
- Resolute
- Selfless

Character Background

Jasper Soren was born the only child of an upper class family in the town. He was not the wealthiest, but he was wealthy enough to rub elbows with those who were. He was a soldier as soon as he was old enough to be and made his way up to the position of lieutenant governor. He did everything for the people less fortunate than himself and he was beloved by the people. This was until he found indisputable evidence of Governor Harrison's corruption. He knew he couldn't serve as his second in command any longer and fled the town. He found a ragtag group of outcasts and trained them into the powerhouse they are today. From there, he allied with Kate Larsa, the disgruntled former first mate of the most notorious pirate in recent history. The two of them were a match made in heaven, and they quickly got to work on their revenge plots. He wants nothing more than to return to his beloved town, but he knows he cannot. Until Governor Harrison and his sympathizers are dead by his hand.

Jasper fell in love with Dalia soon after he became lieutenant governor. He met her in secret and tried his best to court her. She played into it to exploit his position for her own benefit and swiftly broke his heart when he left his post and lost his power. His best friend is Cassie, who he loves dearly. He hopes to create a town that she feels happy to return to, after she left due to the corruption among the wealthy (their families included.)

Jasper has a strict moral compass and a good heart. He is a good man and a good pirate and, deep down, he always wanted to sail the seas in search of adventure. He would not give up his life in the town for anything, but he is secretly thrilled about living out his dreams of adventure.

Treasure Hunting Methods

Jasper wants the gold only for the power that it comes with. He could change the fate of the town and oust the corrupt governor with it. He needs it to get his revenge and reclaim his position as the town's leader. His intentions are entirely selfless, and he intends to do the best for the townspeople as possible. Before he gains power, however, he will do whatever he needs to take down Governor Harrison.

World Background

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Faction Background

The defectors have been around for a very, very long time. They did not gain their current notoriety and status, however, until Jasper Soren abandoned his post in the town government and unified the group. The ragtag group of outcasts became a feared mercenary group, ransacking local town settlements. It wasn't until Kate Larsa, broken both in heart and soul, found her way back to the main island that the group took to the seas. With Kate's seafaring knowledge and Jasper's natural leadership, they quickly became feared pirates second only to Captain Charlton's notorious crew. This band has only one thing in mind: revenge. Revenge on everyone who has wronged them, and the list is long. At the top of the list are Captain Charlton herself and the nefarious Governor Harrison. The group has very little keeping them together other than their shared revenge goals and will likely disband after the targets are dead. Revenge is a great unifier, but these people have very little in common as a result of their many varied backgrounds.

They are motivated and disciplined. They gained the ambition and swordfighting skills of the pirates and the regimented tendencies of the town soldiers. They are the best of all worlds but have no loyalty to each other. They are only loyal to the idea of revenge. Hardened, spiteful, and ruthless, they have found comradery with each other. They are not above any methods, however dirty. However, many still choose to follow the creed of their former factions, loyal to a lifestyle they can no longer live.

Faction Relationships

Classic: The defectors do not like the classic pirates, but many aim to be like them. As the defectors are composed of the outcasts of many different groups, there are former classic pirates in the ranks who despise them. Likewise, there are many who grew up enamored by the pirate lifestyle.

Vigilantes: The defectors and the vigilantes share a common moral goal: justice. While their methods differ greatly, as do their desired outcomes, they largely follow the principle of allowing each other to operate without interfering.

Thieves: The defectors largely dislike the thieves as the thieves have no respect for them. They are all societal scraps and outcasts, but the thieves operate for profit, whereas the defectors operate for revenge. This difference is crucial, and leads to both of them getting in the other's way.

Fun: The defectors don't love the fun pirates, but don't often act in opposition. They can get in the way of the defectors' plans with their antics, but they never stop them from enacting their revenge.

Town: The defectors, in large part, left from the town. Mistreated by the governor or those in power, they will not rest until he and his allies are dead. Those who are not from the town are former criminals, all of which hate the governor. They don't have opinions on the average townsman, but hate those in power.

Merchants: The defectors, surprisingly, like the merchants. They have no animosity towards the traveling faction, and welcome them with open arms when they see them. It is the friendliest and most solid relationship they have.

Allie Charlton: Jasper only thinks of Allie as the enemy of Kate. He knows that one day, he will be her downfall due to this. He has no personal hatred for her.

Jennifer Finch: Jasper hates Jennifer out of respect for Kate. He also despises Jennifer's amoral ways and her lack of loyalty to her people.

Mo Barnett: Jasper dislikes Mo. He was a nuisance when Jasper was in the town, and he is a nuisance now. They don't interact as much anymore as the defectors don't have wealth, but the dislike lingers.

Cassie Hartman: Cassie is one of Jasper's truest friends. They were good friends growing up, and he meets up with her fairly often out of loyalty and friendship.

Keels: Jasper does not like Keels as she is part of the underworld, which harms the innocent people in the towns. He knows she is stronger than him, however, and he knows he cannot best her head on.

Dalia: Dalia is one of Jasper's revenge targets. He loved her and was deeply manipulated by her. He still loves her, but knows she cannot be trusted.

Madeleine Skyes: Jasper has no feelings towards Madeleine. Her faction occasionally gets in the way, but they are little more than speed bumps.

Charlie Eaton: Jasper has no feelings towards Charlie. Her faction occasionally gets in the way, but they are little more than speed bumps.

Daniel Harrison: Daniel is Jasper's mortal enemy. He's the cause of everything in his life, and he wants nothing more than to see him dead at his feet. His corruption must be snuffed out at all costs.

John Hartman: Jasper doesn't like John. He was a bully when they were kids, and he is a bully now. He misuses his wealth and drove Cassie out of town, which Jasper can never forgive.

Eliza Gale: Jasper appreciates Eliza. They have similar morals. He greatly appreciates what she gives to the town in her services, and he considers her a friend.

Edythe Townend: Jasper doesn't entirely trust Edythe, but he gives her the benefit of the doubt out of his respect for her faction.

Kate Larsa: Kate is one of Jasper's closest friends. They have both been scorned, and they both benefit from knowing each other. Once their revenge is carried out, they will be enemies. A pirate and a governor. But for now, they pretend not to know this. They appreciate and enjoy each other and, if politics and loyalties weren't in play, they'd be lifelong friends.

Name: Sir
Morven "Mo" Barnett

Actor Name

Jak
Ketron

Faction Name

Vigilantes

Character Traits

- Charming
- Intelligent
- Inspirational
- Natural Leader
- Foolish
- Spectacular
- Secretive
- Mysterious

Character Background

Contrary to popular belief, Sir Mo Barnett is a knight, and a damn good one at that. He was once a knight of the King of England. He was trusted and was one of the King's right hands for enforcing the laws of the realm. He hated it. He hated the way the king thrived while the people starved. He hated being a part of it. He couldn't be complicit in it any longer. Taking matters into his own hands, he attempted assassination on the king and failed. He evaded capture, stole a ship, and fled as far as he could. He came upon a small group of islands known as the Canard Islands and quickly created a new life. A naturally charismatic man, he quickly amassed a group of people and recruited them to his cause: providing for those beaten down by those in power. It is unknown if Morven Barnett is his true name or simply the one he adopted. It is also unknown if his foolish actions and ways are an act. Is he truly an intelligent capable man? Or is he the fool he shows in his new life? No one is sure. He swordfights like a man who knows how but is pretending to fail at it. He has made himself a fool and, in doing so, he gains no serious attention. Regardless of his true nature, Mo's ability to evade the British crown's capture is remarkable. No one knows of his past, of course. But it is still remarkable. He is constantly putting on the front he shows the world, and he is almost certain no one knows of his true identity. He has a natural ability of getting people to follow him. He also naturally draws attention. His name is on everyone's lips, but is on no one's minds. He is the most notorious ghost there ever has been. Unknown and on display all at once.

Treasure Hunting Methods

Mo will challenge just about anyone to a duel and inevitably needs to be rescued just about every time. He is flashy and will put on a show so that his crewmates may steal. He wants the gold so that none of his former enemies might find him and so that the townsfolk might have better lives than he has had.

World Background

Far out in the Atlantic Ocean, where the weather is hot and the sunsets are breathtaking, there lies a small island nation called the Canard Islands. The stunning views and tranquil waters make this nation picturesque, but not everything is as it seems. The waters teem with roving bands of pirates, and the cities crawl with underground crime. Corruption is rampant and poverty is widespread. The people of this nation have very little, but they cling to their luxuries: their stories. The land and its criminals have a rich history, including tales of pirates and wealth long forgotten. Everyone, from the most dangerous pirate to the most plain shopkeeper, dreams of being the one to uncover the lost treasure of Captain Killigan, the most storied of all pirates. Rumor has it that the gold he buried would be enough to lift all out of poverty... or make the lucky finder very, very powerful...

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Faction Background

The vigilantes are dogooders. They steal from the rich and give to the poor, or at least that's their philosophy. They want the best for the average person and are willing to steal and cheat as long as it is for the greater good. Unfortunately for them, no one takes them seriously. This is because of their leader, Sir Morven Barnett. The faction was founded by Mo, a man who claims to be born of British nobility. No one knows his history for certain, but it is known that one day, around the time Captain Allie Charlton began her pirate ways, Mo showed up and began stealing. His charms and philosophies gathered people to him, somewhat like the pied piper. His people are capable, especially Cassandra Hartman, a former aristocrat turned thief. Unlike the thief faction, the vigilantes want nothing for themselves. They simply want the best for the scorned and cheated people of their towns. They follow Mo without question. He has the loyalty of his people, even if most of his ventures end in spectacular failure. For as many times as Mo has been caught and thrown in jail, he has been liberated by his people. They have become something of folklore for the people of the towns, seen as saviors and ghosts, moving without a trace and delivering riches to those who need them. For all of Mo's blunders and failures, his group is effective and well trained. The other groups largely do not respect them and do not deal with them often, but they get their work done.

They are amateur fighters and amateur wordsmiths. They excel at nothing, but rather brand themselves as a jack of all trades. They are very loyal and consider their cause to be both holy and worthy. They make powerful enemies, but do not steal enough to make themselves the largest target. They move unseen but not anonymously, and very few people in the other factions care enough to challenge them. They are something of underdogs with a flashy leader and good hearts.

Faction Relationships

Classic: The thieves respect the classic pirates. They are both spoken about in taverns and ports across the islands, but for very different reputations. The classic pirates do not respect the vigilantes, but they themselves have been stolen from by the scrappy group. The vigilantes do not fear them.

Defectors: The vigilantes once worked alongside the defectors, until Jasper Soren organized them for vengeance. The vigilantes miss those who were once their greatest friends, but the groups have been known to meet in secret for a pint and a tale.

Thieves: The vigilantes feel similarly about the thieves and the classic pirates. They should fear them, but they do not. They should not steal from them, but they do. They have similar methods but opposite goals, and Keels allows them to operate out of curiosity more than anything.

Fun: There are no greater friends than the fun pirates and the vigilantes. They team up often and are on very good terms. The fun pirates distract while the vigilantes steal. They throw grand parties together, and crew members are often exchanged between the two as morals shift.

Town: The vigilantes love the townspeople but hate the government. They spread rumors in taverns and ports of the corruption of those in power, to little effect. They do what they do for the people at the expense of the powerful, but not in large enough quantities to gain powerful enemies.

Merchants: The vigilantes steal from the merchants, but not often. They have money, but not an oppressive amount. They largely just coexist, with little interaction between the two.

Allie Charlton: Mo ended up in Allie's territory, and he appreciates the natural protection from the outside world that a pirate of her stature provides.

Jennifer Finch: Mo does not know of Jennifer outside of her being the new first mate of Allie.

Jasper Soren: Mo loves to play with Jasper. He knows Jasper does not like him, and he likes to take his pocket change when he can. He knows Jasper is a good man and will do him no harm, but he enjoys annoying him.

Kate Larsa: Mo knows little of Kate outside of her being the second most powerful pirate of their time.

Keels: Mo knows little of Keels outside of her notoriety. He knows she is territorial, but still guides others to steal from her anyway.

Dalia: Dalia often charms Mo's people. He knows better than to be charmed by her. The two of them are quite similar, despite outside appearances. Charming and able to get others to do their bidding.

Madeleine Skyes: Madeleine and Mo are very close. They are both much more intelligent than anyone gives them credit for, they both love chaotic fun, and they are natural friends with mutual respect.

Charlie Eaton: Charlie and Mo are very close. Charlie is the best friend of his friend, so they mesh quite well. He trusts her greatly.

Daniel Harrison: Daniel is everything Mo left England for. He is corrupt, cruel, and manipulative. He will take him down, one piece of gold at a time, but not at the expense of the cover he has by his foolishness.

John Hartman: Mo doesn't like John from the stories Cassie has told. He is sure to steal from John often and make a fool of him in front of the town.

Eliza Gale: Eliza and Mo have little interaction. He fears she may know him from his previous life, but she has never shown him any ill will.

Edythe Townend: Mo and Edythe have little interaction. He fears she may know him from his previous life and does not trust her.

Cassie Hartman: Cassie and Mo are allies with the same goals. Cassie sees Mo as an idiot and is often frustrated by the ways she must bail him out of the troubles he finds himself in, but he knows she is a good person. He regards her with respect, even if he doesn't show it on the outside. He treats her like a sidekick on the outside, but is sure to give her more than her fair cut of the gold they steal.

Name:

Madame
Madeleine Skyes

Actor Name

Eva
Daskos

Faction Name

Fun
Pirates

Character Traits

- Natural Leader
- Brilliant
- Great actress
- Protective
- Loyal
- Mastermind
- Witty
- Flashy

Character Background

Madame Madeleine Skyes is an ever present, ever unknown figure. Everyone knows her, but none really get her. She acts as she pleases with very little restraint. Not many respect her actions or methods, but everyone knows them. She claims to hail from a far off land, growing up with jewels, riches, and everything she wanted at the snap of her fingers.

Madeleine Skyes was born to parents in a far-off land, this is true. She was a poor girl on the streets of France. Her life was not kind, and she was abandoned soon after she was born. She was traded as property, a lowly servant girl in training, for her entire childhood. She was better at entertaining the nobles who ended up with her than anything else. This wasn't out of foolishness, however. Madeleine knew she would survive if she had value. She knew she would be valuable if she had something to give. So, give she did. A fast learner, she gained skills faster than many of her employers gained money. She learned five instruments, four languages, three styles of dancing, and, most importantly, she learned how to lie. She became a master manipulator, distracting the nobles as she destroyed their empires from within. In her wake, she left failing companies and ruined men. No one ever caught on. How could they? She was but a lowly, humorous servant girl. She taught herself to sail, gathered her stolen riches, and headed out into the sea. She stumbled upon the Canard Islands only a few years ago and quickly set to work building a reputation. She adopted the techniques that had worked all her life: charming, swindling, and pretending. No one would suspect her, how could they? She was but a silly little entertainer in the many taverns across the islands. She recruited musicians, comedians, and other performers and built a close-knit crew more focused on having fun than making coin. Of course, they did make coin. Madeleine made sure of that. One of the people she recruited was a woman named Charlotte Eaton, a local barmaiden with a knack for moving unseen while being as flashy as possible. The two were immediate friends, and Madeleine trusts Charlie with her life. It wasn't long before they had the entire society, both pirate and town, under her control. An unseen puppet master, Madeleine makes sure no one group gains too much power. The current state of the world benefits her people immensely, and she is happy to keep it that way. Her people (other than Charlie) don't know just how terrifyingly powerful she is, but they would not think less of her if they did. She has their loyalty no matter what. Her attacks are targeted and her methods are deliberate, and she is happy to let everyone else assume they aren't.

Treasure Hunting Methods

Madeleine loves to duel, but will only duel those who will not retaliate in a strong way. She will not duel if it is not in her faction's best interest. She duels like a performer. To her, it is all a show. A game. She is very talented with words and if anyone gets too close to the gold, she'll do what she can to interrupt them. A song, a show, a game, she aims to distract and interrupt. She will duel in Charlie's place if she needs to. She wants the gold to keep everyone else from getting it. And also decorate her ship.

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Faction Background

There isn't much record of how the fun pirates came to be. To most, they just appeared one day, with a woman calling herself Madame Madeleine Skyes at the helm and Charlie Eaton by her side. They immediately fell into the pirate culture. They quickly gained large amounts of gold, though their methods are unknown. Mostly, they sail the seas with adventure in their hearts and chaos in their wake. They seem to operate on the agenda of making everyone's days harder, regardless of whether or not they profit from it. Their targets are random, and their methods are eccentric. Operating more like a circus than an infantry, this group thrives on parties, drink, and fun. They like to bounce from place to place, never sticking in one area for long. Whenever they arrive, there is undoubtedly going to be crowds waiting to watch their performances. People love them, people hate them, but everyone knows them. How could they not? What other group shows up, kidnaps crew, steals provisions, and then sails into the sunset for no clear reason?

Notorious, captivating, and mischievous this group is incredibly loyal to itself. The members share a close bond, driven by their love of fun and chaos. They are indivisible and will do as they please (or as they are told by their leaders.) To join this group is something many dream of: a life of freedom and comradery on the open seas. They are unpredictable and secretive, and they like to keep it that way.

Faction Relationships

Classic: The fun pirates bring out the lighthearted nature of the classic pirates. They often board their ship, start a party, and leave as soon as the party is over. They love to get in their way and poke at them when they get a bit too serious.

Defectors: The fun pirates and defectors are often at odds. They get in each other's way and don't agree on most things. They don't often come to blows, but there is a level of dislike among their members.

Vigilantes: The vigilantes and fun pirates are best friends. They often team up on jobs to create flashy displays in order to steal from whomever they need. The vigilantes are their friends on land, and they host great parties.

Thieves: There is much tension between the leaders of these factions, but the fun pirates don't worry about it. They have their fun and create their chaos with the knowledge that Madeleine will protect them if need be.

Town: The fun pirates treat the town like clients. They are fun to entertain and rob when it pleases them. They love to swoop in, humiliate the governor, and leave. Just because they can.

Merchants: The merchants pose no threat to the fun pirates, so they regard them similarly to how they regard most other factions: mess up their day, but make them enjoy your presence.

Allie Charlton: Allie underestimates Madeleine, and that's how she likes it. Madeleine can run circles around Allie, guiding her to Madeleine's whim and toying with her. Allie adores her, and Madeleine lets her.

Jennifer Finch: Madeleine loves to tease Jennifer and mess with her. Jennifer is often frustrated by her and doesn't see her purpose, which Madeleine takes advantage of. She'll play the clown. It keeps her in control.

Jasper Soren: Madeleine sees Jasper as a challenge. His people are effective and organized, and she very much enjoys ruining his revenge plans, which threaten the current balance of power.

Kate Larsa: Madeleine likes Kate. She genuinely misses seeing her aboard Allie's ship. She especially liked flirting with her as a way of upsetting Allie, a pleasure she no longer has.

Mo Barnett: Madeleine knows Mo's past. She loves him. The two are very similar and team up to cause chaos often. She knows she could expose him, but she appreciates him and wouldn't unless absolutely necessary.

Cassie Hartman: Madeleine enjoys Cassie for her faction, but knows she is ignorant. Cassie constantly tries to change the balance of things, which Madeleine will not hesitate to shut down if she needs to.

Keels: Madeleine has a bit of respect for Keels, but only a bit. She controls Keels, no matter how much Keels will deny it. Madeleine is the boss of the mob boss. And she will put Keels in her place if need be.

Dalia: Madeleine is not afraid to put Dalia in her place. Dalia likes to test her boundaries, but Madeleine is there with a distraction and a sword to derail whatever Dalia wants to do.

Daniel Harrison: Madeleine despises Daniel, but she knows it is in her best interest to keep him alive. Personally, she'd love to see him gone, but she knows she can keep the world in her favor when he is power.

John Hartman: Madeleine hates John. He's an arrogant man with little going for him. However, this also means she can easily control him. A quick song at the tavern and she can make a fool of him.

Eliza Gale: Madeleine loves to flirt, but Eliza is the only person she's met who she's having flirt back. They're friends, and there are deeper feelings there, but Madeleine is too in control to pursue anything. She doesn't need weaknesses.

Edythe Townend: Madeleine would rather see Edythe gone if it was up to her. She knows. She knows Edythe's game. She doesn't want to see Eliza hurt, but she knows Edythe has Eliza's eternal trust.

Charlie Eaton: Madeleine loves Charlie in the purest sense of the word. She wants her to be happy, healthy, and safe. They are best friends, partners in crime (literally), and she trusts no one else. Her love for Charlie is not a weakness because Madeleine does not let it be. Anyone who harms Charlie will incur Madeleine's wrath, and what a wrath it is. They're an inseparable pair.

Name:

Governor
Daniel Harrison

Actor Name

Robert
Damisch

Faction Name

Town

Character Traits

- Cruel
- Manipulative
- Controlling
- Charismatic
- Sociopathic
- Selfish
- Intelligent
- Convincing

Character Background

Daniel Harrison was a low born man. He didn't have the riches, the power, the stature he has now. He was just a boy working in the docks of Gildwick, the capital of the Canard Islands. His natural charisma saw him rise quickly, becoming a personal soldier of the previous governor. He was a corrupt leader who the people hated, but they had no way of removing him. When he dropped dead, the people didn't think to look into the circumstances. No one noticed Harrison's assassination. No one mourned the death of their leader. They only saw Harrison, a capable, generous soldier rising to the challenge of leading the town. He had made many allies in his time before leadership, and they backed his rise to power without question. Harrison vowed to be better for the people, and he was. He wasn't corrupt, he wasn't cruel... At least not as they saw him. He was more efficient, more secretive. When he stole from the people, no one noticed. And that was the key. He could be as corrupt and cruel as he wanted, he just gave a good face to the town. It's worked for his entire reign. Governor Daniel Harrison can be likened to a cult leader. Deeply manipulative and dastardly charming, his power cannot be understated. He has two sides: the side his people see and the side his enemies see. To his people, he is a savior. A good man, a protector, and a wonderful leader. His people see him as the man who protected them from the dangerous pirates and thieves. He is completely in service of them and is even known to hire those who lose their jobs as his own personal assistants. He is strong and unwavering in the face of opposition, and his low birth status makes him an inspiration to those who follow him. To his enemies, he is the pinnacle of corruption. He seeks death for all those who threaten his power. This includes his anti-pirate campaign, which looks to execute the leaders of all major opposition groups around the Canard Islands. He is a dangerous man himself and is made even more so by the devotion of his people. They would die for him, and he is willing to let them. He is incredibly self-serving and has no honor.

Treasure Hunting Methods

Harrison doesn't agree to duels. They are below him. He doesn't need to prove anything. He doesn't adhere to the pirate law. He has the power AND the trust of the public. Why would he jeopardize it by dueling? He'll send John to duel for him, or he'll extort people for their clues.

If he gets the gold, he's going to execute all pirates in front of their crews. One by one.

World Background

Far out in the Atlantic Ocean, where the weather is hot and the sunsets are breathtaking, there lies a small island nation called the Canard Islands. The stunning views and tranquil waters make this nation picturesque, but not everything is as it seems. The waters teem with roving bands of pirates, and the cities crawl with underground crime. Corruption is rampant and poverty is widespread. The people of this nation have very little, but they cling to their luxuries: their stories. The land and its criminals have a rich history, including tales of pirates and wealth long forgotten. Everyone, from the most dangerous pirate to the most plain shopkeeper, dreams of being the one to uncover the lost treasure of Captain Killigan, the most storied of all pirates. Rumor has it that the gold he buried would be enough to lift all out of poverty... or make the lucky finder very, very powerful...

The winds of fate shifted for this smarmy society when new clues came to light about the location and nature of the gold. It is now a rush to see who can reach it first and change the balance of their world forever. Will it be the pirates, hoping to live up to the legends that came before? Or will it be the town, crippled by poverty and desperate for something to break their cycle of seemingly endless misfortune? The only people who can decide this are the ones attempting to do it, and it will take every member to make it happen.

Faction Background

Where there is crime, there must be victims. In a world of pirates, the most common victims are the townsfolk, the regular people trying to live their day to day lives. They are the witnesses to the grand theater and politics of the pirate world. In this scary time of many threats, they needed a leader. They needed protection. Governor Daniel Harrison was like a beacon in the dark. He promised them protection and prosperity in exchange for their loyalty. True to his word, Governor Harrison protected the people from the crime circles running rampant through his vehemently anti-pirate policy. Of course, this came at a price. The Governor keeps his people compliant through his absolute control of their funds. The citizens don't know it, but the government perpetuates and encourages an extreme wealth divide. Harrison and his loyal nobles get nearly all the gold, and the people get just enough to survive. The islands are a pit of poverty, and those in power are happy to keep it that way.

Loyal, passionate, and easy to rally, the townsfolk believe in their governor completely. He has their absolute support, and they aren't willing to see it any other way. Similar to a cult, it would take a lot to turn Harrison's people against him. The powerful stay in power, and the town don't know it any other way. They are hard headed, intensely nationalistic, and hard to sway.

Faction Relationships

Classic: The town largely hate all pirates. They admire their free lives, but the propaganda of the Governor makes them fear and hate pirates.

Defectors: The town largely hate all pirates. They admire their free lives, but the propaganda of the Governor makes them fear and hate pirates.

Vigilantes: The town benefit from the vigilantes, but they don't know who their benefactors are. They just get gold delivered to them in the middle of the night. They enjoy the antics of the vigilantes when they see them.

Thieves: The town largely hate all thieves. The propaganda of the Governor makes them fear and hate them, and the crime they commit scares the people.

Fun: The townsfolk are very charmed by the fun pirates. When they arrive, it is as if a show has come to town. The powerful people in town, however, despise them.

Merchants: The town like the merchants. They trade with them and are very civil with them when the traveling group ends up in the ports.

**Allie
Charlton:** Allie is thre reason pirates are around today. Harrison can't wait until he has her blood on his hands. (metaphorically, of course. He can't get bloody.)

**Jennifer
Finch:** Jennifer is a pirate. Harrison's hatred is obvious.

**Jasper
Soren:** Jasper was Harrison's most trusted advisor. Once his lieutenant governor, Jasper learned of Harrison's corruption and fled. Harrison is not threatened by him, but holds a personal hatred against him.

**Kate
Larsa:** Kate is a pirate. Harrison's hatred is obvious.

**Mo
Barnett:** Mo is essentially a pirate. He poses a threat to Harrison's wealth and plans. Harrison's hatred is obvious.

**Cassie
Hartman:** Harrison knows Cassie very well. It is his business to know all the nobles. He isn't worried about her, but knows pretty much everything about her.

Keels: Keels is scum. A thief. She poses a threat to Harrison's wealth and plans. Harrison's hatred is obvious.

Dalia: Dalia is a manipulative little thing. She would be easy to crush, but she openly takes advantage of the nobles loyal to Harrison.

**Madeleine
Skyles:** Madeleine is annoying, but of little consequence to Harrison.

**Charlie
Eaton:** Charlie is like a less significant Madeleine.

**Eliza
Gale:** Eliza and Harrison often do business. He buys luxuries from her often.

**Edythe
Townend:** Harrison doesn't think about Edythe outside of her relationship with Eliza.

**John
Hartman:** John is the most powerful citizen in the Canard Islands, and Harrison knows it. He has manipulated the man to do his every whim. John has essentially become a part of Harrison's empire. The man is a fool, but Harrison knows how to wrangle him.

DUELS:

Allie

Summary:

Allie fights like a pirate. She shows mercy to her enemies, she respects a surrender, and she doesn't do anything she does not have to. She is confident in her skills and doesn't feel the need to show off. This doesn't mean she doesn't have fun with it, however.

Allie vs Jennifer

Allie can beat Jennifer in a fight. It will not be an easy fight and Allie will likely walk away with scars and possibly a lost eye, but Allie will win. No matter how dirty Jennifer fights. The two will avoid a fight at all costs as neither wants to put out their deep dislike of each other, but if they could not avoid the fight, Allie would win at a great cost. If Kate is around, Jennifer will openly hold her hostage in order to make Allie back down.

Allie vs Jasper

Allie can beat Jasper. It would be an interesting fight, with both being very skilled in their respective forms of swordfighting. Ultimately, Allie wins unless Jasper can manage the upper hand through taunts or conversation while fighting. Neither one of them has much passion for this fight and neither would let the fight or its outcome faze them.

Allie vs Kate

Allie could not harm Kate, and Kate wants her dead. Allie has Kate beaten in a fight, but not by much. They are very well matched having learned how to fight together, but Allie would never let herself seriously harm Kate. This will frustrate Kate beyond belief, and during the event, Kate will often walk away from the fight. In the ending, Kate would sense that Allie is letting her win and would break, fighting for blood. In the end, Kate would kill Allie. She would then, in realization of what she's done, kill herself. There is no other way.

Allie vs Mo

Allie beats Mo, of course. In a true fight, the outcome is nearly unpredictable. They are both very skilled, but Mo, in typical Mo fashion, allows her to win.

Allie vs Cassie

Allie beats Cassie. Cassie isn't a great fighter and Allie is at the top of the pirate empire. The duel would not last very long, and Cassie would only be angered by the ease of which she is defeated.

Allie vs Keels

Keels would not accept a duel against Allie. It doesn't serve her to spark war between them. If they WERE to fight, Keels would likely win. She would fight dirty, scrappy, and without remorse. Allie's adherence to mercy would cause her hesitation, which is all Keels needs to strike her.

Allie vs Dalia

Dalia wouldn't accept a duel against Allie. If they were to fight, Allie would win. If they were to fight in the ending, Dalia would poison Allie, killing her.

Allie vs Madeleine

Madeleine could very, very easily beat Allie. She wouldn't do so unless Allie started to get a little too close to the gold. If Allie seems to be getting the gold and Madeleine will have to worry about the power balance of the region, she would beat Allie to catch up to her or set her back.

Allie vs Charlie

Allie would beat Charlie if she could hit her. The two would likely not challenge each other as Allie has no desire to fight the fun pirate faction, but if they fought Charlie would exhaust Allie until Madeleine could come to her help.

Allie vs Harrison

Harrison would not duel Allie. Simple. If Allie were to challenge him, he would talk his way out of it. He knows John cannot beat Allie, and would not call on him.

Allie vs John

John could not beat Allie in a fight. He would try his best, but she is simply too skilled and too sober for him.

Allie vs Eliza

Eliza would not fight Allie. Allie would not challenge her. Eliza would either give her clue over, Madeleine would step in, or Eliza would barter with Allie.

Allie vs Edythe

Edythe would lose to Allie in a duel, so she avoids openly fighting her. She would try to barter with her instead.

Jasper

Summary:

Jasper fights like a noble. He was classically trained and kept up on his skills. He is incredibly skilled, but he fights almost formulaically. It is predictable and proper. He won't fight dirty and he won't kill, but he is not afraid to spill a little blood if need be. At the end of the day, he is a noble. No amount of pirate life will change that.

Jasper vs Allie

Allie can beat Jasper. It would be an interesting fight, with both being very skilled in their respective forms of swordfighting. Ultimately, Allie wins unless Jasper can manage the upper hand through taunts or conversation while fighting. Neither one of them has much passion for this fight and neither would let the fight or its outcome faze them.

Jasper vs Jennifer

Jennifer would lose to Jasper in a real fight, but he would not walk away from it intact. He would lose an eye, a hand, something. He would be permanently injured from her dirty fighting. His morals will be his downfall.

Jasper vs Kate

Jasper would not fight Kate unless she pushed him to it by harming a townspeople or Cassie. Kate would win unless Jasper could manage the upper hand through conversation, but it is equally likely that doing so would break Kate.

Jasper vs Mo

Jasper beats Mo and takes pleasure in it. He is a very moral man, but he does take pleasure from seeing Mo defeated, not killed. He wouldn't fight Mo if it would upset Cassie, but Cassie's opinion on Mo is always shifting. In a true fight, Mo wins. He doesn't take pleasure in beating Jasper.

Jasper vs Cassie

Jasper will not fight Cassie. They would talk things out, their friendship anchoring them. If it was absolutely necessary and unavoidable, Jasper wins with ease. He would be very careful to not harm Cassie, however.

Jasper vs Keels

Keels would not duel Jasper. If she had to, she would win.

Jasper vs Dalia

Dalia would not duel Jasper. She has power over him in other ways. If she had to, Jasper would win. He would be emotionally destroyed by her comments in the process,

however. If it came to an ending duel, Jasper would win and spare Dalia, who would then kill him.

Jasper vs Madeleine

Madeleine would let Jasper win unless he was getting a bit too powerful. If need be, she could beat him and catch up to wherever he is at in the search.

Jasper vs Charlie

Jasper would get frustrated by Charlie's fighting style quickly. He wouldn't really have reason to duel her, but if he were to, he would likely give up or rule it a lost cause after a bit. Madeleine would step in and beat him if it went on too long.

Jasper vs Harrison

Jasper against Harrison. Harrison won't duel, obviously. He knows better. John would fight Jasper instead. In an ending duel, the fight would be dirty. Harrison would likely win, enlisting John to team up with him. If this happened, many of the pirates would then come to Jasper's aid. It would be all out chaos. Alliances will be made clear, betrayals will happen, and facades will come down.

Jasper vs John

Surprisingly, Jasper loses to John. John never really liked Jasper, and he grew up watching Jasper learn to fight. Jasper, on the other hand, never paid much attention to what John was learning. John would win, and Jasper would be furious and humiliated.

Jasper vs Eliza

Jasper wouldn't duel Eliza. They are essentially allies. If need be, he would beat her without harming her. Madeleine would beat him soon after.

Jasper vs Edythe

Jasper wouldn't duel Edythe. They are essentially allies. If need be, he would beat her.

Mo

Summary:

Mo fights like a British knight. He IS a knight after all. He is skilled and purposefully loses every duel he is in. To those who are observant, it is clear he is letting this happen. It takes skill to lose to bad opponents, after all. He almost controls his fights and forces himself onto the opponent's sword rather than being bested. He won't protect Cassie unless her life is in danger.

Mo vs Allie

Allie beats Mo, of course. In a true fight, the outcome is nearly unpredictable. They are both very skilled, but Mo, in typical Mo fashion, allows her to win.

Mo vs Jennifer

Jennifer beats Mo. Mo lets her, of course, but she would beat him and use the victory to rally her people. In a true fight, Mo wins and enjoys it.

Mo vs Jasper

Jasper beats Mo and takes pleasure in it. He is a very moral man, but he does take pleasure from seeing Mo defeated, not killed. He wouldn't fight Mo if it would upset Cassie, but Cassie's opinion on Mo is always shifting. In a true fight, Mo wins. He doesn't take pleasure in beating Jasper.

Mo vs Kate

Kate beats Mo but doesn't have many feelings towards the fight. In a true fight, Mo wins. Neither of them have many passions for this fight.

Mo vs Cassie

Mo wouldn't fight Cassie. If he needed to, he would let her win to improve her confidence. If she started acting up or getting into places she shouldn't, Mo might duel her just to put her in her place and remind her that HE is in charge.

Mo vs Keels

Keels would not fight Mo. However, if she HAD to fight him for some reason, she would likely just reveal his past under the British crown. He would then drop his façade and beat her in a duel with great anger.

Mo vs Dalia

Dalia would not fight. Mo does not want to fight her. If she had to, Mo would win. It is a fight that surprises everyone, and likely has little consequence.

Mo vs Madeleine

Madeleine would not fight Mo. They are allies and she enjoys him. He would let her win. If she had to put him in his place, she'd duel him and beat him. She wouldn't reveal his past unless she had no other choice, but she would beat him in a duel without much regret. In a true fight, the outcome is likely insane. Madeleine wins in the end most likely, but it would be a flashy dance of blades and barbs unlike any other. Truly a spectacle to behold.

Mo vs Charlie

Mo would never go after Charlie. He'd go after Madeleine instead and even that is unlikely. He would let Charlie win.

Mo vs Harrison

Harrison does not duel. He would send John after Mo, believing John would win.

Mo vs John

Mo would destroy John. Even his façade could not protect John from Mo's hatred for everything John stands for. This would likely horrify Cassie, but Mo does what needs to be done. It surprises everyone, most of all Harrison, and it would likely lead to Harrison looking into Mo's past.

Mo vs Eliza

Mo lets Eliza win, but the two are unlikely to fight. He doesn't want to duel her, and she doesn't want to duel him.

Mo vs Edythe

Mo beats Edythe. He doesn't want to duel her, and she doesn't want to duel him.

Madeleine

Summary:

Madeleine has the perfect mix of classical training and roguish learning. She watched master swordfighters from corners and doorframes when she was in France and, like most other things, picked it up quickly and with immense skill. Once she came to the Canard Islands, she mastered the swordfighting of pirates as well. Madeleine is, without question, the most capable fighter on the seas. However, she won't win every fight. She chooses her battles and chooses to lose when she believes it benefits her or her people. When Charlie is challenged and Madeleine knows she will lose, Madeleine will fight for her. She will also protect Eliza if she sees her in danger.

Madeleine vs Allie

Madeleine could very, very easily beat Allie. She wouldn't do so unless Allie started to get a little too close to the gold. If Allie seems to be getting the gold and Madeleine will have to worry about the power balance of the region, she would beat Allie to catch up to her or set her back.

Madeleine vs Jennifer

Madeleine wins. She doesn't even try not to. She doesn't like Jennifer and will not hesitate to put her in her place.

Madeleine vs Jasper

Madeleine would let Jasper win unless he was getting a bit too powerful. If need be, she could beat him and catch up to wherever he is at in the search.

Madeleine vs Kate

Madeleine would let Kate win unless she was getting a bit too powerful. If need be, she could beat her and catch up to wherever she is at in the search. Neither of them would enjoy fighting each other.

Madeleine vs Mo

Madeleine would not fight Mo. They are allies and she enjoys him. He would let her win. If she had to put him in his place, she'd duel him and beat him. She wouldn't reveal his past unless she had no other choice, but she would beat him in a duel without much regret. In a true fight, the outcome is likely insane. Madeleine wins in the end most likely, but it would be a flashy dance of blades and barbs unlike any other. Truly a spectacle to behold.

Madeleine vs Cassie

Cassie loses to Madeleine. She is unlikely to duel Madeleine due to Mo's friendship, but if she does, Madeleine easily defeats her and berates her for her ignorance, much to Mo's dismay.

Madeleine vs Keels

Keels would not fight Madeleine. She knows Madeleine is FAR more capable than she wants anyone to know. She knows she could not beat Madeleine in a fight and, if pushed to it, she would likely threaten Charlie instead, infuriating Madeleine further.

Madeleine vs Dalia

Dalia would not fight Madeleine if she could help it. Madeleine would win easily and Dalia wouldn't even be able to poison her.

Madeleine vs Charlie

Madeleine will never fight Charlie. The two might spar and joke around as they do, more of a dance than a fight. No harming each other, just fun.

Madeleine vs Harrison

Harrison does not duel. He will send John after Madeleine, believing John could win.

Madeleine vs John

Madeleine would naturally beat John, but will let him win if she thinks it makes the most sense for her people.

Madeleine vs Eliza

Madeleine would not duel Eliza. If forced, she would let Eliza win and flirt with her the entire time.

Madeleine vs Edythe

Madeleine would beat Edythe easily, much to Eliza's dismay.

Ending Summaries (will include scripts for more detail)

Allie

Allie Alone

If Allie were to get the gold alone, she would celebrate with her crew before putting Jennifer on blast for all to see. She would reveal what happened with Kate (the truth), rallying the pirates against her. She would make Jennifer walk the plank (or something similarly symbolic), apologize to Kate, and offer the gold up to her (essentially bending the knee to her.) Kate accepts her apology, and the two are reunited once more.

Allie with Jennifer

If Allie were to get the gold with Jennifer (meaning the two come to the gold as a pair with Allie taking the lead), the two celebrate with their crew. While they celebrate, Jennifer comes up behind Allie and holds a sword to her neck. Allie tosses her aside, and the two fight. Ultimately, Allie wins and reasserts her power as the true queen of the seas.

Jennifer

Jennifer Alone

If Jennifer gets the gold alone, she executes Allie and becomes the new pirate queen. She gloats over Allie's body in a way that, frankly, might be a bit uncomfortable. There is a chance that Madeleine then steps in and assassinates Jennifer to keep her from being in power.

Jennifer with Allie

If Jennifer were to get the gold with Allie (meaning the two come to the gold as a pair with Jennifer taking the lead), the two celebrate with their crew. While they celebrate, Jennifer comes up behind Allie and holds a sword to her neck. Jennifer kills her by slashing her throat. Kate then attacks Jennifer. Jennifer would kill her too, but sustain bad injuries in the process. Jennifer would stand over all as the new pirate queen. There is a chance that Madeleine then steps in and assassinates Jennifer to keep her from being in power.

Jennifer with Edythe/ Dalia

If Jennifer gets the gold with her allies, the three team up against Keels, Allie, and Eliza. They take them on one at a time, killing each of them in their own ways. Madeleine quickly steps in when Eliza's life is threatened, but even Madeleine struggles to beat the three of them and their deceptive fighting styles at once. They kill Madeleine and Charlie soon after.

Jasper

Jasper Alone

If Jasper gets the gold alone, he challenges Harrison to a duel for the town. He is honorable, Harrison is powerful. For Jasper, this is a fight of good vs evil. For Harrison, this is a fight of a lion against an ant. Jasper speaks during the fight, revealing everything Harrison has done like a man on a mission. Harrison is silent. He wins and goes to execute Jasper, but Jasper is saved by Mo (an outcome no one expected.) Mo drops his façade, but is stopped from killing Harrison by Madeleine. From there, all hell breaks loose. Fights are fought. Sides are chosen. In the end, it is an injured Jasper standing over the bodies of all his peers. He stabs the body of Harrison for good measure, and gives a short speech promising prosperity for all the guests in a town he governs.

Jasper with Kate

If Jasper gets the gold with Kate (meaning the two come to the gold as a pair with Jasper taking the lead), he challenges the governor to a duel while Kate challenges Allie to a duel. Unlike in his own ending, Harrison denies him a duel, instead showing the town that he has teamed with pirates. Kate chooses to not fight Allie when she hears this (Allie reminds her that, no matter their differences, they are both pirates.) All the pirates instead gang up on Harrison and kill him.

Jasper with Cassie

If Jasper gets the gold with Cassie, Jasper challenges Harrison to a duel and Cassie challenges John to a duel. The two fight as pairs, with genuine dislike among all of them. Ultimately, Jasper's affection for Cassie is his downfall. He takes a sword for her, being killed by John. John is, honestly, horrified by this. Harrison then kills Cassie before Mo can step in. John collapses in grief over both their bodies, and Harrison takes the gold for himself.

Kate

Kate Alone

If Kate gets the gold alone, she duels Allie. It is emotional, Kate has fully broken. She gets out all her emotions in this fight and, if we're honest, Allie lets her. Allie doesn't fight to her full potential, and Kate defeats her. On her knees, Allie begs for

Kate with Jasper

If Kate gets the gold with Jasper (meaning the two come to the gold as a pair with Jasper taking the lead), Kate charges at Allie without even a warning. Jasper is stunned and doesn't have time to challenge the governor. Instead, he aids Kate in attacking Allie. The two kill her and then turn to kill Harrison. They kill him, and the two take their places as the respective heads of their factions (classic pirates and town.) In doing so, they are now enemies. They acknowledge this, but Madeleine interrupts them before they can fight. She sets the new lay of the land and ends the confrontation.

Mo

Mo Alone

If Mo gets the gold himself, he redistributes it among his people. It's a good ending, however unlikely, and no one can challenge Mo's power.

Mo with Cassie

If Mo teams up with Cassie, Cassie challenges him to a fight. Mo beats her handedly. He won't kill her, but Jasper will jump to her aid anyway. Mo beats him, and also beats John if John helps Cassie. The three of them are alive, but bested. Mo then reasserts himself as the leader of the vigilantes, helps Cassie up, and promises to give her a really cool room in their treehouse.

Mo with Madeleine

If Madeleine teams up with Mo, she betrays him in the end for the gold. The two duel, with all of their secrets coming out. The barbs insults thrown cut deep, stemming from a deep friendship that has been broken. Madeleine surrenders, Mo spares her, and Madeleine stabs him in the back when the two hug.

Cassie

Cassie Alone

If Cassie gets the gold herself, she challenges Mo. Jasper teams up with her (and John if he is on Cassie's side at this point) and the three take on Mo. The outcome is likely Mo wins, but no matter the outcome, no one dies here.

Cassie with Mo

If Cassie teams up with Mo, she challenges him to a fight. Mo beats her handedly. He won't kill her, but Jasper will jump to her aid anyway. Mo beats him, and also beats John if John helps Cassie. The three of them are alive, but bested. Mo then reasserts himself as the leader of the vigilantes, helps Cassie up, and promises to give her a really cool room in their treehouse.