Copernican Sky

Elevator Pitch:

Aboard a city sized Colony Ship, thousands of years away from both Earth and its destination, trouble is brewing. A vicious attack from an alien species has damaged most of the ship’s energy coils. Caught in an energy crisis, the Government (Ship Captains) and the Trade Guilds agree that power need to be diverted from the cyro-chambers, even if that risks the lives of those asleep. Most people on the ship feel disconnected from these 1000 year old frozen bodies and agree that their needs are more important.

4 Factions:

The Trade Guilds: A collective group of Union leaders who run their own government. Believes the Ship Captains have too much control over life support allocation. Believes their workers should get better food rations, more hot water and that their machines should get more power diverted to them. They are one bad deal with the Ship Captains away from staging a coup.

Ship Captains: The governing body for all of society, on the ship. Believes the Trade Guilds have too much control over the people. Believes the Trade Guilds have gotten greedy. Feeling the energy pinch caused by the alien attack. They have chosen the lives of the people awake over those sleeping. They have promised the Guilds a half share of that power, but have no plans on keeping that promise.

The Awaken: Most people feel disconnected from these 1000 year old frozen bodies, and they can ignore the moral dilemma of removing power from the cyro-chambers. The cyro-technicians, a small group of people who spend their days in these frozen halls, don’t have such a luxury. Their leader believes that if they break a sacred law and start waking people up, the Government’s will begin to see them as human beings again. The Ship Captains declare the cyro-technicians as traitors of the state and attempt to place that part of the ship under martial law. The Awakened, unhappy to find out their frozen friends and families’ lives are being thrown away, begin to resist.

The Aliens: A small group of captured aliens are on the ship in control of the Ship Captains for scientific research. As chaos breaks out between the factions some of the aliens manage to escape. Far away from any of their kind, this ship is their home too now. They’re very unhappy with sharing it was humans. And yes they breed quite quickly.

The main character:  
Similar to our previous main character. She is one of the Awakened. This allows us to teach the player everything that’s going on. Her primary goal is to stop the powers that be from shutting down her frozen friend’s life support. Her secondary goal is to stop the four factions from tearing the ship apart.