

Cold Space

The Situation So Far:

You have all been on The Elysium for several weeks now. Enough time to form opinions of most of the ship's crew and passengers. With only a week left in the voyage, disaster strikes. The ship flew through a stellar dust cloud. The particles are tiny, but at this speed they easily tore holes in the ship's hull. Things like this happen often in fringe space. The dust clouds are known for being ship destroyers; impossible to detect until it's too late. Luckily, The Elysium's captain was able to seal the lower decks and maintain hull integrity. The ship is still hemorrhaging air, however, and it will be some time before rescue arrives...

Game Rules

- 1) **ROLEPLAY.** Try to embody your character. What they would do might not always be the safest or smartest play game-wise, but this is about being someone else. Have fun with it.
- 2) **Weapons:** there are most likely weapons on the ship. If you use a weapon on someone, they are '**knocked out**'. They must give you every piece of paper in their envelope, EXCEPT information cards. The knocked out player continues to play normally, with the knowledge that they were assaulted. A weapon can be used to cancel a weapon.
- 3) You may not hide your cards in an alternate location. Everything you 'own' must be kept in your envelope.
- 4) There are resources hidden around the ship. **YOU WILL NEVER HAVE TO MOVE ANYTHING TO FIND THEM.** A piece of the card will always be visible. The first person to touch such a card gets ownership.
- 5) **DO NOT OPEN CLOSED DOORS.** These represent locked hatches on the ship. Often times, closed doors will have an envelope on them, saying what the room is. Inside the envelope maybe a clue on how to open the door. Certain envelopes can only be looked at by certain players. These envelopes will be clearly marked as such. If you are using a room, you may close the door. Just be sure to leave it open when leaving.
- 6) Dress up. Costumes are cool, and you can be too. If you wear one.
- 7) Cost to play is 5 dollars. Prizes will be awarded for best costume, best roleplay, and most points.
- 8) Points will be awarded much as they were in Madhouse. i.e.: win condition, lose condition, etc. More on this later.
- 9) Air is escaping the ship through the breach in the hull. Every hour you must 'pay' one air card, or take a suffocation token that is worth negative points. (Suffocation tokens are not lost if you are knocked out.)

The Players

Crew: 1 of 1

Khat Mikkel: The Captain (Stef)

The noble Captain of the Elysium. She is both strong and fierce, and seems very protective of her crew and passengers. Rumor has it she has battled many pirates in her day, before settling down to the slightly less dangerous job of running a transport class vessel. The Elysium is her baby, and she would do anything to save her.

Cassia Bellim: The First Officer (Kendra)

Cassia is the First Officer (recently assigned, after the former first officer was shot while cheating at cards in a seedy off-world bar.) The captain seems to trust her, and for good reason. She is very proficient in her duties, and hard working. One night it was let slip that she was once a fancy banker on a coreworld, but came home late one night to find her husband with another woman. She left her old life behind to find a new one amongst the stars.

Karl 'Scraps' McPhee : The Mechanic (Kyle)

Scraps is the ship's 'technical administrator' (or so he likes to be called). He's always tinkering, usually when he's supposed to be doing more mundane chores. Lazy is the word most people would use, but Scraps just feels his talents are wasted on things like jettisoning the trash. Despite that, when he decides to fix something, it ends up running smoother than when it was new.

William 'Doc' Sanders: The Doctor (Don)

While he's a bit of a grump, Doc Sanders is very good at what he does. He often lets his patients know this, as well. It's hard to say why he got into medicine, what with his people skills...or lack thereof. Due to complaints of his rudeness and inappropriate action, he has been kicked out of every coreworld hospital, and is now practicing in space. Despite all that, he's never turned away someone in need, so he can't be all bad.

Miss Plava Laguna : The Alien Poet (Annie)

Exotic, beautiful, and mysterious. Miss Laguna comes off as somewhat aloof, and a bit airy, but perhaps that is the norm for her race. In any case, her poetry is quite lovely. She has an artist's heart: gentle and soft.

Mr. Porter : The Author (Dan)

Mr. Porter seems to be the stereotypical writer. Mostly quiet and bookish, unless he's asking someone for information for his latest book. He is reserved and calm.

Percival VonWillibrand III (Garret)

Ugh. This guy. As far as anyone can tell, he's never had a job; just a very rich daddy. He's pompous and annoying. He's prone to telling outlandish tales to anyone who will listen, and it's easy to tell that he embellishes greatly. The only thing bigger than his wallet is his ego. While most people can't stand to be around him for very long, it must be said, he knows how to party.

Jubal Early: The Bounty Hunter (Joe)

Jubal early gives most people the chills when he looks at them. He's scarred from a hard life of hunting the most dangerous men in space. He sneers more than he speaks. Behind his cold eyes, however, lies a clever mind. You don't live this long in the fringe just by being tough.

Passengers: 2 of 2

Thaddius Clove : The Wanderer (Mark)

Thaddius seems to be a simple man, if a bit strange. It's not uncommon to see men travelling space just for the sake of travelling space these days. He mostly keeps to himself, engaging only in conversation when necessary. Some people just aren't big on small talk, I guess.

Miranda Whit : The Lost Girl (Kalista)

Miranda is a sweet girl, searching for her missing sister. She has never been to deep space before, and is a bit naïve when it comes to the workings out on the fringe, but she is smart and grim set on finding her sister. She carries a picture of her sister that she shows around, asking about the mines where her sister was last seen.

Nita Lopez : The Groupie (Angie)

Never far from the arm of Percival is Nita Lopez. The beautiful former-actress has been out of work for some time, but unwilling to give up her extravagant lifestyle she has stooped to gold digging. She is almost as full of herself as Percy, but is much more cunning. She is clearly only interested in his money, but it seems that Percival hasn't noticed, or simply doesn't care.

"Cold Space" is written by Brisbois, M.D.

Influenced by Daniel Kadima's "Masks in the Madhouse"