

ON A SEA OF STARS

A GIRL BY MOONLIGHT SERIES



The Void

The Leviathans

...have come to...

Our Hubris

The Last Bastion

What's Sacred

What's Given Up

Why We Are Pilots

Keeps Us In Line

Our Reputation

The Flagship

Our Engines

Transgressions

Our Last Hope

Series Abilities

- **Academy trained:** Each protagonist may add +1 action rating to perceive, flow, or analyze.
- **Esprit de corps:** Gain +1d when you roll sun, or help a friend recover.
- **Sync ratio:** When you receive an assist and your action succeeds, clear 1 stress. When you use a link to help an ally, they gain +2d instead of +1d.
- **High alert:** During downtime, the group gets additional downtime actions to distribute among its members equal to the current Leviathans track tier. These extra actions can only be used to make preparations.
- **Heroes of the people:** When your mission protects someone or something important, gain +1d to the engagement roll. When no innocents are harmed during the course of a mission, mark series xp.
- **On borrowed time:** During downtime you may remove one segment from the Readiness track after a roll to improve the result level by one step. This cannot be used to make preparations. *What is neglected or goes unfinished elsewhere?*

OUTSIDE INFLUENCE

choose from another source

○

TRANSCENDENT ABILITIES

- ◆ **Plugged in:** Each protagonist marks a transcendent action dot in perceive, flow, and analyze.
- ◆ **Heavy gear:** Harm of level 3 or lower is fully negated when you spend armour to resist it. You may spend your armour to improve your position for a single roll.
- ◆ **Eject!:** When you suffer level 4 harm while transcended, you may choose to not take the harm, and instead immediately end your transcendence. *What do you leave behind? Who gets left in a bad spot?*

Readiness

TIER I TIER II TIER III

The Leviathans

TIER I TIER II TIER III

The Last Bastion

TIER I TIER II TIER III

SERIES RULES

Investigate is replaced with **make preparations**.

When you make preparations, describe how you are readying the Bastion for the next attack, and roll an appropriate action. Advance the **Readiness** track based on the result. Ask the director one or two questions from your **gather info** list.

Pilots can **bond with an Engine** as a downtime activity.

When you bond with an Engine, you make a connection with it. Write the Engine's name in the link section of your sheet and assign all links to it.

While piloting that Engine during a mission, you may spend links with it to gain benefits, as though someone had spent a link with you.

XP

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

- *Successfully carried out a mission from the series' list*
- *Struggled with your place in the world, and protect the Last Bastion*
- *Revealed the tragic history of the Bastion, Leviathans, and Engines*
- *Express the essential nature, origin, or destiny of the group*

NAMES

Ace, Adnach, Alastor, Cass, Dagon, Eoligos, Ferug, Forcas, Hagith, Ipos, Malphas, Och, Ophiel, Rauym, Stygal, Nono, Stolas, Surgat, Uphir, Vetis, Zura, Van, Folken, Alen, Dilandau, Norna, Falin, Byrlir, Hildar, Lenneth, Silmeria, Surt, Raumur, Lalc, Himna, Unnar, Ulfsgin, Ofraun, Jokuls, Skrumnir, Pursa

MISSIONS

DEFEND THE LAST BASTION

Fend off a Leviathan attack on the bastion.

EXPLORE THE RUINED WORLD

Explore the world beyond the bastion, or within it, looking for information, solace, and hope. Gain +1d to the next engagement roll.

HUNT A LEVIATHAN

Make a sortie on the flagship to pursue Leviathans in the wider world.

RECOVER A FALLEN ENGINE

Make a sortie on the flagship to secure an engine that was thought to be lost. If successful, create a new Engine.

STAGE A DESPERATE COUNTERATTACK

Make a strike against the Leviathans that gives them pause, and buys a moment of peace for the bastion.

After this mission, the season ends.