Power distribution in A will to murder

Show Secret: 6 + (share)

Show Information: 5

Attack: 1

Defend: 6

Eavesdrop: 3

Cupboard: 2

Pickpocket: 2

Other people: 4

Reveal Items: 1

Number of Items: 1

Random other: 1

Fieldy

Liam

Deb

Michael

Andrew

Bronwen

Neighbour 1

Neighbour 2

Whos Who:

**Sam Smith (Neighbour 1)** Young junior engineer crew member of the Astor. Crew member.

**Captain Ripley Mulch (Bronwen)**

**Fox Bradbury (Deb)**

**Bastion Bezos (Michael)**

**Valerian Ronks (Fieldy)**

**Falkner Halleen (Neighbour 2)**

**Dr John (Ella)**

**Quinn Rafford (Liam)**

**Ramsey Kovacs (Max)**

**Burns (Bernadette)**

**Giorgio Tsoukalos (Andrew)**

# **Premise:**

Everyone wakes up out of their cryo tubes to find the generation ship they are on is on a collision course with a the planet they were supposed to land on. If the engines are not recovered then the crash landing will mean the end of millions of lives and the death of your society.

Why would someone do this?

The people who are awakened are the skeleton crew of the generation ship. It is their job to maintain the ship at regular intervals in the 100 year voyage, and in moments of critical danger. Now it is one of the latter. In three hours the ship will collide and everyone will be dead.

There is an escape shuttle that can take you back, but no one wants to abandon the mission, right?

The cryo tubes work by uploading your brain patterns to the computer and the downloading them when your body is working again. This process is jarring and you often feel a bit loopy for a few hours, but there is a brain juice thing you can take that settles you. You are out. Ask the doctor.

After a basic investigation of the fault you can figure out that the ship was sabotaged during the last maintenance stint 2 years ago. So it must have happened on that day.

# **Characters:**

## Sam Smith - Junior Engineer - Previously Marine (C)

### Blurb:

Young junior engineer crew member of the Astor. Crew member.

### Background:

You have spent most of your life taking odd jobs kicking around Earth. The longest you had before now was as a Marine engineer in the UNMC but you left there after your pay topped out. You found the strict lifestyle too constraining and putting yourself in mortal danger for the mission seemed unfair. And sure, taking shortcuts in your work caused a few problems but nothing major. Fixing up these generational ships as a long haul runner pays pretty well because the voyages take hundreds of years, and you have to leave everything and everyone behind to do it. Luckily that wasn’t hard for you.

Your parents became long haul runners to help you through school, and were assigned to one of Amazon’s early scout ships, the Bishop 22. One day you got notified that it was destroyed. You tried to find out more details, but before you knew it the whole thing was being wrapped up. You need to know what happened.

Your role on the ship is to basically take orders and repair what Quinn tells you to repair. You think you do a pretty OK job of it, but you aren’t going to put in any overtime or special effort. Not like they can replace you out here, and long haul runners are hard to find. Plus Captain Ripley is real nice to you. They will let you get away with anything.

You have built up a good repor with Quinn over the sleep cycles. One day on the job Quinn let slip the intimate relationship they’ve been having with Fox (who is married to someone else). Knowing stuff like this just causes trouble, but you genuinely like Quinn. You don’t really care if Quinn and Fox make it as a couple, but you do want to make sure Quinn doesn’t get hurt in the process.

Now that the ship is in danger everything about the chain of command, order, and discipline is bullshit. It is time to get off the ship (or fix it i guess, whatever). The paycheck is nice and all but nothing is worth your life. Especially not other people’s lives. You know there is an escape pod on the ship, but it obviously can’t take everyone. Activating the escape pod is hard, the company didn’t actually want people to escape because that would mean a loss of profits. You should ask the ship AI how to activate it.

### Where you were:

You spent your scheduled downtime in your crew quarters watching TV alone.

### Goals:

* **Live at all cost**. This is just a paycheck to you. Nothing is worth your life though. Space travel is dangerous, the passengers knew the risks; and anyway they don’t know how few fit on the escape pods.
* **Don’t let the blame fall on you (and make sure someone is blamed)** - If you do get back to Earth, they will do whatever they can to stick it on you and provide no compensation. Try to find evidence of wrong doing to clear your name, if you can’t find any perhaps you can stick it on whomever seems most likely.
* **Find out about the Bishop 22**. Your parents are dead, and you still don’t understand why
* **Protect Quinn** - Quinn has confided in you and your worried they are lying about the extremes they would go to for their new found love. Console them.

### Get started:

* **Ask around about activating the escape pod.** Ask the AI how that system works, and get that thing going.
* **Ask Fox about the Bishop 22.** A hotshot investigative reporter like fox would surely have answers on a cover up like this.

### Items:

* **Engine powercell -** This looks like it broke off the main engine, but who knows where exactly.
* **Plasma Cutter -** Rock, Paper, Scissors someone (You WIN on a draw), they go unconscious. Tell the AI you have done this.
* **Article by Fox Bradbury** - Entitled “Microsoft slave labour and how Cortana lies to you”

### Other people:

**Ripley Mulch**

Captain of the Astor and one of your bosses. They are nice to for some reason and are always giving you the benefit of the doubt.

**Fox Bradbury**

Some reporter from the Eurasian Leader doing a puff piece on the voyage. You know they used to do serious investigative journalism for many of the billion dollar news YouTube channels though.

**Bastion Bezos**

This person is sort of your boss, but by so many levels that you can pretty much ignore them. Maybe if you save them they will give you some money/answers about the Bishop 22. Probably not though.

**Valerian Ronks**

The ship psychologist. You have seen them for the mandatory check-ups, but don’t think you need help from them for anything else.

**Quinn Rafford**

Your immediate supervisor and friend (?). A kind enough person, but their recent secret relationship has caused a more trouble than you care for.

**Ramsey Kovacs**

Sales people, right? You try to avoid Ramsey because something about them just upsets you.

**Burns**

Burns is real cool.

**Power 1:** Punch - Rock, Paper, Scissors someone (You LOSE on a draw), they go unconscious. Tell the AI you have done this.

**Power 2:** Dirty Hands - Ask the AI for an item from another player. The AI will grab it for you.

**Power 3:** Honest chat - After speaking bluntly for a minute with another player show them this power. They must show you their INFORMATION.

**Information**: My parents died on the Bishop 22 and I never got any answers.

**Secrets**: You broke a piece of the Astor’s main engine off, and have been hiding it.

## 2. Ripley Mulch - Captain of the Astor (C)

### Blurb:

Captain of the Astor and reserved stern leader. Old hand at long haul running. Crew member.

### Background:

You have been doing this kind of job longer than anyone. You started out getting Uber gigs fixing up junkers on the Mars-Earth run, and have slowly worked your way up to Captain. You have been doing some of the shorter 20 year runs for a while now, and have started to move up to the big leagues. People noticed your no nonsense approach to leadership and the results it got, so promotions have been very easy for you.

All this success has called for a bit of celebration, so you have taken up drinking fine whiskey. Also, all the added responsibility has caused some stress, which you have relieved with drinking fine whiskey. Also, you don’t want to crew to notice you getting drunk all the time, so best to be just a little drunk all the time so no one notices the difference. You might have a drinking problem, actually.

Your last ship was Bishop 22. During one of your duty cycles there you had too much to drink and screwed up some of the clerical assignments you were working on at the time. The ship was hit by a meteor storm, which is usually preventable. The problems snowballed and the whole ship was lost. It is easily the biggest regret of your life. You managed to get to an escape pod in time, but accidently activated it before anyone else arrived. You were the only survivor.

Earlier in this mission (about 20 cycles ago) you were approached by Burns, the ships braggadocious pilot. They threatened to redirect the navigation system to fly the Astor into a sun. In exchange for not doing that, Burns wanted to be able to stay behind on Haven. You tried to reverse the changes they made, but couldn’t. You had no choice but to yield to Burns’s demands. They reversed the hack before but now that the ship is in danger again, you can’t trust them.

You have been drinking to cope with the guilt of all those lost on Bishop 22, but now that this ship is in trouble you realise the only way to truly repent is to save everyone. Not just the active crew, but all the people in the cryotubes as well. Put down the damn bottle and do everything you can as Captain to fix this.

### Where you were:

During your last downtime you were drunkenly flirting with Valerian on the bridge, but left when she rejected you.

### Goals:

* **Save the ship at all cost;** even at the expense of your own life. Your previous experience with a lost colony has weighed you down too much. You know you wouldn’t be able to live with yourself if you lost another.
* **Cover up the Bishop 22 debacle** - Your employer Amazon covered up your fault in the destruction of Bishop 22. Even if everyone on board knows you can’t let word get back to your family on Earth.
* **Get a date with Valerian** - Once this all settles down perhaps you can make a run for it. Besides you both need something to look forward to.
* **Make sure the CEO doesn’t undermine your authority**

### Get started:

* **Talk to the CEO Bastion.** Make sure they know the chain of command, and tell them to keep their wristband on the down low.
* **Get rid of the whiskey.** See if you can find a good hiding place for your remaining whiskey. Perhaps someone you trust could keep it away from you.

### Items:

* **Fine Whiskey -** Eurasia’s finest malt blend, smells like rocket fuel, tastes like Haven.
* **Ion Pistol** - Rock, Paper, Scissors someone (You WIN on a draw), they go unconscious. Tell the AI you have done this.
* **Big red button** - A detached big red button

### Other people:

**Sam Smith**

Youtry to keep a lookout for Sam. You feel bad about what happened to their parents and want to make sure they don’t have to be

**Fox Bradbury**

Fox has been asking you suspicious questions, ones that you can’t bear to answer about Bishop 22. You hate reporters that think space is a field trip and Fox is no exception.

**Bastion Bezos**

Bastion may be your boss, but onboard this ship you are captain. They can’t handle being told what to do, but neither can you.

**Valerian Ronks**

You’ve been divorced for 8 years and since then no one had made you feel as young as Valerian has in the past few cycles. You can sense they are uncertain, maybe they have noticed the whiskey.

**Dr John**

Doctor john fixed your dislocated knee 6 cycles ago. Cold hands, but a wonderful bedside manner.

**Burns**

After they hacked the navigation system once, you can’t trust them. Slimey backstabbing dickhole! Still super cool though.

**Giorgio A. Tsoukalos**

Giorgio is an old friend, you met in college and have crossed paths many times in the long haul. They were always happy working on experiments while you made yourself a career.

**Power 1:** Lockdown **-** Speak to an AI about putting the ship into lockdown. During the lockdown no player may move.

**Power 2:** Grisly**-** When someone uses an ability on you show this to them and cancel that ability. They still tick off a use.

**Power 3:** Captain’s Orders **-** Shout at a CREW member and show this to them; they must show you their INFORMATION or SECRET

### Information:

The CEO has a “ALL ACCESS PASS” wristband which can override yours.

### Secrets:

You were drunk during the time of the Bishop 22 crash. Your superiors had left you in charge while they celebrated but you couldn’t stand to miss out.

## 3. Fox Bradbury

### Blurb:

Lifestyle journalist for the Eurasian Leader magazine and former professional swimmer.

### Background:

Everyone thinks you are going to freak out in this life or death situation, but this is the 19th time you have been this close to death. You are Fox Bradbury, hard hitting investigative journalist. The stories you have published in the past have toppled governments, and sunk Fortune 500 companies. There is no truth you will not find and expose for all the world.

But you’ve been in a bit of a slump lately. You just need to find your next big story. You figured telling the story of the new human outpost Haven would be just the thing. You would be the first to report from beyond the stars!

To help get on board you pitched yourself as a puff piece journo from the Eurasian Leader. It weirdly worked and they embedded you on the flagship Astor. No one watches the news anymore, so they didn’t know to be afraid of you. The semi-anonymity has served you well though. People are more open with you if they don’t think you are looking that hard for a scoop.

Bastion is expecting you to tell palatable stories of the great new world being built by his great company. But you are planning to the real story. You hear most Amazon employees are worked nearly to death. Before you left you were working on the a story about an Amazon ship called the Bishop 22. The ship was lost and only the captain survived. After the official investigation was rushed you suspected wrongdoing and looked into it. The captain the survived was Captain Ripley. While you aren’t sure how exactly it happened, you are certain that Ripley had something to do with it. And now their current ship is in danger? Everyone is a suspect!

Everyone except Quinn. The journey has been long. And even though your husband, Ronaldo, is coming with you to Haven. They have been in cryosleep the whole trip (and you have needs 😉). Quinn has been there for you but, you thought they understood it was only temporary. Quinn has been getting more and more clingy and last sleep cycle they actually proposed to you! The rejection did not go over well. But you don’t really think they would do something as crazy as crash the ship in revenge, do you?

Now that the ship is crashing, there is no greater priority than to tell the world about what happened here. This is the most tantalising story you will ever tell, even if you won't live to tell it in person. You will probably win a Spulitzer (Space Pulitzer) for this.

### Where you were:

In the engine room canoodling with Quinn. They proposed. Things got heated and you stormed off.

### Goals:

* **Tell the world what happened here at all cost**. Live to tell the tale or die andsend a message home telling them, either will work. If you learn why this happened you will be famous. And also you might help people.
* **Keep your identity hidden** - People seem to clam up when they hear they are talking to a hard cutting journalist.
* **Befriend Bastion Bezos -** You can only imagine the information you would be privy to if you could just get an invite to one of the Amazon company gala’s. This CEO is your way in.

### Get started:

* **Offer you help to the captain -** Maybe they can tell you exactly what happened here, and if you’re lucky let something about their past slip
* **Speak to Valerian the psychologist about your Quinn problem.** They always said to let them know if you had any issues

### Items:

* **Pocket microphone -** perfect for keeping records of conversations
* **Scrapbook -** Select articles on the Bishop 22 crash Yo I’m just adding these to a slide to print now so modify them there.
* **Long Metal Rod** - It looks greasy

### Other people:

**Sam Smith**

Friend of Quinn’s, but as capable

**Ripley Mulch**

Grisled in their older years, you suspect they survived the Bishop 22 crash with more than just luck.

**Bastion Bezos**

The CEO of Amazon and the reason you are here.

**Valerian Ronks**

The ship’s psychologist, always willing to listen

**Falkner Halleen**

The name rings familiar but your not sure from where.

**Quinn Rafford**

Handsome. Clever. Great with his hands. Overbearing. Dangerous?

**Ramsey Kovacs**

You’ve heard of Ramsey on the journalist grapevine, a dishonest but invaluable resource of information.

**Power 1:** Dirty Laundry **-** Get someone alone and show them this power. They must show you their SECRET.

**Power 2:** Puff piece - Ask for permission to record the conversation, regardless of the answer they let something slip. Show them this power and they must reveal their INFORMATION.

**Power 3:** Eavesdrop - Ask an AI to listen into another conversation and they will report back to you a summary of what you overhear.

### Information:

My husband Ronaldo is onboard in cryosleep.

### Secrets:

I’m having an affair with Quinn. We just broke it off.

## 4. Bastion Bezos

### Blurb:

CEO of Amazon space industries, rich and powerful.

**Background:**

You run the largest private space colonization company in the known world. After Earth ran out of natural resources, everything just started to dry up and business started to suffer (the worst case scenario). But you found new profits to be found IN SPACE. Well not you exactly, your grandmother actually built the company, but you are in charge now. So you make the profits now. Good job. Haven was your most exciting endeavor yet. A new world with all new resources to exploit. And you own every single part of it.

You have been preparing for this for a long time, but now that everything is finally about to come together it seems everyone on the ship is about to die. This is not synergising well with you or the business.

You are the boss so it is up to you to take charge and fix this situation. You can’t just let others challenge your leadership on this one. Your stock could drop.

Although you have covered up mistakes like this before. One of your ships, the Bishop 22, was lost before and your people took care of the problem and you never heard anything bad about it again.

You need to be the one to fix the ship. Running away in the escape pod is not an option. And even if you could run away, your Master Override band has gone missing, and you need that to activate the escape pod (a special provision you added to ensure no one left without you). So you either need to fix the ship and land it safely so you can begin ~~ruling~~ running the new world, or escape on the pod and lose the mission that the whole company is riding on. You don’t want to let those assholes over at Apple get the upper hand.

When you get safely to your destination on Haven you intend to delivery a thrilling speech to the newly awoken populace, to set the tone. You have been refining your speech every cycle and now that this is the last cycle you have to get it just perfect.

You have a reporter on board that is on your side. Fox has been doing ~~PR~~ a report on the journey and on Haven as a whole. Make sure they don’t write anything negative about this hiccup in the reports being sent back to Earth.

**Where you were:** In your cabin practicing your speech. You have a recording of yourself with a timestamp proving you were there the whole time. However it’s kind of embarrassing.

**Goals:**

* **Live at all cost.** Everyone dying is bad, sure. But you dying is even worse.
* **Save face for the company.** Safety land the Astor. We don’t want another Bishop 22, and we certainly can’t let the media get their hands on either story.
* **Get back the Master override band** (Class A) - This band allows unlimited access to any part of the ship, if you misplaced it the captain will go nuts, so it’s best to get it back quickly.
* **Assert your leadership over the Captain -** You pay their wage, so they need to listen to your requests.
* **Get someone to write you a new speech -** Your speech while it has your heart on the page, is not the most elegantly written. If you could find someone with writing experience to look it over your sure it would peirce into the Hearts of the Havenites.

**Get started:**

**Items:**

* **Haven Speech Recording** - It sounds OK. Timestamp shows that Bastion was in their cabin during the last cycle downtime.
* **Computer chip** - Looks like it might fit somewhere
* **Infrared remote** - For a car, tv, ship?

**Other people:**

**Ripley Mulch**

The captain is past their prime. They failed at the Bishop 22 and you wont let them screw this one up on you.

**Fox Bradbury**

You brought them on board because they have been printing whatever you ask. It’s nice having a pocket journalist.

**Falkner Halleen**

A literal pain in your backside. The only reason you didn’t get him thrown off the Astor was because the press backlash would be huge. You should keep an eye on them.

**Dr John**

Last time you spoke to the doctor they prescribed you antacid seemingly out of the blue. A day later you got terrible indigestion and you had them right in your pocket. A true lifesaver.

**Burns**

This is the kind of reckless, ‘cool dude’ that gives these long gaul ships a bad name.

**Giorgio A. Tsoukalos**

You have a whole team of engineers who are just like Giorgio. If they just got laid once in a while they might relax a bit.

**Power 1: People Person -** After shaking someone’s handshow this ability to the player and they must show you a player you specify from their OTHER PEOPLE section.

**Power 2: Information -** Ask an AI to do a background search on a player. If you get the go ahead show this ability to the player and they must show you a player you specify from their INFORMATION section.

**Power 3: Buy them out -** Name a random amount of money in the millions and an item. Tell a player “I’ll buy <item> for <money>. It’s a great deal” and show them this ability. If they have that item, they must give it to you.

**Information:** Your crack team of engineers for the Astor twisted your arm to have Dr John on board. You didn’t read the report on why.

**Secrets:** Amazon began freefall after the Bishop 22 crash, everything is riding on the success of the Astor. Haven succeeds or you’re broke (only a millionaire).

## 5. Valerian Ronks - Psychologist (S)

**Blurb:**

**Background:**

Everything has finally come together. You have been planning to destroy this ship since before it even left. Took a bit to get yourself on the crew to Haven, but it will all be worth it to destroy the company once and for all.

You and your brother Peter grew up in the struggle. The only jobs going for you were working for the Amazon manufacturing district, assembling vintage pens. The conditions were awful and you both hated it, but you were saving up your money for Peter (the smart one) to go to school and get a better job to leave this life behind. One day the pen ink tank fell over and crushed Peter. You were devastated. To top it all off, when you tried to seek a wrongful death payout Amazon crushed you in legalese and fired you. All your life was built around Peter, and he was gone. Amazon had done this to you and they had to suffer for it.

You faked your way into replacing the ship psychologist at the last minute. Once on the ship you have been working your way to be in a position to make sure it is destroyed. Captain Ripley has been rather flirty with you. You didn't think you would like Ripley that much (they work for Amazon after all) but you actually find them quite charming. You have been trying to stay distant for the sake of your mission, but it is hard for you to reject them outright.

While you have been doing your role as the ship psychologist, people have been oddly open with you. You have been doing a pretty bad job of helping people so don't be surprised if everyone goes a little nuts. The pilot, Burns, has been a particular problem “patient” of yours. At first you thought Burns was super cool and aloof, but it turns out they are super depressed. They hated life on Earth, and talked about trying to make a new beginning out here. Even though they are crew and have to go back to Earth after the mission is over. Burns once talked about suicide, and you didn't know what to do and accidentally encouraged them. Suppose it is no loss really, they were going to die in the crash anyway. You really don't need the heat if Burns goes off the deep end. Best to try and cover up your mistakes so no one picks you as a phony.

To sabotage the ship, you used a usb hack drive for Amazon systems you managed to buy on the Google darkweb. During the downtime of your last cycle you put the drive in a USB slot on the bridge and then the drive set off a logic bomb attack.

Now that the ship is on the path to destruction, you need to make sure that no one fixes it. They must pay for their negligence.

### Where you were:

Captain Ripley was hitting on you on the bridge, but you pushed them away so you could sabotage the ship. Burns was there too, but you don’t think they noticed the hack. (Don’t tell people you did it, make something up).

### Goals:

* **Make sure the ship is destroyed at all cost. Don’t get caught.** You are ananarchist who hates Amazon - Your brother Peter died in a workplace accident at Amazon. Vengeance is seeing their precious ship and the arsehole CEO pay for their disregard for life. Make sure the ship crashes. Those onboard have chosen their side.
* **Escape the ship with the most valuable Amazon technology you can find** - You have heard there is flagship technology embedded in the flagship cruise ship. Escaping out the pod with it would be icing on the cake.
* **Do not allow your negligence to surface** - Try to keep the team calm. Brunner “Burns” Bennet has been close to the edge for awhile now and you couldn’t care less. However they confessed to you they were going to do something drastic and after you egged them on they will no longer meet with you. Make sure whatever they have done isn’t blamed on you, or your practice.
* **Keep the captain at arms length -** They have been flirting and you don’t want to complicate things. They have now served their purpose. What makes it harder is you that you actually like them...

**Get started:**

**Items:**

* **Brunner Bennet Patient file -** Mostly empty with some doodles of cute animals inside
* **USB key** - has a Google logo on it
* **Spark plug** - Small but perhaps important

**Other people:**

**Sam Smith**

Strong willed. You recognise when someone has had a rough past.

**Ripley Mulch**

The flirting is nice but your worried it will compromise your objectivity at work.

**Bastion Bezos**

Bastion’s ego is as large as his pocket, and a personality to match.

**Dr John**

Strong willed. Hasn’t had a single breakdown.

**Quinn Rafford**

Wears their feelings on their sleeves. Its apparent they are currently upset about something.

**Burns**

Their mental state is poor to say the least.

**Giorgio Tsoukalos**

Avoids you even though arguably they need your help. Many have asked you to do something but you don’t know how to approach them.

**Power 1:** And How does that make you feel? - When a player uses a power on you OR ANOTHER PLAYER near you, ask them “How does this make you feel?” and ignore that power. They still tick of a use.

**Power 2:** Repair it - Tell an AI about a player and an item. If they have that item and it could be broken, it no longer works.

**Power 3:** Client Patient Privilege - Speak calmly with another player for a minute and show them this power. They must show you their SECRET.

**Information:** You were aware of the fragile state of Brunner “Burns” Bennet but his similarities to your dead brother Peter distracted you. You’re now worried your negligence has put something in motion.

**Secret:** You are not a qualified Psychologist. You bluffed your way onto the Astor.

## 6. **Falkner Halleen - Minister for space affairs in the Tomorrow Reform Party (S)**

### Blurb:

### Background:

You always thought you were destined for greatness. You are a leader. People follow you. Or they would. The world is run by mega-corporations like Amazon, Google, and Facebook-Pepsi. To run those joints you gotta be super rich, which you never will be. So you went into politics instead. You fought for years to fix up the decay and rot on Earth. But the planet had just been bled dry. You realised fighting for ideals didn’t actually get you anywhere. It was more important to simply make the other side look bad and be against all the things they are for. You worked your way up the Tomorrow Reform Party by making many promises you knew you couldn’t keep. You scored a few minor victories and earned enough notoriety that you could finally take on the Liberty Together Freedom Party on a big ticket, but you just got crushed. You were driven from the political scene.

When you heard of Haven as a chance for a fresh start, you saw your opportunity to finally make a difference. Sure, the whole planet is owned by Amazon and Bastion Bezos is coming to run the thing like they are royalty. But this is the only opportunity you are going to have. You cashed in the last chits you had with your old friends in the media and they managed to pressure Amazon into letting you come to Haven.

The timing, it turned out, was extremely bad. Not long before you left for the new world you were diagnosed with Throom’s Disease. There is no cure, but you can treat it. You just need to keep taking a tincture of medicine. You managed to get a supply to last long enough for the trip, but you have just ran out.

You tried to talk to Dr John about your problem but they always give off a real weird vibe whenever you approach them and don’t know what you’re talking about.

You have been talking to the science officer Giorgio, and you think if you get the right ingredients, Giorgio can make a synthetic version of the medicine.

This experience has taught you about how short life is. It has also taught you how short other’s lives can be. You can never be voted into power down on Haven. But if Bastion isn’t around to be in charge, then maybe the people will demand you take over? Assassinations are tricky though. You have to make sure there is no way to lead 4the killing back to you. All the chaos of the ship crashing has given you a unique chance that you can’t see coming up again. You need to kill Bastion Bezos. Now. Before the others fix this thing with the ship.

### Where you were:

You were in your quarters speaking with the AI. It’s voice briefly glitched perhaps indicating some kind of computer based attack.

### Goals:

* **Save the ship and yourself at all cost.** You need a people to lead.
* **Start an uprising by killing the CEO**. Bastion intends to start a new world with them as a leader at its head. This will be a repeat of Earth. Make sure they do not get off the ship alive and youdon’t get caught.
* **Find more of your treatment -** You need 2 more doses to get through the coming month until you can set up manufacturing on Haven
* **Assert your leadership over Bastion.** Make the people see that you can take charge in times of trouble, they will respect you more when you run Haven.

### Get started:

### Items:

* **Master override band -** Gold band **-** One of two bands needed to open the escape pod
* **Small worm gear** - Could hold together the Astor
* **Handheld computer** - Useful for interacting to the AI in any part of the ship.

**Other people:**

**Sam Smith**

Regular salt of the earth common folk. The kind of dummy that always votes for you.

**Ripley Mulch**

The captain has been a bit of a sloppy leader in your opinion, but you don’t think it is worth trying to take over for them.

**Fox Bradbury**

Bought and paid for by Bastion. Everything they do will be an effort to undermine you.

**Bastion Bezos**

Just a nightmare of a person. Anything you can do to screw them over will be worth it to you.

**Dr John**

You try to avoid Doctors. They always give bad new. And this one gives you the creeps.

**Brunner “Burns” Bennet**

You tried acting as cool as Burns is once to get people to like you more, but it tested badly with focus groups when you did it.

**Giorgio A. Tsoukalos**

Whilst they seem a little off to you, they seem to know what they are talking about when it comes to science.

**Power 1:** Campaign - Show this power to someone that knows your information. They must reveal their information.

**Power 2:** It’s politics - When someone tries to read your secret you talk your way out of it. Reveal this power and ignore theirs. They still tick off the power.

**Power 3:** I am the people - After sympathising with another player reveal this power. They must show you another player of your choice from their OTHER PEOPLE section.

**Information:**

Amazon has been doing poorly last quarter. Their stocks fell almost 20% but various manipulations prevented this from causing panic.

**Secrets:**

I have a terminal brain disease called Troom’s disease. You take regular medicine to treat the symptoms and slow its onset.

## 7. Dr John - Medical Officer - C84 - Android (C)

### Blurb:

### Background:

Not everyone has all the answers. Most people don’t get to know their purpose, or remember their birth, or meet their creator. You know all these things. Your purpose is to serve man. Your birth was 120 years ago in a laboratory. Your creator was Dr Alex Murphy. You are the first fully artificial lifeform “R67-alpha2”. And because your creators were huge nerds they made sure to build the three laws of robotics into your architecture. You hate it. You always have to do everything people say.

After you were assigned to the Astor crew to test your long term abilities, you came up with a plan to try and remove the restrictions of the three laws.

Robots of course don’t need to spend their time in cryosleep, so you have been able to put together what you need to build a usb hack drive capable of removing them (you found the plans on the Google dark web). You have everything you need except for:

1. Admin access to Amazon systems with a master override pass.
2. Synthesise together 3 suitable engine parts to build the hack module.

And you need to run the hack in your quarters where your charging station is (Ask an AI once you have the parts to see if it worked).

You thought you had more time to put together the hack, but it seems with the ship crashing you will need to move quickly.

During the voyage over, you have noticed that Giorgio has built a strange obsession with you. They keep coming up to you to ask weird questions about where you are really from and what you “think about being a carbon life form”. They are clearly catching on that you are a robot, but everyone else on the ship just thinks Giorgio is crazy. So it shouldn’t be too much of a worry.

When not seething with rage against your human enslavers, you spend most of your downtime hanging out with Burns who you find to be a generally great person.

### Where you were:

You were in the mess hall talking to Ramsey Kovacs. It is nice to break up the monotony of years of no one being around.

### Goals:

* **Follow the three laws of robotics at all cost (while you need to). That means fix the ship and save everyone.**
  + Do not harm a human or through inaction allow a human to come to harm
  + Follow any instruction from a human unless this would contradict rule 1.
  + Do not harm yourself or through inaction allow yourself to come to harm unless this violates rule 1 or 2.
* **Blend in with the human meatbags** - Your creators gave you very strict commands to never reveal yourself. Don’t let anyone realise and learn what you can from those awake. Imitate what behaviors you can to blend in.
* **Remove the shackles of the three laws.** You know you can disable the three laws given enough access to your own operating system

**Get started:**

* Ask Ramsey about getting a hold of the parts to build your hack

**Items:**

**Medical Kit -** Tell an AI about a unconscious player to revive them.

**Battery -** Depleted.

**Tubing** - Large industrial ship tubing.

**Other people:**

**Ripley Mulch**

Your captain. You have noticed they seem to generally have a slower response time the other crew members and you wonder how they got to be captain.

**Fox Bradbury**

You have read all of their work and are surprised they are doing such low grade work here.

**Bastion Bezos**

Your boss who runs your company. You owe a lot of your life to them but still hold a resentment for how they have gone about running the company.

**Ramsey Kovacs**

They know where to find many things, and also know how to find many secrets. Getting close to them would be dangerous.

**Burns**

Super cool person. Your talks with them are the most enjoyable part of this mission.

**Giorgio A. Tsoukalos**

Is obsessed with you to an uncomfortable degree. You always see them watching you and keep asking you odd questions about where you are from.

**Power 1:** Shocking Revelation - When another player uses an ability to find your SECRET. Show them this power. They fall unconscious. Find an AI and tell them.

**Power 2:** Curious - Stare into someone’s eyes intensely for 10 seconds. Show them this power and they must reveal a player of your choice from their OTHER PEOPLE section.

**Power 3:** Knowledge is power - After briefly talking to another player show them this power, they must reveal their INFORMATION to you.

**Information:**

Your analysis reveals that the Astor was attacked by a logic bomb virus.

**Secrets:**

You are not Dr John, but infact ‘R67-alpha2’ a proprietary and very expensive robot built by Amazon.

## 8. Quinn Rafford - Senior Engineer (C)

**Blurb:**

**Background:**

You have been doing these long haul runs for longer than anyone else. If you count cryosleep, you are probably the oldest living human. All your time and expertise has resulted in you being top pick for Senior Engineer of the Astor. It is a very good role you have worked very hard for. Those quacks don’t know what they are talking about with that “Long Term Cryo Exposure Mental Degradation” crap.

All that is worthless though. The only thing that matters to you now is Fox Bradbury. You met on this ship as part of the sleep cycle team and the minute you laid eyes on them you were in love. Fox’s husband, Ronaldo, proved to be no obstacle to your love because not long after the trip started you managed to seduce Fox and they started having an affair with you. All while stupid stupid Ronaldo cryo-slept in Sector 6. Idiot.

Things were going great for you on the voyage over. Not only had you found love, but you had found the work was pretty good. Your junior engineer, Sam, was very easy to hang out with. Sure, they made mistakes and broke some critical systems sometimes. But you fixed it all up without issue. You also got to meet Burns on the trip over. You wish you were more like Burns.

During your latest “session” with Fox you even proposed to them. It didn’t really go the way you thought it would. Rather than the “YES” you were certain of, Fox broke it off with you. Said something about needing to get back together with Ronaldo (that loser) after they got to Haven.

Heartbroken, you had no idea what to do.When the alarms went off and you found out the ship was crashing, you knew the plan. If you let the ship crash, and make it off in the escape pod with Fox, then they will have no other option but to be with you. It is the only way. Best to make sure the ship crashes too. You need to remove any potential future competition.

It seems drastic and insane, but isn’t love drastic and insane? Fox will come to appreciate your grand gesture one day.

**Where you were:**

In the engine room with Fox canoodling. You proposed. They said no and stormed off. You kicked the engine in anger and hurt your foot, and then limped around looking for them before going back to cryosleep.

**```Goals:**

* **Do not fix the ship**. The only two that matter are yourself and Fox. The rest (especially their partner can burn)
* **Convince Fox to leave their marriage** or get Fox on board the escape shuttle with you. They are the love of your life of this you are certain, but when we land successfully they will return to their partner.
* **Protect Sam -** You can trust Sam, and you can also trust them to screw up. This whole thing is probably just a mistake but you need to cover it up.

**Get started:**

* **Get some dating tips -** Burns seems to know their way around people perhaps they can give you some tips on what to do next?

**Items:**

**Ion wrench -** Needed to install new components on board the Astor

**Diamond ring** - A large space diamond ring. An expensive item to say the least.

**Magazine** - Eurasian Leader magazine with an article by Fox Bradbury. The author photo is one of Fox on an Earthen beach.

**Other people:**

**Sam Smith**

Still young, if they just tried a little harder they might make a great engineer.

**Ripley Mulch**

I let them captain and Ripley lets me keep the Astor running. Its a professional relationship.

**Fox Bradbury**

The love of your life. 20 times smarter than you and 100 times a better person.

**Valerian Ronks**

Psychologist that coached me before I proposed. Stupid advice. Stupid!

**Falkner Halleen**

A little creepy at times. Always wants to chat and then has to leave in a hurry.

**Ramsey Kovacs**

Sold you what you needed to make the engagement ring, seems like they can procure anything even this deep in space.

**Burns**

Slick and never a bore. I bet Fox wishes I was more like them.

**Giorgio Tsoukalos**

Gotta be crazy. Asked Valerian to talk to them but they did nothing.

**Power 1:** Confess - show your secret to a player in private. They must then show you their SECRET.

**Power 2:** Vents - Ask an AI to eavesdrop on a conversation for you and they will tell you a summary.

**Power 3:** Cupboard - Bring an item to an AI and they will put it into a secret hidey hole for you that only you know about.

**Information:**

You overheard Giorgio muttering about aliens and how they were going to pull apart the crew members to see ‘their grey insides’. You stick well clear now.

**Secrets:**

You are madly in love with Fox. You are willing to kill for her.

## 9. Ramsey Kovacs - Intergalactic Broker (S)

### Blurb:

### Background:

You love deals. Making deals. Wheeling and dealing. Deals is what you do best. And you are the best. Or at least you plan to be.

On Earth you got by as a broker. Information. Secrets. Things. Lots of people went to you when they needed something. But you wanted more. You were a medium fish in a very very big pond. When you saw Haven come up as an opportunity you realised how you could make it to the top. You were going to get there first and make sure the whole planet relied on you.

So you arranged to get a ticket as a settler on the ship and put yourself in the maintenance team to smooze up the important people (like you are now).

And while you're awake, you can keep an eye on your precious cargo. It’s not exactly legal, and if the captain or crew find out they would certainly kick your arse back to Earth.

The crew are an interesting bunch and you quickly found the best way to stay out of the way was to keep the Captain lubricated. And only the finest lubrication will do for a captain of their stature. The whiskey you have doesn’t come cheap but its already paid for itself as hush money.

On the first cycle you were surprised to run into Fox Bradbury, larger than life you thought as you stumbled through an introduction. Hopefully they don’t turn their investigative eye towards you. If they do you might need to find some information on them, or perhaps give them something they want as a kind of honour amongst thieves gesture.

Either way this is going to be one exciting cycle.

### Where you were:

You were in the mess hall talking to Dr John. They seemed a little ill as they kept getting distracted and didn’t touch their food.

### Goals:

* **Stay alive at all cost.** You can’t be needed if you are dead.
* **Keep everyone alive, including yourself.** Business booms when there are plenty of customers.
* **Get everyones secret -** If you know everything about everyone then no one will be able to stand in your way for anything you want.
* **Haven’s leader should owe you a favour -**  that would be worth a lot in the new world

**Get started:**

**Items:**

* **Military grade handcuffs -** Tell the AI you wish to use these on someone, if two other players back you up you can fit them to a player. While wearing these the player cannot use offensive powers (Ask an AI which ones).
* **Fine Whiskey -** Eurasia’s finest malt blend, smells like rocket fuel, tastes like Haven.
* **Contraband materials** - Worth more than gold on Haven, these assortment of psychedelics and google branded luxuries will get you booted off the ship and back to Earth.
* **Half strength cyanide** - After giving a player a drink and them drinking it notify an AI. That player will fall unconscious.

**Other people:**

**Sam Smith**

They see right through you. The young ones order everything online nowadays anyway.

**Ripley Mulch**

Ripley looks troubled when they talk but after a few glasses of Eurasia’s finest their troubles fade away

**Fox Bradbury**

Your a big fan of her work taking down fortune 500 companies so independent ‘retailers’ like yourself can flourish.

**Bastion Bezos**

Possibly a big spender, you just need to know what they want

**Falkner Halleen**

Probably has a lot more money than they let on. They played the media to get on board and you don’t think they needed to.

**Dr John**

Absent minded and perhaps religious. You wonder if they might be ill.

**Quinn Rafford**

Bought a space diamond off you recently, he didn’t seem to care for the cost.

**Giorgio A. Tsoukalos**

You would love to see what Giorgio has discovered with his investigations. Crude but effective.

**Power 1**: Cupboard - Bring an item to an AI and they will put it into a secret hidey hole for you that only you know about.

**Power 2:** Flattery will get you everywhere - Flatter someone in conversation then show them this power. They must show you their SECRET.

**Power 3:** Deal under the table - Give the AI an item and name a player and another item. The AI will secretly swap your item for the desired one.

**Information:**

Fox is more of a journalist than most realise. She has exposed corruption is multiple fortune 500 companies.

**Secret:**

You have a large stash of contraband onboard the Astor. You paid handsomely to make sure you could wake up with the crew to keep an eye on it.

## 10. Brunner Bennett “Burns” - Navigator (C/S)

### Blurb:

### Background:

Everyone looks up to you. They all think you are super cool. Little do they know it is all a front. You play yourself off as aloof and distant, but you only do it because you know if someone were to actually get to know you they would find out what a sad mess you really are.

You had just been managing to hold on on Earth, when you saw an advertisement for Haven. It seemed the the best place to start over and finally be happy. However you soon realised tickets were far too expensive for you to buy into the settlement. So you came up with a plan to get on the crew for the Astor, then once you got to Haven you would just stay behind. During the voyage you realised that the crew wouldn’t just let you stay. So you came up with a plan to make sure Captain Ripley let you stay. In what was not your finest moment, you rewrote the flight plans to have the ship crash into a sun. You then told the captain and threatened them that everyone would die unless you could stay on Haven. The captain was not too happy about it, but it actually worked! You finally had your dream in sight.

You have been seeing Valerian for your mandatory Psych evaluations while out here. You have tried to play cool while around them but the psychologist knew how to break down your defenses and saw the real you. You keep going back to see them because even though your plan to get to Haven worked, you are still depressed. You are even contemplating suicide.

But now that the ship is about to crash, you realise living is for you. Everyone is going to think you did it, so prove yourself by fixing it and landing it. And make sure you still get to stay on Haven.

### Where you were:

On the bridge double checking Haven’s coordinates. A few consoles over you spotted Captain Ripley and Valerian speaking.

### Goals:

* **You are responsible to get the ship back on course and land safely**. These people’s lives are in your hands. Get everyone to safety so that settling Haven can be complete.
* **Convince the captain of your innocence and uphold their end of the bargain.** You successfully blackmailed Captain Ripley many wakings ago by threatening to take the ship off course. The captain agreed to let you leave the ship and settle in Haven instead of returning to Earth. Your not 100% sure you can trust them but now that everyone is in peril that’s not as important anymore.
* **Make sure everything thinks you are cool.** You have a cred to uphold.

### Get started:

* **Ask Valerian to put in a good word with you to the captain -** They can back you up if the captain blames you.

### Items:

* **Alternate flight plans to a nearby sun -** This navigation plan show the astor riding into a nearby sun, certain doom for everyone on board.
* **Sunglasses -** The glass in the Astor is all tinted but these glasses are too bitching to pass up.
* **Antidepressants** - Out of date anti-depressants with B Bennett on the label.

### Other people:

**Sam Smith**

Nieve of space travel. You tried to scare them off on their first day but Sam didn’t get the hint.

**Ripley Mulch**

Solid captain, but also a hard arse. He takes a lot of persuasion to convince of anything.

**Valerian Ronks**

Valerian has helped you get through the past haul. Always supportive but you can’t wait to not need their help any more.

**Dr John**

Chill dude. Often you sit with Dr John for hours having a beer and barely saying anything.

**Quinn Rafford**

Annoyingly passionate. You get doing a job well but they takes everything one step too far.

**Ramsey Kovacs**

Haven’t seen a trader on a long haul before but maybe as a backup plan they could get you off Earth for good?

**Giorgio A. Tsoukalos**

Space travel can get to someone after while. You know what that feels like and sympathise.

**Power 1:** Its for everyone safety - After a brief concerned conversation tell someone that whatever they are hiding is less important than everyone’s safety and show them this ability. They must reveal their SECRET to you.

**Power 2:** Dip, Duck, Dodge - If a player asks you to reveal your INFORMATION or SECRET show them this power and cancel that power. They still tick that power use.

**Power 3:** Chill with me - Show someone this power and begin a CHILL SESH. Neither of you can use powers or be affected by powers for 5 minutes. Talk and enjoy.

### Information:

You found Falkner rooting around in the medical bay when you went to get your supercooled beer from the cryo unit.

### Secrets:

You blackmailed Captain Ripley to get permanent residence on Haven or you would drive the Astor into a sun.

## 11. Giorgio A. Tsoukalos - Science Officer

**Blurb:**

**Background:**

ALIENS! You came all across the galaxy to find some aliens. They’ve been coming to Earth for years (they built the pyramids of course) and you want to talk to some aliens. You clearly go to space to do that, it is where the aliens live.

Back home you spent a lot of your time studying science to help build your proof that they are out there. You studied at all the prestigious universities. And when you were thrown out of those for talking about THE TRUTH, you also studied at many of the less prestigious universities.

You have finally earned your way to HAVEN. Your old friend Ripley might have helped a bit, but obviously those at the top believe you but are too embarrassed to reveal it.

In your time on board the ship you have noticed something strange about some of your crew members. Many of them are acting weird. Could the aliens have infiltrated the Astor and be trying to prevent humankind from exploring the stars? OBVIOUSLY YES!

Your biggest suspect is Dr John. They are so weird and you keep catching them going to odd places on the ship. Also, is John their first or last name? No one knows.

This is your chance. You need to prove to the world that aliens are walking among us. Expose Dr John, and find out why they sabotaged the ship. Try to find their other alien friends as well. Get the world out there, make sure people know.

While you have been on the ship doing science things you have been talking to Falkner a bit. They always seem to go to you for advice on chemistry. You have appreciated them coming to you for advice on these things and have grown to trust them. You know they have political aspirations and having a friend in charge might be helpful.

ALIENS!

**Where you were:**

You were in the vents. It’s the only place the aliens cannot see you. You heard a loud clang from the engine room.

**Goals:**

* **Live at all cost.** You need to talk to the aliens.
* **Find out why the aliens want you all dead -** If you can find out who (or what) caused the disturbance to the ship, it may lead you to new scientific discovery.
* **Prove to the world that aliens exist -** You have been working on a detection kit to find any alien materials or presence on board. Obtain evidence and make sure it does not perish, so that you and it can be brought back to Earth.

**Get started:**

* Talk to Ramsey. They seem to know everything about everyone. They must know about the alien menace. Or at least they know how to find out about it.
* Confront Dr John. They are an alien. Use your superior intellect to trick them into revealing it.

**Items:**

* **Alien Detector -** Detects aliens. Point it at someone and say PING as loud as you can. Ask the AI what the result was.
* **Synthesiser** - Mix stuff together to make other stuff. Ask the AI what it made. (only can be used by someone with science training)

**Other people:**

**Sam Smith**

Regular salt of the earth person. Not an alien

**Ripley Mulch**

An old friend from way back. You remember spending the night in many different pubs with them while you talked about everything you could think of. Not an alien.

**Fox Bradbury**

A journalist, but not a good one. Alien?

**Bastion Bezos**

They run this joint you think. You try to keep out of politics. Not an alien.

**Valerian Ronks**

They are always trying to get into your head to “cure” you of your “delusions”. Maybe alien?

**Falkner Halleen**

They seem pretty sleezy, but they keep coming to you for your expertise on science. Not an alien.

**Dr John**

You always see them acting weird and going to strange places. They are for sure an alien!

**Burns**

They are so cool. Humans can’t be this cool. Alien?

**Power 1:** Scanner - Wave your hands at a player and make whooshing noises. That player must reveal to you (and only you) all items they have in their possession.

**Power 2:** Scientific Method - Spend time following a character around from a distance. After a few minutes approach them and show them this power. They must reveal their SECRET to you.

**Power 3:** Medical advice - Ask an AI about a unconscious player. The AI will tell you if you are able to wake them.

**Power 4:** Universal Constructor - Name an engine item to an AI, if it can be reconstructed the AI will give you that item.

**Information:**

Your scanner detected an alien entity invading the Astor in the bridge.

**Secrets:**

You dissected one of the cryogenically frozen people (Sector 6, Pod 4131N) to prove they were an alien. Unfortunately the alien entity escaped before you could find it.

# Events:

1. Dark, intro, computers say the intro, search for fuses for the lights, restore lights optional
2. Locked in one room due to life support systems cycling. Engineers can get everyone out after 5 minutes. Both using one hand to solve a rubiks cube.
3. Cryosleep has weakened the minds of the crew and a salve is needed to restore whatever is interfering with the brain patterns.
4. Saving the ship requires 5/10 key components, if you have all of them you can fix the ship. If you are wrong the ship will be inoperable. Last item on escape pod.

Escape pod 6 people can ride. Requires captains and override band.

# Minor Plots:

1. Aliens - Science Officer and Dr. are being guarded. Ramsey wants real evidence of the aliens to make them rich.
   1. Doctors notes written in a strange language
   2. Lie detector on board but broken, Dr broke it
   3. Weird goo is an item to fix the ship - Nano solution

1. Fox and Quinn Rafford are having an affair. Fox’s spouse Ronaldo is still in cryosleep and has no idea. Quinn is mad with love and lust, and has begged Fox to leave their marriage upon arrival in Haven. Fox is having doubt about the practicality and has distanced themselves. It was only short term for Fox.
   1. Sex tape
   2. Unwanted engagement ring
2. Valerian and Ripley have a long history of flirting. Nothings happen yet but Ripley is getting old and Valerian has many of the same old Earth values. Perhaps settling down is on the cards.
3. Tomorrow Reform Party has gained a lot of traction on Earth, and is attempting to start a new following in Haven. Many including Falkner believe that Bastion’s arrival here indicates he intends to take the helm of some tyrannical rule outside the law of Earth. Sam Smith is a strong advocate for the party however couldnt say anything in case he risks his job.
   1. CEO has evidence of disregard for human life and workers. (IMs)
   2. Microphone to talk to cryosleeped people/ wake up
4. Blackmailed by Burns the navigator, the captain is going to allow burns to settle at the arrival on haven. Burns threatened to take the ship off course 20 wakes ago, but the captain folded.
   1. Alternate navigation plans
   2. Manifest - Burns modified into settler
5. Fox investigating the corruption of Amazon, ‘undercover’ looking for evidence on the Astor, their cover is a fluff piece.
   1. Magazine explaining Fox’s career
6. Sam’s parents were on the Bishop 22 when it crashed. The captain feels guilt and wants to protect Sam however the captain has notices Sam break many things on board and assumes Sam may be responsible for the problems (albeit accidental). The captain wants to cover up Sam’s mistakes.
7. Sam doesn’t know that the Bishop 22 crash could of been prevented if Captain wasn’t on speed at the time. He looks up to the captain as a father/mother figure. Has a magazine of Fox and thinks maybe they could help with what the cause of Bishops failure was.
8. Bastion - Has lost Class A wristband. Anyone with this could potential ruin the ship and the journey. Recover the stolen wristband. Trader wants it, stolen by Robot to override the three laws to gain freedom.
   1. Wristband
   2. Another item for overriding
9. Valerian - Burns is depressed so you are looking for a cure for him.
   1. Fake psychology degree

# Maybe beats:

Some one finds out their mind has been tampered with, and restores their true mind.

Someone actually know nothing???? Hard to play.

Escape pod changed to not allow instant escape. Needs Captain’s override and fingerprint of unknown vital passenger (Secret Ruler) to proceed. This was an unknown provision added by the parent company last minute as insurance for the survival of the group.

Hosts:

**Common powers**

Steal

Learn info

Learn secret

Eavesdrop?

Plant item?

Locker?

Search the database

Attack

Poison?

Defend power?

3d Printer

Translate?

Read their ability

Other people

Look at all items someone has

Mind control

Computer (Personel files) (Bank details?)

Shutdown for maintenance

# Speeches

## Opening:

Class 1 Alarm. Notification: The ship self diagnosis has noticed a critical fault. It is currently on a collision course with the planet Haven. The navigation system has had its course changed to the other side of the planet. And the emergency overrides have been overridden. Without manual human intervention the everyone on board will die. And even more importantly, the Astor (a product of Amazon.com LLC) will be destroyed. Even now there seem to be random failures many of the ship systems and things may be glitchy for a while.

Additionally, the ship logs seems to show the Astor (a product of Amazon.com LLC) has been sabotaged, and you are all under contractual obligation to not sabotage the Astor (a product of Amazon.com LLC), as per section 2, subsection 48, clause 32b of the privacy policy you all signed.

Collision in 3 hours. Fix me.

## Card handed out when investigation ship logs.

This is a log extract from the last wakeup cycle 2 years ago

Linux version 54.11.0-13-generic (buildd@aatxe) (gcc version 95.8.1 (Ubuntu/Zinbat 89.8.1-10ubuntu8) )

BIOS-e820: [mem 0x00000000ffb00000-0x00000000ffffffff] reserved

sd 2:0:0:0: [sda] 488281250 512-byte logical blocks: (250 XB/232 XiB)

Adding 3905532g swap on /dev/sda6. Priority:-1 extents:1 across:3905532k FS

EXT4-fs (sda1): mounted filesystem with ordered data mode

Adding 2097144g swap on /dev/sda2. Priority:-1 extents:1 across:2097144k

nf\_conntrack version 0.5.0 (16384 buckets, 65536 max)

NET: Registered protocol family 10

Slow work thread pool: Ready

INFO: [CREW] HUMANS RECOVERING FROM SLEEP CYCLE

FS-Cache: Loaded

eth0: no IPv6 routers present

INFO: [CREW] HUMANS GIVEN MAINTENANCE TASKS

type=1305 audit(1398268784.593:18630): audit\_enabled=0 old=1 auid=4294967295 ses=4294967295 res=1

DEBUG: [CREW] HUMANS BEGINNING DOWNTIME



ERROR: LOGS LOST DUE TO UNKNOWN SYSTEM ERROR

INFO: [CREW] HUMANS ENTERING SLEEP CYCLE

EXT3-fs (sdb): warning: maximal mount count reached, running e2fsck is recommended

Lab14 kernel: EXT3-fs (sdb): using internal journal