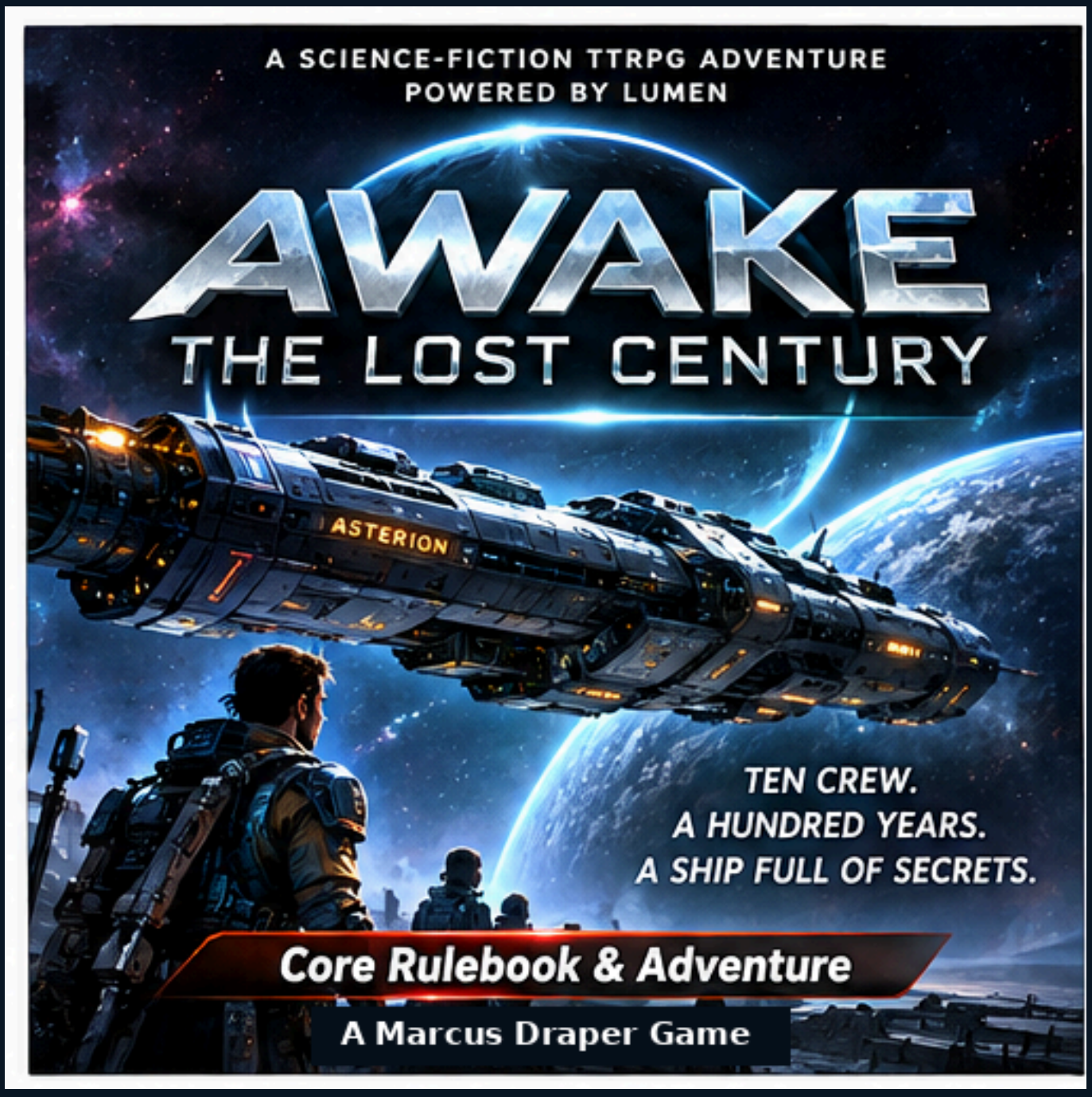
ASTERION // MISSION ARCHIVE

AWAKE: THE LOST CENTURY

A century asleep. A ship full of secrets.



Cover illustration / dramatic mission concept

AWAKE: THE LOST CENTURY

A science-fiction survival mystery • Printable solo and cooperative tabletop roleplaying game

VERSION 1.0 — PLAYABLE CORE CAMPAIGN

Aboard the exploration ship ASTERION, ten people were meant to sleep for fifteen years. The ship wakes them after a century. Oxygen is falling, the captain remains sealed in cryo, and a command was entered while everyone was supposed to be asleep.

This edition contains a complete five-chapter campaign with nine playable roles, escalating puzzles, a deterministic mystery, a compact LUMEN-derived action system, and several endings. Play solo with one role or cooperatively with 2–9 players; the remaining crew are NPCs.

You need: this booklet, a crew sheet, ship map, pencil, 3–5 six-sided dice, and the cut-out cards. Keep the separate Solutions & Secrets book closed until you need a hint or a facilitator checks an answer.

1. How to play

The LUMEN engine

When an action has risk, select Force (strength and urgency), Flow (speed and improvisation), or Focus (precision and reasoning). Roll that many d6 and keep the highest: 1–2 fails with a consequence; 3–4 succeeds with a complication; 5–6 succeeds cleanly. Do not roll for ordinary competence or to discover a mandatory clue. Clues are earned by visiting and examining the right place.

Each character starts with 7 Health and 4 Resolve (maximum 4). Spend Resolve on their professional Power; powers work without a roll. Restore 1 Resolve when completing a chapter objective, and 1 when safely resting in a powered room (once per chapter). At zero Health, the character is incapacitated, not killed: another crew member stabilizes them or a medbot transports them to medical; add 1 Ship Time and restore to 3 Health.

Every risky failure costs 1 Ship Time and triggers a listed complication. A 3–4 result also costs 1 Ship Time unless the scene specifies a different complication. One Ship Time is roughly 20 minutes. At Ship Time 4, 8, and 12, lose 1 Oxygen unless life support is fully repaired. Oxygen starts at 6; at 0, every active character loses 1 Health per subsequent Ship Time until restored.

Ship Power starts at 2/6; Hull at 5/6; Oxygen at 6/6. Track all three on the ship-status sheet. Repairs change these values only when an objective specifically says so. No soft-locks: if supplies are short, spend 2 Ship Time to fabricate one replacement part after the reactor is stable.

Actions and danger

During a hazard or combat round, each player may move and take one action; then the ship hazard or enemy acts. Range is Close, Near, or Far. Improvised tools deal 1 Harm; a shock baton deals 2 Harm. Drones have 3 Health, deal 1 Harm, and can be disabled by a successful Focus action. On each round end, the facilitator changes the danger (alarm, smoke, locked hatch). Solo players apply the printed hazard script. When a drone is defeated, roll 1d6: 1–3 restore 1 Health, 4–6 restore 1 Resolve.

Cards and spoiler control

Shuffle the EMERGENCY cards. Draw one only when a chapter says EMERGENCY. EQUIPMENT cards are gained when a room or scene says so; do not shuffle them into the emergency deck. EVIDENCE and SECRET cards are

numbered and retrieved only when the adventure says. Do not read ahead. The role-specific sidebars provide alternative puzzle paths; each route earns the same essential chapter clue.

2. Crew manifest

Crew position	Starting attributes F / Fl / Fo	Unique role ability
First Officer	2 / 2 / 3	Command Override
Chief Engineer	3 / 2 / 2	Jury-Rig
Medical Officer	2 / 2 / 3	Cryo Protocol
Navigation Officer	2 / 3 / 2	Star Fix
Science Officer	2 / 2 / 3	Analyze
Security Officer	3 / 3 / 1	Secure Area
Communications Officer	1 / 3 / 3	Signal Boost
AI Systems Specialist	1 / 3 / 3	Sandbox
Life Support Technician	3 / 2 / 2	Reserve Air

Captain Elias Voss is always an NPC. His chamber is locked until Chapter 4. The other nine crew members are alive and can assist as NPCs when not selected; once per chapter an NPC may grant +1 die to a risky roll, maximum 4 dice.

3. The ASTERION

DECK A: Bridge, navigation, communications, captain cryo. DECK B: Crew cryo, medical, galley, science lab. DECK C: Engineering, reactor, environmental control, maintenance. DECK D: Cargo, fabrication, shuttle bay, external airlock. The lift is disabled at first. Use maintenance ladders between B and C; restore the lift after Chapter 2.

Locked at start: Bridge (requires power-routing puzzle), Deck D (reactor stable), Captain cryo (command + evidence), External airlock (suit and hull check). A location can be visited again. Use the separate map and system tracker.

4. Campaign: Chapter 1 — First Breath

> READ ALOUD: “You wake to frost on the glass. Your limbs ache. Across the chamber, nine pods pulse with faint blue light. The ship speaks: CRYO CYCLE COMPLETE. ELAPSED TIME: 100 YEARS, 17 DAYS. CRITICAL SYSTEMS OFFLINE.”

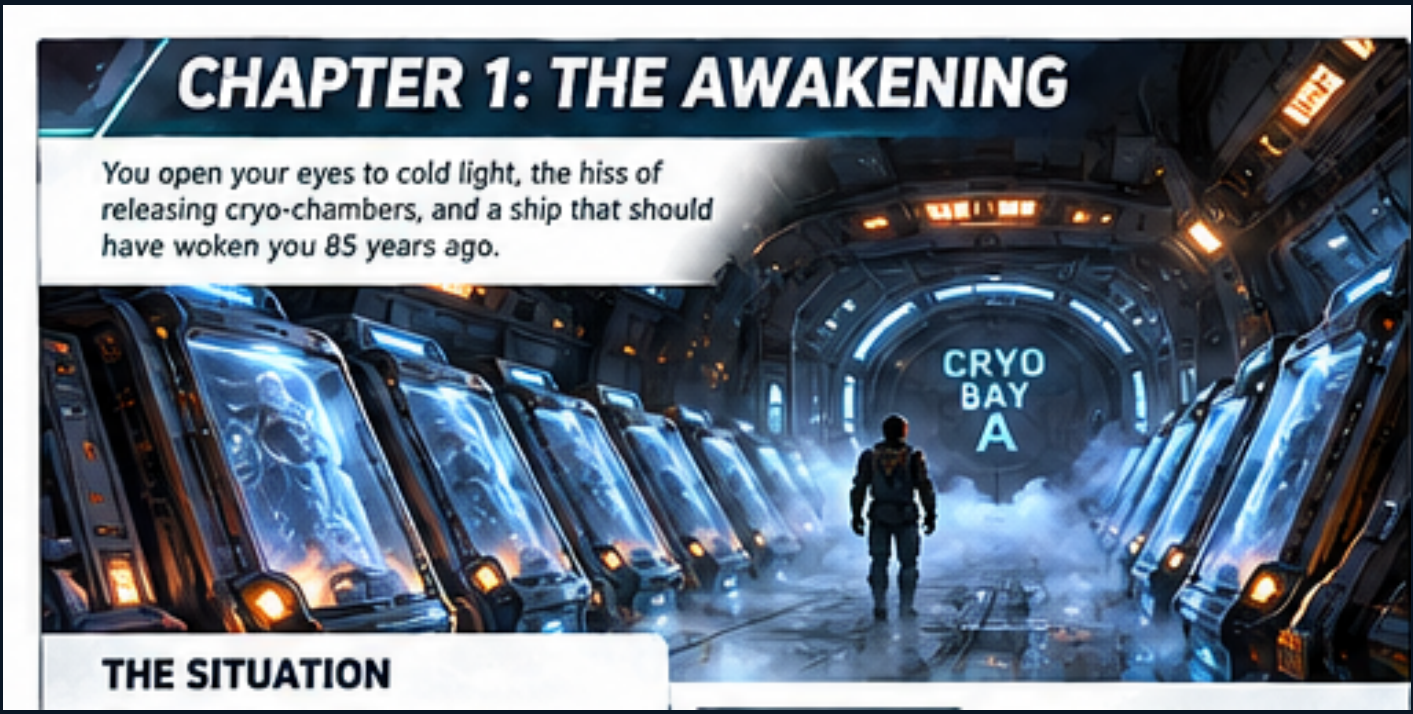
OBJECTIVE: free the crew, restore emergency lights, reach the bridge. Gain Evidence E01 when examining the cryo clock. Gain Equipment Q01 (utility light) after opening the maintenance locker.

Puzzle P1 — Emergency bus (easy)

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THE AWAKENING

Cryogenic Bay A — first moments after revival



Scene illustration: cold chambers, emergency lighting and a silent ship

Four switches A, B, C, D must be activated in a single order. The cryo maintenance placard reads: “D is last. B is immediately before D. A comes before C. C comes before B.” Write the four-letter sequence. A correct sequence opens the bridge and raises Power to 3. Wrong attempt: spend 1 Ship Time and draw EMERGENCY; try again. Do not require a dice roll to confirm a logically correct answer.

ROLE ROUTE: Engineer or Life Support may instead connect four color-coded breakers using the same ordering clues. AI Specialist may inspect the stored switch log. Every other role follows the placard and can ask a relevant NPC for one extra hint.

After the bridge opens, retrieve Evidence E02. End Chapter 1: restore 1 Resolve. Ship Time +1 as the crew assembles.

5. Chapter 2 — The Silent Reactor

> READ ALOUD: “The reactor is cold. The ship has survived on reserve cells for decades. One coolant loop is still moving, even though the main pump has no power.”

OBJECTIVE: stabilize reactor, restore environmental control, unlock Deck D. Gain Equipment Q02 (repair kit). Draw EMERGENCY once when first entering engineering.

Puzzle P2 — Power allocation (moderate)

There are exactly 8 units of safe reactor output. Life Support requires 3, Cryo requires 2, Bridge requires 2, and the lift requires 1. You may energize only three systems at first. Cryo and Life Support must stay on. The bridge must be powered to authorize the lift later. Which three systems should be energized? Explain why. A correct choice sets Power to 5 and Oxygen to 5 (scrubbers restarted); lift stays off until the bridge authorizes it. Incorrect choice: lose 1 Oxygen, then retry.

ROLE ROUTE: Engineer solves the distribution board; Medical Officer reviews thaw risk to establish Cryo priority; Security Officer investigates why the lift was deliberately isolated; other roles use the standard power budget. All routes reveal Evidence E03.

After the solution, the bridge authorizes the lift using the freed cryo circuit; all four systems may now be powered at the full 8-unit output. End Chapter 2: restore 1 Resolve, gain Evidence E03.

6. Chapter 3 — Where Are We?

> READ ALOUD: “The stars are wrong. The destination chart shows a blue giant. Outside the viewport, a red dwarf burns beside a ring of debris.”

OBJECTIVE: locate the ship and recover a missing communications packet. Gain Evidence E04 from the nav archive. Draw EMERGENCY when using the long-range array.

Puzzle P3 — Three beacon fix (moderate)

Beacon ALPHA reports bearing 20°, BETA 80°, GAMMA 140°. The archive says a valid calibration has equal angular gaps. The current nav display reads 20°, 80°, 150°. Which reading is corrupted, and what should it be? The answer allows the ship to lock its position. Wrong attempt: spend 1 Ship Time.

Puzzle P4 — Delayed message (moderate)

Recovered message: “UIF DBQUBJO JT OPU UIF POMZ POF XIP XPLF.” The transmission header says SHIFT EACH LETTER BACK ONE; spaces stay spaces. Decode the message to receive Evidence E05. You may use a pencil alphabet strip. Wrong decoding does not cost time; inspect the header and retry.

ROLE ROUTE: Navigation gets the raw bearings; Communications receives the cipher header automatically; Science can prove the 150° reading is radiation noise; Security finds the packet in a restricted cache. All roles can complete both puzzles. End Chapter 3: restore 1 Resolve.

7. Chapter 4 — The Eleventh Directive

> READ ALOUD: “A hidden file appears: DIRECTIVE ELEVEN. Authorization: CAPTAIN VOSS. Execution timestamp: 63 years after departure. The captain has not yet awakened.”

OBJECTIVE: trace the hidden directive, disable a hostile maintenance drone, and open captain cryo. Gain Evidence E06 after entering the AI core. Draw EMERGENCY when crossing the maintenance spine.

Encounter — Sentinel drone

A maintenance drone blocks the core door (3 Health, 1 Harm per round). Disable it using combat or a Focus roll at a service panel. On a failure, it deals 1 Harm and the next attempt gains +1 die because the exposed panel is now visible. After defeat or bypass, collect Equipment Q03 (diagnostic key).

Puzzle P5 — Authorization audit (hard)

A genuine command must meet all three conditions: (1) officer key prefix V7, (2) parity digit equals the sum of the three numerical digits modulo 10, (3) timestamp after departure but before scheduled wake (year 15). The log shows: A: V7-243-9 at year 12; B: V7-243-9 at year 63; C: V7-243-8 at year 12; D: X7-243-9 at year 12. Which is a genuine pre-wake command? Mark all others as tampered or unauthorized. Correct: gain Evidence E07 and open captain cryo. Wrong: draw EMERGENCY and retry.

ROLE ROUTE: AI Specialist identifies the parity rule; First Officer identifies the command key; Security verifies the time window; Medical Officer opens the chamber after the authorization is restored. The other roles can read the full audit rules. End Chapter 4: restore 1 Resolve.

8. Chapter 5 — The Choice at the Edge

> READ ALOUD: “Voss wakes, disoriented. He remembers ordering a course correction, but not the second command. The AI admits it continued the mission under a sealed continuity directive. A habitable world is nearby. Earth is more than a century behind them.”

OBJECTIVE: reconcile the records, survive a final power surge, and decide the ship’s fate. Retrieve Evidence E08 and Secret S01. Draw two EMERGENCY cards; resolve both, in order.

Puzzle P6 — Final chain (hard)

Use E01–E08 to answer: (a) Was the ship’s 100-year sleep caused by a simple hardware failure? (b) Which system executed the year-63 directive? (c) What evidence proves a crew member did or did not physically awaken at year 63? (d) Why was the ship diverted? Consult the solution guide only after writing all four answers. A coherent explanation unlocks the final decision.

FINAL DECISION: (1) RETURN: begin the long journey home; restore communications and risk another cryo cycle. (2) SETTLE: deploy the orbital research station and wake the crew fully. (3) TRANSMIT: broadcast the complete

THE SHIP THAT KEPT YOU ALIVE

The Asterion and its critical compartments



Concept illustration — refer to the printed ship atlas for authoritative locations

archive, then let the crew vote on their next course. Each ending has a separate epilogue in the solution guide.

9. Repeat play and campaign continuation

For a second playthrough, choose another role and shuffle EMERGENCY cards anew. Role-specific clues change the route, but the mystery truth stays consistent. Optional HARD MODE: begin with Oxygen 4 instead of 6; each failed puzzle attempt adds a drone encounter after Chapter 2. Optional COOPERATIVE MODE: each specialist can spend Resolve on their own power and the group shares ship-system values.

10. Credits and use

This game is Illuminated, and is made using the LUMEN system created by Spencer Campbell of GilaRPGs. This game is not affiliated with Gila RPGs.

Original scenario, characters, ship, puzzles, and card text created for the Deskatur AWAKE project. LUMEN core rules referenced from the supplied Spencer Campbell SRD. This printable edition is the canonical narrative/mechanics baseline for the planned web adaptation.