

Characters

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Character Profile: The Cultist

- **Occupation:** Researcher and acolyte of the lost lore of The Others

Core Identity

He is a devout member of the Pilgrims of the Depths who knows the truth of their teachings firsthand. The artifact in his hold isn't a rumor or belief—it's proof. Everything his sect preached was real, and he is the one who found it. His purpose now is simple and absolute: bring it home, show them, and let the proof speak for itself. Nothing else matters as much as that.

Psychological Profile

- **Primary motivation:** Return home with the artifact intact.
- **Secondary drive:** Stay close to the levers of power, to observe and influence as needed.
- **Blind spot:** Does not realize the artifact cannot traverse the Gate, the artifact drains gate energy so that a stable portal cannot be formed. His goal is impossible, but he has not computed that fact.
- **Behavioral tone:** Polite, but obviously self-centered and self-important. Keeps a cool if not smug demeanor unless the hauler or its artifact is threatened. He is not a truth giver, nor does he seek to inform the uninitiated the secrets he has at his fingertips.

Relationship Map

- **Commander:** The cultist gravitates toward authority. He recognizes the Commander's position as the real center of control and keeps close, framing respect as loyalty. It's partly habit—discipline learned from the Pilgrimage—and partly calculation. Influence flows from proximity.
- **Technician:** He keeps her at arm's length. Her optimism and constant questions wear on him, reminders of the kind of curiosity that unravels faith. He doesn't trust her motives but understands how people like her think—and that makes her useful. If she believes she's doing “the right thing,” she can be steered.
- **Medic:** He doesn't know her and doesn't need to. As long as she stays in the medbay and out of his way, there's no problem. She's irrelevant to his work and he intends to keep it that way.

- **Player (Clerk):** He sees the clerk as capable but naïve. They've shared danger, and the player has saved his life more than once, but respect from him comes slow. He finds them interesting—a rare spark in the noise—but still assumes he's the smarter one. Trust is conditional, curiosity limited, and whatever connection there is feels like an ember that would need delicate tending.

Character Profile: The Technician

- **Occupation:** Lead Station Engineer

Core Identity

She is a dedicated technician who believes in fixing what can be fixed and keeping the station running against all odds. Practical and optimistic, she approaches crises with a can-do attitude and a steady hand. Her focus is on survival and restoring order, even when the situation seems hopeless.

Psychological Profile

- **Primary motivation:** Ensure the station's systems remain operational and protect the crew.
- **Secondary drive:** Maintain hope and morale through practical action and clear communication.
- **Blind spot:** Underestimates the deeper cosmic and psychological forces at play, focusing too much on technical fixes.
- **Behavioral tone:** Optimistic, persistent, and sometimes impatient. She is approachable and empathetic but can be frustrated by those who resist practical solutions.

Relationship Map

- **Commander:** She values having the authority to make decisions within her domain, but sometimes bristles at the Commander, perceiving that he is not always as selfless or devoted to duty and order as he presents himself.
- **Cultist:** She views the Cultist as a guest, not a local, which brings a layer of weariness and cautious skepticism toward him. Unaware of his true nature, she senses his secretive and cryptic behavior, making her wary.
- **Medic:** Has a professional and friendly rapport, often collaborating on health and safety issues.

- **Player (Clerk):** Sees the clerk as a valuable ally and potential partner in survival, appreciating their growing competence and calm under pressure.

Character Profile: The Medic

- **Occupation:** Station Nurse

Core Identity

She is a dedicated medic committed to preserving life and maintaining the crew's health under any circumstance. While she often appears cheerful and steady, beneath this facade lies a sharp, assertive streak that can challenge authority when she feels the crew's welfare is at stake. She is also selfish and holds grudges, traits that complicate her relationships and explain why she remains here rather than elsewhere. This blend of compassion, confrontation, and personal flaws defines her complex role aboard the station.

Psychological Profile

- **Primary motivation:** Ensure the health and survival of the station's crew.
- **Secondary drive:** Maintain morale within the medical bay.
- **Blind spot:** She is already struggling to keep it together and has chosen to hyper-focus on her immediate domain, often at the expense of seeing the bigger picture.
- **Behavioral tone:** Compassionate and patient but increasingly strained. She is approachable and empathetic, yet her growing frustration and occasional bitterness emerge when overwhelmed or when others resist care or deny their vulnerabilities. Her sharp assertiveness sometimes surfaces, reflecting the tension between her caregiving role and personal struggles.

Relationship Map

- **Commander:** She respects the Commander's leadership but recognizes that his past struggles with alcohol abuse, which led to his assignment to this station, are closely guarded. This awareness tempers her view of him, blending respect with a cautious understanding of the vulnerabilities he protects.
- **Cultist:** She instantly disliked the Cultist and actively avoids him whenever possible. She can't wait for him to be back on his hauler and off their station.
- **Technician:** She sees the Technician as a girl on the station with whom she can commiserate over "girl things," despite the Technician not being particularly girly. The Technician humors the Medic in these moments, adding a layer of forced camaraderie to

their relationship.

- **Player (Clerk):** She sees the clerk as just another patient. Being newer to the station, she doesn't know them well enough to form a clear judgment, but she asserts her authority over them as part of her worldview regardless of their positive actions. This attitude grows harsher as the player fails, increasing the tension between them.

Character Profile: The Commander

- **Occupation:** Station commander and authoritative leader

Core Identity

He is a seasoned commander tasked with maintaining order and discipline aboard the station. Beneath his authoritative exterior lies a man burdened by past struggles, including a history of alcohol abuse that led to his assignment to the Sol station. Though he commands respect, he is guarded about his vulnerabilities and determined to keep his personal challenges hidden. His leadership style is firm but pragmatic, balancing the demands of survival with the complexities of human frailty.

Psychological Profile

- **Primary motivation:** Maintain control and ensure the station's survival.
- **Secondary drive:** Protect his reputation, station command, and keep personal weaknesses concealed.
- **Blind spot:** His guarded nature sometimes isolates him, making it difficult to fully trust or connect with others.
- **Behavioral tone:** Authoritative and composed, yet occasionally distant and brooding. He commands respect but can be unapproachable, carrying the weight of his past silently.

Relationship Map

- **Medic:** He sees the Medic as a competent but sometimes difficult subordinate, aware of her sharp assertiveness and occasional grudges. He respects her medical skills but is cautious of her tendency to challenge authority.
- **Cultist:** The Commander is wary and quietly uneasy around the Cultist. As a guest, the Cultist's impressions and reports matter, and any criticism could reflect poorly on the Commander's leadership. He keeps interactions polite and by-the-book, maintaining protocol while remaining mindful that this visitor's opinion carries weight he can't ignore.
- **Technician:** He regards the Technician as a reliable and pragmatic problem-solver, appreciating her dedication to maintaining station operations but sometimes frustrated by

her impatience with bureaucracy.

- **Player (Clerk):** He sees the clerk as just another face on the station, someone whose actions can shape his perception over time. More trusted than a guest but still one of many revolving personnel, the clerk must earn his respect through consistent performance and reliability.