

ANALYST

Names: Alder, Lee, Trimble, Vega

Devoid of military training, the Analyst focuses on interpolating data quickly. She serves the Captain directly, sometimes working with the Engineer on solutions to critical issues that violence can't solve. Despite her responsibilities, the Analyst has little to no authority on the ship.

OBJECTIVES

- ♣ Redemption for Past Mistakes
- ◆ Glory and Name Recognition
- ♥ An Objective Truth
- ♠ Acceptance into the Team

RELATIONSHIPS

- ♣ Awkward, Cold, and/or Distant
- ◆ Convenience
- ♥ Mentor/Student
- ♠ Narrow in Scope, Deep in Interest

WORLD BUILDING

- Who among you has been on this planet before, but remembers none of it?
- Why can't you remember the name of this place? What memory comes to you when you see the planet surface for the first time?

QUIRKS

- Has a vibrantly artistic side
- Hides personal notes to self on small stickies everywhere
- Rarely bathes

ABILITIES

Alien Intelligence: Whenever you direct a flashback, you may immediately direct another scene.

Biogenetic Experiment: Gain five drama points. However, you cannot gain drama points during play in any fashion.

Unmoved: The next time you gain trepidation, you may make another player suffer the trepidation instead (also losing the drama point you would have gained).

SCENES

- Flashback Ensemble
- Flashback Interlude
- Fork*
- Intercut
- Interlude
- Interrogation

DESCRIPTIONS

- Flashback with all characters
- Flashback with two characters
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Ask five questions

MILESTONES

- Decipher a Code
- Find the Beacon
- Open the Gates
- Shut it Down
- Stop the Noise

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Abandon the Work
- Catatonia
- Mind Adrift
- Seizures
- Sounds Only You Can Hear

FINALE

- » Save the Day
- » Restrained and Rescued
- » Unending Sloth
- » One Against Many
- » Catatonia

* Gain one drama point

BRINGING HARM TO OTHERS

- 0 acting character suffers trepidation
in addition, choose:
the target character may immediately bring harm to you, or
the target character gains two drama points
- 5 both characters suffer trepidation
- 10 choose:
target character suffers trepidation, or
acting player triggers leverage
- 20 target character suffers trepidation, and choose:
acting player triggers leverage, or
target player loses two drama points

GETTING WHAT YOU WANT

- 0 acting character suffers trepidation
in addition, choose:
acting player loses two drama points*, or
uncheck one milestone
 - 5 acting character succeeds and suffers trepidation
 - 10 choose:
acting character succeeds, or
acting player triggers leverage
 - 20 acting character succeeds, and choose:
acting player triggers associated leverage, or
acting player unlocks an additional ability
- * this option is only available if the acting player has two or more drama points

MAKING THINGS HAPPEN

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acting player gains two drama points, or
acting player removes one trepidation



BIOLOGIST

Names: Crow, Hannibal, Marshall, Sloane

The Biologist is a catch-all scientist aboard the Odin's Eye. She is tasked with studying alien lifeforms, growing food in a controlled-environment aboard the ship, and documenting all organic matter, no matter how insignificant. The Biologist is not military and has little to no authority on the ship.

OBJECTIVES

- ♣ Document a New Alien Species
- ◆ Replicate a Safer, More Efficient Food Source
- ♥ Keep Everyone Alive
- ♠ Avoid Earning Anyone's Ire

RELATIONSHIPS

- ♣ Vindictive Ex-Lovers
- ◆ Always Making Business Plans That Never Develop
- ♥ Passionate Lovers
- ♠ Childhood Friends

WORLD BUILDING

- Who among you is actually a bio-engineered synthetic human? What part of him or her is made from alien DNA?
- Despite your lack of education, how did you find yourself assigned to the Odin's Eye? Why do people call you 'Doc,' despite your lack of a degree?

QUIRKS

- Keeps a small box of tagged alien rocks in a chest under the bunk
- Long-standing member of an intergalactic church with non-scientific beliefs
- Suffers from a lack of skin pigment and peeling

ABILITIES

Alien Biology: If you select the 'Death' trepidation, you can continue playing with the same character in a new assumed form. In addition, 'Death' does not count against your trepidation total.

Failing Upwards: Every time you gain a trepidation, you gain one additional drama point and you may immediately direct a flashback vignette, solely about your character.

Xenobotany Specialist: After you check off the 'Synthesize Something New' milestone, you may immediately trigger any unlocked leverage and direct another scene.

SCENES

- Ensemble
- Flashback Interlude
- Fork*
- Intercut
- Interlude
- Vignette

DESCRIPTIONS

- All characters present
- Flashback with two characters
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with relationship
- Narrate an action or moment

MILESTONES

- Doctor Evidence/Report
- Fix an Ongoing Problem
- Isolate Alien Genome
- Lie About a Test
- Synthesize Something New

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION

- Alienated
- Coughing Blood
- Death
- Infection
- Inner Ear Damage
- * Gain one drama point

FINALE

- » Left Behind
- » Second-Stage Infection
- » Ruptured Lab Suit
- » Dormant Infection
- » Hide and Wait for Rescue

BRINGING HARM TO OTHERS

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CAPTAIN

Names: Cleghorn, Morgado, Pearce, Wu

“Because I said so.”

The Captain is the final word on all decisions. The crew looks to him for everything. Leadership, advice, problem-solving, and safety. The Captain has military training, years of experience in space, and knack for keeping the crew from killing each other. But he’s also been exploring for a long time. And space has a way of playing tricks with your mind.

OBJECTIVES

- ♣ Who Cares?
- ♦ Let This be the Last Time
- ♥ Find a Way to Be Happy Again
- ♠ Keep Everyone Safe

RELATIONSHIPS

- ♣ “Leave Me Alone”
- ♦ You’re Being Paid to Do This
- ♥ Convenient Sex, Emotionally Empty
- ♠ Once Great Friends, Now Drifting Apart

WORLD BUILDING

- Who among you is the newest recruit that has yet to earn her status with the team?
- How is it your fault that your family died? What do you wish you’d done differently?

QUIRKS

- Collects a variety of hologram trinkets
- Continually tells the story about eating moose meat
- Enjoys doing complicated math problems

ABILITIES

Alien Aura: During an ensemble, you determine when the scene is over, regardless of who framed the scene.

Hidden Pain: Gain one drama point. In addition, during an interrogation in which you are the subject, you may avoid answering up to two questions.

Lost Faith: The first time you would choose the ‘Death’ trepidation, lose one milestone and gain four drama points instead. This becomes a near-death experience the player must narrate.

SCENES

- Ensemble
- Flashback Ensemble
- Fork*
- Interlude
- Monologue
- Vignette

DESCRIPTIONS

- All characters present
- Flashback with all characters
- Target player* makes a choice
- Two characters with a relationship
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Forgive Yourself
- Hold Someone’s Hand
Through a Difficult Ordeal
- Keep Someone Safe
- Rebuild Fragmented Memories
- Say Goodbye to Someone

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION*

- Death
- Heart Trouble
- Projected Burst of Outrage
- PTSD Flashbacks
- Second Beacon

FINALE

- » Mutiny
- » Abandoned
- » Reunited
- » Core Meltdown
- » Safely Home

* Gain one drama point

BRINGING HARM TO OTHERS

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ENGINEER

Names: Chopra, Matheos, Nixon, Sabka

“Sure. I could have calculated that faster with multi-variable, two-stage differential equations... if I was a baby. But I wanted to get it right.”

The Engineer is both a thinker and a doer. She has a high-degree of education, but still gets her hands dirty with manual labor. She can rewire the ship, weld, fabricate, and even devise solutions to alien technology. Cough. Sometimes. She is the smartest member of the crew. Certainly smarter than the Analyst. Pfft.

OBJECTIVES

- ♣ Stay Clean This Time
- ♦ Save Enough This Time...
- ♥ Find Something to Believe In
- ♠ Put Others' Needs Ahead of Your Own (For a Change)

RELATIONSHIPS

- ♣ Draining and Vacuous
- ♦ Shared Addiction
- ♥ Nepotism
- ♠ Brought Together By Circumstance

WORLD BUILDING

- Who among you can all of a sudden float just above the ground?
- Why are you so sure there's a logical explanation for the beacon? Where did that shadow come from? Are you sure you're alone? Who said that?

QUIRKS

- Can't be left alone for too long, before fear sets in
- Faked credentials to join the crew
- Fears dying under the weight of a giant boulder

ABILITIES

Advanced Calculus: Check off the 'Halluncinations' trepidation. Gain two drama points (in addition to the one gained for taking the trepidation).

Alien Knowledge: Once per game, after suffering trepidation, you may immediately direct one monologue or one vignette dealing with the beacon. You may attempt to complete a milestone with this scene.

Fabricator: Once per game, after suffering trepidation, you may immediately spend one drama point to check off a milestone. This cannot trigger the endgame.

SCENES

Ensemble

Flashback Ensemble

Flashback Interlude

Fork*

Intercut

Interlude

All characters present

Flashback with all characters

Flashback with two characters

Target player* makes a choice

Anything for 90 seconds

Two characters with a relationship

MILESTONES

Admit Your Limitations

Prove Value to the Team >>

Repair Modular Vertex Array

Repurpose Something

Verify a Deception

LEVERAGE

>> Direct another scene

>> Gain two drama points

>> Gain one ability

>> Give one trepidation

>> Remove one trepidation

TREPIDATION*

Death

Feelings Trump Facts

Halluncinations

Hospitalized

Miscalculations

>> Death

>> Split Second Timing

>> Dead Man's Switch

>> Abandoned

>> Plan B, C, and D...

* Gain one drama point

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MEDIC

Names: Abad, Han, Ka, Ringkvist

Like the Pilot and Ranger, the Medic is concerned with everyone's safety. However, the Medic has no authority to stop people from doing stupid things. As such, he can only make recommendations, except in the most dire of situations where someone is a danger to themselves and others. The Medic is authorized and equipped to sedate anyone he sees fit (though he will have to account for it later).

OBJECTIVES

- ♣ Just Get the Job Done (No Time to Know Who They Are)
- ♦ [Secret] Put Down Someone Who Threatens Your Safety
- ♥ Bedside Manner
- ♠ Honor Family Oath

RELATIONSHIPS

- ♣ Charitable, Without Getting Chummy
- ♦ Long-Term, But Without Meaning
- ♥ Nightengale Syndrome
- ♠ Professional and Dependable

WORLD BUILDING

- Who among you is living a lie that only you know about? What is it?
- What ritual do you allow yourself before cutting someone open? When someone can't be saved? How did this start?

QUIRKS

- Ashamed of romantic novel 'library'
- Enjoys a good bioethics debate
- Suffers ailment that medicine can't cure

ABILITIES

Alien Hunger: Gain three drama points. The first time you gain the 'Lose Your Nerve For This' trepidation, you gain one additional trepidation. This cannot trigger the endgame.

Lifegiver: The next time a character you share a relationship with gains one trepidation, you gain two drama points (once per character).

Teamwork: Each time you direct a fork, gain one additional drama point.

SCENES

- Fork*
- Intercut
- Interlude
- Interrogation
- Monologue
- Vignette

DESCRIPTIONS

- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Ask five questions
- Deliver a speech in character
- Narrate an action or moment

MILESTONES

- Coolness Under Fire >> Direct another scene
- Display of Intelligence >> Gain two drama points
- Overcome Fear >> Gain one ability
- Restrain Someone >> Give one trepidation
- Save a Life >> Remove one trepidation

LEVERAGE

TREPIDATION

- Act of Cowardice >>
- Broken Arm/Leg >>
- Death >>
- Forgetfulness >>
- Lose Your Nerve For This >>

FINALE

- Promotion
- Hero's Welcome
- Labelled a Coward
- Make the Tough Call
- Save the Day

* Gain one drama point

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PILOT

Names: Aldo, Fox, Taurus, Zero

“Watch this.”

The Pilot’s role is pretty straight-forward: safely transport and evacuate the crew and any survivors in the safest and fastest way possible. In fact, this job description is so simple, the Captain often loads additional responsibilities on the Pilot, like security and scouting. Which is just fine, because calculating fourth derivative astronavigational algorithms for courses across the galaxy takes no time at all.

OBJECTIVES

- ♣ Pat on the Back
- ♦ Promotion
- ♥ Family, Love, and All The Rest
- ♠ Look Good Doing It

RELATIONSHIPS

- ♣ “Oh? You like to make jokes, do you?”
- ♦ Good-Luck Charm
- ♥ Anchors
- ♠ Non-Verbal Communicators

WORLD BUILDING

- Who among you ‘straps in tight’ whenever you’re at the controls?
- Why are you so afraid of this beacon? What do you ‘think’ is down there? What do you ‘know’ is down there?

QUIRKS

- Enjoy gallows humor
- Obsessively cleans cockpit
- Sings out of tune and doesn’t care

ABILITIES

Alien Navigation: Whenever you spend one drama point to gain one advantage, you gain two advantages instead.

Escape Route: When another player’s action would trigger the endgame, the game does not end. Instead it continues until another player triggers the endgame. Both players would then narrate finales in whichever order you decide. You alone narrate the epilogue, regardless.

Rebellious Streak: Once per game, you may ignore any one rule.

SCENES

- Flashback Interlude
- Fork*
- Intercut
- Interlude
- Interrogation
- Vignette

DESCRIPTIONS

- Flashback with two characters
- Target player* makes a choice
- Anything for 90 seconds
- Two characters with a relationship
- Ask five questions
- Narrate an action or moment

MILESTONES

- “Do Your Fucking Job!”
- In the Nick of Time
- Pinpoint Location
- Thread the Needle
- Undermine Authority

LEVERAGE

- » Direct another scene
- » Gain two drama points
- » Gain one ability
- » Give one trepidation
- » Remove one trepidation

TREPIDATION

- Death
- Injured in Accident
- Lost
- Malfunction
- Mutiny

FINALE

- » Jettisoned Into Space
- » Safely Home
- » Delirium
- » A Lack of Oxygen
- » Left Behind

* Gain one drama point

BRINGING HARM TO OTHERS

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acting player removes one trepidation



RANGER

Names: Crow, Hannibal, Marshall, Sloane

“The team lives and dies by me.”

The Ranger is combat- and security-trained to deal with all hostile forces, including the crew. The Ranger’s credo is to protect everyone from harm and in some cases, that means protecting them from themselves. The Ranger has the most military training, except for the Captain. As such, the Ranger is second-in-command during any hostile encounters, which is most of the time.

OBJECTIVES

- ♣ **CYA (Cover Your Ass)**
- ♦ **Keep Record Clean Until Retirement**
- ♥ **Learn to Express Self More Clearly**
- ♠ **Keep Everyone Safe**

RELATIONSHIPS

- ♣ **‘Seen Some Shit’**
- ♦ **Trusting**
- ♥ **Passive Aggressive Control Over One Another**
- ♠ **Guardian Angel**

WORLD BUILDING

- **Who among you can’t handle a weapon and refuses to learn? In lieu of this, how do you protect him or her?**
- **Under what circumstances can you assume command? Describe a time when you had to do that with this crew.**

QUIRKS

- **Always places small bets just to see what happens**
- **“Checkmate!”**
- **Wears three shades of black that no one else can distinguish**

ABILITIES

Alien Willpower: Gain three drama points and the ‘Lost Status’ trepidation.

Mission-Focused: You cannot check off the ‘Locate the Beacon’ milestone until you ‘Prepare for the Worst.’ Once you check off the ‘Locate the Beacon’ milestone, you gain one drama point and the ‘Voice of Authority’ ability.

Voice of Authority: Each time you direct an ensemble, you gain one drama point at the end of the scene.

SCENES

Ensemble

Fork*

Flashback Vignette

Intercut

Monologue

Vignette

All characters present

Target player* makes a choice

Flashback action or moment

Anything for 90 seconds

Deliver a speech in character

Narrate an action or moment

MILESTONES

- Assume Command**
- Get Off This Planet**
- Locate the True Beacon**
- Prepare for the Worst**
- Right Between the Eyes**

LEVERAGE

- » **Direct another scene**
- » **Gain two drama points**
- » **Gain one ability**
- » **Give one trepidation**
- » **Remove one trepidation**

TREPIDATION

- Concussion**
- Death**
- Lost Status**
- Quarantined**
- Stand Down**

FINALE

- » **Fatal Wound**
- » **Abandoned**
- » **Assume Command**
- » **Diseased**
- » **Save the Day**

* Gain one drama point

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