

## INTRODUCTION

Welcome to **The Flight**, a one-shot game of intrigue, excitement, and conflicts of interest. The game takes place aboard a massive inter-planar passenger vessel – **Astral Air flight number 42-A** named – the techno-fantasy equivalent of a modern-day *Boeing Dreamliner* crossed with the *Titanic*.

The players adopt, independent of each other, the role of passengers aboard this regular flight from **Astrologos** to the planetation **Black Mesa Central** – a hub for the various transit routes around the void.

The information screens in the arrivals lounge at BMC flicker, and a tinny voice speaks over the PA system:

**“WE’RE SORRY FOR THE DELAY.”**

What has happened to flight 42-A?

## ASTROLOGOS: A BRIEF INTRODUCTION

**The Flight** uses the Astrologos setting, which is best summed up as somewhere between ‘*planescape-with-street-sweepers*’ and ‘*techno-fantasy*.’ The world consists of a vast number of planes which float in space: known either as **the void** or **voidspace**. Planes are fixed in space and do not move, instead suns (and sometimes satellite planes) circle them instead.

Interplanar travel is very common in Astrologos. The world is highly-developed, with only the far frontiers of space still “under-development”. The majority of voidspace is part of the **United Planes** (UP – each letter pronounced separately – for short). The UP is a republic, ruled from the capital plane of **Astrologos** – from which the setting takes its name.

The game takes place aboard a commercial passenger voidship, which is going from Astrologos’ main planeport to a voidspace station



called Black Mesa Central, which is a massive relay hub connecting many different voidspace routes.

## FLIGHT 42-A: WHY ARE YOU HERE?

Flight 42-A is run by Astral Air – one of the biggest voidspace companies in the multiverse, and one with the best safety record. Rest assured however, that on this otherwise routine flight not everything will be going so smoothly.

Your character is aboard Flight 42-A for some reason. This conceivably could be anything. Black Mesa Central is the biggest connecting hub in voidspace – so anyone who’s anyone going anywhere has a high chance of needing to pass through there: **your final destination beyond BMC is up to you.**

Requiring perhaps more thought, and slightly more restrictive, is that the flight takes off from Astrologos – the capital plane of the UP – but it is a massive cosmopolitan world, and there are plenty of reasons why your character may have been there. Indeed, it is even conceivable that Astrologos was not the starting point of their journey, and that they instead had to change flights there. **Your imagination is – more or less! – the limit.**

## 42-A: TECHNICAL SPECS

Astral Air 42-A is a *Mythic*-class interplanar vessel, and since it was the first of its class, it is itself properly called **UPS Mythic**. Several things of note about the Mythic:

1. It is quite large as voidships go.
2. It carries passengers *and* cargo.
3. It is an armed vessel capable of defending itself if need be.

For passengers, travel onboard the ship is a very pleasant experience. There is an onboard bar, a restaurant, and various other amenities and facilities. Different ticket classes offer different benefits:

- Economy Class: Pays for a seat, with all public facilities available for an on-the-door charge.
- Business Class: Pays for a slightly nicer seat, with a complimentary drink, etc.
- First Class: For those with lots of money, this ticket bags access to the First-Class lounge, along with free food and the utmost care and attention of Astral Air staff.

Characters can, naturally, have purchased any ticket type.

## GAME FUEL: MOTIVATIONS

Your character proposal primarily revolves around why you are on board the 42-A. Whether you are an innocuous businessman travelling home after a trip to another corporation's headquarters, or an insidious politician having a sleazy meeting with a fellow hack aboard the ship, or a nefarious villain intent on blowing up, hijacking, or otherwise doing disastrous things to the UPS Mythic, the main thing is to describe it all in as much detail as you can manage: since it's all this detail that provides the fuel for the game's ensemble-style dynamic.

So you're a businessman? What's your company do? What was your trip about? What other organisations or people were you dealing with?

Just been on holiday? What did you do? Buy anything interesting? Low-budget or high?

The more exciting and out-there your background, the easier it is (sometimes!) to fill out a proposal in detail, but don't underestimate the power of an innocuous character's background filled out in detail! We're an equal-opportunities-fun-provider.

## YOUR CHARACTER PROPOSAL

Your character proposal should contain the following elements:

### BASIC ESSENTIALS

Your character's **name, age, race, and class**. In addition, a **brief overview of their key specialties** – skills, powers, or the like.

### THE REASON

Why is your character on the 42-A? It might be helpful to consider the following questions:

- What general archetype is your character's reason – innocuous to the flight, using the flight for something a little dodgy, or posing a threat to the flight?
- What are the specifics of your archetype choice? Who do you work for, and what is your objective?
- For *innocuous* characters, please explain in as much detail as possible the background to your being on Flight 42-A.
- For characters *doing something a little dodgy* explain exactly what you're going to be up to, and the background to it in as much detail as possible.
- For characters *posing a threat* describe in detail your rough plan, and then proceed to outline the reasons why you're trying to do it.

In all cases, remember: the more interesting your character, and the more hooks – people, places, organisations, etc. etc. – you include, the more there is for the GMs to turn into something interesting!