

Characters

Back to [start](#)

I think it has to have regular characters as we've a small cast. But this doesn't go well with horror, which has a higher body count. Do we want some kind of reset? Clones either science fictional or supernatural? — [Peter Cobcroft 2012/09/12 14:19](#)

Comedy

What mix of comedy for characters? Glib witticisms or will the comedy be farcicle? Should there be a straight character - and should they be occasionally be made fun of? Should this be the main character? Are they irreverant like John Constantine? — [Peter Cobcroft 2012/09/12 14:29](#)

From Meeting 7/12/12

Clones are in Battlestations. Cultists - possibly bumbling - are the bad guys The main characters in the story are the below decks characters, not the main bridge crew — [Peter Cobcroft 2012/12/11 14:24](#)

Main Characters

Characters with regular speaking parts. Ideally we should only have three (IMHO), but could combine some into a single character, or change which three are the main speakers for an ep, and have the others be minor characters for that ep

- **The Ensigns**

The support crew to the bridge crew. The guys that never make command decisions. These guys basically have skill 1 in everything and no professional rerolls

- **The Red Shirt**

~~Another trope subversion. This guy (a marine type) should do everything that classically endangers someone in scifi or horror - but they never get injured, no matter what.~~

- **The Joker**

~~Possibly the person responsible for most of the puns? Needs a quirk to make them different - maybe one of the computerised voices?~~

- **Cam** (short for Cameo) - Pyreltian - off stage and not voiced, but occasionally alluded to (ala Wynn-Stanley in Hut 33) - occasionally saves everyone

- **Yuri** (short for Uranus, a primordial God the same as Chronos) - Chronosian - a gambler (ala Gideon of Crusade) - newley encountered whose time travelling is not known by other crew - Russian accent [Translator]

- **Elijah** - Human - Pessimistic harbinger of Doom - A character that always has one of their (many) dire predictions come true.

- **Scrapey** (short for Scrapie a common disease for sheep) - Sheepling - unintelligible [no Translation - characters just know what he says) - anti/subverting red-shirt (ala Guy in

Galaxy Quest)

- **Mal** - Human - trainee ship councillor - Always looks on the bright side of everything, because it's covering a thin veneer of them barely holding on to it.

Minor Characters

Characters with rare (or no) speaking parts

• The Bridge Crew

The traditional heroes of a scifi show set on a spaceship or station. These guys should be referred to at least once per ep, possibly more - and probably shouldn't get speaking parts unless it's a voice over the PR system (ala Open a ship-wide channel). These guys should be stereotypes and should often be killed doing something heroic and probably stupid. — [Peter Cobcroft 2012/12/13 11:31](#)

- **Hrrdgrr** (Herr Doktor) - The Science Officer (Scientist) - Zoallan with the Mad Science ability, German accented [Translator]
- **Ms Garath** (Shubni) - The Helm Officer / The Captain (Pilot) - Human - Paladin type (ala Dylan Hunt in Andromeda)
- The Weapons Officer (Marine) - Death wish glory seeker and very unlucky, wants to die in combat but never makes it that far (ala Kenny in South Park) - Tentac [Translator]
- The Chief Engineer (Engineer) - Xeloxian - beaucroatic type (almost like PLC in Paranoia, and probably why the ship gets stuck in situations to sort out rather than quickly leaving) [Translator]
- ~~The Councilor (Diplomat/Psionic)~~

• The Cultists

The bad guys. Minor characters as they shouldn't appear in every episode. Most are “bumbling” but at least one should be a serious nutter/competent/psycho. Ongoing bad guys for the series - just as likely to die as the Bridge Crew, and from the same sources. — [Peter Cobcroft 2012/12/13 11:31](#)

- The Leader: politically correct rimmer without his anger “just because it is an evil killing machine doesn't it have a right to exist?”. Social trendy with their twatter account. Believes in voting for most things “trustapherian”.
- The Keeper of Records - An OCD/Anal Librarian type that keeps the forbidden texts, can quote them and knows about rituals (as is mentioned in the book of skrall chapter 4 subsection 2” mort
- The Fixer - the member responsible for getting rare items needed for rituals
- The Newb- the cultist who doesn't really think they should be a cultist (I only came to use your comms device as mine is broken)mort
- The Scarey Guy - the actual traditional Lovecraftian cultist

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=audio:radioplay:characters>

Last update: **2013/01/15 13:14**

