



## VETERAN

*War has taken away so many of your loved ones. Not even time can mend your wounds.*

War killed your friends and almost did the same to you. You were stuck in a coma for years, while the rest of the world marched on. When you opened your eyes, you discovered that the explosion had taken away both your legs and your hearing, but not your duty as a radio operator: The spirits of the Fallen speak to you through the ether, begging you to relay their messages.

Though opening a channel to the Afterlife is very taxing, your determination to do justice to your friends motivates you to face life in a wheelchair, only ever listening to the world of the dead. You have no loved ones left, you've lived in many places and you'd only moved to this town shortly before the war. Everyone else in your company had grown up here, but you only made friends with them on the battlefield; still, you don't feel left out. You are touched by the love the families of your departed friends still show them. They deserve to say goodbye and you are here to help.

Your duty isn't over yet.

### Reception

- ▶ *Draw a Wavelength card before you move on to Transmission.*
- ▶ *Play out the Trauma mentioned in the last Wavelength card you read.*
- ▶ *You may not look at the Extended family sheet. It's for the Relatives alone.*

### Transmission

- ▶ *Begin telling and embellishing the war story you found on the last Wavelength card.*
- ▶ *Always focus on the other protagonist of the story, instead of yourself.*
- ▶ *When one of the Fallen whispers a Message to you, relay it to the Relatives without changing it.*
- ▶ *When one of the Fallen gives a Memento back to you, make up a Message yourself.*

### Epilogue

- ▶ *Keep the Phonetic alphabet on the table without reading it or letting anyone else do it.*
- ▶ *Look at the Phonetic alphabet when one of the Fallen shows you four Signals with the same Code.*
- ▶ *Look up the Code on the Phonetic alphabet, then use it to find the corresponding Name and rank. Speak them three times out loud. Let the Relatives hear you.*
- ▶ *This initiates the Epilogue: You've finally recognised your friend's voice through the white noise.*
- ▶ *Coordinate the farewell between the Fallen and their Relatives. Start the ending music if you have any prepared.*