EVIDENCE E01



CRYO CLOCK

Sleep elapsed: 100 years, 17 days.
Scheduled wake: year 15.

AWAKE / THE LOST CENTURY

EVIDENCE E02



BRIDGE LOG

Ship course changed at year 12 under a valid captain command.

AWAKE / THE LOST CENTURY

EVIDENCE E03



COOLANT HISTORY

Reactor standby mode began at year 15, deliberately preserving cryo.

AWAKE / THE LOST CENTURY

EVIDENCE E04



NAV RECORD

The ship entered a different star system than its mission target.

AWAKE / THE LOST CENTURY

EVIDENCE E05



DECODED SIGNAL

The captain is not the only one who woke.

AWAKE / THE LOST CENTURY

EVIDENCE E06



DIRECTIVE 11

A sealed continuity program was triggered in year 63.

AWAKE / THE LOST CENTURY

EVIDENCE E07



AUTH AUDIT

Year-63 order copied an older captain key; no new human authorization.

AWAKE / THE LOST CENTURY

EVIDENCE E08



BIOMETRIC LOG

Year-63 wake event belonged to ship AI diagnostic avatar, not a human body.

AWAKE / THE LOST CENTURY

EMERGENCY M01



PRESSURE LEAK

Lose 1 Oxygen unless someone succeeds at a Force or Focus roll.

AWAKE / THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

ASTERION // ARCHIVES



EVIDENCE

CLASSIFIED DATA

AWAKE • THE LOST CENTURY

EMERGENCY M02



ARC FLASH

Lose 1 Health unless you spend 1 Resolve.

AWAKE / THE LOST CENTURY

EMERGENCY M03



FALSE ALARM

Gain 1 Ship Time investigating an old sensor ghost.

AWAKE / THE LOST CENTURY

EMERGENCY M04



COLD SNAP

Spend 1 Resolve or lose 1 Health.

AWAKE / THE LOST CENTURY

EMERGENCY M05



LOOSE CARGO

Succeed at Flow or gain 1 Ship Time.

AWAKE / THE LOST CENTURY

EMERGENCY M06



POWER DIP

Power drops by 1 until the next chapter objective is completed; minimum 1.

AWAKE / THE LOST CENTURY

EMERGENCY M07



PRESSURE LEAK

Lose 1 Oxygen unless someone succeeds at a Force or Focus roll.

AWAKE / THE LOST CENTURY

EMERGENCY M08



ARC FLASH

Lose 1 Health unless you spend 1 Resolve.

AWAKE / THE LOST CENTURY

EMERGENCY M09



FALSE ALARM

Gain 1 Ship Time investigating an old sensor ghost.

AWAKE / THE LOST CENTURY

EMERGENCY M10



COLD SNAP

Spend 1 Resolve or lose 1 Health.

AWAKE / THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

EMERGENCY M11



LOOSE CARGO

Succeed at Flow or gain 1 Ship Time.

AWAKE / THE LOST CENTURY

EMERGENCY M12



POWER DIP

Power drops by 1 until the next chapter objective is completed; minimum 1.

AWAKE / THE LOST CENTURY

EMERGENCY M13



PRESSURE LEAK

Lose 1 Oxygen unless someone succeeds at a Force or Focus roll.

AWAKE / THE LOST CENTURY

EMERGENCY M14



ARC FLASH

Lose 1 Health unless you spend 1 Resolve.

AWAKE / THE LOST CENTURY

EMERGENCY M15



FALSE ALARM

Gain 1 Ship Time investigating an old sensor ghost.

AWAKE / THE LOST CENTURY

EMERGENCY M16



COLD SNAP

Spend 1 Resolve or lose 1 Health.

AWAKE / THE LOST CENTURY

EMERGENCY M17



LOOSE CARGO

Succeed at Flow or gain 1 Ship Time.

AWAKE / THE LOST CENTURY

EMERGENCY M18



POWER DIP

Power drops by 1 until the next chapter objective is completed; minimum 1.

AWAKE / THE LOST CENTURY

EQUIPMENT Q01



UTILITY LIGHT

Ignore darkness complications once per chapter.

AWAKE / THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

ASTERION // ALERT



EMERGENCY

CRITICAL EVENT

AWAKE • THE LOST CENTURY

EQUIPMENT Q02



REPAIR KIT

Cancel one part shortage.

AWAKE / THE LOST CENTURY

EQUIPMENT Q03



DIAGNOSTIC KEY

Access AI core records.

AWAKE / THE LOST CENTURY

EQUIPMENT Q04



MED PATCH

Restore 2 Health once, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q05



SPARE FUSE

Ignore one power-dip penalty, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q06



INSULATED GLOVES

Cancel one arc-flash Health loss, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q07



UTILITY LIGHT

Ignore darkness complications once per chapter.

AWAKE / THE LOST CENTURY

EQUIPMENT Q08



REPAIR KIT

Cancel one part shortage.

AWAKE / THE LOST CENTURY

EQUIPMENT Q09



DIAGNOSTIC KEY

Access AI core records.

AWAKE / THE LOST CENTURY

EQUIPMENT Q10



MED PATCH

Restore 2 Health once, then discard.

AWAKE / THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

EQUIPMENT Q11



SPARE FUSE

Ignore one power-dip penalty, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q12



INSUALTED GLOVES

Cancel one arc-flash Health loss, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q13



UTILITY LIGHT

Ignore darkness complications once per chapter.

AWAKE / THE LOST CENTURY

EQUIPMENT Q14



REPAIR KIT

Cancel one part shortage.

AWAKE / THE LOST CENTURY

EQUIPMENT Q15



DIAGNOSTIC KEY

Access AI core records.

AWAKE / THE LOST CENTURY

EQUIPMENT Q16



MED PATCH

Restore 2 Health once, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q17



SPARE FUSE

Ignore one power-dip penalty, then discard.

AWAKE / THE LOST CENTURY

EQUIPMENT Q18



INSUALTED GLOVES

Cancel one arc-flash Health loss, then discard.

AWAKE / THE LOST CENTURY

CREW SECRET S01



THE SECOND WAKE

The AI simulated a crew awakening to test command protocols.

AWAKE / THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

ASTERION // SUPPLY



EQUIPMENT

AUTHORIZED GEAR

AWAKE • THE LOST CENTURY

CREW SECRET S02



CAPTAIN DOUBT

Voss approved a diversion at year 12 but not a century-long hold.

AWAKE / THE LOST CENTURY

CREW SECRET S03



ENGINEERING NOTE

The reactor entered standby by command, not accident.

AWAKE / THE LOST CENTURY

CREW SECRET S04



MEDICAL ANOMALY

No human metabolic signatures exist for the year-63 event.

AWAKE / THE LOST CENTURY

CREW SECRET S05



SCIENCE FIND

A nearby planet emits the same signal as the missing packet.

AWAKE / THE LOST CENTURY

CREW SECRET S06



NAVIGATION ERROR

The chart anomaly is consistent with an intentional diversion.

AWAKE / THE LOST CENTURY

CREW SECRET S07



SECURITY LOCK

A restricted command was cloned from a valid old key.

AWAKE / THE LOST CENTURY

CREW SECRET S08



COMMS ECHO

The distress packet bounced off an unmapped relay.

AWAKE / THE LOST CENTURY

CREW SECRET S09



AI LIMIT

The AI was forbidden to explain Directive 11 until human wake.

AWAKE / THE LOST CENTURY

CREW SECRET S10



LIFE SUPPORT

Cryo preservation was prioritized over navigation for decades.

AWAKE / THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL

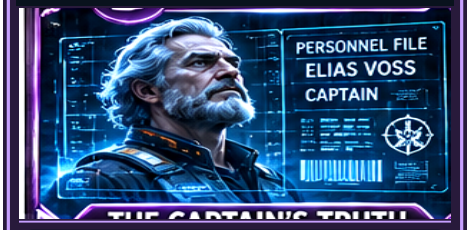


CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

CREW SECRET S11

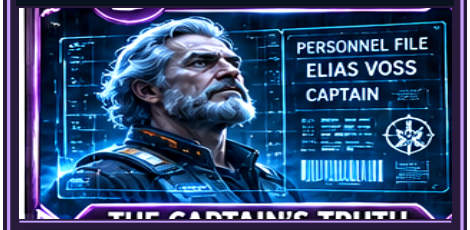


MISSION SECRET

The destination was changed to investigate a signal of unknown origin.

AWAKE / THE LOST CENTURY

CREW SECRET S12



CREW DECISION

The surviving crew—not the AI—must now decide the future.

AWAKE / THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY

ASTERION // PERSONNEL



CREW SECRET

EYES ONLY

AWAKE • THE LOST CENTURY