

Premise

The year is 2364. The people of Earth, together with their network of far-flung colonies, comprise the Terran Civilization. The Terran Civilization, in turn, is a member of the Interstellar Confederation. The Interstellar Confederation is an organization made up of hundreds of spacefaring civilizations and is populated by dozens of different species.

You are an officer aboard the Interstellar Confederation Ship (ICS) Endeavour. Your mission is to explore the galaxy. You will travel deep into uncharted space where you will encounter strange natural phenomena, make first contact with alien civilizations, and help those in need.

Tone

This is an optimistic science fiction game. That is, it is a game about a future in which humanity has progressed beyond the kinds of internecine conflicts that plague modern society. Advanced technology is commonplace and has helped to create a post-scarcity society throughout the Interstellar Confederation.

The crew of the ICS Endeavour are skilled professionals who know how to work together effectively. While they may disagree at times, they will not let personal biases or animosity affect their work.

Stories in ENDEAVOUR generally involve some kind of moral dilemma. Moreover, the futuristic setting acts as lens through which we can view contemporary social issues. The best such stories are fundamentally about the difficult choices the crew are asked to make and how they are affected by their experiences.

Summary of Differences

While ENDEAVOUR uses the same underlying mechanics as AGON, much of the terminology has been changed to reflect the thematic differences between the two games.

AGON \iff ENDEAVOUR	AGON \iff ENDEAVOUR
Island \iff Planet	Glory \iff Distinction
Epithet \iff Role	Pathos \iff Stress
Lineage \iff Species	Agony \iff Distress
Honored God \iff Heritage	Fate \iff Experience
Great Deeds \iff Discoveries	Battle \iff Crisis
Trophies \iff Artifacts	Clash \iff Confrontation
Acumen \iff Curiosity	Epic \iff Gruelling
Grace \iff Integrity	Sacred \iff Sensitive
Passion \iff Fairness	Mythic \iff Fraught
Greek Gods \iff Civilizations	Sacrifice \iff Diplomacy
Divine Favor \iff Assistance	

Domains

There is no mapping between the individual domains used in AGON and those used in ENDEAVOUR. Rather, the mapping applies to the *sets* of domains used in the two games.

AGON \iff ENDEAVOUR
<div> <div> Arts & Oration Blood & Valor Craft & Reason Resolve & Spirit </div> \iff <div> Leadership & Negotiation Science & Medicine Operations & Engineering Strategy & Tactics </div> </div>

The Signs of the Gods

ENDEAVOUR does not use The Signs of the Gods. Instead, each adventure is prefaced by a log entry made by one of the crew. See **Log Entry** (page 3) for details.

Log Entry

Test

ENDEAVOUR

Notes

Role

d

Name

d

Species

Heritage

Domains

Leadership & Negotiation

d

Science & Medicine

d

Operations & Engineering

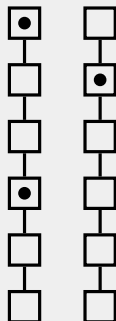
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Strategy & Tactics

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Stress

Experience



Civilizations

Terran

Distinction

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Bonds

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Artifacts and Discoveries

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Virtues

Curiosity	<input type="text"/>	Integrity	<input type="text"/>
Fairness	<input type="text"/>	Courage	<input type="text"/>
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