

The Fresh Face

Play to find out:

Are the stars everything you dreamed of?
Can you prove you belong here?
Is love really like the poems?

Choose your name:

- A lyric (It fell out of a love song.)
- Nature-inspired (It reminds you of home.)
- A pet name (You've got a true name, but no one calls you by it.)
- Your hair (You haven't earned better.)
- New Girl (One day they'll know you.)

Choose your form:

- Human
- Nymph
- Satyr
- Mermaid

Choose your gender:

- Baby dyke
- Bambi
- Flower crown
- You're still figuring it out

Choose your heart:

- Fast-beating
- Open
- Bursting with song
- Broken

Choose two traits:

Colorful jumpsuits, smells like flowers,
perpetual smile, moves like a dancer, wide

eyes, sing-song voice, surface-dweller
clothes, an accent from home, streaked
with engine grease, soft hands, clean
language, a holo-locket

Why this ship?

- It had the best name
- You followed a cute crew member
- An oracle chose for you
- The crew was patient with questions
- It looks like a work of art

Whose picture is in your locker?

- You forgot to take your ex down
- Your favorite band (It's signed!)
- Your parents
- Nobody; I have a mirror

What belief do you cling to?

- Everyone is fundamentally good
- Your true love is out there
- Adventure is around every corner
- Good things happen to good people
- Someday, you'll share these stories

=====Final Questions=====

Ask one to anyone:

- How do I annoy you?
- What prank did you pull on me?
- What's your nickname for me?

Ask one to who makes you forget how to weave:

- Have you caught me looking at you?
- Do you think I'm too young for you?
- What song reminds you of me?

Lure	When someone gives you an opportunity to prove yourself, they gain a token
Tips	-Talk about back home -React to new things -Learn through trial and error
Strong Moves (Spend a token)	-Get out of harm's way -Learn a new skill -Bring out the softness in someone -Hope for the best, and get it -Ask "Did I do it right?"
Regular Move	-Take action, leaving yourself vulnerable -Spot something no one else would notice. -Make the ship feel like home -Get excited about something -Ask "How can I help?"
Weak Moves (Gain a token)	-Take action leaving <i>everyone</i> vulnerable -Prove everyone right about your naivete -Get in over your head -Fall for someone -Ask "Do you really want me here?"

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gathering flowers so very delicate a girl

