

Sign in Stranger: quick start rules

In Sign in Stranger, you play humans who leave Earth to form a colony on an alien planet. Armed with only their trainings and each other, the humans must learn to make sense of the new world which is unlike anything they have seen before. The Colonists must find their way on the new planet, and make a place for themselves, changing and being changed.

Use these rules to play a complete single session of Sign in Stranger. Intended for convention play during a four hour gaming slot. Written for three to five players. No prior set-up required. There is no GM. Players work collaboratively to create the world, play all characters and provide adversity for the Colonists.

Playing the game:

Random words

Create 3 Worlds & Alien Species

Create Colonists and Choose World

Plot Characters: Terran Authority, Xsian Ambassador, Alien Employer

Group Questions: Terran Authority Chooses 3

Individual Questions: Why did I leave Earth?

Investigation Scenes, Flashbacks, Conflicts.

Resolve Group Question or Escalate to Trouble.

The story follows a group of humans leaving earth to form a colony on another planet. This new world is inhabited by aliens and other creatures, among which the humans must find their place. The colonists have received special training to prepare them. Their mission is to research and gather information about the new world and the beings that inhabit it, to send back to the Earth they have left behind.

However, all they encounter on the new world is alien and unfathomable to the humans: how things operate is unclear, the forms of life they contact are different than anything they have seen before, and they themselves are being changed by this world. The humans experience intense culture shock initially, and must always struggle to bridge the chasm of understanding between themselves and their alien hosts. The colonists must rely on one another for help in dealing with the stresses of their new home, though these pressures may push them apart. Over time, the humans gain insight into their new world and become key players in struggles playing out on the planet and, perhaps, throughout the galaxy. This group of strangers, wayward and homeless, change the world even as they themselves are changed by it.

The Story so far...

On January 27th, not so many years from now, a large meteorite strikes southeastern Canada. A plague spreads outward from the crash site, killing all life--plant, animal, human--that comes into contact. Quarantine is imposed, but as neighboring people scramble to escape and the world governments struggle to make sense of the scale of the impending disaster, a new threat looms.

Fire rains from the sky, scorching stone, lake and tree beneath it. For three days light blazes down on what was once Montreal, destroying again all that once lived. Vast shapes appear in the sky, beaming messages in strange ululating tongues, uttered by nightmarish tentacled creatures. All over the world, military forces are rallied, and employed against these alien forces.

The human forces are utterly defeated. The human nations await their fate at their new alien overlords. A calm settles over the earth as its citizens await a message from their masters.

After three months, the message comes, from the same strange hissing tongues, now wrapping themselves around earthly syllables.

"We've come to save you..."

Over time, the whole story is told. The Galaxy is seething with life. Interstellar travel has been happening for untold millennia and sentient species have come into contact with other sentient species time and time again.

With contact has come trade: economic, cultural--and biological. Diseases have ravaged through world after world, the microbial inhabitants of one world finding weaknesses in the genetic defenses of those from another. Worlds have been emptied, opening the way for continuing devastation from domination through warfare.

Until the Cure was found.

The Cure changes life. It creates a common bond between new life that it finds, and those it has come from. A universal inoculation that introduces isolated life to the viral cultures of the intermingled worlds.

Without the Cure, all life is threatened. But with the Cure... change happens.

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|--------------------|--|
| January 27 | Asteroid strikes metropolitan Montreal. |
| January 28 | Plague spreads from the crash site. |
| January 30 | Quarantine is imposed. |
| February 1 | Montreal is obliterated by lights from the sky. |
| February 3 | International crisis breaks out. Nations blame one another and pre-emptive strikes occur. |
| February 7 | Alien craft are sighted in the sky. Images of hideous tentacled creatures are beamed down crooning in a strange ululating tongue. |
| February 10 | Earth forces are rallied against the aliens. A brief, destructive conflict ensues. All earth forces are defeated. |
| February 27 | The United Nations issues a statement of surrender on behalf of Earth. |
| March 15 | The first translated transmissions are received. The Chinese nation reports to the rest of the world the first words of from an alien world: "We've come to save you..." |

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Slowly, sometimes imperceptibly, but over time the Life one has known becomes something else. Something other. Other than what was and has been known.

Since interstellar space travel is needed to contact others, the interstellar community leaves newly developing worlds in innocence of their existence until the fledgling world acquires the ability on their own.

Humanity was in quarantine, violated by the alien ship that crash landed on Earth. The crash endangered all life on earth. The Xsian <zis-see'-un> crew signaled their people, allowing the Xsian fleet to quickly come forward to raze the exposed population of Earth. Given this untimely catapulting of humanity into the galactic community, the Xsians took it upon themselves to sponsor humanity. To offer them the Cure and help them connect with the interstellar species.

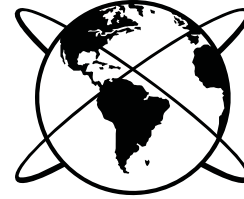
However, earth turned them down.

The many nations of the earth warred and squabbled over the best course of action. Consensus could not be formed. Some people of the world rejected the Cure, desiring to continue the quarantine to preserve the earth as it was and had been. Others sought to embrace this new change, wanting to join the universal community, to learn about new worlds, new technologies and societies. Or to leave earth behind for their own reasons.

So a compromise was developed. Earth would not take the Cure. Those who wished to remain on the planet would do so. No traffic from off world would be allowed. Humanity could stay in its cocoon a while longer.

But those who wished to leave, could do so. Never to return.

A Xsian base was built on the moon. The Lunar site is a joint human/Xsian community; a gateway for those humans who wish to travel into the universe. To establish human colonies on different worlds. To learn about what the galaxy holds for humanity. To step into the unknown.



Xsians: <zis-see'-uns> A sentient, starfaring people from the Xsa system. Skilled bionauts and xenophiles, their society is well-known for their communication and trade with other species. Skin colors range from pale green to turquoise, with partial luxophagyte capacity ("light eating", chlorophyll imbued skin provides many needed nutrients). Manipulating digits are podal or tentacled, in addition to cranial filia resembling "hair". Language is lilting and call and response oriented. Resembles song to human ear. Chemical makeup creates pungent aroma which can be nauseating to some humans and is generally unpleasant to most. Made first contact with Terran system inhabitants and now sponsor Humanity and other sentient species of Earth to join interstellar community.

Setting up for the Game

In Sign in Stranger all of the players have the same types of responsibilities throughout the game. In many other games, there is a GM or Game Master, who is responsible for creating and presenting descriptions of the world in which the game takes place, for playing minor characters and villains, for keeping everyone on task with respect to the rules and to maintain dynamic pacing of the plot and character development. In Sign in Stranger the responsibility for all these jobs is shared equally among all the players.

For example, at the start of the game, the players make up three alien species and planets which they inhabit. The players also create the main characters that they will play throughout the game: their Colonists, newly expatriated from Earth, and given unique trainings to help the colony establish itself on the new planet.

At the start of the session, players create a pool of words that are used to randomly generate descriptions for aspects of the world that the Colonists choose to colonize. The words take three forms: Nouns, Verbs and Adjectives, and they can be whatever comes to mind—they help create the disconcertingly alien environment that the Colonists will come to call their new home.

Once these the characters and their choice of a new world have been created, the players then choose which planet by playing in character the Colonists looking over their choices and deciding on a new world. Then the characters go to this planet and begin their explorations of the strange new world.

Random words

Each player writes down 9 words on small pieces of paper (say one or two inch square sheets torn or cut from notebook paper, or whatever is at hand). The words fall into three categories: 3 Nouns, 3 Verbs, and 3 Adjectives. Label the back of the piece of paper with an N, V or A.

Put all of the words of each type together. For example, put all the nouns together with one another in a pile separate from the verbs. Shuffle each set so that the words by different people are mixed up amongst one another. Place each group of words into a separate bag or cup. Then, set them aside to be used later in the game.

World/Species Creation

The players creates 3 worlds and an alien species for each. Do so by filling out the categories on three World/Species Sheets.

Three players begin with the sheets. Write the information asked for on the first line, fold the paper back so what was written cannot be seen, then pass the sheet to the player on your left. The next player fills out the next line, folds back the paper and so on. Write this information down in secret. Do not share with others. When all lines are completed, DO NOT unfold. Set them aside, unread, until later in the game.

Descriptions of each item on the sheet follow:

World Name: create the name of a world inhabited by an alien species, on a distant solar system, light-years from Earth.

Primary Species: there may be several sentient species that live on this planet. This is the species which is the primary species. This may be because it is the

Quick and Dirty Setup:
9 Words: 3 Nouns, 3 Verbs, 3 Adj. each
3 Alien World/Species
Colonists
Choose Planet
Create color Table
Free Facts about the World and Colony, one per player

most populous, or because it is the species indigenous to the planet. Or it may be because it is the species that dominates the planet for reasons cultural, military or economic. Circle "yes" by Home Planet if the species originated here. Do not choose the Xsians. They hold a special place in the human universe and information relating to them is included in the game.

Once all players have created a new species, write all the names on a separate piece of paper and set aside.

Size: choose the size and type of the planet. This will influence how many other species may be present in sizeable numbers. The range of choices is: satellite, small planet, large planet.

Refer to the chart below for the number of Other Species:

Planet Size	# Other Species
satellite	one
small planet	two
large planet	three

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Environment Type: this describes the area that is inhabited by the primary species where the Colonists will settle. This choice will influence much about the descriptions of the world, the species present and what the humans will have to do to adapt to living on the world.

The choices are *land surface*, *subterranean*, *aquaeous*, *gaseous*, *space*. Space may mean it is an artificial colony, or that the species are vacuumorphs, etc.

Other Species: the names of some number of other sentient alien species found in sizeable numbers on the planet. Choose from the species created by the other players. The number of other species depends on the size of the planet.

Alluring: an aspect of the primary species. One that humans find attractive.

Repellent: an aspect of the primary species. One that humans find disquieting.

Job Listing: interstellar classifieds. This is the occupation available to the human colonists. Give its name in the language of the Primary Species. Example: "Prelling" the "friginhain". Nearest Earth Equivalent is an approximation of what the job entails. Example: "Herding deer."

Once these have been completed, set these sheets aside. Do not read over or share the information at this time. It will be needed later in the session.

History

Before creating the human characters, take turns reading out loud the *Story so far*. Then begin the process of creating the colonists.

Colonists

Each player creates their human Colonist character. This character will help to found a colony on one of the worlds that have been created. Create a character by filling out a character sheet as follows.

Home: choose a geographical location on earth where your character comes from.

Name: choose a name for your character.

Description: write a brief description of the character. A word or two about their physical appearance, or personality will do. Examples would be: "retiring young Latina mother", "tall, engaging black man", "willow white teen".

Earth Profession: what this character did for work, or which was their calling, on their home planet.

Belongings: trans-system travel is difficult and expensive. Each colonist is provided with clothes and supplies to provide for their minimal needs. Necessary equipment for your work on the planet is provided, but choose just two personal items from earth to bring with you.

Assimilation Level: the degree to which this character has adapted to their new environment. Assimilation may be represented by cultural changes such as dress, language and comfort with new things. It may also be represented by physical or physiological changes.

The Cure may make the characters undergo genetic changes that help them better survive in their new home. But these changes may cause stress and alienation from other humans who have not undergone them.

All characters begin with an Assimilation level of 1.

Lunar Training: While transitioning from their old life to their new, the characters spent six-months to a year on Luna, undergoing intensive waking and hypnagogic training for a new set of skills that will be needed on the new colony. There can be no more than one of each of the trainings chosen. Choose a training from the following list.

Trainings:

*Medicine	Mechanical Engineer	Culture
Geology	Structural Engineer	Politics/Law
Zoology	Biotech Engineer	Linguistics
Botany/Ag.	Economics/Trade	Psychology

*Note: There must always be one colonist with medical training.

These skills and the Earth Profession will be called upon to help them understand and make sense of the strange new world around them.

Story Seed: Each character has some reason why they decided to leave the known comforts of Earth to join an unknown group of people to leave Earth forever for a strange world they've never seen. The specifics of this reason will be made clear over time. Write these down on pieces of paper.

Story Seeds: Revenge, Ambition, Broken Heart, Patriotism, Greed, Curiosity, Sacrifice, Adventure, Quest, Love, Mission, Spy.

Randomly choose one. Write it on your character sheet. Keep it secret for now.

Other Characters

Players will also portray Plot Characters and Supporting Characters. These are described later on.

Playing the Game

Introductions

The colonists meet while they are stationed on Luna. They have received their training and have been chosen to form a new colony together. At this meeting they choose a planet to colonize, and are assigned three Group Questions to investigate and report back on to Earth about.

Choosing a World

Choose a planet to settle. Distribute the planet descriptions and decide which situation will be most interesting to the players.

Group Questions

One player assumes the role of the Terran Authority Plot character. This character is the officer in charge of these colonists. Fill out the Plot Name, Affiliation (Terran Authority) and Species (Human), and choose an Agenda. The Agenda is something that puts pressure on the colonists or could cause them trouble.

Assign the Colonists three Questions from the Uniforum Survey. Choose two from among the first 5, and one from any other part of the list.

The New Colony

Your colonists arrive on the new world. Due to the expenses of space travel, they arrive naked and with their heads shorn. They have the standard issue supplies and two personal belongings each. They settle in and begin their investigation of their surroundings.

Begin describing the world. Using Random Words and a Color Table, describe the area surrounding the Colony, and add one free Fact for each player.

Create a color table for the world, now too.

One Session Play:

Describing World Elements
Plot and Supporting Characters
Investigating Questions and Troubles
Flashbacks
Pressure and Plot Characters
Conflicts and Escalation
Ending the Game

World Element Description

The Random Words are used as inspiration for what the Colonists see around them. These observations are strictly what can be visually seen and described—not reasons how or why things are occurring.

World elements may be described at any time, and are especially useful prior to Investigations. To make one, a player picks a word randomly from one of the three sets of Random Words and incorporates the word into the description.

Pick a **Noun** the first time something is encountered, choose a **Verb** to see how a being or part of the environment is moving or behaving, and choose an **Adjective** to get more information about something that has already been described.

The group may brainstorm about how the word applies. Everyone can and should make suggestions. There is no wrong answer. However, all that is required is a physical description of what is visible—any explanations of how things function or what their import is can only be speculative at this time.

Choose a color for the Element, too.

New Colony Standard Issue Supplies:

- 3 dozen packages of standard coveralls: blue and green (s,m,l)
- 3 dozen packages of standard under-clothing (underwear, socks—s, m, l)
- Hygienic supplies: toothbrushes, toothpaste, soap, sanitary pads
- Field towels (wring and dry)
- Single ply blankets
- 1 winter overcoat per colonist
- 1 pair of boots per colonist
- 1 all purpose camp knife per colonist
- 6 crates of full spectrum E-Z rations (6 months supply of food)
- Desalinater/Water decontaminator unit
- Local currency equal to cost of shelter for 1 local year
- One hand-held computer with solar power unit, complete with solitaire, the King James Bible, the Bhagavad Gita, the Q'ran and the Tibetan Book of the Dead.

Color tables

Example Color table:

1: white 2: black 3: grey 4: brown 5: red
6: orange 7: yellow 8: green 9: blue 10: purple
J: bronze Q: silver K: gold

Create your own color table. Use this in addition to Adjectives or with Nouns. Create custom color pallets for a given world. Match them to the environment type. For example you may have more shades of blues, grays and neons for a water world; browns, russetts and golds for a desert world. Or silvers, blacks and transparent colors for a manufactured satellite.

Descriptions for Investigations

The player whose character Investigates a Question or a Trouble, begins by asking another player a question, such as "What do I find that looks edible?" or "How are the Aliens getting around?" That player then pulls a Random Word and a color and gives a world Element description.

Adding Facts

At the start of the game, and after a successful Investigation, players get to Add Facts to the world. Facts are the underlying meaning of the the things seen around the colonists.

After Investigations, if successful, players may have the opportunity to create explanations for things in the world.

For **Free Facts**, each player asks another to answer a question that relates to the first player's character's area of Lunar Training.

Facts are recorded on the Professional Log of the Colonist under whose area or sphere the information falls. Default information is the closest related field, or the same Sphere.

Questions

As the world around them is described, the Colonists will start to get a sense about the world around them. In order to make sense of these things, they will Investigate questions given to them by the Terran Authority. When players wish to determine Facts about the world, they must have their Colonists Investigate.

The players will also frame Flashbacks for their characters to learn more about their personal question: Why did I leave Earth? Sometimes Flashbacks are required as part of a negative outcome of an Investigation. Other times they may be requested by a player.

When a player wants to resolve a question, they hit a Turning Point, and engage in a Conflict. If successful, this Question is answered definitively. If not, it becomes a Trouble.

Troubles

Troubles are Questions that have escalated into becoming an issue for a Colonist or the Colony. They continue to be explored via flashbacks, or character interaction, or through Investigations, but in each scene, there is some aspect of the Trouble that causes problems for the humans.

Troubles can be resolved at Turning Points. To do so, a player initiates a Conflict. If successful, the Trouble is resolved and the outcome is explained. If not, the Trouble escalates into a new issue that affects the Colonists in new ways.

Types of Scenes

Investigations and *Flashbacks* are special types of scenes that players initiate. They have special rules that are described below.

Investigations

Once a world element has been described play out in character what the Colonist does to learn more about this being or thing. Begin by describing how they approach it. What do they do to learn more?

For example, the Colonist can utilize equipment brought from earth or adopted from alien technology gained over time, in order to learn more about the plants, animals and objects found on the planet. They might simply look at or touch something, or travel to a public place with a guide to learn more about how the sentient aliens interact or conduct transactions. Or the Colonists might be invited to take part in an alien custom.

When the investigation has been described, draw cards to determine how much is ascertained, or if there were any unintended unfortunate consequences.

Draw cards from a standard poker deck, without Jokers. Shuffle each time. The Focus character's base draw is equal to two. There are several ways that a player may gain more cards:

- Assistance from another character
- Using their Lunar Training or equipment
- Using their Earth Profession or a belonging
- Bringing into play something that was written in another Colonist's Personal Log

In any given Investigation Roll, a player may have two to ten cards to pull. Belongings and Equipment may be used in addition to or instead of Earth Profession or Lunar Training, but only one die may be gained for each use of items from these pairs.

Cards for Investigations:

Base 2 cards + 1 per {Support + Lunar Training/
equipment + Profession/belonging + Log Entry}

Number of Cards for
Assimilation + {Relationship + Lunar Training/equip-
ment + Profession/belonging + Log Entry}

Assisting in a scene means taking part in a meaningful way in the investigation, as well as interacting with the other character in a way that matches their relationship. Both positive and negative relationships can be used to help, but if a character has a negative relationship, they should needle and bust the other characters' chops, or whatever is appropriate to those characters' relationship.

Investigation Outcomes:

Highest card: (tie equals both)

Court Card: Success!

Involved Colonist Players add new Fact

Red Rank (2-10): Complicating Fact

Add one fact that is bad for Colonists

Black Rank (2-10): Bafflement

Unexpected results: choose new Adjective

Any time:

Ace: Stroke of Fate

Spade -- Injury to Focus Character

Heart -- Intensify or start relationship

Diamond -- Share Trouble

Club -- Surprise Add Fact to different Area

Strokes of Fate:

Injuries

An injury becomes a Trouble the wounded Colonist and the Medical officer share. Ask another player to describe the wound based on the events in the Investigation scene.

Create or Intensify a relationship:

The focus character forms a relationship of note with another character in the scene., or an already existing relationship becomes stronger. If another Colonist helped, the relationship status changes with respect to them. If not, a relationship may be formed with an Alien supporting character. Someone else must create the character and play it.

To create a relationship, write a word or phrase that describes it on the focus and the other character's sheet. May need to add character's name. Choose whether it is a Supportive or Stressful relationship. Write this in pencil

To intensify a relationship, the players decide how it changes and alter the description to reflect the changed nature of the relationship.

Create or Share Troubles

If the focus character has no Troubles on their sheet, add one now! The trouble relates to the question being Investigated and affects the Colonist personally. In order to resolve it, the player treats it like Investigating a Question.

Or they may Share Troubles with another Colonist the Colonist has a relationship with.

For character with supportive relationship: Add a Question or Trouble that is on the Focus Character's Trouble sheet area to the other character's sheet.

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For supporting character with stressful relationship: Add a Question or Trouble that is on the supporting Character's Trouble sheet area to the Focus character's sheet.

Once a Trouble has been added to all the Colonist's sheets, it becomes a Group Trouble that affects the Colonists as a whole.

Surprise Fact

The colonists learn something about the Element being Investigated that relates to another area of knowledge. Randomly pick another Colonist under whose area it falls. They add it to their Research Notes and Add a Fact about how it relates.

Playing out the fallout

Once the outcome has been determined, play out how this is handled. What is the injury? How does it manifest? Is it physical or is it social in nature? Has the Colonist been bitten by a "tree" or have they eaten the offspring of their host?

To reduce a physical long-term injury to a short-term one, a follow up Conflict scene may be played out with the Doctor trying to heal the injured colonist. The player of the Doctor records the degree as well as the nature of the injury on the Medical Log. Short-term injuries will be healed or overcome by the beginning of next session. Injured characters may not be the Focus character for an Investigation or Conflict Scene, though they may assist in them for another character.

Conflict Scenes

When a Colonist faces opposition from a Plot Character, other Colonist, or the World a Conflict can be called. In a Conflict cards are drawn to determine which side gets to determine the outcome. The players have the opportunity to risk certain things in order to increase their chances of winning.

When Troubles and Questions reach a Turning Point or Crisis, a Conflict ensues. If the Colonists win the Conflict their players establish more about the world at a higher scale, giving the characters more knowledge about the world around them, and power within it. If they lose, the Question or Trouble will continue to plague the community, raised to a higher level or affecting more than it did before, but continuing to give the players the opportunity to create the world around the Colonists.

CONFLICT CARDS

When a Conflict occurs, determine who the focus characters are on each side. For the Opposition, it will likely be a Plot Character. It can be an aspect of the world (eg the weather or a plague of insectoid creatures). If it is the world, the person who holds the Trouble is in charge of taking part in the Conflict. If it is a Plot Character, that player's character draws the cards

and takes part in the negotiation.

One of the Colonist's players must agree to be for their character to be the focus player on the Colonist's side, and they draw the card and so on. If the conflict is between two Colonists, their players draw cards against one another.

Other characters can assist a Colonist involved in a Conflict. The characters must have a relationship with the Colonist and their player must describe how they help. For each character helping, the Colonist gets an additional card. But the Colonist's player must risk that relationship in order to gain more the additional card.

CONFLICT CARDS:

First round:

Colonists are dealt a number of cards equal to their Assimilation +1.

Opposition (Plot characters or World elements) are dealt a number of cards that correlates with how far developed the Question or Trouble is:

- First Turning Point: 2 cards
- Second Turning Point: 3 cards
- Crisis: 4 cards

Comparing the Cards:

Each side sums their two highest. Aces count

Cards for Conflicts:

Round One:

Colonist: Assimilation + 1

Opposition: 3 if before first Turning Point, 4 after Round Two & Three: Risk for Additional Card

Colonist: Injury, Relationship, Belonging

Opposition: Offer secondary outcome

high, with a value of 11. The side with the highest sum is winning. (For a tie, the side with the most red cards wins. If all red, those with the highest heart wins.

Second Round:

The losing side has the option to start a second round.

Colonists: can call upon the aid of a character they have a positive relationship with, use one of their belongings or piece of their equipment, or take physical action themselves.

Opposition: offer something of value to the Colonist that could be a secondary outcome of the Conflict.

They then draw another card. If this card makes their highest pair beat the other sides, they gain the advantage. However, for Colonists, if that

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card is a Club,

they lose what they risked: If they took physical action, they gain a long-term wound, if they risked a relationship, that relationship now becomes a negative relationship, and if they used a belonging or piece of equipment it is lost or destroyed.

For the Opposition, what is offered becomes established regardless of the outcome.

Third Round:

Whichever side is now losing has the option to draw another card for the third round. The side choosing to draw again risks or offer as in the Second Round, though it must be different from what was offered or risked in the second round.

Compare highest pair again and determine a winner. However, this time, if the card drawn is either a Club or a Spade what was risked is lost.

Uniform Survey, Questions for Study:

1. What sentient species are present on this planet and what are their characteristics?
2. What foods are edible for humans on the planet, where can they be acquired?
3. What forms of employment are open to humans, what are these activities like?
4. What forms of currency or trade are used or practiced?
5. What cultural norms and practices are present?
6. What is the weather on this world? The length of the day?
7. What forms of technologies are present?
8. What are the modes of transportation?
9. What notable plant and animal species are present in the local environment and larger world? What are their characteristics and uses?
10. What forms of reproduction do the sentient species utilize?
11. What forms of governance do the beings on this planet utilize?
12. What forms of religion, philosophy or spirituality are practiced?
13. What machines or other technologies are used in industry?
14. What forms of communication and media are used?
15. What forms of weapons are used by these species?
16. What forms of laws are operating where the colony exists?
17. How are the young of the species present educated?
18. What are the social stratifications present (eg race, class, etc.)?
19. What are the relationships between the political or cultural groups?
20. Where is there warfare going on? Who is involved? What are the issues at stake?
21. What are the social ills on this planet? How are they addressed?
22. Who are the major historical and mythological entities here?
23. What major ideologies and theories have been formulated?
24. What is the relationship of these species with others on this planet? On others?
25. What form of relations can be formed between this planet and Earth?

Alien World and Species

Name of Alien Planet:

Name of Primary Species:
(make list)

Planet Size: *satellite (1) normal planet (2) giant planet/colony (3)*

Other Species:

Environment Type: *land surface subterranean aquaeous air space*
other: _____

Home World: *yes no*

Primary Species Alluring trait:

Primary Species: Repulsive trait:

Job Listing:
nearest Earth equivalent:

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nearest Earth equivalent:

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Colonist

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player:

Home: _____

Name:

Profession:

Description:

Belongings:

Lunar Training:

Assimilation: _____ 1 _____ 2 _____ 3

Wound:

Change

_____ _____

Other Characters:

Name:

Player:

Relationship:

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Questions/Troubles:

Turning Points

Why did I leave Earth?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
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Date

Personal Log:

Colonist:

Research Notes

Lunar Training:

World Elements

Sphere:

Element: Description: <i>Facts:</i> <i>Connection:</i>
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Sign in Stranger: quick start rules

Colonist:

Research Notes

Lunar Training:

World Elements

Sphere:

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Sign in Stranger: quick start rules

Plot Character

Name:
Species:
Affiliation:

Description:

Agenda:

Questions/Troubles: *Group/Colonist*

Supporting Character

Name:
Species:

Name:
Species:
Colonist:
Relationship:
+ / -

Colonist:
Relationship:
+ / -

Free Facts:

Free Facts:

sign in stranger: quick start rules

Plot Character

Name:
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Questions/Troubles: *Group/Colonist*

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Name:
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+ / -

Colonist:
Relationship:
+ / -

Free Facts:

Free Facts:

sign in stranger: quick start rules

