

The Veteran

Play to find out:

Can comradery soothe a wounded soul?
 Are you a hardass, or soft in your old age?
 Can you finally make time for love?

Choose your name:

- A callsign (Your true name sounds foreign now.)
- An alias (Your true name would make your crew's blood curdle.)
- A legendary name (Possibly your most powerful weapon.)
- A single syllable (At this age, who has time for more?)
- A rank (Your name doesn't matter; you're in charge.)

Choose your form:

- Human
- Gorgon
- Amazon
- Centaur

Choose your gender:

- Hard femme
- Military butch
- Old salt
- You outrank gender at this point

Choose your eyes:

- Hawkish
- Compassionate
- Unreadable
- Tired

Choose two traits:

Exotic tattoos, cybernetic arm, neatly-pressed uniform, an eyepatch, regulation haircut, boots that echo, first signs of greying, a hard-to-earn smile, flight jacket, prominent scar

Why is this ship your home?

- After the war, you just kept sailing
- You sacrificed everything; all you have left is the void of space
- You spent your whole retirement stipend on this rustbucket
- The crew took you in without asking about your past
- If you fly fast enough, maybe the nightmares can't catch you

Whose picture is in your pocket?

- A former lover from a distant port
- Your dead comrade
- Your son
- Someone you failed to save, who you never want to forget

====Final Questions====

Ask one to anyone:

- When did I fail to live up to my legend?
- What do you say about me when I'm not there to hear?
- When did I save your life?

Ask one to whoever makes you feel young:

- Do I intimidate you?
- When did you open up to me?
- What are you afraid to tell me?

Lure	When someone takes your advice, they gain a token
Tips	-Narrate relevant flashbacks -Explore how the past has made you hard, and how it has made you soft -Rely on your crew as much as they rely on you
Strong Moves (Spend a token)	-Get out of harm's way -Know just what to say to get the best out of your crewmate -Save someone's life -Open up to someone -Ask "When have I seen this before?"
Regular Moves	-Take action, leaving yourself vulnerable -Tell someone what to do -Talk about the good old days -Let someone in -Ask "What's troubling you?"
Weak Moves (Gain a Token)	-Come off as cold and hard -Sacrifice because it's all you know -Fail to see how the world has changed -Experience a flashback of past trauma -Ask "Do you think I care about you?"

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 to loose all the wrongs he did before
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]by luck of the harbor
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