CREW OF THE ASTERION

Nine selectable roles. One sealed captain.



Crew concept art — use the following sheets for actual abilities and statistics

AWAKE • CREW CHARACTER SHEETS

Print the sheet for your selected position. The captain is not playable. Each position uses the same core action rules but gains one unique power and a different investigative angle.

CREW 01 — FIRST OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	2d6
Flow	2d6
Focus	3d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Command Override

Spend 1 Resolve to ignore one access-level restriction after acquiring any two supporting clues.

Role-specific investigation

Command: cross-check a captain order against the bridge log.

Starting equipment

Bridge console

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 02 — CHIEF ENGINEER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

_____

ATTRIBUTE	DICE POOL
Force	3d6
Flow	2d6
Focus	2d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Jury-Rig

Spend 1 Resolve to reduce a repair requirement by one unit of spare parts (minimum zero).

Role-specific investigation

Engineering: find a safe path through the coolant grid.

Starting equipment

Tool roll

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 03 — MEDICAL OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	2d6
Flow	2d6
Focus	3d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Cryo Protocol

Spend 1 Resolve to stabilize a wounded crew member or prevent 1 Health loss from cold.

Role-specific investigation

Medical: match thaw symptoms to three cryo faults.

Starting equipment

Medkit

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 04 — NAVIGATION OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	2d6
Flow	3d6
Focus	2d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Star Fix

Spend 1 Resolve to reveal one correct navigation bearing in a route puzzle.

Role-specific investigation

Navigation: triangulate the actual destination from three beacons.

Starting equipment

Star atlas

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 05 — SCIENCE OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	2d6
Flow	2d6
Focus	3d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Analyze

Spend 1 Resolve to ask whether one scientific interpretation is consistent with all evidence.

Role-specific investigation

Science: distinguish radiation noise from a real signal.

Starting equipment

Sensor slate

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 06 — SECURITY OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	3d6
Flow	3d6
Focus	1d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Secure Area

Spend 1 Resolve to neutralize one environmental hazard for a round.

Role-specific investigation

Security: deduce an entry sequence from access logs.

Starting equipment

Shock baton

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 07 — COMMUNICATIONS OFFICER

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	1d6
Flow	3d6
Focus	3d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Signal Boost

Spend 1 Resolve to reveal one missing character in an encrypted message.

Role-specific investigation

Communications: decode a delayed transmission.

Starting equipment

Comm tuner

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 08 — AI SYSTEMS SPECIALIST

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	1d6
Flow	3d6
Focus	3d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Sandbox

Spend 1 Resolve to safely test one system command before committing.

Role-specific investigation

AI: identify the altered instruction among checksum entries.

Starting equipment

Diagnostic key

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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CREW 09 — LIFE SUPPORT TECHNICIAN

Name: _____ Pronouns/Callsign: _____

Background / reason for joining: _____

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ATTRIBUTE	DICE POOL
Force	3d6
Flow	2d6
Focus	2d6

HEALTH ☐ ☐ ☐ ☐ ☐ ☐ ☐ (start 7) RESOLVE ☐ ☐ ☐ ☐ (start 4)

Professional power — Reserve Air

Spend 1 Resolve to cancel 1 Oxygen loss during a ship event.

Role-specific investigation

Life support: balance oxygen scrubber valves.

Starting equipment

Atmosphere gauge

Clue notebook

E01: _____

E02–E03: _____

E04–E05: _____

E06–E08: _____

Mission record

Chapters completed: ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

Notes: _____

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