



# Ship's Manifest

VESSEL

## Officers

**CAPTAIN**

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_  
 Details: \_\_\_\_\_  
 \_\_\_\_\_

*The captain's role on the ship depends on the command. The captain isn't often the most experienced sailor on board (see ship's master), but he usually has the best command skills.*

**Lieutenant**  
(*"First Mate"*)

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_

*Second-in-command, the ship's lieutenant assists the captain and carries out orders to the rest of the ship. A captain may have a number of lieutenants, depending on the size of the vessel.*

**Lieutenant**

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_

**SHIP'S MASTER**  
(*"Master of sails"*)

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_  
 Details: \_\_\_\_\_  
 \_\_\_\_\_

*The Master's chief duty is to navigate the ship and make sure the Captain's orders are carried out. This duty is usually assigned to the most experienced sailor on the ship.*

**BOATSWAIN**  
(*"Bosun"*)

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_  
 Details: \_\_\_\_\_  
 \_\_\_\_\_

*The boatswain organizes a group of men (a "mess") to fulfill the Captain's orders. He also handles the ship's discipline. He is the highest-ranking man on the ship to work with non-officers.*

**MASTER GUNNER**  
(*"Master of Guns"*)

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_  
 Details: \_\_\_\_\_  
 \_\_\_\_\_

*The master gunner fires, maintains and repairs the cannons on the ship. The only key to the powder room is tied around her neck.*

**SURGEON**

Nationality: \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 Trait: \_\_\_\_\_  
 Details: \_\_\_\_\_  
 \_\_\_\_\_

*The ship's surgeon is responsible for the general health and welfare of the crew.*

# Crew

Name	Nationality	Personality	Notes
<b>ANSWERS TO THE MASTER OF SAILS</b>			
Master's Mate			The master's mate is a sailor training to hold the position of ship's master.
Quartermaster			The quartermaster is directly responsible for organizing the steering of the ship.
Purser			The purser manages all the ship's finances, and is responsible for all its cargo and supplies.
Steward			The steward is the purser's assistant.
Cook			The cook prepares the ship's meals.
<b>ANSWERS TO THE BOATSWAN</b>			
Boatswan's Mate			The boatswain has assistants who call out orders and gain the crew's attention.
Sailmaker			The sailmaker repairs the sails on the ship and makes new sails.
Master of the Tops			The master of the tops is in charge of setting the sails and working the rigging.
Master of the Forecastle			The master of the forecastle is in charge of the front of the ship.
Master-at-Arms			The master-at-arms is in charge of all small weapons aboard the ship and keeps the key to the arms locker.
Gunsmith			The gunsmith repairs the small arms on the ship.
Carpenter			The ship's carpenter is responsible for all repairs, maintenance and modifications made to the ship's wooden parts.
<b>ANSWERS TO THE MASTER OF GUNS</b>			
Gunner's Mate			The Gunner's Mate is in training to be a master gunner.
<b>ANSWERS TO THE SURGEON</b>			
Surgeon's Mate			The surgeon's mate learns the surgeon's duties and assists him in his many duties.