

The Void

ON A SEA OF STARS

A GIRL BY MOONLIGHT SERIES



SERIES AGENDA

The institutions of the Bastion are also monstrous

While the Leviathans seek to destroy the Bastion from the outside, the institutions of the Bastion are rotting it from within. If ever the Leviathans are contained or under control, bring institutional pressure to bear instead. The institutions of the Bastion make impossible demands of those who work in them, and turn otherwise good people into tools of oppression. Rigid ranks and orders leave the institutions unable to adapt to changing circumstances, or be kind to anyone serving them.

Give the engines huge emotional landscapes

The Engines are not simply machines that do exactly as the pilots direct them to—they are sentient beings, with emotions at once familiar and vastly alien. The Engines likely cannot communicate directly, but their hearts are an immense weight that the protagonists must bear. Often they must be convinced or cajoled to act at all, and their impulses may drive them to contrary actions. Should the Engines ever lose hope, and give up the fight, humanity is doomed to extinction.

Make the Leviathans fundamentally alien

The Leviathans' goals and methods are strange, and ultimately unknowable. Offer only fragments of understanding. The pilots might find ways to relate to them, but the Leviathans will not be reconciled with the Bastion's institutions.

JUDGMENT CALLS

When the protagonists make mistakes, people die, buildings are ruined, and things are lost that cannot be recovered.

Whenever something is damaged or lost, consider its effect on the pilots, or their engines.

Should a protagonist find themselves acting against a Leviathan without their engine, the stakes will primarily be survival and escape.

When the protagonists are piloting an Engine but not transcended, they will typically be outmatched, reacting and struggling to keep pace with the Leviathans.

DIRECTOR PRINCIPLES

Be a fan of the other players

Address the characters

Address the players

Ask questions and build on the answers

Express consequences by way of the fiction first

THE LEVIATHANS



THE LAST BASTION



FALLOUT

TIER I

1-3: Dissent spreads in the Bastion

4/5: An engine is reassigned

6: Institutions pressure the pilots

TIER II

1-3: Strife breaks out in the Bastion

4/5: An engine goes dormant

6: A pilot is reprimanded

TIER III

1-3: A Leviathan infiltrates the Bastion

4/5: An engine breaks down

6: The pilots are assigned an overseer

NOTES

NAMES

Ace, Adnach, Alastor, Cass, Dagon, Eoligos, Ferug, Forcas, Hagith, Ipos, Malphas, Och, Ophiel, Raum, 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

ADDITIONAL FALLOUT RULES

When the pilots pursue a mission that leaves the Bastion exposed, or internal strife and politics are left unchecked, roll the Readiness tier.

On a 6, the Bastion handles the trouble, and grows complacent, reduce Readiness by 1 after it drops by half at mission end.

On a 4/5, the Bastion weathers the trouble. The Last Bastion track reduces by one. There is resentment of the pilots among the citizens.

On a 1-3, it's a disaster. The Bastion track reduces by 3, and the pilots must answer for it.

On a critical success, the Bastion handles the trouble, and rallies around the cause, Readiness does not reduce during fallout.