

Scenario: Ghost Ship  
by Bruce ES Warner

#### WITNESS

Binta Martinez, a search and rescue worker for the UN Space Guard (like the coast guard, but in space). She is driven to turn unsafe things safe and she makes friends easily. Binta and her partner Simon Kim are answering a garbled distress call from the derelict generation ship Ravana.

#### OTHER CHARACTERS

- Simon Kim is the best EMT in Earth orbit, and a bit of a showboat, but he never talks about his past.
- Harley Green is a government inspector who visits Ravana periodically. Her job is lonely and she likes staring out at the stars.
- Salvador "Dolly" Muñoz is the wisecracking mechanic of a two-person illegal space-salvage team. His bluster seems to be hiding some nervousness.
- Musclebound and tight-lipped Parker Collins is the cunning brains behind Dolly's piratical operation.

#### LOCATION AND ERA

It's 2081. The abandoned generation ship Ravana was a private attempt to colonise another solar system, abandoned shortly before completion when funding dried up after a nasty accident. Now it's a two-mile-long husk with just enough power to keep it from crashing onto a Lunar colony. Ravana's engine room is a tangled mess of pipes and wires, oily and cramped with dead construction bots gathering dust in dim corners.

The bridge's incomplete dome opens onto hard space, providing an unobstructed view of the ribbed ship and the Moon below.

The residential zone is a warren of dark half-finished rooms dominated by a very unpleasant smell. The UNSG Errant is Muñoz and Park's rescue ship. It's clean and efficient, with lifesaving equipment but little human comfort.

#### CARDS

Eldritch Technology, Reprisals, Spatiotemporal Distortions, Victims, Visions

#### SAMPLE CLUES

- Walls slashed in strange patterns.
- Missing ship records.
- Someone in a cryo chamber.
- Faint voices on the intercom.
- Fresh blood spatters.
- Parts of the ship don't make mechanical sense.
- Doors opening and closing on their own.
- Plants flourishing in the hydroponic bays.
- A sense of being watched and judged.
- Strange gravity.
- Impossible acoustics.
- Floating debris