

Lisette // Cylon

You join Sherin immediately. So when Sherin is ushered out of the room following the Nuclear Alert, you will join her together with 6 others.

Act out Sherin's Cylon sub-conscious. You will be a figment of her imagination, so no-one else will respond or interact with you. Your role is to plant the seed of doubt in Sherin's mind about her loyalty to humanity, while extolling the virtues of being a Cylon.

You can disappear off the ship at any time you want as you are imaginary. The physical version will be revealed to be on board the Cylon Cypher, where you are an operator in the telekinesis division. They will give you up, as you are a traitor to their cause. Everyone can see you now, but you can still just address Sherin to keep it creepy.

The Galactic Spheres // President's Cylon Mind

Hayley // Cylon

In the prelude you host the party and give a speech as described under the 'Briefing & Prelude' heading of the Sequence of Events section. You join Sherin as part of the original crew of the Galactic Spheres. So when Sherin is ushered out of the room following the Nuclear Alert, you will join her together with 6 others.

At the 'twin pisces' rendez-vous point, you'll inform the president that something is really fishy around there, and that you intend to find out what it is. This is where you are recast in the role of an investigative journalist. Your role is to keep the atmosphere alive in between contact with other space ships (and during if you want to add colour), by asking Sherin inconvenient questions and by volunteering inappropriate opinions about her leadership direction and anything to do with Human-Cylon relations and how the people on board this ship are treated. Just run with it!

Ciosa will be trying to implicate you as a Cylon, you will always deny it. But give Sherin sufficient reason to doubt your humanity so she'll be able to put you in the right group for the Synthetic Synthesis Finale.

The Galactic Spheres // Investigative Journalist

Ciosa // Human

There's no Starbucks in this universe. But if there's any character that's close to Thrace, it is you. You are a constant pain in the ass with your nagging suspicions about there being Cylons amongst the crew of the Galactic Spheres. You can point fingers at crew members, but you'll never actually out any of them as Cylon. Be especially critical of Hayley, who is a Cylon. She is reporting on Human-Cylon relations, so you'll be able to find plenty of ways to dirty her along the way. Where some roles are more lenient towards the Cylon, your extreme paranoia means that every thing, every one is suspect every time.

You join Sherin as part of the original crew of the Galactic Spheres. So when Sherin is ushered out of the room following the Nuclear Alert, you will join her together with 6 others. You'll be with her for the whole journey. You'll also be responsible for placing people in the brig when Sherin wants them there.

In the finale you will be the one making the case for the humans only ending. Sherin will just have discovered the Synthetic Synthesis technology and will be very inclined to use it. Prepare some good arguments against it, cause I bet you'll need them!

The Galactic Spheres // Hotshot Viper Pilot

Janice // Human

You join Sherin as part of the original crew of the Galactic Spheres. So when Sherin is ushered out of the room following the Nuclear Alert, you will join her together with 6 others.

Your role is to provide Sherin with the sense that there is an imminent Cylon threat, though you'll remind her that if there are any specimen that we could capture Alive, you'd love to study them. Over the course of the story, several Cylon will end up in the brig. You can use your methods to get vital information out of them. During the briefing, we'll go over exactly who you should pursue for what. I'd also really appreciate it if you could fill in the non-BSG fanatics (while they are on board our ship) on the motivations and the characteristics of the Cylon, so they can enjoy the story too!

The Galactic Spheres // Cylon Expert

Lucy // Human

Everyone on board will share a ultra progressive fact about life on-board the Rainbow Rising, but your role is to lead the president in a verbal tour around the ship and talk her through the ideas and practices you've developed while segregated from mainstream morality. You're naturally good at this, so I feel like scripting it would just do more harm than good!

You'll ask your fellow commune members to share some of their experiences on board the ship, and you'll want to steer the conversation in the direction of your most valued member: 'The All Knowing God of Human Pleasure'. You'll create his persona by extolling all his virtues as the infinite lover. You'll ask Sherin if she wants share in your knowledge this man. Convince her, and we'll put him in the spot light.

Rainbow Rising // Mother Gaya

Wins // Human

Everyone on board will share a ultra progressive fact about life on-board the Rainbow Rising. When the president comes to visit your ship Lucy will ask you to share something about your life on the ship and you will tell her that you believe that love between a human and a machine is possible, you just plug into it on a spiritual level and its sensors will be able to read you. You can go into as much detail as you want :)

Rainbow Rising // Estrella Vargis

Suhani // Human

Everyone on board will share a ultra progressive fact about life on-board the Rainbow Rising. When the president comes to visit your ship Lucy will ask you to share something about your life on the ship and you will tell her that you believe we are all inhabited by the same spirit, and that as the spirit moves from mind to mind we are momentarily left without awareness. That's why we can only think in 24 frames per second, because that's how long it takes for the spirit to touch all the human minds in the galaxy. This is also how telekinesis works, because sometimes the spirit will bring residual thoughts from the rest of humanity with it, and if it resonates with your attention, it will find your mind as a receptor.

The Galactic Spheres // Sister Seven

Paul // Ancient Cylon

As the all-knowing God of Human pleasure, Sherin will try to find out whether you are a Cylon. You can talk about your belief that only Pure Love will foster a future for both Cylon and Human kinds. As Cylon cannot have offspring through natural means, you have been sent to bond with humans of a pure and all-embracing disposition, in the hope that the two kinds will spawn a hybrid species. Despite the copious of sex you've had to go through, your efforts haven't resulted in the desired offspring, and thus perhaps you can suggest that it is time for you to join the Galactic Spheres to pursue other forms of love.

Since you are one of the Ancient Cylon, there is only one of you. Unlike the regular cylon which have unlimited copies, so you cannot show up in parts which you were not scripted to appear. You play a vital part in the final act, so it's quite OK if through the conversation with Sherin she discovers that you are one of the Ancient 5. You have also brought the human form to the regular Cylons, so references to this are fair play.

Rainbow Rising // 'All Knowing God of Human Pleasure'

Rayla // Human

You join Sherin as part of the original crew of the Galactic Spheres. So when Sherin is ushered out of the room following the Nuclear Alert, you will join her together with 6 others.

Your role is to provide Sherin with the sense that she is in control of the ship and has hundreds of people at her command. As the CIC Officer you'll use the language of the CIC to give the experience its unique BSG feel. You'll also be the DRADIS operator and will announce the appearance of a new vessel on dradis and will report its identity. During the briefing, we'll go over the procedures for this.

The Galactic Spheres // CIC Officer

Dan // Cylon

The flamboyant casino owner hasn't stayed on top by playing nice. He loves a game of spacers and is known to bet the house on outrageous bets. Whether he wins or not, this man never loses.

When the Galactic Spheres docks with your ship, you will feign ignorance of events and laugh them away. Wondering whether the self-styled president would like to try out her delusions at a game of spacers you explain the game and set the stakes high. If Sherin or any of her crew-members win, the Potemkin joins the fleet. If you or your partner wins, the Casino will get the rights to the Galactic Spheres. If Sherin really wins, all is well. If your party wins, you can suggest that as long as you allow to be self-governed, the Potemkin will join them anyway, as you simply wouldn't mind some new faces with eager wallets walking through its bowels.

Palace Potemkin // Casino Boss

Julianne // Cylon

You will detail the story of your mission and how you decided that war was not the right path and that you have sheltered yourself from the wrath of the fellow cylon by using cloaking technology.

You can say that while your master is unique (he is an ancient cylon after all) there are many more like you, and that it was only through the unpopular teachings of the master that made realise the wrongs of the Cylon war machine and break the pact with your model range.

Since you are a regular Cylon, you can actually show up in other parts of the story, but you have to make sure that you either escape, or die in the process. Since we need you to be present for your scripted part.

Cylon Cypher // Synthetic Specialist

Sissi // Cylon

Your role is to provide Sherin with a sense that the same theological questions of the BattleStar Universe are being addressed in our version of the universe, and in your case suggest through your discourse that you are in fact one of the Cylon Models.

You will be arguing in favour of the Cylon religion, without making overt claims of being a Cylon. This religion is closer to Christianity whereas the religion of Human Colonies is more Classical poly-theists.

For inspiration to talk about your religion, there's a neat wiki page dedicated to the subject.

Following your argument with Peter, you will ask Sherin which side she thinks is most plausible. If she picks your side, you have gained her trust and wish to be her spiritual councillor, if she picks the other position you plea with her to take you with her because she is committing a grievous mistake.

Since you are a regular Cylon, you can actually show up in other parts of the story, but you have to make sure that you either escape, or die in the process. Since we need you to be present for your scripted part.

Pilgrim's Blessing // Mono-theist

Simon // Human

Everyone on board will share a ultra progressive fact about life onboard the Rainbow Rising. When the president comes to visit your ship Lucy will ask you to share something about your life on the ship and you will tell her about this particular drug you use which allows you to feel what your genes know. The drugs reveals the ancestral memories encoded in your genes and project them into your consciousness! It's completely transcendental, you cannot truly know yourself without it.

Rainbow Rising // Ernst Young

Gabe // Ancient Cylon

You play a very important role in delivering the information that Sherin needs to inform her final decision, so please be precise when detailing the two conditions. Your apprentice will detail the Cylon Cypher's mission, but your role is to explain exactly what the scientific reasoning behind the synthetic synthesis is, and caution that it is still in prototype phase.

When you talk about the second condition - all five ancient cylon - you will reveal that you in fact are 1 out of 5. As punishment for your pacifist teachings however your visual recordings have been put on stasis in the memory bank, so you won't be able to directly ID who the other 4 ancient Cylon are. Of course feel free to drop hints as to their identity based on character traits.

Since you are one of the Ancient Cylon, there is only one of you. Unlike the regular cylon which have unlimited copies, so you cannot show up in parts which you were not scripted to appear. You play a vital part in the final act, so please be prepared to help Sherin along a little if she's completely at a loss trying to identify the other 4 ancient Cylon. See 'Endings' to read more about what role you play in the grand scheme of things.

Cylon Cypher // Master Syntheticist

Laine // Human

As one of the notorious traders who exchanges disappearances for ships, you will try to get Sherin to go all in on the bid. You'll be responsible for building out the shady trader side of the narrative to bring the Potemkin to life. Just keep mentioning in subtle ways how it's possible for you to give such stellar deals - and the casino benefits too!

You'll be asked to join in on a game of spacers. Dan designed this game and will explain it to you. If Sherin or any of her crew-members win, the Potemkin joins the fleet. If you or your partner wins, the you'll have found yourself your sweetest deal yet.

Palace Potemkin // Previously Owned Space Craft Trader

Chris // Ancient Cylon

Unaffiliated with any scripted ships, you appear on the Galactic Spheres half-way through the narrative out of nowhere. We will be cruising through the Fa Yuen Sector, and you will join our party by coming up from behind. As soon as you are part of the group, the Cylon Raider you arrived in is left behind and you will maintain that you were part of the original crew, being very understanding that the president has never noticed you before.

You will also be the delivery device for disinformation, and are free to question any deductions she makes that are favourable to Humans. Your mission is to convince at least 4 other Cylon that the war could be ended by detonating a nuclear device when the fleet is within close range of each other. Your actions may result in your incarceration, so be prepared to bargain for your freedom by arguing for eternal return: All Of This Has Happened Before And Will Happen Again. When in the brig, you can tell the CIC officer or Cylon Expert that you will reveal your identity as an ancient Cylon in exchange for your freedom. Whether Sherin decides to free you or not you will disclose how the Humans of Earth too built their Cylon, before a nuclear war wiped out the human civilisation and left but five of the Cylon intact. To prevent that from happening again, you wish for the scourge of organic life to be extinguished.

Cylon Raider // Infiltrator

Kent // Cylon

You are the brutal and insidious mastermind behind the Bermuda Void. The prison ship officially is funded through the tax-contributions on the 12 colonies, but accepting to 'lose' people in your void has meant that you also had to accept lucrative bribes. As you consider investments towards the improvement of the living conditions aboard the prison to be an absolute waste, you've channelled your funds into building a Human Hunting resort on Phallanx, an uninhabited moon of Picon. Feel free to make up the rules involved in the Human Hunt, but as a Cylon you'd be sure to enact as much psychological as physical violence upon the hunted.

When Sherin docks with your ship you will give her a verbal guided tour around the premises. You'll mention hearing about the attacks on the Hum... Homeworlds and feel so very sorry that your prisoners are destined to participate in the Human Hunt. The stinking meatbags couldn't possibly deserve to be part of a the search for planet earth, and besides hasn't Sherin heard of the 'Myth of Australia', where criminals were sent to colonise a new world? We all know what became of that!

Be prepared to spar with Tom's arguments as a human activist. For example, argue that whomever responsible planet-side for putting these people behind bars, they were all killed by the Cylon, does Sherin really think that'll tear them up? Half the prison population probably swears allegiance to the Cylon!

Sherin will ultimately decide whether you get to keep your humans (which means you and your crew return to the flat- oh no!) or the prisoners get to join the Galactic Sphere. In the former case, since you are a regular Cylon, you can actually show up in other parts of the story, but you have to make sure that you either escape, or die in the process if the prison ship hasn't been discovered yet by Sherin, cause obviously, we'll need you to play the Warden!

Peter // Human

Your role is to provide Sherin with a sense that the same theological questions of the BattleStar Universe are being addressed in our version of the universe.

You will be arguing in favour of the Human religion. This religion is closer to Roman religion whereas the religion of the Cylon is closer to Christianity. You have some of the best self-deprecating humour, so I'm sure you'll know what to say!

For inspiration to talk about your religion, there's a neat wiki page dedicated to the subject.

Following your argument with Sissi, you will ask Sherin which side she thinks is most plausible. If she picks your side, you have gained her trust and wish to be her spiritual councillor, if she picks the other position you plea with her to take you with her because she is committing a grievous mistake.

Pilgrim's Blessing // Poly-theist

Leo // Cylon

Word has gotten around about regenerative baths in which Cylon consciousness is downloaded as soon as their physical form dies. As a professor of ethics your role it to argue for the immediate abolition of such baths as they deprive the Cylon of freedom through death.

Humanity's Hope // Professor of Ethics at Taubridge

Rich // Human

Where is this Cylon homeworld? And how do we preserve its native culture? How do we interact with the Cylon without imposing our own values through toxic exposure? How can we ever visit their homeworld without inexorably changing the landscape of what once was the pristine Cylon homeworld in the days before Human tourism? These questions trouble you as the Hyper Connected Mixed Media Professor, and you'll be sure to remind the President that no interaction between our culture is without consequences.

Humanity's Hope // The Hyper Connected Mixed Media Professor

Janakan // Cylon

The visionary professor of Cybernomics you can't count your luck that the Cylon have returned! Now you can finally enact your plans for the 7th industrial revolution, by replacing all the human work force by Cylon, overriding their logic circuitry by providing them with less rewards the harder they work. This will make them incredibly obedient, and ultimately profitable.

Humanity's Hope // Chair of Cybernomics at Caprica University

Erin // Human

Victim of Cylon co-conspirators, you were sentenced to five years in jail, two of which are still on the clock. As a Defence Systems Security Clerk your job was to monitor all the video feeds in the building where the planetary Defence Mainframe is hosted. At the very same time on four different cameras in four different locations you saw the same person walking through the building and operating machines. This is possible because they were Cylon and it simply were 4 different Cylon of the same model breaking into the mainframe to disable the planetary defences.

You followed them on the security screens and noticed that they were collaborating with one of the facility's leading scientists. If his involvement with the 4 look-alikes wasn't suspicious enough, the scientist has had a tenure of 25 years without ageing one bit! You suspected all of them to be Cylon somehow, with the scientist being the leader of the bunch.

Of course before the Cylon attack, everyone thought you were crazy for suggesting that Cylon looked like Humans, after all only 37 years ago they looked like ill-adjusted robots. To silence you, the scientist made sure that you were found guilty of espionage, and sent to the Bermuda Void. You will promise to reveal the identity of this scientist, if Sherin takes you under her wing. The cylon you are looking to expose is Chris. You'll find him having joined the Galactic Spheres under mysterious circumstances.

Bermuda Void // Prisoner 37826

Tom // Human

After listening to Kent's insidious plans for the inmates, you protest in ways I could never script for you. But the more BSG-themed the arguments, the better. So for example, you can argue that with the destruction of the human home worlds, their justice system no longer applies in the far reaches of space. Or that since the human race was decimated, argue that we'll need all the men and women we can muster to keep the gene pool neat and diverse.

Sherin will ultimately decide whether you Kent gets to keep his humans (which means you and your crew return to the flat- oh no!) or the prisoners get to join the Galactic Sphere and you join them on the quest throughout the story. The latter is a much better resolution, so I hope you manage to convince her!

Bermuda Void // Human Rights Activist