

Silent Memories Example Scenario

This document contains the story flow, Truth worksheet, The Truth, and Memories found in the examples in the main rules.

Version 1.0

The Flow of the Story

The basic flow of the story follows the following format:

A. Awakening - The PCs are awoken

i. The Commander wakes up first, this allows the GM to describe the scene in great detail, focusing on what a single person is going through while setting the mood for the game with little input or interruption. This also gives the commander an opportunity to potentially explore the room they are in and having him awaken the rest of the crew. This tends to put him in a position of authority from the outset of the game.

B. Setup - Getting everyone ready

i. After the players emerge from the pods, they can get dressed in the uniforms in the lockers nearby. This is where they will find the equipment for their duties as well as see the rank insignia on their uniforms.

ii. Lock them in this room. The lock will require the Engineer or the Technician to open it. This will help ensure the Commander won't just run off and get himself killed or eat up time exploring the ship while the other players can't do anything.

iii. The room is also a place where they can get an idea of situation they are in. The room is in a state of disrepair and some of the systems are not working. The lights go out for the first time, plunging them into darkness. The engines make the whole ship shudder and the automated warning system lets the players know how much time they have until they are all vaporized. The door isn't working, requiring the Engineer or the Technician to make the first pulls of the game

C. Discovery - Something is very wrong

i. The whole ship rumbles, the lights go out, the ship's intercom gives the players the first warning that the ships engines are about to blow up. This gives the group an objective that they can start working on together and sets the pace for the game.

D. Journey - Front to back

i. From the cryo room the team has access to the rest of the ship. As they make their way to engineering they will encounter the various people, obstacles, rooms, corridors, dangers. They will be faced with decisions to take shorter routes into potentially more dangerous areas or spend time working past them with longer and more time consuming routes. The GM has to balance these encounters to keep the team on edge and the tension up without crushing them.

E. Engineering - The final danger

i. At this point in the game the tower should be very shaky and tensions will be running high. A traitor may or may not be working against the team and this will be their last chance to stop them. Can the team make it before time runs out?

F. The End

i. Regardless of the team's success or failure the Truth is revealed and the aftermath is laid out for them.

Example Truth Worksheet

1. What is the mission of the ship?

A terrible war has ravaged the planet Earth. Whole populations were wiped out in fighting that lasted many years. As the great war spiraled out of control the mutually assured destruction of a full scale nuclear exchange between the great superpowers came closer to a reality rather than a threat used by politicians and diplomats. What started as the unattainable pipe dream of a handful of billionaires was picked up and made possible the world's remaining scientists and neutral countries. They built a starship large enough to house enough people to repopulate the human race and fly that ship to a distant habitable planet. With the destruction of the human race about to take place at the hands of war mad world leaders, these people made this pipe dream a reality.

The crew consists of five people woken every 100 years for two weeks to make sure the ship is functioning and on course. None of the shifts have been woken since the journey began due to the sabotage done by the traitor. The same damage that kept everyone asleep has now woken the crew.

2. Why hasn't the ship been able to fulfill its mission?

The person who receives The Truth turns out to be a traitor. The following is their write up:

The billionaires who financed this ship... this ship name 'Hope', made their money from the weapons that the scientists who designed the ship created. These neutral countries only allow their best and brightest to populate the ship. They were not so neutral when their tanks and fighters rolled over the borders of your nation to rob it of its resources to build their great ship with the blood and sweat of your people. They are not saving humanity, they are saving themselves. You lied, cheated, bribed and outright killed people to secure your spot on the ship. You did so to strike at the bastards who crushed the lives of your people, who enslaved your family and killed them with the labor of creating this ship. This ship, whose computer you sabotaged, will be the end of you and everything you hate.

3. What is the current state of the ship?

The ship has continued on auto pilot to its destination and has made a safe landing on a habitable alien world. Unfortunately, the sabotage done to the ship has prevented the human cargo from being woken up from their cryogenic pods trapping them on board.

The ship is in a state of advance age and disrepair as it has been sitting, relatively untouched for hundreds of years after it landed. Critical systems from the computers to the engines are starting to fail. Life support is failing as well causing wild functions in the lights and temperatures. While the planet the ship is on has air to breathe the ship itself is completely sealed. There are no external ports or windows and the external cameras are down. Everyone on board has no idea that they have landed.

4. What are the dangers current on the ship?

Strange beings inhabit the ship. Tall and gaunt and vaguely human with powerful, sinewy limbs. They are 7 feet tall and have disproportionately long arms and fingers. Their skin is gray in color and is stretched too tightly around their thin frames. Between their strength and speed one of them has the ability to rip apart an unarmed human with ease. They cover their bodies in totems and trinkets they scavenge from the ship and bits of humans they have eaten. Their main food source is people and when none are present they go into a sort of hibernation, waking when prey comes to near. They were once humans that slept in the cryogenic pods; the chemicals that kept them alive had been thrown out of balance by the sabotage done to the computer altering them over time until they are expelled by the system.

The computer sabotage is also affecting the cryogenic systems and causing them to randomly release people. Most of them wound up being eaten by the mutants above but a few do survive. Their skill sets can vary from science to farming to construction or really anything that would be useful to the mission. Unfortunately, a lack of food and constantly being hunted by the mutants and other humans has left most of these people mentally broken or twisted, untrusting of others and dangerous. If questioned they would only be able to give hints at what is going on if they even speak the language of the PCs.

The ship itself is a danger. Normally safe machinery now has the potential to kill their operators. Gantries can give way and doors can close and lock trapping people behind them. Air can be too low in a section to proceed without assistance or even to high creating an explosive atmosphere.

5. What are some notable areas of the ship?

This section could end up being fairly long, and in fact a GM could end up mapping their whole game out with just this one section. For brevity only two areas will be included here.

Medical Bay - *The section is fairly large and consists of several interconnected rooms. There is a lab, a few examination rooms, a row of beds with curtain separators, and a pharmacy. The Medical Officer can refill their supplies here as well as take on some more advanced medical equipment and drugs. Any injured people could be patched up pretty well here too.*

The lab section would allow for the Medical Officer to analyze the mutants and find out some information about them. He would need the help to get the computer systems online and they are in shaky shape at best.

The Medical Bay is a good spot for the team to rest a bit and get back into fighting shape if things are getting too tense and hectic. If they end up resting here too long the Medical Bay is a very open area that isn't defensible.

Armory - *This secure location contains weapons used to defend the ship. All of the arms here are nonlethal stunning devices that project a blast of energy in front of the operator, knocking out standard sized humans. The Medical Officer can revive them with stimulants. If a mutant gets hit with one it would only daze them for a moment and make them stumble. The device takes a moment between firings to recharge. The Engineer or the Technician could rig one up to make a small explosive device.*

The room itself is very secure and defensible. Getting into it would require the Engineer to open the heavy bulkhead door on the outside and the Technician to open the electronic security door on the inside. This would be a good place to have an encounter with one of the human crew members using it as a secure hiding place. Gone half mad with fear, thirst, and hunger, they would attack the team with one of the weapons and try to get away.

6. Who might the team run into?

As with the above question this one could be fairly long and you might end up mapping out most of your game. Only two examples are given here for brevity.

Jenna Miles - *A farmer who is chosen to help rebuild humanity on the new colony. The cryogenic systems expelled her from her pod three weeks ago. There were no mutants nearby to attack and eat her. She was able to lay low and survive, consuming nutrients from the feed lines dripping into other pods, thereby killing their occupants although she doesn't know they are*

dying. The deprivation and fear of the mutants has broken her mind. Malnourished, injured, and stinking she knows how to get around and avoid the mutants and could help the team. She is also unbalanced and it would take some doing to get through to her. She would attack the first person she sees.

Ignat Young - A geologist who was expelled from his cryo pod a year and a half ago. There was a mutant nearby when he was released that attacked him. After an intense fight with the creature he was able to wound it and escape. He is extremely paranoid and believes that particular mutant is still alive and hunting him. His damaged psyche has driven him lay traps for the mutants and the rare human. If he catches one he will subject them to an insane line of questioning as to whether they are working for his former attacker. He will also consume mutant and human alike to survive. He will even pretend to help humans for a time to try and lead them into one of his many traps.

The Truth

The billionaires who financed this ship... this ship name 'Hope', made their money from the weapons that the scientists who designed the ship created. These neutral countries only allow their best and brightest to populate the ship. They were not so neutral when their tanks and fighters rolled over the borders of your nation to rob it of its resources to build their great ship with the blood and sweat of your people. They are not saving humanity, they are saving themselves. You lied, cheated, bribed and outright killed people to secure your spot on the ship. You did so to strike at the bastards who crushed the lives of your people, who enslaved your family and killed them with the labor of creating this ship. This ship, whose computer you sabotaged, will be the end of you and everything you hate.

Memories

The Ship's name is Hope.

You were a war veteran and saw many people die.

You have not seen your parents in a long, long time.

You caught the Commander cheating at Poker before the mission.

If you are the Commander you were cheating at Poker and were caught by the Technician.

You were in a fistfight with the Medical Officer over a woman.

Hand this to the Medic, you both remember this together. If you are the Medic hand it to another player of your choosing.

You have a younger sister who is dead. You don't remember her name or how she died.

You have a pet dog who you love very much.

Your mother is not on board the ship.

You enjoy Chess and are quite good at it.

You seem to remember that the Engineer doesn't know as much as he should about his job. If you are the Engineer then you doubt some of your knowledge about the ship but are trying to hide it.

You once shot someone and did not regret it.

Pick one other person, the two of you got drunk in a bar the night before the mission. That person was making jokes about blowing up the ship.

You have only been in love with one person.

It was raining on launch day.

You wear your father's watch.

You put your hand in your pocket and feel the grip of a pistol. It is a two shot derringer. No one knows you have it.

Show this to the GM when you receive it.

Going through your pockets you find a security door badge. This will lock or unlock any door once before the ship's computer shuts it off. Show this to the GM when you receive it.

You find a picture of two men and one woman standing around you in what looks like a park. You do not remember who these people are.

You find a picture of a dog on your person. You suspect it is yours, but you are not sure.

As you are walking along your foot taps into something. You quickly pick it up finding that it is a flashlight. No one noticed that you picked it up.

Show this to the GM when you receive it.

You remember seeing a file on the Specialist saying that they might have received payments from an enemy government during the war but there was no proof. If you are the Specialist hand this to any other player, you catch them giving you a strange look.

You and the Commander have the same tattoo. Make up what the tattoo is and why you have it; feel free to share this memory with the Commander if you get a chance.

The Engineer met you a long time ago at college. You remember it as a very different time than when you met him again on the mission. If you are the Engineer pass this to any other player, you both remember the meeting.

Your favorite musical piece is Suit No. 4 In D Minor by Georg Handel.

Your birthday is July 12th 2238.

Your birthday is August 27th 2230.

Your name is James, not Jim if male, and Jennifer not Jen if female.

The Medical Officer's nickname is Brick after he made national news getting hit in the head with a brick during a protest they were not involved in.

You had a twin.

The Specialist is related to you in some way but you do not remember how.

During the training tests for the mission you believe that the Medical Officer was cheating. You reported this but nothing came of it. If you are the Medic then remember that the Engineer reported you for cheating. You do not remember if you were or not.

The Technician became involved in a relationship with a close friend of yours during training. During this time the relationship became very abusive. Your friend begged you not to report it as they thought the mission was to import to jeopardize the Tech position on it. Your silence ensured his position. If you are the tech pass this paper to the Engineer, you both now know.

Something about the Commander gets under your skin. You don't like this person and the reason is right on the edge of your memory but you just cannot shake it loose. If you are the Commander replace 'Commander' in the memory above with Specialist.

Every memory that is coming to you about X is them showing you up somehow or cutting you down to make themselves look better. Jokes at your expense during a staff meeting or overhearing them make fun of you behind your back. Show this memory to the GM and they will point out who X is.

This is the first time you have been off planet. You remember this as being odd and not normal for most people.

You have an overwhelming fear of small places.

Is she on board the ship?

How long has it been?

What did the Medical Officer do to you that makes you not trust them?

Why did you leave them all behind?

Why do you feel so guilty?

Did they all have to die? All of them?

You see your sister at quickly walking out of the room.

You see a dead body, it looks exactly like your brother but if you inspect it you find that it is not.

The next computer terminal you find you see an email from your parents waiting to be opened. When you try to open it there is no email.

There is no one to water your plants back home. This is a sad memory for you.

You gave away everything before you left on the mission.

During training the Medical Officer made your dislocated shoulder worse nearly knocking you out of the running for a spot in the mission. If you are the Medic you botched fixing the Technician's shoulder and almost got him removed from the mission.

Your communicator goes off, if you answer you hear your childhood friend asking you something but you cannot make out what he is saying.

Apology is for the weak; at least that is what Dad always said.

In your pocket is a flask, ½ full with brandy, it has an emblem engraved on it. You define what the emblem is but your character does not remember what it represents.

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