



SERIES NAME

Mundane Name

a forgettable name — a puzzling name

True Name

a dashing name — an imperious name

Role

Background

Obligation

Promises

a secretive promise

an intimate promise

Look

Stress

ECLIPSE

When you eclipse—Who you really are clearly isn't enough; only the mask is worthy of their love. You reject all aspects of your everyday self, and embrace the most superficial aspects of your persona. Give them what you know they want—effortless beauty, and extravagant drama! You escape eclipse when someone shows you the truth of their heart, and you reveal your identity to them. They add a promise about keeping your secret.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

less effect



ARMOUR



SPECIAL



Links

○○○○○○

Spend links on allies:

- You or linked protag recover 2 stress
- They ignore 1 harm tag
- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

○○○○○○

○○○○○○

○○○○○○

Enigma

Behind the mask: Your transcendent and mundane selves lead separate lives, and no one knows that they are the same person. Your transcendent self wears a mask: describe it.

- Working from the shadows:** When you secretly set up another character's action, roll +1d. If they succeed, mark xp.
- Phantom:** You may expend your special armour to resist any consequence that would cause you to be detected or overlooked, or to immediately seize the attention of everyone present.
- Shrouded in secrets:** No one can unmask you without your permission. Gain +1d when your mundane identity conceals your true purpose, or helps you escape notice.
- Cover story:** You may choose to take -1d to your obligation roll to fill any remaining segments of your recovery clock. What's your cover story for your injuries?
- Two steps ahead:** Two times per mission, you can assist a team mate without spending stress. Tell us how you prepared for this situation.

VETERAN ABILITY

choose from any playbook



TRANSCENDENT ABILITIES

- The big reveal:** The moment you transcend, you may choose to immediately disappear, and may reappear at any time in the place of your choosing.
- Watch this!:** When you push yourself choose one of the following additional benefits: *Perform a superhuman feat of athletics - deliver a monologue without anyone interrupting you*
- Powerful friends:** Once per mission you may flash back to a special downtime action, taken as your transcendent self. Shift the results of the roll up one step.

XP

PLAYBOOK

Each time you make a desperate roll, mark 1xp in that action's attribute.

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

- You addressed a challenge with mystery or ostentatious action
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun



- Defy
- Empathise
- Express

Moon



- Confess
- Forgive
- Perceive

Stars



- Analyze
- Conceal
- Flow

BONUS DIE

Push yourself (take 2 stress) or accept a Poisoned Promise

TEAMWORK

- Assist a teammate
- Set up a teammate
- Lead a group action
- Protect a teammate

GATHER INFORMATION

What does [X] intend to do?
Who here is keeping secrets?
Where can I find [X]?
Where's the vulnerability here?
Where can I stay hidden?
What does [X] really want?

PLAYER AGENDA

Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
See things through a queer lens
Explore the darkness

SERIES NAME

Mundane Name

an anachronistic name — a clever name

True Name

an historic name — an ominous name

Role

Background

Obligation

Promises

One promise must involve your fated person and their fate *a forgotten promise*

a paradoxical promise

Look

Stress

Progress bar with 10 circles, 7 filled, 3 empty. **ECLIPSE**

When you eclipse—You've known all along that changing fate was impossible, yet here you are. So much wasted effort, wasted time. If this fate was inevitable, why not embrace it? You set aside caution for instinct, and pursue a direct course of action, heedless of consequence.

You escape eclipse when your fated person defies your predictions and shows you they can alter the course of fate. Change either your fated person, their fate, or both.

Transcendence

Harm

RECOVERY

3	need help	
2	-1d	
1	less effect	

ARMOUR

SPECIAL

Links

- Spend links on allies:**
 - You or linked protag recover 2 stress
 - They ignore 1 harm tag
 - Grant +1d to ally's action
 - Prevent their eclipse on a 4/5 result

Time Traveller ✨

Fated: You travelled through time to change another protagonist's fate. What perilous fate are you here to prevent? Whose fate is it?

- Dark omen:** When you use your impossible knowledge to persuade someone, gain +1 effect level. If a fate you warned of comes to pass, mark xp.
- Saw it coming:** You can expend your special armour to resist any consequence relating to surprise or misfortune, to be in two places at once, or perform some similar feat of time manipulation.
- Oracle:** You can **perceive** the myriad timelines leading from past to future. When you gather info, gain +1 effect level. If it relates to your fated person, take +1d as well.
- My very best friend:** When you connect with your fated person, gain +1d. When they connect with you, mark +1 link.
- Out of time:** You are outside the regular flow of time, and injuries fade from you quickly. Permanently fill one segment of your recovery clock. Other players roll +1d to help you recover.
- Rewind, return:** You have been through this timeline at least once before. Flashbacks cost 1 less stress than normal. How did this go wrong the first time?

VETERAN ABILITY *choose from any playbook*

TRANSCENDENT ABILITIES

- Clock stopper:** If ever there is a question of who acts first, it's you. Once per mission, when the director advances a clock, you may say "no" and the clock does not advance.
- On the other side of time:** When you push yourself choose one of the following additional benefits: *You trade places with your fated person - you briefly remove an ally or foe from the flow of time*
- Lost cause:** Once per transcendence, when an ally suffers severe consequences, you may choose to abandon this timeline for a better one. Consequences they would have suffered are replaced by your suffering level 3 harm: Traveller's despair. Your relationship to the person you save is different in this timeline, they will tell you how.

XP

PLAYBOOK

Each time you make a desperate roll, mark 1xp in that action's attribute.

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

- You addressed a challenge with foresight or revelation
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun

Progress bar with 5 segments, 3 filled.

- Defy
- Empathise
- Express

Moon

Progress bar with 5 segments, 1 filled.

- Confess
- Forgive
- Perceive

Stars

Progress bar with 5 segments, 1 filled.

- Analyze
- Conceal
- Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- Assist** a teammate
- Set up** a teammate
- Lead** a group action
- Protect** a teammate

GATHER INFORMATION

- What do I remember about [X]?
- What really happen(s/ed) here?
- What defies the flow of time?
- What is already in motion here?
- What might happen if I [X]?
- What is different about [X] this time?

PLAYER AGENDA

- Play to find out what happens
- Be a fan of the other players
- Reveal your inner world
- Hold on, but lightly
- Keep hope in your heart
- See things through a queer lens
- Explore the darkness



SERIES NAME _____

Mundane Name _____

a lofty name — a romantic name

True Name _____

a musical name — a beautiful name

Role _____

Background _____

Obligation _____

Promises _____

a shared promise

two conflicting promises

Look _____

Stress



ECLIPSE

When you eclipse—You are fractured. A sour note has shattered your harmony, and now there is uncertainty, and conflict. Your relationship, once a source of strength, is suddenly tenuous. You are divided, and a difference of opinions keeps you separated.

You escape eclipse when someone else mediates your dispute, and your halves are able to reconcile their differences.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

less effect



ARMOUR

SPECIAL

Links



Spend links on allies:

- You or linked protag recover 2 stress
- They ignore 1 harm tag
- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

Harmony

In harmony: You are a relationship, two people whose love has bound them into a single form and identity. Should you ever be separated, all actions you make are desperate until you are reunited. You roll +1d to gather info about **relationships**.

- Split attention:** You may take an additional action in each downtime phase.
- Inseparable:** You may expend your special armour to resist any consequence that would impact your relationships with others, or within yourself, or to magically appear from within your allies.
- Synchronized:** When you are involved in a group action you may count multiple 6s from different rolls as a critical success. When leading, you take at most 1 stress regardless of the number of failed rolls during a group action.
- Bonds of love:** You start each downtime with 2 links with yourself.
- Perfect pitch:** Your voice is polyphonic, and eerily beautiful. Your allies can always hear you speak, regardless of distance or other interference. When you sing to inspire your allies, or soothe the troubled hearts of foes, roll +1d.

VETERAN ABILITY

choose from any playbook



TRANSCENDENT ABILITIES

- ✧ **Powerful presence:** When you transcend, your scale increases, and your effect level changes accordingly where size is a factor.
- ✧ **As one:** When you lead a group action or receive an assist while transcended, you briefly incorporate others into your harmony. You may roll the highest action rating among all participants instead of your own action rating.
- ✧ **Beacon:** Once per transcendence, you may uplift your allies with a speech, or song. When you do, it counts as spending a link on each ally that can hear you. They choose which link effect to use.

XP

PLAYBOOK



Each time you make a desperate roll, mark 1xp in that action's attribute.

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

- You addressed a challenge with understanding or coordination
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun



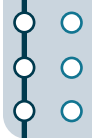
- Defy
- Empathise
- Express

Moon



- Confess
- Forgive
- Perceive

Stars



- Analyze
- Conceal
- Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- Assist a teammate
- Set up a teammate
- Lead a group action
- Protect a teammate

GATHER INFORMATION

Who here can best help me?
 What are you really feeling?
 Who here is at their limit?
 How are [X] and [Y] connected?
 Who here feels alone?
 What here is incomplete?

PLAYER AGENDA

Play to find out what happens
 Be a fan of the other players
 Reveal your inner world
 Hold on, but lightly
 Keep hope in your heart
 See things through a queer lens
 Explore the darkness

SERIES NAME

Mundane Name

a traditional name — a resolute name

True Name

a warrior name — an iconic name

Role

Background

Obligation

Promises

a promise of martyrdom

a protective promise

Look

Stress

ECLIPSE

When you eclipse—Your shining example is not enough. This world is rotten to its core, corrupted by those too weak-willed to follow even the simplest rules. The slightest breach of your code must be met with uncompromising justice. Punish them until they repent.

You escape eclipse when someone shows you something pure and beautiful, and you set aside your crusade.

Transcendence

Harm

RECOVERY

3

need help

2

-1d

1

less effect



ARMOUR

SPECIAL

Links

○○○○○○

Spend links on allies:

- You or linked protag recover 2 stress
- They ignore 1 harm tag
- Grant +1d to ally's action
- Prevent their eclipse on a 4/5 result

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○○○○○○

○○○○○○

Guardian ✨

Honour bound: You live by a code. Your code forbids all but one of the following: violence, lying, admitting fault, asking for help. At the end of a mission, if you did not violate your code, mark xp. If none of the protagonists broke your code, also mark series xp.

- **Watchful:** When you **protect** an ally, take +1d to your resistance roll. When you gather info to anticipate possible threats in the current situation, you gain +1 effect level.
- **You don't have to feel it:** You reduce all penalties from harm by one level. Level 4 harm is still fatal.
- **Constant care:** When you **help a friend recover**, you also recover based on your roll. When you gather info, you can always ask "Who here is hurting?" for free.
- **Here for you:** You may expend your special armour to resist consequences suffered when you **protect** an ally, or to give +1d to someone else's action.
- **Righteous:** When you confront a deadly foe, they are humbled by your bravery. When you **forgive** a humbled foe, take +1d on your roll.

VETERAN ABILITY

choose from any playbook

○

TRANSCENDENT ABILITIES

- ◆ **Indomitable:** You suffer at most 2 stress when resisting consequences, and get +1d when rolling eclipse.
- ◆ **How Dare You:** When you strike back against someone who has harmed one of your friends, gain +1 effect. If your action succeeds, you recover 1 stress.
- ◆ **Bolstering presence:** When you **assist** or **set up** a teammate, they mark 1 segment on their recovery clock.

XP

PLAYBOOK

Each time you make a desperate roll, mark 1xp in that action's attribute.

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

- You addressed a challenge with kindness or self sacrifice
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun



- Defy
- Empathise
- Express

Moon



- Confess
- Forgive
- Perceive

Stars



- Analyze
- Conceal
- Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- **Assist** a teammate
- **Set up** a teammate
- **Lead** a group action
- **Protect** a teammate

GATHER INFORMATION

*What is most dangerous here?
Who here is afraid?
How can I help [X]?
Who will my foes try to single out?
Who here is willing to do violence?
Who here is hurting?*

PLAYER AGENDA

Play to find out what happens
Be a fan of the other players
Reveal your inner world
Hold on, but lightly
Keep hope in your heart
See things through a queer lens
Explore the darkness



SERIES NAME _____

Mundane Name _____

an innocent name — a pretty name

True Name _____

a sacred name — a renowned name

Role _____

Background _____

Obligation _____

Promises _____

a naive promise

Look _____

an impossible promise

Stress



ECLIPSE

When you eclipse—you are not who they need you to be. You're weak, useless, unworthy of their friendship. They have given so much to you, and in return you give them nothing. You throw yourself into danger, desperately seeking any way you might possibly be of use.

You escape eclipse only when someone engages you in a dialogue about your feelings, and shows you that they have felt the same.

Transcendence



Harm

RECOVERY

3

need help

2

-1d

1

less effect



ARMOUR

SPECIAL

Links



Spend links on allies:



- You or linked protag recover 2 stress



- They ignore 1 harm tag
- Grant +1d to ally's action



- Prevent their eclipse on a 4/5 result

Unlikely Hero

Only mortal: You cannot transcend, and you cannot have special armour. You get an additional action during downtime. You get +1d when rolling to make a connection. When only you can save one of your friends from fatal harm or severe consequence, and you do it, you can discard this ability and gain **Hero's destiny** instead.

Hero's destiny: You have embraced your heroic destiny. You gain increased effect when fighting your most powerful foes. Gain +1d when rolling eclipse. You may only transcend when an ally suffers consequences from an action. Immediately mark one transcendent ability on your playbook when you gain this ability.

Call out: When you confront someone about their bad behaviour roll +1d. If they are unrepentant, mark xp.

Worth saving: When you run foolishly into danger, and no one comes to help you, mark xp. Your allies roll +1d when they protect you from consequences.

Heartfelt: When gathering information about someone's emotions, roll +1d, and you can always ask a player "what is your character really feeling?" for free.

Believe in me: Links on your sheet, and links with you on other player's sheets, may be spent to affect any character.

VETERAN ABILITY

choose from any playbook



TRANSCENDENT ABILITIES

choose from any playbook



XP

PLAYBOOK

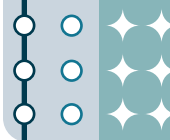


Each time you make a desperate roll, mark 1xp in that action's attribute.

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

- You addressed a challenge with compassion or honesty
- You expressed your beliefs, drives, role, or background
- You struggled with issues from your promises or obligation
- You embodied your Eclipse, or displayed the contents of your heart

Sun

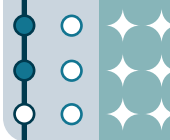


Defy

Empathise

Express

Moon

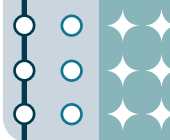


Confess

Forgive

Perceive

Stars



Analyze

Conceal

Flow

BONUS DIE

Push yourself (take 2 stress) or accept a **Poisoned Promise**

TEAMWORK

- Assist a teammate
- Set up a teammate
- Lead a group action
- Protect a teammate

GATHER INFORMATION

What is most dangerous here?
 Who here is feeling [X]?
 What are you really feeling?
 Who here is strong or vulnerable?
 Where can I find beauty here?
 What are your unmet needs?

PLAYER AGENDA

Play to find out what happens
 Be a fan of the other players
 Reveal your inner world
 Hold on, but lightly
 Keep hope in your heart
 See things through a queer lens
 Explore the darkness

AT THE BRINK OF THE ABYSS

A GIRL BY MOONLIGHT SERIES



The Abyss

Its Harbingers

The Mundane World

What's Sacred

What's Profane

Our Magical Origin

Our Obligations

The Hideout

Transcendence

Our Transgressions

Ultimate Destiny

Series Abilities

- **By starlight:** Each protagonist may add +1 action rating to forgive, empathize, or flow.
- **Pure hearts:** Gain +1d when you roll moon, or make a connection.
- **Never alone:** Protagonists may use teamwork regardless of the distance separating them. When you assist a teammate from afar, ask that player one question about their character from your gather info list.
- **Power of the moon:** The protagonists holds on to hope until the very end, even in the face of utter despair. When rolling eclipse you may adjust your result by one level.
- **Shrine keepers:** The protagonists gain a new downtime activity: Maintain the sacred shrine. If one protagonist takes this activity, they all receive the shrine's benefit until the end of the next mission. Choose a shrine power from the list at right when this ability is taken.
- **Redemption:** When determining dice for your engagement roll, if you answer yes to "Is this mission particularly noble or heroic?" all protagonists clear 1 stress. When you rescue an innocent or redeem an enemy, mark series xp.

OUTSIDE INFLUENCE

choose from another source

○

TRANSCENDENT ABILITIES

- ◇ **Hope is strength:** Each protagonist marks a transcendent action dot in forgive, empathize, and flow.
- ◇ **Unshakable:** While transcended, each protagonist gets +1d to all resistance rolls.
- ◇ **Tireless:** Your first and last action rolls made while transcended count as recovery rolls for you, in addition to their other effects. If you are still transcended at the end of a mission, mark 2 segments on your recovery clock.

Investigation



The Abyss



SERIES RULES

Fox Shrine: The protagonists can always tell if someone is lying. Ask an extra follow up question whenever you gather info. What price does the fox demand?

Valkyrie Shrine: Once during the next mission, one protagonist may choose to ignore level 4 harm. They die, but return to life moments later. What did death feel like? Whose face did the Valkyrie wear?

Shrine of Eyes: The protagonists count as being 1 tier higher on the investigation track. How does the shrine reveal secrets to those that maintain it?

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*
- *Confront the world's oppression, and comfort those who suffer*
- *Explore the nature of the darkness, and redeem those who have fallen*
- *Express the essential nature, origin, or destiny of the group*

NAMES

Aquila, Libra, Corvus, Topaz, Sapphire, Caspian, Scorpio, Taurus, Crux, Aquarius, Gemini, Virgo, Lyra, Capricorn, Cygnus, Drake, Canis, Hydra, Auriga, Leo, Saggita, Carina, Cetus, Lynx, Wren, Hawk, Osprey, Faun, Spinel, Minnow, Lumina, Diamond, Charybdis, Castor, Talc, Oryxian, Silver, Tourmaline, Raven, Stella

MISSIONS

CLEANSING

Free a special person or place from the grip of the Abyss.

FACE A CREATURE OF THE ABYSS

A deadly creature has emerged to advance the Abyss' agenda. Stop it.

SEEK ANSWERS

Look for clues to the nature of the Abyss, or its intentions, in unexpected places. Investigation does not reduce by half after this mission.

RECLAIM AN OBJECT OF POWER

Retrieve a lost relic that relates to the group's destiny. Unlock a related hideout option for free after successfully completing this mission.

BRAVE THE ABYSS

Face the Abyss where it is strongest, in the hopes of disrupting its plans, and giving it pause.

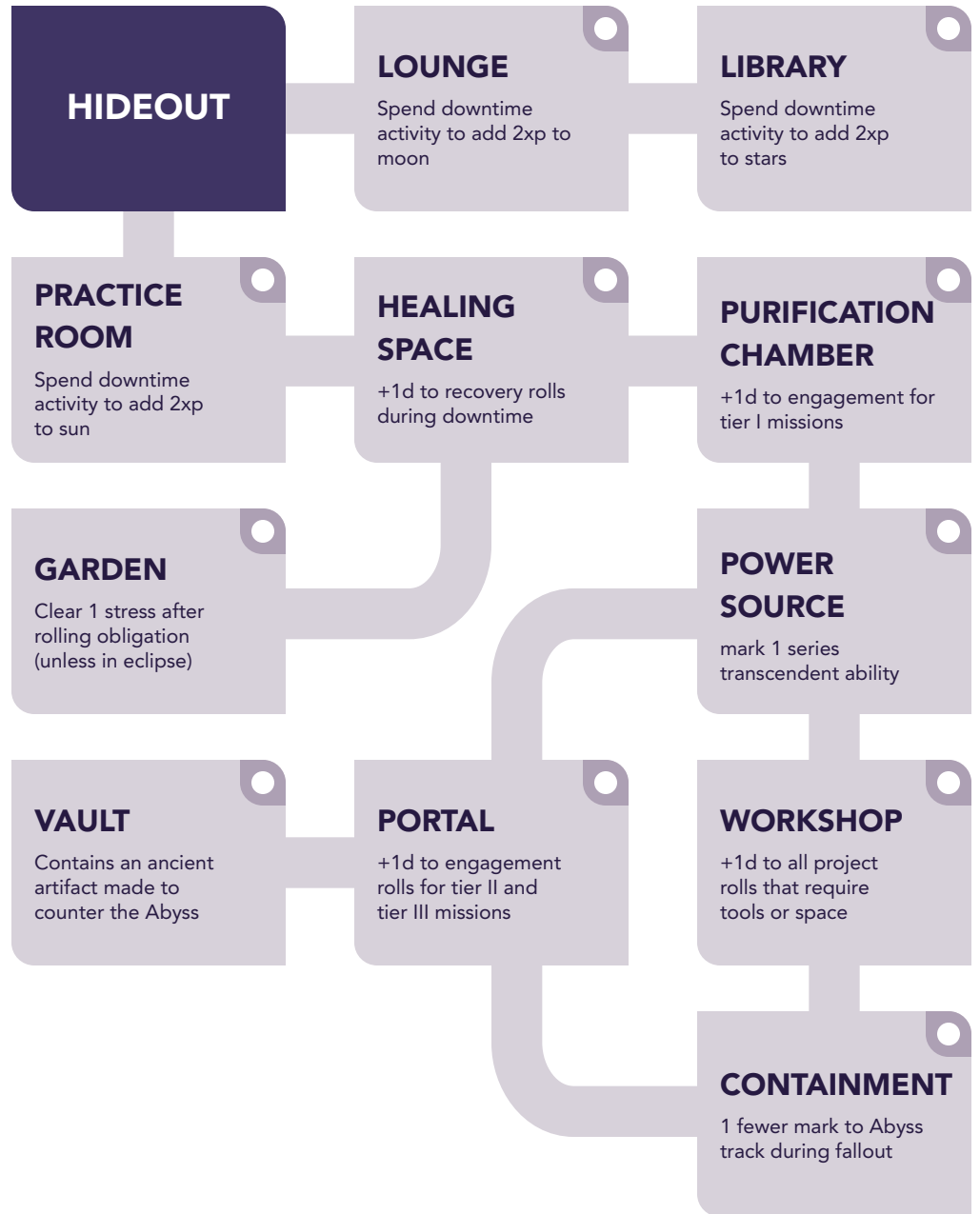
After this mission, the current season ends.

AT THE BRINK OF THE ABYSS

A GIRL BY MOONLIGHT SERIES



Secondary characters



BENEATH A ROTTING SKY

A GIRL BY MOONLIGHT SERIES



The Blight

Its Perpetrators

The Mundane World

What's Sacred

What's Profane

The Price We Paid

Our Obligations

Transcendence

Our Transgressions

Our Prey

Hunting Grounds

Rival Hunters

Our Tragic Fate

Series Abilities

- **Troubled hearts:** Each protagonist may add +1 action rating to confess, defy, or conceal.
- **Grim determination:** Gain +1d when you roll stars. When you take harm, recover stress equal to the level of the harm.
- **Bitter embrace:** When you accept a Poisoned Promise, gain +2d instead of +1d. Gain +1d to all action rolls made while in eclipse. When rolling eclipse take -1d.
- **Elusive:** Gain +1d to all rolls made during fallout. When you advance the Blight track at the end of a mission, mark 1 less.
- **Gazing into the abyss:** Permanently fill the first 3 spaces of the Blight track. Gain +1d when you investigate, and mark xp.
- **Vengeful drive:** Gain +1d when you help a friend recover from physical harm. The protagonists have a magical awareness of the location of foes who have harmed them.
- **Night hunters:** When you set out on the hunt, take +1d to your engagement roll. When your mission involves staging an ambush, mark series xp.

OUTSIDE INFLUENCE

choose from another source

○

TRANSCENDENT ABILITIES

- ◇ **Fighting in shadow:** Each protagonist marks a transcendent action dot in confess, defy, and conceal.
- ◇ **I won't allow it!** If you take fatal harm while transcended, you don't die. When your transcendence ends, roll eclipse. If you succeed, you're out of action for the remainder of the mission, but still alive. If you fail, whatever dark power held death at bay fades, and you die. *Who catches you when you fall?*
- ◇ **For the thrill:** Desperate rolls made while transcended also count as recovery rolls. While transcended count all controlled rolls as risky.

Investigation



The Blight



SERIES RULES

Make a connection is replaced with **have a disagreement**. All abilities that apply to make a connection also apply to have a disagreement.

When you complete a mission, do not clear stress and transcendence as normal. To recover stress and transcendence the group must **devour blighted hearts**.

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*
- *Suffer the world's oppression, and advance toward your tragic fate*
- *Explore the nature of the Blight, and hunt your prey*
- *Express the essential nature, origin, or destiny of the group*

NAMES

Violet, Amber, Acajou, Alabaster, Amaranth, Sienna, Umber, Carmine, Lavender, Eton, Fallow, Flax, Icterine, Isobel, Jet, Midnight, Dawn, Dusk, Twilight, Sunrise, Orchid, Scarlet, Thistle, Verse, Puce, Cerulean, Steel, Ochre, Jonquil, Aurora, Gloam, Maize

MISSIONS

I THE HUNT

Locate your prey, best it, and claim its heart. Roll +1d when you devour blighted hearts after this mission.

II SECURE YOUR HUNTING GROUNDS

Patrol your territory and fend off other hunters that would take it from you.

III SEEK ANSWERS

Look for clues to the nature of the Blight, or its intentions, in unexpected places. The investigation track does not reset after this mission.

IV STEAL POWER

Use force or deception to claim an object of power. Roll +1d when you devour blighted hearts after this mission, and -1d when you roll fallout.

DRIVE BACK THE BLIGHT

Face the Blight where it is strongest, in the hopes of disrupting its progress, and delaying the world's undoing.

After this mission, the season ends.

FACE OUR TRAGIC FATE

Fight a hopeless battle against impossible odds.

After this mission the series ends.

BENEATH A ROTTING SKY

A GIRL BY MOONLIGHT SERIES



Secondary characters

Secondary Characters

Each protagonist creates one secondary character as normal, but the other character must be a member of the dystopian authorities, a rival hunter, or a former magical girl fallen to the Blight. These traitors were once trusted friends or allies, but betrayed you to forward their own interests.

Series Rules

Devour Blighted Hearts: When you complete a mission, do not clear stress and transcendence as normal. To recover stress and transcendence the group must **devour blighted hearts**. During fallout, roll the mission's tier and consult the following chart:

- 6: clear all stress and transcendence
- 4/5: clear 6 stress and 2 transcendence
- 1-3: clear 3 stress and 1 transcendence
- critical success:** also mark 4 ticks in recovery

Have a disagreement: When you have a disagreement, pick another protagonist and describe what sets off your conflict. Ask the other player "Is your heart in this fight?" then take a moment to play out the disagreement.

Each player marks 1 stress on their sheet, the player initiating the argument rolls an appropriate action, the other player rolls an attribute, as though they were resisting.

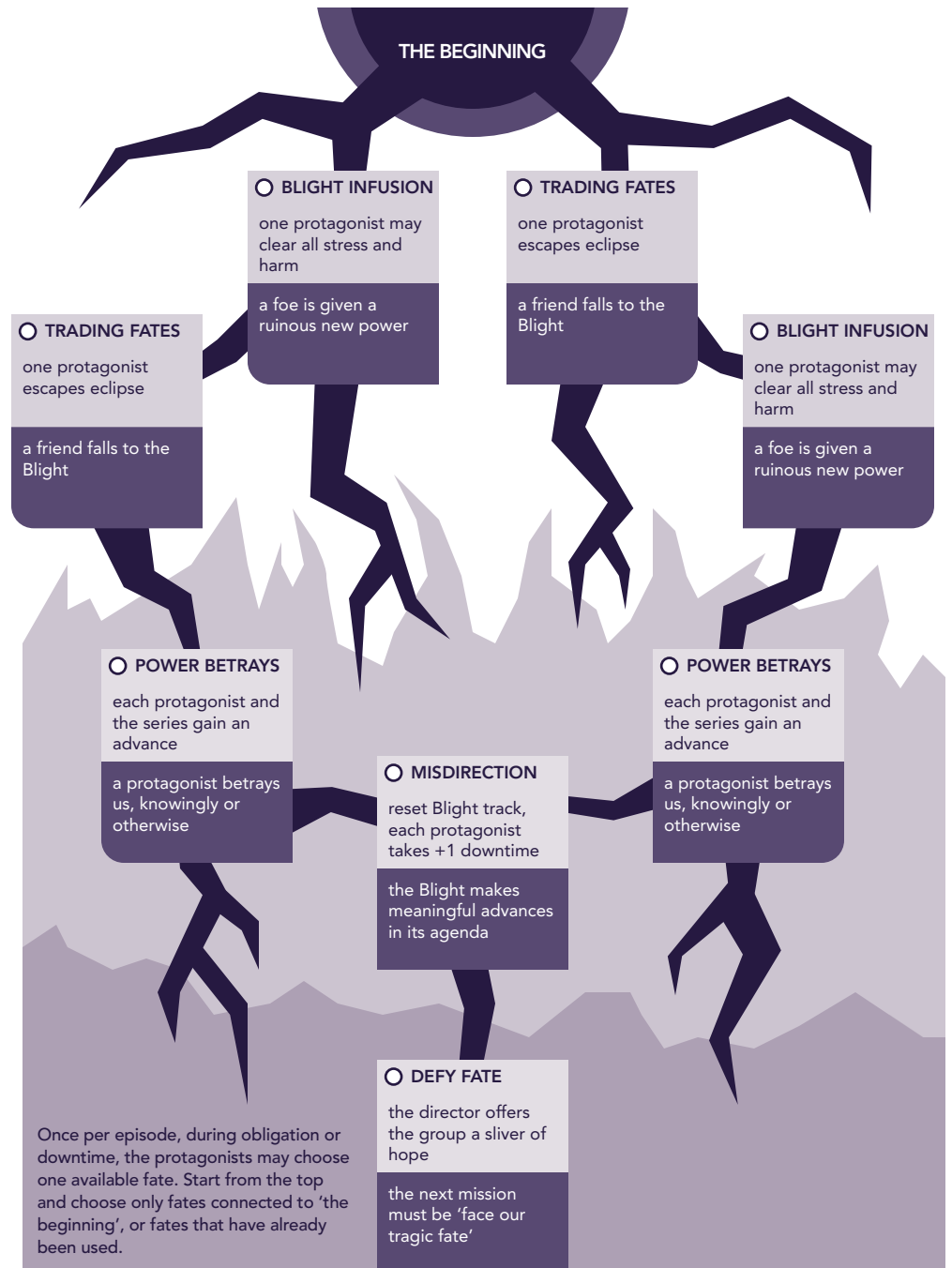
The character with the higher result gains 3 links.

The character with the lower result gains 1 link.

If the results are tied, both players mark 1 additional stress and each gain 2 links.

If a critical success is rolled, that player marks 1 additional link, and the other player marks 1 additional stress.

Cursed Fates



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

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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



The Leviathans



The Last Bastion



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, Vetus, Zura, Van, Folken, Alen, Dilandau, Norma, 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.

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.

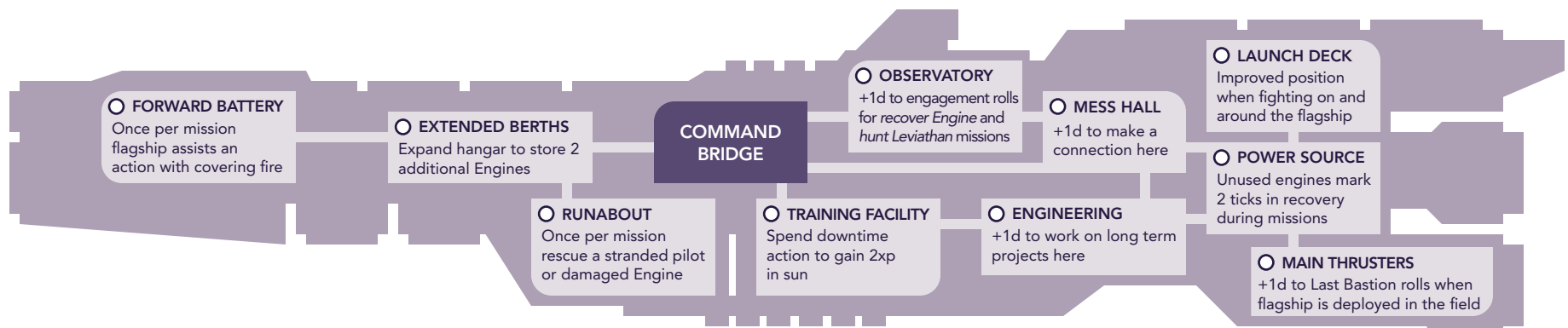
2 State of emergency: Make preparations if Leviathan track exceeds Readiness.

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



IN A MAZE OF DREAMS

A GIRL BY MOONLIGHT SERIES



The Conspiracy

Its Hosts

The Waking World

What we dream

What we hide

Why we wander

How we pass days

The Dream

Our Avatars

Our Transgressions

The Dream's End

MISSIONS

Explore a suspect's dream - Enter the dream of a suspect in the Conspiracy seeking the truth of their involvement.

When a suspect's involvement is unknown, the mission's tier is equal to that of the lowest unfilled role in the Conspiracy map.

If the group's investigations have revealed a suspect's involvement, the mission tier is equal to the suspect's role tier.

When a suspect's complicity becomes clear, add them to the Conspiracy map in the appropriate position.

Confront a known conspirator - Enter the dream of a known conspirator and confront them about their involvement. What judgement awaits them?

Series Abilities

- **Curiouser:** Each protagonist may add +1 action rating to forgive, express, or conceal.
- **Looking for answers:** Gain +1d when you investigate. When a lead turns out to be a dead end, mark series xp.
- **Shared burden:** If you share an intimate moment that reveals your secrets or inner pains, clear 2 stress and your ally marks 1 stress. They ask you one question from their gather info list.
- **Another face in the crowd:** Gain +1 effect when concealing yourself in a crowd. When you defer to the majority, mark xp.
- **Daydreamers:** Gain +1d when rolling obligation.
- **Moment of crisis:** When factoring your engagement roll, if you answer yes to "Does this mission determine the fate of a friend?" gain +2d instead of +1d. Gain +1d when you help a friend recover from emotional harm.

OUTSIDE INFLUENCE

choose from another source

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TRANSCENDENT ABILITIES

When your actions align with your Avatar's virtue, clear 1 stress. When your actions align with one of your Avatar's impulses, or you accept a dark bargain based on its impulse, that action does not deplete your transcendence track, and you mark xp.

- ◇ **Lucid:** Each protagonist marks a transcendent action dot in forgive, express, and conceal.
- ◇ **Dream logic:** When you trigger a flashback while transcended, you receive all applicable benefits of transcendence for any actions taken during that flashback.
- ◇ **Just a dream:** While you are transcended, others must speak to you truthfully, and you ask an additional follow up question when you gather info during an interrogation.
- ◇ **Hold back the nightmare:** While you are transcended, any eclipse roll result of 4/5 counts as a 6. While transcended and in eclipse, roll +1d on actions to frighten or upset others.

AVATAR VIRTUES

elegant, clever, brave, serene, bright, curious, playful, beautiful

AVATAR DESIRES

supremacy, apotheosis, adoration, intimacy, overthrow, control, scandal, agency, escape, prestige, indulgence, truth

Investigation

■■■■■■ TIER I ■■■■■■ TIER II ■■■■■■ TIER III

The Conspiracy

■■■■■■ TIER I ■■■■■■ TIER II ■■■■■■ TIER III

SERIES RULES

Make a connection is replaced with **share an intimate moment**. All abilities relating to make a connection apply to share an intimate moment instead.

In downtime, you may share an intimate moment with another protagonist. Describe the circumstances of your encounter, and how you are vulnerable in this moment. Ask them "Do you share this moment, or hold yourself apart?"

If they share it with you, roll +1d. If they hold themselves apart, mark xp.

Roll a suitable action, the other player assigns links as they choose between your characters.

6: 4 links
4/5: 3 links
1-3: 2 link
critical success: 5 links

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*
- *Delve into the Conspiracy's maze, and give solace to dreamers*
- *Explore the inner world of suspects, and face their demons*
- *Express the essential nature, origin, or destiny of the group*

NAMES

Mol, Ryde, Turn, Boon, Nore, Stell, Fran, Vik, Love, Hen, Ann, Lane, Harp, Best, Jo, Puc, Sol, Case, Gunn, Hart, Deed, Len, Phyl, Kyo, Skip, Win, Char, Cat, Shay, Luce, Faye, Heff, Eve, Cross, Rip, Bog, Tif, Spice



Propagator: Fallout results are 1 level worse until all propagators are identified.

Followers: Foes are at +1 scale until all followers are identified.

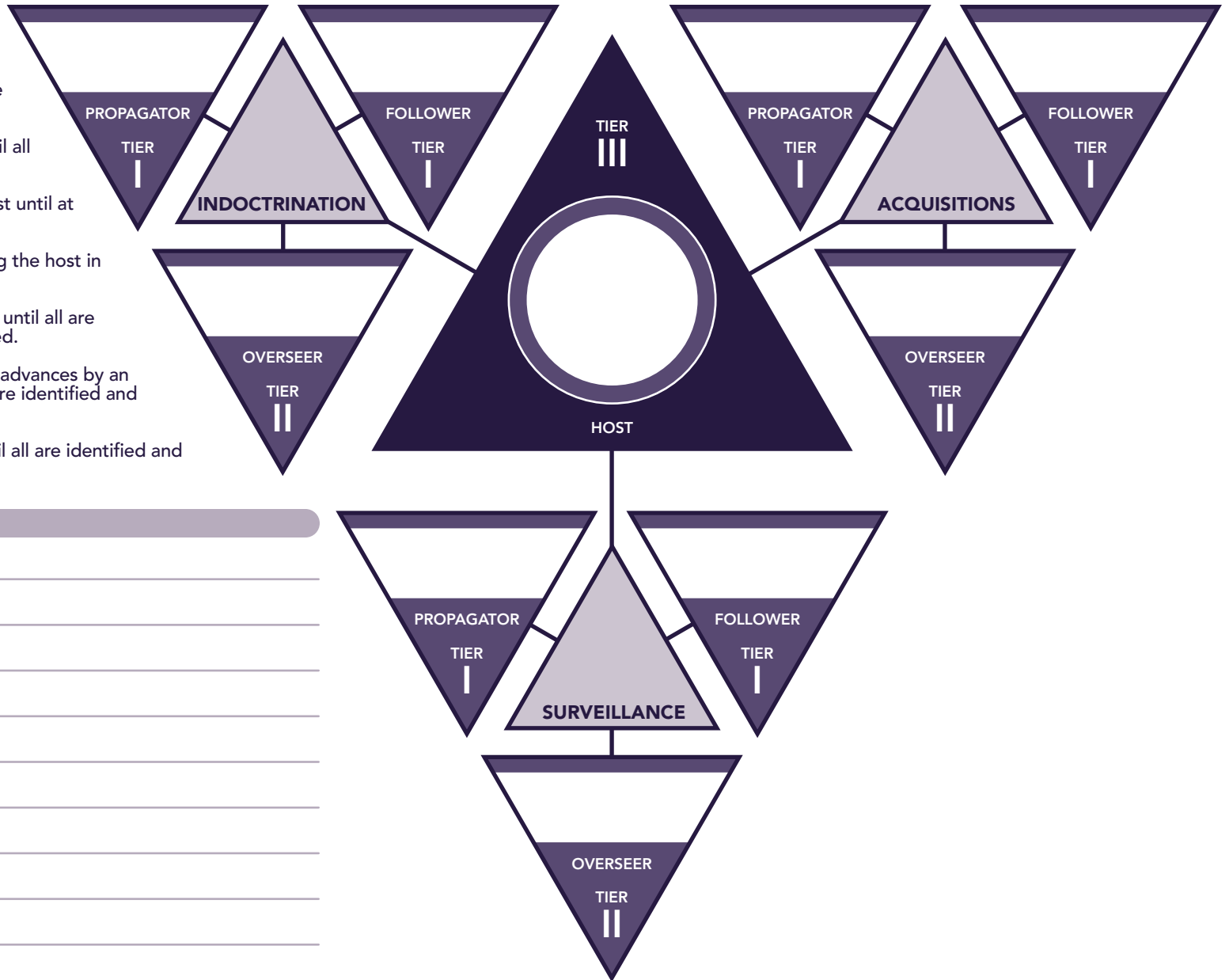
Overseers: -1 effect against the host until at least 2 overseers are confronted.

Host: Season ends after confronting the host in their dream.

Indoctrination: -1d to engagement until all are identified and overseer is confronted.

Acquisitions: The Conspiracy track advances by an additional 1 during fallout until all are identified and overseer is confronted.

Surveillance: -1d to investigate until all are identified and overseer is confronted.



Suspects

A horizontal progress bar with a dark purple segment on the left and a light purple segment on the right. Below it are ten horizontal lines for writing names of suspects.

Rules Reference



ACTION ROLL

- 1d for each action dot
- + +1d if you have assistance
- + +1d if an ally uses a link to help you
- + +1d if you pushed yourself -or- accepted a poisoned promise

Controlled

You have a perfect opportunity, you have the advantage.

Critical: You do it with increased effect.

6: You do it.

4/5: Withdraw and try a different approach, or else do it with a minor consequence: a minor complication occurs, you have reduced effect, you suffer lesser harm, or you end up in a **risky position**.

1-3: You falter. Press on by seizing a risky opportunity, or withdraw and try a different approach.

Risky

You act under duress, there's no clear advantage in the situation.

Critical: You do it with increased effect.

6: You do it.

4/5: You do it, but there's a consequence: you suffer harm, a complication occurs, you have reduced effect, or you end up in a **desperate position**.

1-3: Things go badly. You suffer harm, a complication occurs, you end up in a **desperate position**, you lose this opportunity.

Desperate

You overreach your capabilities, circumstances are set against you.

Critical: You do it with increased effect.

6: You do it.

4/5: You do it, but there's a consequence: you suffer severe harm, a serious complication occurs, or you have reduced effect.

1-3: It's the worst outcome. You suffer severe harm, a serious complication occurs, or you lose this opportunity for action.

Each time you roll a desperate action, mark 1xp in that attribute

Actions

Analyze

When you analyze, you search beyond the surface presentation of the world, and discover secrets. You might study an ancient book for information on magic rituals. You might discern a gap in your foe's defences.

Conceal

When you conceal, you hide your true intentions and feelings. You might pass unnoticed, as just another face in the crowd. You might choke down your true feelings and lie to someone.

Confess

When you confess, you expose the inner world of your thoughts and feelings to another. You might reveal to someone that it was you who left anonymous gifts at their doorstep. You might admit to a friend that you were once a servant of the evil empress.

Defy

When you defy, you muster your courage and face opposition head on. You might stand up to a bully, fixing them with a stern glare. You might unleash your mightiest attack against a dangerous foe.

Empathise

When you empathise, you understand a person intuitively, and feel their emotions as if they were your own. You might listen to

someone's story, and gain an understanding of their perspective. You might touch a horrifying monster, and feel the frightened heart that beats within it.

Express

When you express, you use words with an agenda in mind. You might teach someone a valuable lesson about friendship. You might convince a longtime rival to work with you for a time to solve a shared problem.

Flow

When you flow, you move with grace and adapt to your circumstances. You might leap across a gap to reach safety. You might act in accordance with other's expectations.

Forgive

When you forgive, you show that you care for someone despite a mistake they have made. You might offer a chance for reconciliation to a friend that wronged you. You might embrace a monster that was once human, in the hopes that it might be human again someday.

Perceive

When you perceive, you see the world as it presents itself, without judgement. You might observe someone and note their daily routine. You might see the beauty present in even the darkest and strangest corners of the world.

RESISTANCE ROLL

Choose an attribute based on the nature of the consequence you are resisting.

Sun: Consequences from violence and fear. **Moon:** Consequences from despair and heartbreak. **Stars:** Consequences from panic and social pressure.

You reduce or avoid the consequence, and take **6 stress minus your highest die** result. When you roll a **critical** on resistance, clear 1 stress.

LINKS

Recover stress: Spend a link to recover 2 stress. This can affect you, or the linked character, at your option.

Shrug off harm: Spend a link with a transcended ally to allow them to ignore the effects of a single harm tag until their transcendence ends.

Helping: You may spend a link with someone to give them a bonus die. You do not need to take stress, or even be present in the scene to help them directly.

Lending strength: When someone rolls a 4/5 result on an Eclipse roll, you may spend one link with them to prevent them from falling into Eclipse.

TEAMWORK

Assist: Take 1 stress to give another player +1d. You might also suffer consequences from the roll. Only one person may assist a roll.

Lead a Group: Roll for each character who participates. The single best roll counts as the action result, which applies to every character that rolled. The leader marks 1 stress for each 1-3 result rolled by the group.

Protect: Face danger on behalf of a teammate. Step in to suffer a consequence in their place. You may roll to resist as normal, if you wish.

Set Up: Set up another character with your action. If you achieve it, any team members who follow up get +1 effect or improved position.