Series Creation Workspace

ON A SEA OF STARS
A GIRL BY MOONLIGHT SERIES

The Void
What lurks in the void?

a world of ghosts and demons, a storm of psychic energy, ancient gods re-awoken, guardians of the natural order, a vast all consuming organism, our basest fears made manifest

What act of hubris brought doom upon us?

an ancient king shattered the gates of death, our first attempt at interstellar travel, casting signals across all realities, meddling with the flow of time, harnessing a forbidden source of power, trespassing in their domain

Why do the Leviathans come?

to reclaim something we stole, to consume minds and bodies, to silence our civilization, to entrap and contain us, to tear down our great works, because we are in their path

What form do the Leviathans take?

massive demonic sea monsters, space faring cephalopods, cyclopean mechanical horrors, a hive of colossal insectoid mutants, mountainous perversions of nature, blind-eyed subterranean abominations

The Last Bastion of Humanity

Where do we take shelter?
(choose one or two)

an isolated city-state, an ancient fortress, quarantined and sealed, rebellion and strife, law and order, a mobile bunker

What is held to be sacred?
(choose one or two)

order, strength, hierarchy, obedience, edifices, organizations, hatred, sacrifice

What was humanity forced to give up?
(choose one or two)

community, bodies, intimacy, emotion, gender, growth, comfort, hope

We pilot engines against the leviathans
What seperates us from the masses?

doomed volunteers, elevated by the authorities, vat-grown, chosen by the engines, changed by the leviathans, our drive and ambition

What role do you play?
(each protagonist choose one or two)

ace pilot, insubordinate rebel, weary mechanic, civilian, troubled captain, rejected candidate, press-ganged convict, forbidden lover, naive idealist

Instruct each protagonist to select a playbook that reflects the roles they have chosen

How do they keep us in line?

impossible quotas, spies & informants, propaganda & lies, drugs & addictions, gilded cages, threats & fear

Why can't we just leave?

What is our reputation?

celebrated heroes, figureheads for the authority, cursed warriors, cultural icons, hopeless leviathan fodder, monsters in our own right

What part of our reputation is deserved? What isn't?

The Flagship

the last leviathan hunter, a floating fortress, a top of the line ship, a former civilian vessel, a swarm of smaller ships, a sleek corvette

What is its name? What is its history?

The Engines

Engines are semi-sentient combat mechs, each unique from the others. They have identities, memories, and emotions of their own. Why can't we build more? What do they yearn for? What names are they given? How does our transcendence affect them?

Each player adds 1 engine to the hangar. Describe it, name it, and assign it 1 virtue and 1 impulse.

Your character is incompatible with the Engine you create, and cannot pilot it. Why?

Our Transgressions

How do we transgress against that which is sacred? Humanity gave it up, so why is it alive in us?

What hope do we have?

What hope do we have against the Leviathans? Who believes we have a chance? Who doesn't?

Choose a name for the series that reflects these answers.

NOTES