

The Technician

Directions: For each of the following questions, either circle a provided answer or write your own in the black space. Do this as quickly as possible and remember: this is a dangerous game and death is possible and likely.

Name: Evening Laprete Manpreet Bakshi Wendy Brownstone

- **You have left someone behind that you visit every time you're in port. Who is it? Why can't they come along with you?**
 - Your wife, Claudette, who remains on the homeworld to pursue her political career.
 - Your cat, Jonesy. Pets aren't allowed on the ship.

- **You were placed aboard this ship as the technician because you specialize in what sort of drives?**
 - Warp drives
 - Lichen drives

- **You suffered some sort of injury, and now have a cybernetic prosthetic. What do you miss the most about having your original body part? What is the best part about having the prosthetic?**
 - You lost your left eye. You miss your depth perception, but you have a direct connection to your ship's intranet.
 - You lost a significant percentage of your skin. You miss the sensation of touch, but your cybernetic skin heals rapidly.

- **How did your sister die?**
 - In a lab experiment where she was a junior researcher.
 - In a traffic accident.

- **In what ways would you be better suited for your boss' job?**
 - You're older and more experienced.
 - You're more confident and decisive.

- **You are the first member of your family to go into space. Why?**
 - You come from a family of aristocrats who are above the spacer lifestyle.
 - Your family shares a genetic disease that makes life in space extremely difficult.

- **What was the worst decision you ever made on the job?**
 - You refused to attempt to disarm a bomb, which resulted in the destruction of your previous ship and the deaths of several crewmembers.
 - As far as you're concerned, you've never made a mistake in your life.

- **What scared you most as a child?**
 - Bees
 - Needles

- **What is your filth threshold?**
 - High - it's a dirty job, after all.
 - Low - the ship has a lot of delicate instruments that have to be kept clean.

- **A ship like this requires a lot of funds. Where do those funds come from? How do you feel about the source of those funds?**
 - You're funded by the government, which makes you uncomfortable.
 - You're funded by a rich benefactor whose money you're happy to take.

The Captain

Directions: For each of the following questions, either circle a provided answer or write your own in the black space. Do this as quickly as possible and remember: this is a dangerous game and death is possible and likely.

Name: Ampoule Acinda
Garrison

Kenna Haverish

Nnamdi

- **As captain of your ship, what part of your management style upsets your superiors? Why?**
 - You have a lot of faith in your crew's ability and are quick to forgive their mistakes.
 - You hate paperwork, resent authority and are routinely late filing reports.
- **Who was your ship named after?**
 - Your mother, in the nautical tradition.
 - An evocative historical figure.
- **When your last ship was destroyed, what did you risk your life to save?**
 - Your second-in-command, who later died of their injuries.
 - The ship logs, which had incriminating information on your previous employer.
- **What class did you enjoy most at the academy, and why didn't you excel in it?**
 - Piloting, and you had to retake the course twice before passing.
 - Exo Lit, but your professor hated you.
- **What food that most people like can't you stand?**
 - Chocolate - you don't have a sweet tooth.
 - Nutripaste - you're allergic.

- **You have a phobia you developed during your first mission/ How has it interfered since then?**
 - Arithmophobia (fear of numbers). You can't look at the navigator's calculations, and all your accounting has to be handled by someone else.
 - Acrophobia (fear of heights). You can't look out the viewport when you're landing, you have to fly by instrument.
- **Because of a terrible injury, you had to have part of your body replaced by cybernetics. What was replaced, and what are the capabilities of its replacement?**
 - The upper portion of your left hand, excluding the thumb. You can throw a real good punch.
 - Your spine, which is now hyper-flexible.
- **Even though the record was wiped clean, what haunts you from your past?**
 - The loss of your previous ship - which was your fault.
 - Before you began captaining ships, you worked for a company called Nomith. You know they were doing something suspicious, but your memory of your time with them has been completely erased.
- **You often find yourself envious of what other character? Why?**
 - The Technician - you like working with tech more than working with people.
 - The Stowaway - no responsibilities, no one to look after - it would be like a vacation.
- **How are your quarters decorated?**
 - Lavishly, with mementos from past excursions and reminders of home.
 - It isn't so much decorated as it is displaying, and yes it is a mess.
- **Your ship docked with a seemingly abandoned space hulk. Why are you there?**
 - You aren't exactly sure, but you know that you *have to* check it out.
 - The hulk's ID tag says that it's only been out here for a few days - someone could still be alive in there.

The Doctor

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Name: Glorious October

Andras Haglan

Emelia Kim

- **Where or how did you get your medical training? Did you enjoy your training?**
 - The school of hard knocks - although you did attend an accelerated medical program before being certified. Both of these were experiences that you could take or leave.
 - Standard academy training, which you enjoyed well enough.

- **Where are you in the chain of command on the ship?**
 - Second-in-command, directly below the captain.
 - You aren't on it - medical personnel have to keep themselves separate from ship power structures.

- **Normally, you are a paragon of your morals, which isn't always convenient. However, in one regrettable instance, you needed to go against them. What do you regret most about that encounter?**
 - You could have saved that person, but you chose not to. You should have helped them. You regret everything about this encounter.
 - You knew you shouldn't have accepted the position aboard this ship, but it paid too well to turn down. You regret being aboard the ship right now.

- **What can you do that most other people you know can't?**
 - Hand-to-hand combat.
 - Telepathy.

- **You see a lot of odd things in space. What is the strangest thing you have ever witnessed?**
 - The live cloning of an enthusiastic woman.
 - The first use of a food replicator.

- **Who is the only one aboard to have ever beaten you at chess?**
 - The Captain.
 - The Non-Human.

- **You have either a romantic interest in or workplace rivalry with one of the other crewmembers. Do they know? How does this affect your work environment?**
 - They know; this makes things intensely awkward.
 - They don't know; this makes things intensely awkward.

- **What soothes those tension headaches you get?**
 - Nothing except sleep, which you don't get enough of.
 - A prescription medication (which you ran out of last week).

- **When do you feel most alone?**
 - Tending to patients - you are always looking after the crew, but they never take your own needs into account.
 - Looking out into space.

- **What is that thing, and why do you have it?**
 - It's a birthmark, idiot.
 - A souvenir from a previous age, passed down in your family.

- **You have a somewhat shady past, leading to the acquisition of some very useful skills. What did you do, and what skill did you learn from it?**
 - You were involved in organized crime. You learned about manipulating others, among other things.
 - You were involved in organized crime - which is to say the government. You learned how to recognize a cover-up, among other things.

The Navigator

Directions: For each of the following questions, either circle a provided answer or write your own in the black space. Do this as quickly as possible and remember: this is a dangerous game and death is possible and likely.

Name: Ibex Alder
Layeni-Green

Kyung-soo Park

Adewale

- **Normally a navigator of your skill would not be assigned to this sort of ship. Why are you here?**
 - The captain and you go way back - you're here as a favour to them.
 - You have an interest in a ship that has gone missing along this route.
- **Where did you get that scar?**
 - You tripped as a toddler and it never quite healed.
 - Field surgery with mixed results, from your time in the service.
- **Why don't you like being the age you are?**
 - People don't take you seriously.
 - People expect you to know more than you do.
- **You are normally very close to your family, but recently you have fallen out of touch. Why?**
 - They don't approve of your career choices and you're tired of hearing about it.
 - You've been too busy to reach out and now you're nervous that they'll be hurt by your distance.
- **What piece of contraband have you smuggled aboard? Who else knows about it?**
 - A specific flavour of gum that you can only get on your homeworld. The captain knows (which makes it okay, right?)

- A gun, which are strictly prohibited everywhere, always. The stowaway found out about it.
- **When do you feel most alone?**
 - When you're doing calculations - you are the *only* person on board able to do them, and if anything happened to you then everyone would just be stuck out in space.
 - You're never alone - there are billions of stars keeping you company.
- **Which member of the crew don't you trust? Why?**
 - The researcher. Maybe you've seen too many bad movies, but come on - the mad scientist is always a villain.
 - The captain. They just seem... off.
- **Why are you also in charge of the inventory?**
 - Because you can't help being a people pleaser and someone asked nicely.
 - Because no one else could keep track of it as well as you.
- **What hobby do you have that occasionally comes in handy?**
 - Snowboarding - you're very fit.
 - Botany - you're full of facts about plants.
- **What disease do you fear most and why?**
 - The common flu - no one takes it seriously, but it still kills people every year.
 - Dysentery - it killed you an awful lot of times on *The Oregon Trail*, plus it seems like an unpleasant and embarrassing way to go.
- **What did you do during your last shore leave?**
 - Visited a public garden on the homeworld and made a new friend.
 - Put in your resignation, which will take effect in about six months.

The Non-Human

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Name: Alula kul Kibi

Stars In Early Morning

Pat

- **If people observe closely, they can tell that you are not human. What is the clue, and what are you?**
 - You're an alien who uses a telepathic field to appear human to others. Your eyes change colour throughout the day, however, because you think it looks cool.
 - You're an android, and the only outside clue that you aren't human is that you lack a heartbeat.
- **You consider yourself the most valuable member of the crew. What do you do, and why do you consider that so important?**
 - You're the cook. Without you, everyone would be stuck eating nutripaste and instant meals.
 - You're the quartermaster. Without you, paperwork would never get done, pay would never get processed, supplies would never get ordered, the list goes on.
- **You have a habit that you try to keep under control because it's somewhat annoying. However, when you are stressed, your control slips a little, and it comes out. What is it?**
 - Grinding your teeth - they're replaceable, so it doesn't make a difference to you, but the humans are very bothered by it.
 - Echolalia (repetition of another person's words). It's a natural reaction for you, but most people don't appreciate it.
- **How did your first pet die?**
 - In a bombing on your homeworld.
 - Of a brain parasite.

- **Your training has given you a wide range of skills. What wasn't covered?**
 - Weapons use.
 - Human studies.

- **What talent do most people never realise that you have?**
 - The talent of being the smartest and most attractive member of the crew.
 - You can speak literally every human language fluently.

- **Because you are not human, your crewmembers interact with you differently than they do each other. How do they act towards you?**
 - They're overfamiliar and enamoured with you.
 - They're... weird about the whole thing.

- **What would you rather be doing for a living?**
 - Professional athletic coach.
 - Homemaker.

- **What are you most ashamed of?**
 - Your failed marriage.
 - Being fired from your previous job.

- **Why is next month a big month for you?**
 - It is your 50th birthday - that's an important one for your species!
 - It's the anniversary of your escape from indentured servitude.

- **Is it unusual for someone like you to be working for a human crew? What did you do to get this assignment?**
 - It's quite unusual, as not many of your species live near humans. Your skill at your work netted you the job, however.
 - It's quite common and your people are well integrated with human society.

The Researcher

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Name: Palisade Sarah Fathi Edwin Pike

- **You were placed aboard this ship as the primary researcher because of a recommendation from whom?**
 - A respected academic in your field... who just so happens to also be your father.
 - Your mentor, who has unfortunately since been disgraced.
- **How does your specialty help out the ship's purpose?**
 - You're a celestial cartographer - that's a fancy word for space map-maker. You know all sorts of new routes that cut the travel time down considerably.
 - You're an AI specialist. You've got a (non-sentient) AI installed in the ship that has been increasing fuel economy.
- **During part of your research assistantship, an experiment awakened latent psychic powers within you. What are they?**
 - You can read minds - whether you want to or not.
 - You can cast your thoughts out to communicate with others (sometimes this happens accidentally)
- **Why were you thrown out of the military?**
 - You were conscripted and threw a fit.
 - You were accused of leaking information to civilian researchers in your field.
- **What possession do you have that the others don't know about? Why haven't you told them about it, and how do you conceal it?**
 - A deceased family member's journal. It's too personal for you to share, and you keep it hidden in your quarters.
 - A gun. It's extremely illegal but also very small, and you always have it on your person.

- **What are you most proud of?**
 - Early in your career, you contributed to a breakthrough that made a positive impact on humanity.
 - You're serving aboard a spaceship - what could you possibly take more pride in than that?
- **Where did you go for your last vacation?**
 - You rented a little apartment on a space station and stayed in the whole time - it was very refreshing.
 - You stayed in the town where you grew up. Your family moved away a long time ago, but you still like to visit from time to time.
- **You once had to watch a fellow researcher die, because of quarantine. What did you do to trick people into believing that you weren't contaminated?**
 - You were in charge of the project, so it was easy - they trusted your word without question.
 - You bargained and pleaded until you convinced yourself as well as the others.
- **What did you hate learning as a child, but has since come in handy?**
 - Math.
 - Galactic History.
- **What recurring dream do you have?**
 - Dying in a fiery explosion.
 - Being infected with a horrible disease and wasting away.
- **What annoys you most about one of your shipmates?**
 - The non-human has this really annoying habit.
 - The captain gets paid too much.
- **What unusual hobby do you have?**
 - You collect coinage and credits.
 - Alien fiction.

The Stowaway

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Name: Perl Aplenty Bertie Swan Odessa Ortega

- **You managed to hide from the crew for a while, but you were finally discovered last week. Who found you, and how?**
 - The non-human, when I was sneaking into the pantry for food.
 - The doctor, when I tried to nab supplies for a minor wound.
- **Why have you given the crew a false name?**
 - Your actual name might tip them off to an unsavoury past.
 - You're a compulsive liar.
- **You have a skill that makes you particularly valuable in survival situations. What is it?**
 - You're trained in emergency engineering.
 - You're skilled at conflict management.
- **What are you running away from?**
 - Someone bent on killing you.
 - Your family.
- **You had to leave most of your old life behind, but you brought one item with you. What is it?**
 - A stuffed animal from when you were a child.
 - A flute, which you plan to play for coin if you can make it far enough.
- **What is your fondest childhood memory?**
 - Your first sleepover away from home.
 - When your mother returned from war.
- **Why did you stow away on this ship instead of another?**
 - You liked the name.
 - It was the only one leaving at the time.

- **What did you do to keep yourself occupied while hiding?**
 - Panicking, mostly.
 - Hacking into the ship's intranet.
- **The only person who knew your plans is now dead. How did that happen?**
 - You killed them.
 - They were supposed to stowaway with you, but they got caught in an accident on the way to the docks.
- **Which crewmember lent you clean clothes after you were discovered?**
 - The technician.
 - The non-human.