

ON A SEA OF STARS

A GIRL BY MOONLIGHT SERIES



The Hangar

1	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
2	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
3	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
4	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
5	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
6	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
X 1	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				
X 2	NAME	STRENGTH	○ ○ ○	RECOVERY	
	VIRTUE & IMPULSES				

Engine Rules

Each Engine has a hidden second impulse, sealed by a poisoned promise. During play, if a situation seems compelling, offer a poisoned promise that adds an impulse for an engine someone is piloting. The Engine permanently acquires that impulse.

Each Engine begins play with 3 strength. Engine strength is reduced when:

- A character's last transcendent action is used while piloting it
- When a consequence affecting the engine goes unresisted
- When its pilot falls into eclipse
- As the cost from a poisoned promise
- When a pilot suffers level 4 harm in it
- When it is abandoned in the field

When an Engine's strength is completely depleted, it is non-functional and cannot be piloted. It can be retrieved and repaired, but its prospective pilot must bond with the Engine in downtime before it can return to action.

Engines have recovery clocks of their own, which advance when protagonists help them recover in downtime. When an Engine's recovery track fills, it recovers 1 strength.

ENGINE VIRTUES

elegant, fierce, clever, powerful, bright, wise, brave, serene

When a pilot's actions align with their engine's virtue, the engine provides a bonus die.

ENGINE IMPULSES

cursed, imperious, sentimental, lost, tormented, weary, lonely, ancient, principled, haunted, wounded, unfinished, morbid, calculating, feral, hungry

When a pilot's actions align with their engine's impulse, or they accept a poisoned promise based on its impulse, they mark xp and that action does not deplete their transcendence track.

The Last Bastion



The Last Bastion track represents the state of the population of the Bastion. It starts play completely filled. At the beginning of downtime, the Bastion performs a number of downtime actions equal to the current Leviathan track tier (always at least 1), and rolls a number of dice equal to the current Bastion tier.

It prioritizes actions as follows:

1 Pride: Work on a long term project for the flagship upgrade, if one is already under way.

2 State of emergency: Make preparations if Leviathan track exceeds Readiness.

3 Patchwork: If Bastion track is depleted, repair Bastion track. Roll as make preparations, but apply result to Bastion track.

4 Complacency: Increase the adversary track. Roll as make preparations, but apply result to adversary track.

THE FLAGSHIP

UPGRADE

