

Aries

You're a creature of passion. Whether it's work or play, you throw yourself into it with a lack of restraint that can often get you into trouble. You'll go where angels fear to tread, and cross lines that others balk at.

Name:

Rank:

Eyes: dangerous, fierce, hard, passionate, playful.

Look: buff, casual, flashy, stocky, wiry.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

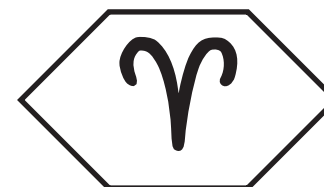
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Fulfil your short-term desires or whims**, trampling over someone else in the process.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Aries moves

- ☐ **Maverick.** When you challenge authority or defy orders, *Mark XP* and take +1 ongoing to any associated rolls.
- ☐ **Shotgun Diplomacy.*** When you *Call Someone On Their Shit* by getting right up in their face and giving them your opinion with both barrels, roll +*Raw* instead of +*Hard*. If you do, on a 10+ you *Erase* one *Pressure* in addition to the usual benefits.
- ☐ **Explosive Decompression.** When you *Let Loose* in a conspicuous and completely undisciplined way, on a *Hit* you can *Erase* one more *Pressure* than usual, but if you do you must either choose one extra option, or keep the normal number of options but let the GM decide the option instead of you.

- ☐ **Thread The Needle.** When you attempt a feat of skill that others would find impossible, roll +*Raw*. On a 10+ you do it, and you can give yourself or another character +1 *Forward* to capitalize on it. On a 7-9 you do it, but by the skin of your teeth. Choose two: take -1 *Forward* as you are left off-balance, *Mark Pressure* as you are bashed about, or ask the GM how your action leaves you exposed.
- ☐ **Passions Run High.** When you throw yourself into an intense relationship with someone, you can roll *Reach Out* to them with +*Raw* instead of +*Warm*. If you do, replace the 7-9 result as follows: They *Erase* one *Pressure* as normal, but you feel dissatisfied - you can still *Erase* one *Pressure*, but only if you immediately do something to *Let Loose* or go and find someone else for your passion to run high with.

Role moves

- ☐ **Tactician.** You gain access to the Tactician Move.
- ☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.
- ☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all *XP* circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Aries Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who wants to win my admiration? How have I impressed them?
- Who do I have a rivalry with? How did we recently compete, and who came out on top?
- Who thinks I'm out of control? What did I do that crossed the line?
- Who is my partner in crime? What antics did we get up to together?

You get a level 1 *Relationship* with everyone who asked or answered a question.

taurus

Selfless, principled and tough as nails, you're willing to put yourself in harm's way to protect others or to do what's right. Let the enemy dish out whatever punishment they like – you can take it. Let those of lesser beliefs try to knock you off course – you're unstoppable.

Name

Rank

Eyes: calm, deep, gentle, steely, tender.

Look: down-to-earth, scrappy, solid, striking, utilitarian

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

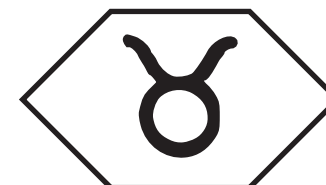
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Dig your heels in** and refuse to compromise, despite the consequences.
- ☐ **Hurl yourself into certain doom** to protect someone else. If you choose this, you're automatically lost, captured or killed.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



TAURUS MOVES

- ☐ **Unshakeable Beliefs.** * When you stick to your principles by refusing on moral grounds to: follow an order; accept a deal; or comply when someone **Calls You On Your Shit**, roll *+Hard*

On a *Hit*, the other person must *Mark Pressure*, and you *Mark XP*. On a 10+ you also negate any *Pressure Marks* or *Relationship* reduction that you would normally get from the decision not to comply (e.g. from someone **Calling You On Your Shit**).

- ☐ **No One Left Behind.** When you act to rescue someone from danger, take +1 *Ongoing* to associated actions. If you rescue them, *Mark XP* and *Erase* one *Pressure*. If you fail to rescue them, you must *Mark Pressure*.

- ☐ **You'll Have To Go Through Me.** When you get between another character and a threat, roll *+Hard*. On a *Hit*, they're safe for now, but you're in the crosshairs. On a 7-9, you take the immediate impact of the threat as well, so any injuries, *Pressure* or similar that the other character would have taken happen to you instead.

- ☐ **Survivor.** When you venture away from the fleet, whether deliberately (on an away mission, say) or by accident (if you are captured for example), roll *+Hard*. On a 10+, *Hold* two, on a 7-9, *Hold* one. You can spend your *Hold* one for one to ask one of these questions and take +1 *Forward* to acting on the answers:

- What's my best escape route/way in/way through?
- What is the biggest threat here?
- What should I be looking out for?
- Which threat is most vulnerable to me?

- ☐ **Wing Man.** When you **Support** someone, you get one extra *Hold*, even on a *Miss*.

- ☐ **True Love.** Choose a character to be your love. You take +1 *Ongoing* to all *Moves* targeting them (whether you're aiming to help them or hurt them). If your true love ever dies, you immediately hit *Breaking Point*. Later, you may choose a new true love if you wish.

ROLE MOVES

- ☐ **Tactician.** You gain access to the Tactician Move.
- ☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when **Engaging In Battle**.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when **Engaging In Battle** from a combat ready ship.
- ☐ **Influencer.** When you **Pull Strings** you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When **Seeking Out**, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all *XP* circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Taurus Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who am I in love with? Why haven't I told them yet?
- Whose life have I saved? How?
- Who have I sacrificed greatly for? What did I give up for them?
- Whose plans have I got in the way of? How?

You get a level 1 *Relationship* with everyone who asked or answered a question.

Gemini

The war is important, sure, but that doesn't mean it's the only priority. You've got your own agenda, even if it's just as simple as looking after number one. Sometimes you've done things that others might consider dubious, but nobody's perfect, right? You'll do what you must to protect your interests, like anyone else would.

Name

Rank

Eyes: attractive, brazen, calculating, compelling, expressive.

Look: dashing, disreputable, rakish, smart, stylish

RAW

Engage in Battle

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

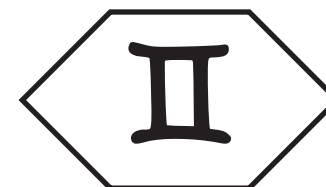
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



Breaking Point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Betray someone** who trusted you.
- ☐ **Reveal you're a traitor** who was working for the enemy all along, and become an NPC.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Gemini moves

☐ **Compromised.*** You've done something that could get you into serious shit. Agree what it is with the GM, and what your cover story is. When you elaborate on your cover story with some convincing bullshit, you get +1 to **Cover Up**. In addition, at the start of the session, if you're not currently in the middle of trying to throw someone off the scent, roll +*Smooth*. On a *Hit* you're offered an opportunity that nobody would ever give you if they knew. Mark XP and *Erase* one *Pressure* if you take it. On a 7 or less, though, someone notices a flaw in your cover story.

☐ **Playing Both Sides.** When you consort with a dangerous faction, roll to **Pull Strings** with a +1 bonus. On a 7 or less they always demand a favour in return and their favours are always either utterly terrible or seemingly innocuous. If you do it, they'll give you what you want even on a *Miss*.

☐ **Louche.** When you **Let Loose** by indulging in a fancy, rakish way, roll +*Smooth* instead of +*Raw*. If you do, add these options to the normal list:

- Someone else flips out at you, creating a scene
- Someone else joins in, takes it too far, and gets into trouble

☐ **The Personal Touch.*** When you give someone your undivided attention and make them feel special, roll +*Smooth*. On a 10+ you both *Erase* one *Pressure*. On a 7-9, only they do. Either way, you ask them a question from the list below:

- What has been troubling you lately?
- What do you most need at the moment?
- What secret have you been holding on to?
- What do you most care about?
- How could I touch your heart?

☐ **Web of Influence.** When you do someone a favour or improve a *Relationship* with someone, add them to your web of influence. When you **Pull Strings** to ask for their help with something that they can personally deliver, you can remove them from your web of influence before you roll to automatically get a *Strong Hit*.

Role moves

☐ **Tactician.** You gain access to the Tactician Move.

☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.

☐ **Marine.** You choose 1 less option on a 7-9 when **Engaging In Battle**.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when **Engaging In Battle** from a combat ready ship.

☐ **Influencer.** When you **Pull Strings** you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When **Seeking Out**, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Gemini Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who suspects I'm up to something? What aroused their suspicions?
- Who owes me for something? What was it?
- Who needs me, warts and all? What recent indiscretion have they overlooked?
- Who thinks I'm a dangerous liability? Why haven't they taken action yet?

You get a level 1 *Relationship* with everyone who asked or answered a question.

Cancer

This fleet and the people in it matter to you. It's more than just a mission to you, more than saving the human race, even. Your friends, your colleagues, your people – nothing matters more. And because that love shines through in your words and deeds, they look up to you, too. You're a skilled leader, always ready with inspiring words or wise counsel. You care about the people of the fleet – maybe too much. Some say you're getting soft.

Name

Rank

Eyes: Caring, penetrating, sober, soft, wise

Look: Commanding, grizzled, massive, proud, stern

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



Breaking Point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Give up on someone**, withdrawing your protection and punishing them with the full weight of your authority.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



CANCER MOVES

☐ **Turn A Blind Eye.*** When you let someone off the hook for questionable behaviour, roll +Warm. On a 10+, choose two, on a 7-9 choose one:

- Say how you shield them from any punishment they ought to have suffered, and you *Erase* one *Pressure*.
- Say how you quell any public disapproval they should have faced, and they *Erase* one *Pressure*.
- They don't want to let you down, increase your *Relationship* by one.

☐ **So Say We All!*** When you make an inspiring speech, roll +Warm. On a *Hit*, choose two:

- Urge your audience to take an action. They get +1 *Forward* towards doing it.
- Everyone who takes your words into their heart *Erases* one *Pressure*
- *Erase* one *Attrition*

On a 10+, your audience's faith in you bolsters you. *Erase* one *Pressure*.

On a 7-9, everyone is looking to you to be the strong one. You must *Mark Pressure*.

☐ **Don't Let Me Down.** When you set high expectations for someone, roll +Warm. On a *Strong Hit*, they *Hold* two and can spend their *Hold* to gain +1 on a roll to meet those expectations; if they succeed in meeting those expectations, they *Erase* one *Pressure* and you *Mark XP*. On a 7-9, the same, but they also *Mark Pressure* right now.

☐ **Stalwart Defender.*** While you stand in defence of someone, or something, that really matters to you, you get +1 *Ongoing* to any roll that helps protect it. If you have to abandon it, *Mark Pressure*.

☐ **Walk Out Of This Room, While You Still Can.** When you finally let someone know they've gone too far, *Call Them On Their Shit*. If they don't do what you're asking them to (whether openly and forcefully or otherwise), they must *Mark Pressure* equal to your current *Relationship* level with them, and then reduce the *Relationship* level to one.

If they openly and forcefully refuse, they get the above *Pressure* reduction instead of the usual requirement to *Mark Pressure*.

ROLE MOVES

☐ **Tactician.** You gain access to the Tactician Move.

☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.

☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.

☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Cancer Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who is a close blood relative of mine? What has recently caused friction between us?
- Who has me as their mentor? What do they need my advice on right now?
- Who did I forgive for a major frak-up? What have they done that I don't yet know about?
- Who chafes against my authority? What rule or command have I imposed on them?

You get a level 1 *Relationship* with everyone who asked or answered a question.

LEO

Confident, committed, inspiring. Where others feel doubt or uncertainty, you step boldly into the fray. You're a leader – not a great tactician or strategist, but a magnetic individual who people want to follow. Where will you lead them? Is their faith in you justified?

Name

Rank

Eyes: dazzling, distinguished, flamboyant, smiling, zealous

Look: bombastic, dapper, graceful, imposing, sexy

RAW

Engage in Battle

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

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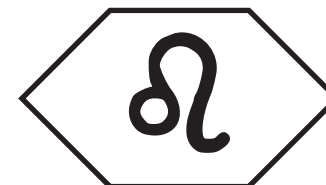
Pressure

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breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Humiliate someone else publicly.**
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



LEO MOVES

☐ **Lead By Example.** When you throw yourself into the fray, making a *Move* that targets a problem directly, you can roll the **Support** *Move* straight afterwards to help anyone following up on your actions. If you do, you take +1 *Forward* to your roll, and do not have to *Mark Pressure* as the *Move* normally requires.

☐ **Smoke Me A Kipper, I'll Be Back For Breakfast.*** When you show off in front of a public audience, roll +*Warm*. On a 10+ they're wowed, choose two (no duplicates):

- Erase one *Attrition*
- Erase one *Pressure*
- Take +1 *Forward* to proving how great you are
- Someone in the audience is impressed by you or wants to impress you, or both.

On a 7-9 choose one, but also choose a consequence from **Let Loose**.

☐ **Lord Flashheart.** When you turn on the charm, roll +*Warm*. On a *Hit* you dazzle your target with your charisma; NPCs do what you want them to, as long as it doesn't involve major and direct harm to something they care about. PCs *Mark XP* if they do it, and must *Mark Pressure* if they don't. On a 10+ you take +1 *Forward* to any move that exploits their weakness.

☐ **Charismatic.** When you advocate passionately for a cause, roll +*Warm*. On a *Hit* you're compelling; NPCs in the audience do an action you've called for, or believe a truth you've put forward. In addition on a 7-9, someone is inspired to fanatical action. The GM chooses:

- They do something drastic to further the cause
- They demand that you do something indefensible to further the cause, and if you don't they'll come after you instead

☐ **Followers.** A few dozen people that are personally loyal to you. When you act with their support, take +1 *Ongoing* to relevant rolls. Choose one:

- Military subordinates. They're skilled at what they do and they'll follow your orders as long as it isn't obviously treacherous.
- Religious fanatics who see you as a prophet. They'll do anything you want, even sacrifice their own lives, if they believe it's for the faith.
- Criminals. They've got access to weapons, illegal supplies and hiding places. They'll do what you want if they get a cut of the profits.
- Political followers with widespread connections, and willing to use violence. They'll do what you want if they think it's for their cause.

ROLE MOVES

☐ **Tactician.** You gain access to the *Tactician Move*.

☐ **Engineer/scientist.** You gain access to the *Engineer/scientist Move*.

☐ **Marine.** You choose 1 less option on a 7-9 when **Engaging In Battle**.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when **Engaging In Battle** from a combat ready ship.

☐ **Influencer.** When you **Pull Strings** you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When **Seeking Out**, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all *XP* circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new *Leo Move*
- ☐ ☐ Gain a new *Move* (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who hero-worships me? What could I do to break their trust?
- Who is one of my followers? How do they feel about that?
- Who has seen the dark side of my charisma? What went wrong?
- Who resents my social position? How did I recently trample on their feelings?

You get a level 1 *Relationship* with everyone who asked or answered a question.

virgo

Doing this job is an awesome responsibility. If you fall short, it could mean the end of everything. You take that responsibility seriously. You need to be the best – to be perfect. Sometimes that means neglecting anything outside the job, but that’s a sacrifice you’re happy to make.

Name

Rank

Eyes: determined, direct, intense, serious, sincere.

Look: fit, immaculate, noble, regulation, tense.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Stick to a plan rigidly**, after it’s obviously failed.
- ☐ **Overdose** and require medical treatment (if you have Stimmed To The Eyeballs).
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Virgo moves

- ☐ **Single-Minded.*** When the pressure is off but you stay focused on a task or mission, *Mark Pressure*. While you stay focused, every time you take an action directly related to completing the task/mission, you take +1 *Forward*. If at any time you *Erase Pressure*, you lose your focus and no longer get the benefits of this *Move*. **Letting Loose** or **Reaching Out** definitely count as not staying focused on your task or mission.
- ☐ **Squadron Leader.** When you personally lead a mission, roll +*Sharp*. On a 10+, *Hold* three. On a 7-9 *Hold* one. Spend your *Hold* to give another character an order and give them +1 *Forward* to execute it.
- ☐ **By The Numbers.** When you follow a plan to the letter, say what the plan is and roll +*Sharp*. On a 10+, anyone following you gets +1 *Ongoing* while following the plan. On a 7-9, something unexpected happens straight away, but you're well prepared. Say what needs doing to handle it and give someone +1 *Forward* to deal with the problem.

- ☐ **Solo Mission.** When you go after a tough target by yourself, you can roll any *Move* against that target using +[your current *Pressure* minus two] in place of your usual Stat.
- ☐ **Stimmed To The Eyeballs.** When you're mainlining stimms, you get two extra *Pressure* circles for the current task or mission, and won't hit *Breaking Point* unless you *Mark* all seven circles. When you complete the mission or task, you lose the extra circles, so if you've got five marked you immediately hit *Breaking Point* as usual. In addition, you have a new *Breaking Point* action "overdose and require intensive care".

Role moves

- ☐ **Tactician.** You gain access to the *Tactician Move*.
- ☐ **Engineer/scientist.** You gain access to the *Engineer/scientist Move*.
- ☐ **Marine.** You choose 1 less option on a 7-9 when **Engaging In Battle**.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when **Engaging In Battle** from a combat ready ship.
- ☐ **Influencer.** When you **Pull Strings** you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When **Seeking Out**, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Virgo Move
- ☐ ☐ Gain a new *Move* (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who is the only person that can get through my reserve? What went wrong when we last had fun together?
- Who knows my value? What did I do to earn their respect?
- Who knows how close I am to cracking? What did I do recently to reveal the pressure I'm under?
- Who did I let down and hasn't yet forgiven me? What for?

You get a level 1 *Relationship* with everyone who asked or answered a question

Libra

The enemy can destroy us from the outside, but holding them off is no good if the fleet tears itself apart. To stop that happening, it needs people like you. You're a skilled politician and leader. You know what needs to be done, and what people need to hear, to keep the fleet together. That's exactly what you'll do.

Name

Rank

Eyes: arresting, keen, knowing, sanctimonious, warm

Look: dignified, down-to-earth, handsome, homely, regal.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Insist on your way**, ignoring better advice to follow your preferred approach.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Libra moves

- ☐ **High Stakes.** When you *Pull Strings* to tackle a crisis on the fleet, on a 10+ *Erase* one *Attrition* in addition to the usual benefits of the *Move*. You can *Mark Pressure* or *Mark Attrition* to cancel a result from the 7-9 list, after the GM has chosen.
- ☐ **Fireside Chat.** When you *Pull Strings* or *Call Someone On Their Shit* by talking to an individual one on one, treating them like an equal, you roll +*Warm* instead of the usual stat. If they do what you're demanding them to, they *Erase* one *Pressure* in addition to any other benefits.
- ☐ **Knew I Could Count On You.*** When you publicly congratulate someone on a job well done, roll +*Warm*. On a 10+, choose two of the benefits below. On a 7-9, choose one.
 - They *Erase* one *Pressure*.
 - Improve your *Relationship* with them by one level.
 - *Erase* one *Attrition*.
- ☐ **A Special Task.** When you personally give someone a special job or mission, tell them what you want them to do. They take +1 *Ongoing* when they prioritize that over their official duties. If they succeed, you both *Mark XP*.
- ☐ **Wise Counsel.** When you speak privately with someone about a problem, you may each give each other one piece of sincere advice. You each *Mark XP* if you follow the others' advice.
- ☐ **Moral Compass.** When you *Call Someone On Their Shit* by reminding them of what really matters, on a *Hit* they *Mark* one more *Pressure* than usual if they don't do what you asked them to.

Role moves

- ☐ **Tactician.** You gain access to the *Tactician Move*.
- ☐ **Engineer/scientist.** You gain access to the *Engineer/scientist Move*.
- ☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.
- ☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all *XP* circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new *Libra Move*
- ☐ ☐ Gain a new *Move* (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who believes in my leadership? What could I do that would let them down?
- Who do I confide my doubts to? What regret have I shared with them alone?
- Who has suffered because of a decision I made?
- Who do I go to when I need a difficult task done?
- What task am I about to give them?

You get a level 1 *Relationship* with everyone who asked or answered a question.

scorpio

Something's wrong. Maybe you woke up from a bad dream only to find that the things you did weren't a fantasy at all. Maybe you feel a strange fascination for the enemy. You're not sure who you really are, or if you can trust yourself. Luckily you're good at hiding it. If anyone else suspected, it could land you in the brig – or the airlock.

Name

Rank

Eyes: cold, gorgeous, nervous, shrewd, watchful.

Look: bland, conforming, elegant, stunning, unassuming.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

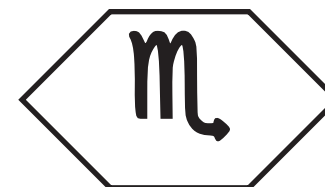
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Confess your doubts** to another, openly revealing that you think you may be working for the enemy.
- ☐ **Commit a visible and devastating attack against the fleet**, blowing something up or assassinating someone.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



scorpio moves

☒ **Sleeper Agent.*** At the start of each session, if you aren't currently in the middle of dealing with the fallout from your last **Sleeper Agent Move**, you've set something up to damage the fleet. Roll **+Sharp**.

On a 10+ choose two, on a 7-9 choose one:

- You discover warning signs before your actions have their full effect.
- You haven't left any telltale evidence that someone else might discover.
- There won't be widespread consequences.

On a 6 or less, you don't get any of these choices.

☐ **Alien Affinity.** When you get close enough to the enemy that you could reach out and touch them, say what you feel: love, lust, fear or revulsion.

Choose two:

- You learn something new about the enemy. Ask the GM a question.
- You are calmed and bolstered, *Erase Pressure* until you have exactly two circles *Marked*, or *Erase one Pressure* (your choice).
- The enemy tells you something about yourself. Ask the GM what.

☐ **Manipulative.** When you **Reach Out** by playing on someone's emotions or sympathies, roll **+Smooth** instead of **+Warm**. If you do, on a *Hit* you can demand that they do something for you, and they only get the usual *Pressure* reduction if they do it.

☐ **Close Ranks.** When you take this, decide on a quirk for your character. Quirks can include a romantic affair, addiction, black market involvement, thrill seeker, workaholic, [create your own]. You have a circle of NPC friends and associates who attribute your suspicious behaviour to your quirk. When you ask one of them to cover for you, as long as they can rationalize it as connected to your quirk, you can roll to **Cover Up** with **+1 Forward**, and any negative consequences from the *Move* hit them instead of you.

☐ **Where There's A Way...** When you conceal an object or person on the fleet, roll **+Smooth**. On a 10+, you know a route or location that will keep it from prying eyes. On a 7-9 the GM chooses one:

- Someone notices that it's missing.
- You can only keep it concealed during a limited time period.
- You'll have to get past _____ first.

role moves

☐ **Tactician.** You gain access to the *Tactician Move*.

☐ **Engineer/scientist.** You gain access to the *Engineer/scientist Move*.

☐ **Marine.** You choose 1 less option on a 7-9 when **Engaging In Battle**.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when **Engaging In Battle** from a combat ready ship.

☐ **Influencer.** When you **Pull Strings** you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When **Seeking Out**, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Scorpio Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box
- ☐ Erase the **Sleeper Agent** Move and gain another Scorpio Move.

Relationship questions

- Who has their doubts about me? How have I allayed them?
- Who is covering for me? What lie have they told for me?
- Whose ass did I recently save? How?
- Who is closest to me? What signs have they overlooked?

You get a level 1 *Relationship* with everyone who asked or answered a question.

sagittarius

The silver lining of the war is that you get to see and do things that pretty much nobody has seen and done before. It's stressful and dangerous, but you're meeting new people and exploring new places all the time. That's what you live for.

Name

Rank

Eyes: curious, darting, eager, mischievous, twinkling.

Look: elfin, patchwork, tough, utility, wired.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Wander alone into danger** without help or backup.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



sagittarius moves

- ☐ **Tinkerer.** When you take something apart, roll +*Sharp*. On a *Hit*, pick one from the list below. On a 10+ you also get +1 *Forward* when you make use of the results.
- Learn how it works / what it does.
 - Gain useful parts.
 - Rebuild and improve it.

- ☐ **Explorer.** When you go somewhere nobody has ever gone before, roll +*Sharp*. On a 10+, *Hold* two. On a 7-9 *Hold* one. Spend your *Hold* to ask questions from the list below, and take +1 *Forward* acting on each of the answers.
- What here is useful?
 - What here is dangerous?
 - Where is a good place to hide/defend/_____?
 - Where might I find _____?
 - Who is in control here?

- ☐ **Getting To Know All About You.*** When you get to know someone for the first time, roll +*Warm*. On a *Hit* *Erase* one *Pressure*. On a 10+ ask two questions, on a 7-9 ask one:

- What are you afraid will happen?
- What do you hope will happen?
- What do you need forgiveness for?
- Who do you like/love/trust? (choose one)

For each one that they answer, they *Erase* one *Pressure*.

- ☐ **Walls Have Ears.** When you surreptitiously listen in on a conversation, roll +*Sharp*. On a *Hit*, their unguarded moment reveals a useful secret. (PCs can choose not to, but *Mark* one *Pressure* if they refuse.) On a 10+ you can also ask a follow-up question. On a *Miss*, you hear something you'd rather not hear.

- ☐ **In The Neighbourhood.** At the start of the session, roll +*Sharp*. On a *Hit*, *Hold* one. You can spend it at any time to show up in a scene, with or without explanation. On a 10+ you also get to declare one useful item or other person you have with you. On a *Miss*, the GM *Holds* one and can spend it to dump you somewhere at the wrong time and unprepared.

role moves

- ☐ **Tactician.** You gain access to the Tactician Move.
- ☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.
- ☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Sagittarius Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who is always up for an adventure with me? Where did we last go together?
- Who is my closest friend? What do we do to blow off steam together?
- Who wants to stop my meddling? How have I recently pissed them off?
- Who has secret feelings about me? Why are they hiding them?

You get a level 1 *Relationship* with everyone who asked or answered a question.

capricorn

There is so much at stake in this war. If you hold back or show weakness, that could be the end of everything. You'll do what needs to be done, no matter the cost. Some say your way is ruthless or dangerous. You know that what's truly dangerous is taking half-measures.

Name

Rank

Eyes: aloof, bright, eyepatch, grim, tortured.

Look: battle-ready, grounded, poised, scarred, spartan.

raw

Engage in Battle

Let Loose

hard

Shake Off

Weather Serious Harm

Call Someone on their Shit

warm

Support

Reach Out

sharp

Interfere

Seek Out

smooth

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



breaking point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Overreact with brutal force** to an internal crisis, coming down heavily on anyone you blame or who won't cooperate.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility - as is suicide.



capricorn moves

- ☐ **Doomsayer.** When you point out a problem with a situation or plan, say how it should be handled and roll *+Sharp*. On a 7–9 choose: they take +1 *Ongoing* to follow your advice, or they *Mark Pressure* if they ignore it. On a 10+, both. If the problem comes to pass, you *Mark XP*.
- ☐ **Zero Compromises.** When you dispense unyielding discipline to someone, say how you're punishing them and why, and roll *+Hard*. On a *Hit* your harsh remedies steady the ship. *Erase* one *Attrition*. If the target accepts your justice, on a 10+ they *Erase* one *Pressure* too. On a 7–9 you take it too far. The target *Marks Pressure*.
- ☐ **No Half Measures.** When you commit to a dangerous course of action without hedging your bets, *Hold* two. When something goes wrong, say how you double down on your chosen course and roll *+Hard*. On a *Hit*, ignore the effects (injuries, obstacles, etc) of the problem as you power through. On a 10+ take +1 *Forward* too. On a 7–9 *Mark* one *Pressure*.

- ☐ **Acceptable Losses.** When you tackle a problem directly without regard for collateral damage on your own side, roll *+Hard*. On a *Hit* it's devastatingly effective. On a 10+ there's no collateral damage, *Erase* one *Attrition*. On a 7–9 your side suffer ill effects – the GM says what happens, and *Mark Attrition*.
- ☐ **Thrives Under Pressure.** When everything is in chaos or your back is against the wall, roll *+Hard*. On a 7–9, *Hold* one. On a 10+, *Hold* two. Spend your *Hold* to ask questions and take +1 *Forward* if you immediately act on the answers.
 - What vulnerability can I exploit right now?
 - What's my best way out/through?
 - What is the biggest threat right now?
- ☐ **The Old Familiar Sting.** Choose a vice that you're addicted to. When you *Let Loose* with it, you *Erase* one more *Pressure* than usual (even on a *Miss*). However, a 10+ counts as a 7–9. You also get an additional option "go and give someone your unvarnished opinion of them".

role moves

- ☐ **Tactician.** You gain access to the Tactician Move.
- ☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.
- ☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.
- ☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.
- ☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.
- ☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Capricorn Move
- ☐ ☐ Gain a new Move (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

relationship questions

- Who has seen me come close to disaster? What prevented the worst from happening?
- Who trusts my instincts? What would it take to change that?
- Who have I been through hell with? What life-or-death situation did we come through together?
- Who nurses a grudge against me? How did my actions hurt them?

You get a level 1 *Relationship* with everyone who asked or answered a question.

AQUARIUS

You're as sharp as they come – you see through the lies and deceit that riddle the fleet, and you'll expose them all. Maybe you're an official interrogator, or perhaps you're a journalist. You know how to get to the truth, through your connections or through asking the right questions.

Name

Rank

Eyes: alert, harsh, honest, piercing, thoughtful.

Look: folksy, formal, neat, ordinary, practical.

RAW

Engage in Battle

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

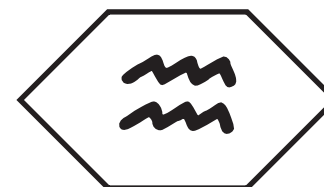
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



Breaking Point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Publicly accuse someone** of something serious, before you're ready to back it up with evidence or political support.
- ☐ **Exit the game**. You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



Aquarius Moves

☐ **Pointed Questions.** When you interrogate someone, roll *+Sharp*. On a 10+, you can ask them two questions. On a 7-9, one. NPCs will reveal the truth through their words or behaviour. PCs must do so or *Mark* one *Pressure* for each question they refuse. You get +1 *Forward* when acting on the answers.

- What are you concealing?
- Who is pulling your strings?
- What are you planning to do next?
- What are you really feeling?
- How could I get your character to ____?

☐ **On Trial.** When you *Call Someone On Their Shit* by publicly accusing them of a crime, incompetence in their official role or deceiving the public, roll *+Sharp*. On a 10+, regardless of what option they choose they *Mark* one *Pressure* more than usual; and in addition it's obvious to everyone that you're right, and they must face whatever consequences flow from that. On a 7-9 they get the usual options for being *Called On Their Shit*.

☐ **Scuttlebutt.** When you tap your contacts for information and gossip, roll *+Sharp*. On a 10+ you can ask two questions. On a 7-9, ask one. You take +1 *Forward* when acting on the answers.

- What's the word on the street about this?
- Who could help with this?
- Where was ____ last seen and what were they up to?
- What should I be on the lookout for?

☐ **Truthspeaker.** When you reveal something that others had been concealing, roll *+Sharp*. On a 10+, the truth is out and widely believed, and *Erase* one *Attrition*. On a 7-9, it's out, but people are alarmed or distressed, *Mark* *Attrition*.

☐ **Dedicated Focus.** When you dedicate yourself to a challenging task, you get +1 *Ongoing* on rolls that contribute to fulfilling that task. You get -1 *Ongoing* to anything that takes you away from that task. At any time you can abandon the task and *Mark* *Pressure*.

Role Moves

☐ **Tactician.** You gain access to the Tactician Move.

☐ **Engineer/scientist.** You gain access to the Engineer/scientist Move.

☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.

☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

HP

Mark a box when you make a *Cardinal Move*. When all XP circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new Aquarius Move
- ☐ ☐ Gain a new Move (any Playbook)
- ☐ Unmark a *Breaking Point* box

Relationship questions

- Who is feeding me information on the quiet? What secret or rumour are they about to tell me?
- Who do I suspect is up to no good? What lead do I have on them?
- Who has me as a confidante? What secret of theirs haven't I spilled, and why?
- Who sees me as a thorn in their side? How have I recently got in their way?

You get a level 1 *Relationship* with everyone who asked or answered a question.

PISCES

Wise, otherworldly, visionary. You can tap into something beyond yourself, to gain insights or power that are simply not available to others. This makes you strange and potentially unnerving to others. It may make you an object of reverence or fear. It can make you a potent weapon against the enemy.

Name

Rank

Eyes: distant, dreamy, electrifying, serene, strange.

Look: ceremonial, colourful, gaunt, radiant, tattooed.

RAW

Engage in Battle

Let Loose

HARD

Shake Off

Weather Serious Harm

Call Someone on their Shit

WARM

Support

Reach Out

SHARP

Interfere

Seek Out

SMOOTH

Pull Strings

Cover Up

Set one at +1, one at -1 and the rest at +0.

Relationships

Add your *Relationship* level to **Support** or **Interfere** in place of Warm/Sharp.

If the character dies or cuts ties with you, add your *Relationship* level with them to your *Pressure*.

Name

Relationship level

Hold, injuries, etc.

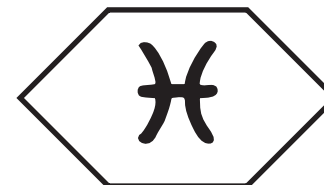
Pressure

When all *Pressure* circles are *Marked*, reset to 2 circles marked and choose a *Breaking Point* action.



Breaking Point actions

- ☐ **Alienate someone** who matters to you, by lashing out at them emotionally, or taking selfish action that disregards their needs.
- ☐ **Indulge** your worst instincts, abandoning duty and/or reason to heedlessly follow your impulses.
- ☐ **Publicly melt down**, through an emotional outburst or tirade, loudly proclaiming who is to blame for your problems.
- ☐ **Take foolish action**, putting yourself or others in danger, without consulting others.
- ☐ **Become overwhelmed by a vision** of a dark future that may yet come to pass.
- ☐ **Reveal your true inhuman nature** for all to see.
- ☐ **Exit the game.** You may need to work with the GM to identify an appropriate moment for this to happen. Death during a mission is a possibility – as is suicide.



PISCES MOVES

☐ **I Have Seen It.** You receive occasional visions of the future. Once per session when things are quiet, roll *+Hard*. On a 10+, *Hold* one Vision. You may spend one Vision to declare you recognize this scene from a vision and:

- Tell someone what they must do and, if they do it, they take *+1 Forward* and you *Mark XP*.
- Describe or highlight a challenging risk or opportunity for the fleet. If the fleet avoids the risk or seizes the opportunity, increase *Momentum* by one.

On a 7-9 choose:

- The visions are troubling, *Hold* one Vision but *Mark Pressure*.
- You have a respite from your visions, *Erase* one *Pressure*.

On a 6 or less the GM describes a terrible vision. If the fleet fails to prevent it coming to pass, the GM sets *Momentum* to a new level of their choice.

☐ **Mystic attunement.** When you walk in places that are beyond mere mortals, you attune to the strange nature of the place. This makes you powerful: you can make all your usual moves, but may roll *+Hard* in place of any other stat. It makes you vulnerable, and the GM says how.

☐ **Inhuman insight.** When you make psychic contact with the enemy, roll *+Hard*. On a *Hit*, you see them as they truly are; ask a question from the list. When you act on the answers, take *+1 Forward*. On a 7-9, you struggle to differentiate the alien mind from your own; *Mark Pressure*, and the enemy may ask a question of you.

- How are the enemy weak right now?
- What is the biggest danger right now?
- What are they planning to do next?
- What is their objective here?
- What do they fear right now?

☐ **Mind Palace.** You can withdraw into a trance-like state where you perceive things and people that others cannot see. You can *Let Loose* inside these visions. When you do, you roll *+Hard* instead of *+Raw*, and gain the following additional options:

- Become lost in your visions, and get distracted at a crucial moment.
- Learn an unwelcome truth from your visions.

On a 10+ you still decide the details, but you'll need to work with the GM on any unwelcome truths you might learn.

☐ **Loved by the faithful.** You hold a special place in the hearts of those who believe in your faith, whether by dint of official position or spiritual status. You take *+1* to any *Move* that leverages that status.

ROLE MOVES

☐ **Tactician.** You gain access to the Tactician *Move*.

☐ **Engineer/scientist.** You gain access to the Engineer/scientist *Move*.

☐ **Marine.** You choose 1 less option on a 7-9 when *Engaging In Battle*.

☐ **Pilot.** You can pilot a fighter without incident; and you choose 1 less option on a 7-9 when *Engaging In Battle* from a combat ready ship.

☐ **Influencer.** When you *Pull Strings* you choose 1 more option from the first list or have the GM choose one less from the second list.

☐ **Investigator.** When *Seeking Out*, you choose your 7-9 option instead of the GM. On a 10+ the GM may offer you something extra if you choose a 7-9 option.

Relationship questions

- Who believes in me? What special role or destiny do they see in me?
- Who sees past the mystique? What ordinary moment have we shared?
- Who fears or distrusts my power? What has turned them against me?
- Who did I have a significant vision about? Has it come true yet?

You get a level 1 *Relationship* with everyone who asked or answered a question.

HP

Mark a box when you make a *Cardinal Move*. When all *XP* circles are marked, erase all five and take an advance.



Advances:

- ☐ +1 to a stat
- ☐ ☐ Gain a new *Pisces Move*
- ☐ ☐ Gain a new *Move* (any *Playbook*)
- ☐ Unmark a *Breaking Point* box

GM sheet

GM principles

- No mercy.
- Make space for interpersonal drama.
- Make them care.
- Everyone is up to something.
- Make scarcity ubiquitous.
- Make the fiction and the mechanics transparent.
- Failure is not an option.

core moves

- Signal what's coming
- Put something at stake
- Make them choose
- Bring the consequences to bear

thematic moves

- Set the clock ticking...
- Make demands...
- Stoke suspicion...
- Someone loses it...
- Take something away...
- Kill their darlings...
- Unleash mayhem...
- ...and impose a mechanical consequence, as established
- Make a Threat Move.

mechanical consequences

- Require a Move.
- Mark Pressure.
- Start a Doom Clock.
- Change a Relationship rating.
- Mark Attrition.
- Create a Shortage.
- Change Momentum.
- Give someone +/-1 Forward, or +/-1 Ongoing.

end of scene move

At the end of a scene, check whether any of the tracks should change.

- Did someone suffer a significant blow (social, emotional, or physical), do something exhausting, get given a truly daunting task, or have to do something horrible? They must *Mark Pressure*.
- Did they alienate someone they care about? Reduce their *Relationship* (if any) by one, and consider if they should *Mark Pressure* as well.
- Did the fleet, its people, or its resources take a significant blow? *Mark Attrition*.
- Was there a publicly visible event which was unsettling, scary, or indicative that the fleet is losing? *Mark Attrition*.
- Did the fleet gain new resources or skilled people? *Erase Attrition*.
- Was the scene a major turning point in the war? Change *Momentum*.

momentum move

When there's a prolonged lull in the action, where the fleet is (for the moment at least) safe and neither under attack nor dealing with a direct and immediate threat, the GM rolls *+Momentum*. On a 10+ the GM offers the fleet an opportunity to seize an advantage or hurt the enemy. On a 7-9 the GM introduces a threat to the fleet, but with the opportunity to avoid or mitigate the danger. On a 6 or less, a threat materializes without warning, and all that can be done is damage limitation.

Fleet tracks

Attrition



When all *Attrition* circles are *Marked*, reset to 2 circles marked and the GM unleashes Havoc.

Momentum



shortages and doom clocks

Threats and Threat moves

People

The individuals living in the fleet. Soldiers, crew, civilians.

- Display their everyday life.
- Show what they're doing to cope with the pressure.
- Reveal their hopes and dreams.
- Reveal their doubts and fears.
- Show who or what they care about.
- Ask for help.
- Do something suspicious.
- Lose control and do something stupid.

The fleet leadership

High-ups in the military, senior politicians.

- Give orders or non-negotiable suggestions.
- Ask for advice.
- Take a strong stance on an issue.
- Take an interest in a person or problem.
- Crack down on bad behaviour.
- Inexplicably overlook a problem.
- Defend or extend their authority or control.

Factions

Groups of people in the fleet with shared ideals and/or goals. Political, military, religious, terrorist, criminal.

- Share their view of the world.
- Look after their own.
- Hoard power or resources.
- Make unreasonable demands.
- Offer a deal or alliance.
- Get in the way of something important.
- Escalate to violence.

Enemy fleet

One or more enemy ships.

- Arrive out of nowhere.
- Close the distance to firing range.
- Launch a wave of smaller ships.
- Send a boarding party/landing party.
- Block the way.
- Destroy a vulnerable target.
- Jump away, leaving something behind.

Infiltrators

Traitors, shapeshifters, possession, spies.

- Inveigle themselves into important fleet operations.
- Work to secure the trust of the players.
- Put on a convincing display of innocence.
- Conceal something on the fleet (bomb, transponder, etc).
- Steal, damage or destroy something important.
- Make contact with sympathizers in the fleet.
- Make an assassination attempt.

Locations

Planets, moons, asteroid fields, space stations, the inside of enemy ships.

- Conceal enemies.
- Trap someone.
- Offer resources.
- Offer shelter.
- Reveal secrets of the universe.

BASIC MOVES

Engage in battle

When you **Engage In Battle**, roll +*Raw*. On a *Hit*, choose:

- You overcome a tough target's defences, or destroy a number of weaker targets.
- You hold off a determined assault or drive away a formidable opponent.
- You keep a target safe during the battle.

On a 7–9, choose two:

- You take fire in the process and must **Weather Serious Harm**.
- Someone or something else gets damaged or destroyed, the GM says who or what.
- Your actions leave you or someone else exposed, the GM will say who takes advantage.

shake off

When you **Shake Off** a threat, roll +*Hard*. On a *Hit*, you've shaken it off, but on a 7–9, the GM chooses:

- It's out of the frying pan, into the fire.
- You don't escape unscathed.
- You lose or use up something in the process.
- The threat intensifies, escalates, or targets someone else.

On a 10+ you're in full control, take +1 *Forward*.

weather serious harm

When you **Weather Serious Harm**, roll +*Hard*. On a 10+, you withstand it but must *Mark Pressure*. On a 7–9 it hits you hard, the GM chooses two (may pick the same one twice):

- You must *Mark Pressure*.
- You are injured or (for pilots only) your fighter takes damage to a specific system – the GM says how it's slowing you down, getting in the way, or putting you in a spot.
- You lose something important (an item, your secure well-defended position, etc).

On a 6 or less you feel the full force of it: you are out of control, lost, trapped or helpless, and the GM may start a Doom Clock.

seek out

When you **Seek Out** something well hidden, say what you're looking for or just that you're sure there's something to find here, and roll +*Sharp*. On a *Hit*, you find it. On a 7–9, the GM chooses one:

- You attract unwanted attention.
- You discover something unexpected and horrifying (implicate a friend, discover a terrible truth, expose your own weakness, etc).
- You've found it, but something stands between you and it.
- Your investigation takes a long time (allowing your enemies to advance their plans, or using up resources).

pull strings

When you **Pull Strings** on the fleet, say who you're going to for help and what you want them to do, and roll +*Smooth*. On a *Hit* choose one:

- Gain help with a specific task from an NPC or group and *Hold* one towards choosing an option from the **Support** or **Interfere** Move list, or taking an *Action At Scale*.
- You gain temporary access to rare or restricted equipment, resources, skills, or information.
- Change people's behaviour on the fleet at large (curfew, rationing, calm rioting, etc).

On a 7–9, the GM chooses two:

- You can't do it without help from someone you you'd rather not get involved with.
- Someone demands a favour in return, or else they won't help.
- You attract unwanted attention.
- There's an unexpected cost or consequence.

cover up

When you **Cover Up** something serious, roll +*Smooth*. On a 10+ they buy your deception, as long as no clear countervailing evidence appears. On a 7–9, the GM chooses:

- They're only fooled temporarily.
- You must give a concrete assurance, provide some extra corroboration, or do something extra to throw them off.
- Someone realizes you're up to something, and it won't be the last you hear of this.

reach out*

When you **Reach Out** to someone who matters to you, choose one or more:

- Share a significant doubt or fear with them.
- Share a significant hope or dream with them.
- Share a significant failure or regret with them.
- Share your feelings about them.

For PCs, ask them if they respond positively, and roll +*Warm* if they do. For NPCs, roll first: on a *Hit*, they respond positively. On a 10+, you each *Erase* one *Pressure*; on 7–9, choose one of you who *Erases* one *Pressure*. Either way, increase your *Relationship* with each other by one.

let loose*

When you **Let Loose** and indulge your base needs, roll +*Raw*. On a *Hit*, everyone involved *Erases* one *Pressure*. On a 10+, you choose one option from the list below and decide the details; on a 7–9 you still choose, but the GM decides the details, and they'll make it something you'll immediately regret.

- You end up in the arms of someone you shouldn't.
- You share a secret you shouldn't.
- You make a promise you shouldn't.
- You anger or alienate someone that matters to you (you may reduce an appropriate *Relationship*).

Say what happens, and who else is involved. On a *Miss*, the same as a 7–9 but nobody *Erases* any *Pressure*.

call someone on their shit

When you **Call Someone On Their Shit**, tell them what their problem is and what they'd need to do to convince you otherwise, and roll +*Hard*. On a *Hit* they choose from the options below; on a 10+ they are limited to the first two options, and if they choose the first they *Mark XP*.

- They act to prove you wrong by doing what you asked.
- They openly and forcefully refuse to do what you asked them to (and they *Mark Pressure*).
- They openly and unequivocally admit you're right.
- They act contrite and give you something they think you want.
- They respond by **Calling You On Your Shit**.

BASIC MOVES CONTD.

SUPPORT/INTERFERE*

When you **Support** or **Interfere** with another character's Move, Mark Pressure and roll +Warm (**Support**) or +Sharp (**Interfere**). On a 10+, Hold two. On a 7-9 Hold one, and be prepared to be entangled in any fallout from the Move. Spend Hold to:

- Give +/-1 to the Move after they roll.
- Create an opportunity or problem for them.
- Redirect a negative impact of the Move from the person making it onto someone else.

When an NPC supports your Move, you roll +Relationship on their behalf.

WAIT HELPLESSLY*

When you **Wait Helplessly** as others tackle a major problem, after another player rolls the dice you can say what you're doing to cope and Mark two Pressure to give them +1 to their roll.

RAISE THE PRESSURE*

When you **Raise The Pressure** on yourself*, pushing yourself beyond your limits, Mark Pressure up to three times and add +1 per Pressure Marked to a roll you just made.

REACH BREAKING POINT

When you reach *Breaking Point* (i.e. 5 Pressure), Mark XP and you may not Mark or Erase Pressure, or take any action which would require it, until you take a *Breaking Point* action.

ROLE MOVES

TACTICIAN

When your people go into battle, Hold one for each that is true:

- You have a good view of the battlefield and direct comms with your people.
- Your people are trained and prepared for this sort of conflict.
- You knew the details of the battle in advance.

You can spend your Hold, one-for-one, to do one of the following:

- **Support** someone by ordering your forces to assist them or saying how you'd drilled them for this eventuality.
- Order your forces to redeploy and erase one Segment on a battle Clock.
- Order a swift reaction to a problem and negate one Attrition as it is inflicted.

ENGINEER/SCIENTIST

When you work on an engineering job (research, repair, design, construct), roll +Sharp. On a 10+ you complete it successfully – Erase one Attrition or fix a specific problem. On a 7-9, the same but the GM chooses: it's a temporary fix, it's unstable, it's not working as well as you hoped, you need _____ to complete it, you'll have to cannibalize _____, it's going to take a while.

The GM can choose an extra option from the 7-9 list (even if you rolled a 10+) if any of the following are true: you don't have enough time, you don't have the right tools or crew, the project is extremely ambitious.

MARINE

When you **Engage In Battle**, you choose one less option on a 7-9.

PILOT

When you pilot a fighter, you can pilot it without incident in normal situations, and depending on the capabilities of the individual craft, you can use it to **Engage In Battle**, **Shake Off** a threat, **Support** or **Interfere** with other pilots, or **Seek Out** when scouting. Other characters who attempt to do this are courting disaster – the GM can make a Move in response.

In addition when you **Engage In Battle** while piloting a combat-ready ship, you choose one less option on a 7-9.

INFLUENCER

When you **Pull Strings**, you may choose one more option from the first list or have the GM choose one less from the second list.

INVESTIGATOR

When you **Seek Out**, you choose your 7-9 result instead of the GM. On a 10+ the GM may offer you something extra in addition to what you were looking for – if you take it, though, you must choose from the 7-9 list.

first names

Abenna	Diana	Joanna	Peter
Adam	Dorothy	Jonas	Philip
Alexandra	Drusilla	Jonathan	Phoebe
Alexis	Ebony	Jordan	Priscilla
Alice	Eduardo	Joseph	Rafael
Amalie	Elias	Julian	Raquel
Amanda	Elizabeth	Kallias	Raul
Anastasia	Ellen	Kara	Rebecca
Anders	Elsa	Karl	Rhoda
Andrea	Emil	Katerina	Robin
Anna	Emma	Katherine	Rosa
Anton	Emre	Laura	Rowan
Arthur	Eve	Leah	Ruth
Ashley	Felicity	Livia	Quinn
Barbara	Fernando	Louise	Sandra
Benjamin	Francisca	Lucas	Sari
Bobby	Frida	Lucia	Saul
Brianna	Gabriel	Lucilla	Sebastian
Caitriona	Garcia	Luis	Sharon
Caleb	Gloria	Luisa	Silas
Camilla	Gustav	Lydia	Sofia
Carla	Hannah	Maria	Sonia
Caroline	Helena	Marcus	Thea
Chloe	Henrique	Martha	Tomas
Christian	Ida	Martina	Tobias
Christina	Inigo	Mary	Ursula
Christopher	Ira	Mercedes	Vanessa
Claire	Irene	Michael	Vernon
Clara	Isaac	Morgan	Victor
Claudia	Isiah	Natalia	Victoria
Clinton	Isabella	Nathan	William
Constanca	Ivan	Naomi	
Cyrus	Jamie	Noah	
Daniel	Jasmine	Oliver	
Daria	Jason	Oscar	
David	Jeanette	Patricia	

surnames

Acker	Kelly
Agathon	Kinnard
Alagona	Kistler
Alcman	Lauder
Aldana	Levi
Arion	Loris
Arrian	Maluta
Auger	Marek
Bachmann	Marnach
Barac	Martell
Baran	Matthis
Cain	Montana
Catan	Morel
Chun	Moser
Corinna	Pagani
Coulon	Pereira
Cros	Pindar
Cullen	Premar
Dimoula	Rask
During	Rodgers
Elina	Roma
Elliott	Seamark
Erinna	Seles
Farrina	Shain
Fiskel	Siprak
Foster	Skala
Gallach	Solon
Gillis	Topol
Halle	Troilus
Han	Vega
Hinxton	Volkov
Ibarra	Wawzynak
Ibsen	Winther
Immer	
Janda	
Jans	

call-signs

Anubis	Loki
Apex	Magnet
Aphrodite	Mickey
Artemis	Midnight
Aurora	Minerva
Birdie	Mongoose
Blackjack	Nemesis
Bugs	Nightstalker
Casino	Nosedive
Cloud-dance	Ozone
Cockroach	Phantom
Coyote	Prometheus
Deathgrip	Pyro
Doghouse	Rattler
Duchess	Raven
Eightball	Razor
Fender	Rebound
Fenris	Rocky
Firefly	Sandman
Flatline	Sidewinder
Foxtrot	Six-pack
Frostbite	T-Bone
Genesis	Tempest
Ghost	Tex
Greaser	Torpedo
Grip	Thunder
Hellcat	Turtle
Hades	Ulysses
Hightower	Vision
Hurricane	Vulcan
Inferno	Weaver
Juggler	Whiplash
Kaboose	Whistle
Kallisto	
Kraken	
Loco	