

CAUSE

Either before or after the Fall, something was very wrong with society (choose 1): Wrong people in power, citizens aren't represented, too many people are hungry, unjust privileges for the elite, segregation of a colony.

Since the Fall (choose 1): The seat of corruption has moved, things have gotten worse, your views have made you a criminal.

DEMANDS

Choose 1, 2 or 3:

- ☐ Depose a political leader.
- ☐ Depose a military leader.
- ☐ Earn asylum for your criminals.
- ☐ Earn a political office for yourself.
- ☐ Amend, change, or create a law.

When you make a move that advances one of these demands, mark experience. When someone helps or interferes with you advancing your cause, they take +1 or -1 Hx with you, their choice.

OTHER MOVES

SUPPLY

HOLDS

ACTIVIST

If fighting for what you believe in makes you a criminal, then that's what you are. People want what is right, and they need a leader to deliver that to them.

a character playbook for

APOCALYPSE WORLD

@2k+10 D. Vincent Baker
www.apocalypse-world.com

USING A MILITARY UNIT AS A WEAPON

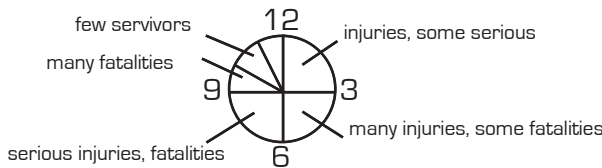
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

If there's a size mismatch between MUs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When an MU suffers...

- 1-harm: A few injuries, one or two serious, no fatalities.
- 2-harm: Many injuries, several serious, a couple of fatalities.
- 3-harm: Widespread injuries, many serious, several fatalities.
- 4-harm: Widespread serious injuries, many fatalities.
- 5-harm and more: Widespread fatalities, few survivors.



With a strong, present leader, an MU will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



ACTIVIST

CREATING AN ACTIVIST

To create your Activist, choose name, look, gear, Hx. stats, moves, criminals, cause, and demands. Choose in any order you like.

NAME

-FIRST-

Cornelius, Theodorus, Luke, James, Paul, Sahand, Omid

Nike, Zoe, Anna, Rachel, Eve, Kiana, Suri

-LAST-

Rhode, Solon, Carpenter, Webb, Yaraan, Ehsan, Menon

LOOK

Man or woman

Professional wear, scavenged wear, prison wear, military wear

Attractive face, pitted face, weathered face, bony face, youthful face

Tired eyes, quick eyes, restless eyes, hard eyes, knowing eyes

Stalky body, strapping body, lumbering body, broken body, lean body

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

☐ Commander +3

☐ CAG 0

☐ Pilot 0

☐ Engineer +2

☐ Marine 0

☐ President +3

☐ Opportunist +2

☐ Visionary +2

☐ Businessman +2

☐ Captain +2

☐ Partisan +2

☐ Doctor 0

☐ -1

For one person, instead write their name by the -1 and explain why you don't care about them (I was betrayed by, I've had enough of, I can't rely on, I can't talk to, I trusted, I was in love with, etc).

GEAR

You have smuggled, stolen, or fought for the following:

Fashion appropriate to your look.

Oddments worth 2-supply.

A weapon of your choice:

STATS

Choose 1 set:

•Cool+1 Hard+2 Hot-1 Sharp+1 Faith=0

•Cool+1 Hard+2 Hot+1 Sharp=0 Faith-1

•Cool+1 Hard+2 Hot=0 Sharp+1 Faith-1

•Cool+2 Hard+2 Hot-1 Sharp=0 Faith-1

MOVES

You get all the basic moves. You get all 3 Activist moves.

- ☐ Small handgun (2-harm, close, LOUD)
- ☐ Wicked blade (2-harm, hand)
- ☐ Sawed-off shotgun (3-harm, close, RELOAD, MESSY)

NAME -

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

Hx

Varies by Character

help or interfere; session end

☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

ACTIVIST SPECIAL

If you and another character have sex, they understand your cause. Change their Hx with you to +3. The MC or PC can choose from one of these statements about you: "I will fight for" or "I will stop"

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

- experience ☐☐☐☐☐>>> improve
- ☐ get +1 hard (max hard+3)

☐ get +1 cool (max cool+2)

☐ get +1 sharp (max sharp+2)

☐ get +1 hot (max hot+2)

☐ get +1 faith (max faith+2)

☐ choose a new option for your command

☐ choose a new option for your command

☐ choose a new option for the Battlestar

☐ get a move from another playbook

☐ get a move from another playbook

☐ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

☐ get +1 to any stat (max stat+3)

☐ retire your character (to safety)

☐ create a second character to play

☐ change your character to a new type

☐ choose 3 basic moves and advance them.

☐ advance the other 4 basic moves.

ACTIVIST MOVES

■ **Crime Lord:** When you try to impose your will on your criminals, roll+hard. On a 10+, you get all 3. On a 7-9, choose 1:

- They do what you want.
- They don't fight back over it.
- You don't have to make an example of one of them.

On a miss, someone in your military unit makes a dedicated bid to replace you for leader.

■ **Frakking Thieves:** When you have your criminals search their belongings and hold for something, roll+hard. It has to be something small enough to fit on their person. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some frakker stole it from you.

■ **Extortion:** When making a show of force, you can roll +hard to manipulate instead of +hot.

CRIMINALS

By default, you have a military unit that consists of about 15 violent criminals with scavenged and makeshift weapons and armor, an improvised hold in a ship, and no frakking discipline at all. (2-harm Military Unit small SAVAGE 1-armor)

- Also, your criminals (choose 2):
- ☐ consist of 30 or so prone to violence. (Medium MU)
 - ☐ are well-armed. (+1 harm)
 - ☐ are well-armored. (+1 armor)
 - ☐ are well-disciplined. (Drop SAVAGE)
 - ☐ have safe houses all over the fleet. They get +mobile.
 - ☐ are self-sufficient, able to provide for themselves by raiding and scavenging. They get +rich.

- And your criminals (choose 1):
- ☐ are actively pursued by the Colonials. (Vulnerable: HUNTED)
 - ☐ are fickle and unreliable. (Vulnerable: DESERTION)
 - ☐ are in significant debt to someone. (Vulnerable: OBLIGATION)
 - ☐ are filthy and unwell. (Vulnerable: DISEASE)
 - ☐ are at odds with each other regarding political action. (Vulnerable: IDEOLOGY)
 - ☐ lack sympathizing civilians. (Vulnerable: CUT OFF)

BUSINESS

Choose 1 to be your main source of trade and 2 side trades (like a black market features prostitution and is supported with medicine and food): food, medicine, recreational drugs, alcohol, weapons, fetishes, cigars, prostitution, lodging, a fight club, luxury goods, water, relics from before the Fall.

For your base of operations, choose & underline 3 or 4 to describe its atmosphere: bustling, intimacy, smoke, shadows, perfume, fantasy, brass, lights, acoustics, anonymity, eavesdropping, intrigue, violence, nostalgia, quiet, luxury, nudity, forgetting, pain, kink, protection, grime, noise, dancing, chill.

Your business deals include these 5 NPCs (at least): {Petos, Brekis, Nashat, Chanda, and Layla}

Who is your best client?	
Who is your most reliable supplier?	
Who has the most bizarre tastes?	

These 3 NPCs (at least) have an interest in your business: {Sanjay, Remy, and Rhian}

Who wants in on it?	
Who do you owe for it?	
Who wants it gone?	

SECURITY

For security, choose 2 of these:

- ☐ A convenient stinger four-barrel pistol. {3-harm, close, RELOAD, MESSY}
- ☐ A thug who knows the business. {2-harm, 1-armor}
- ☐ Base of operations in a ship's hull. {1-armor}
- ☐ Secrecy, passwords & signals, invites-only, vouching, etc.
- ☐ Everybody's packing: your crew is a military unit. {2-harm gang, small, 0-armor}
- ☐ A warren of dead-ends, hideaways & boltholes.
- ☐ No fixed location, always new venues.

BUSINESSMAN

People need things. Military commanders and politicians talk about how many souls have survived, but they don't know what a soul needs. It needs to eat, it needs to play, it needs to frak. You're here for the health of the people; you provide them what they need.



FAVOR AND SUPPLY

When you give 1-supply or 1-favor to someone, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no roll required.

Also, as a one-time expenditure, and very subject to availability, 1-supply might count for: a night in high luxury and company; any non-military weapon, gear or fashion not valuable or hi-tech; material cost to repair of a piece of hi-tech gear; bribes to civilians, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just put the word out that you need supplies and expect fuel, food, and luxury eternal.

When you are among the influential looking for a favor or service, and it's not obvious whether you should be able to just find someone you can get it from, roll+sharp. On a 10+, yes, you can find someone that can do the thing you want. On a 7-9, the MC chooses 1 of the following:

- It costs 1-favor more than you'd expect.
- It's available, you have to meet a guy who knows a guy.
- Frak, I would, but I'm neck deep in problems of my own. If you scratch my back, I can scratch yours.
- Sorry, I can't do that, but maybe this will do instead?



CREATING A BUSINESSMAN

To create your Businessman, choose name, look, gear, Hx, stats, moves, and business options. Choose in any order you like.

NAME

-FIRST-

Lennox, Jory, Vicente, Efram, Najat, Varun, Xing

-LAST-

McRae, Rallis, Crocus, Yudin, Kartal, Phadkar, Yao

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +1

☐ CAG +0

☐ Pilot -1

☐ Engineer +1

☐ Marine 0

☐ President -1

☐ Opportunist +2

☐ Visionary +1

☐ Captain +2

☐ Partisan +1

☐ Activist +2

☐ Doctor +0

☐ +3

LOOK

Man or woman

Casual wear, formal wear, fashionable wear, professional wear, scavenged wear

Gentle face, rough face, cunning face, hard face, plain face

Wide eyes, cunning eyes, friendly eyes, dead eyes, distant eyes

Brawny body, short body, overweight body, agile body, ailing body

GEAR

In addition to merchandise, you have:

Fashion appropriate to your look.

Oddments worth 2-supply.

Bribes worth 1-favor.

STATS

Choose 1 set:

•Cool+1 Hard-1 Hot+2 Sharp=0 Faith+1

•Cool=0 Hard+1 Hot+2 Sharp+1 Faith-1

•Cool-1 Hard+2 Hot+2 Sharp=0 Faith-1

•Cool=0 Hard=0 Hot+2 Sharp+1 Faith=0

MOVES

You get all the basic moves.
Choose 2 Businessman moves.

NAME -

LOOK

STATS

COOL

do something under fire
☐ highlight

HARD

go aggro; seize by force; leadership
☐ highlight

HOT

seduce or manipulate
☐ highlight

SHARP

read a sitch; read a person
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FAITH

leap of faith
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Hx

Varies by Character
☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

BUSINESSMAN SPECIAL

If you hook another character up – with goods, services, whatever – it counts as having sex with them.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience ☐☐☐☐☐>>> improve

- __ get +1 cool (max cool+2)

__ get +1 hard (max hard+2)

__ get +1 hot (max hot+3)

__ get +1 sharp (max sharp+2)

__ get +1 faith (max faith+2)

__ get a new Businessman move

__ get a new Businessman move

__ add a security to your Business

__ resolve somebody's interest in your Business

__ get a move from another playbook

__ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

- __ get +1 to any stat (max stat+3)

__ retire your character (to safety)

__ create a second character to play

__ change your character to a new type

__ choose 3 basic moves and advance them.

__ advance the other 4 basic moves.

BUSINESSMAN MOVES

- Choose 2:
- ☐ You Call This Hot? When you do something under fire, roll+hot instead of +cool.

☐ Someone To Do Your Dirty Work: When you personally supervise one of your employees (Tarek and Misha) going aggro or seizing something by force, roll+hot instead of +hard.

☐ Everybody Eats, Even That Guy: When you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
 - How are they doing? What's up with them?
 - What or who do they love best?
 - Who do they know, like, and/or trust?
 - When next should I expect to see them?
 - How could I get to them, physically or emotionally?

☐ Just Give Me a Motive: Name somebody who might conceivably eat, drink, or otherwise ingest something you've touched. If it's an NPC, roll+hard; a PC, roll+Hx. On a 10+, they suffer 4-harm [ap] sometime during the next 24 hours. On a 7-9, it's 2-harm [ap]. On a miss, several people of the MC's choice, maybe including your guy maybe not, all suffer 3-harm [ap].

☐ Necessary Evil: When you want someone to look the other way or give you their tacit cooperation while you go about your business, against an NPC, roll+hot. On a 10+, the path is cleared for you to do business, whatever that means. On a 7-9, business proceeds but they are tangled in your affairs, you have to give something up, or the MC will offer you a worse option. On a miss, your dealings are exposed. Against a PC, roll+Hx. This move works like Seduce or Manipulate without requiring leverage or an offer.

☐ Count Your Fingers: On a hit to seduce or manipulate someone you can additionally ask the question "How can I get back what I offered?" For NPCs the MC will answer this question; PCs answer for themselves.

FAVOR & SUPPLY

OTHER MOVES

SQUADRON LEADER

You are responsible for the Battlestar's Air Wing operations and personnel. The Viper and Raptor squadrons on the Battlestar playbook are under your command.

The pilots that always get your attention include Freeze, Hercules, Fender, Lunchbox, and Beeper.

Who is always giving you grief?	
Who comes through in a pinch?	
Who isn't ready for their wings?	

You've also got Electronic Communications Officers (ECOs) to operate scanning and detection, FTL, and electronic countermeasures on your Raptors. A few of them are Stump, Easy, Dropout, and Hiccup.

Who's been with you the longest?	
Who is a stickler for the rules?	

VIPER SQUADRONS

FROM BATTLESTAR PLAYBOOK

SIZE

TAGS

HARM

ARMOR

+1 harm vs smaller MUs,
-1 harm vs larger, per 1-size
difference

CAG

Captain of the Air Group: Nobody calls it that unless they're a civvy. You're the CAG, in command of the Raptors and Viper squadrons.



USING A MILITARY UNIT AS A WEAPON

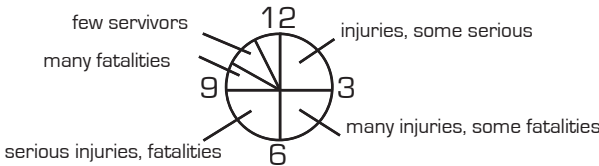
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

If there's a size mismatch between MUs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When an MU suffers...

- 1-harm: A few injuries, one or two serious, no fatalities.
- 2-harm: Many injuries, several serious, a couple of fatalities.
- 3-harm: Widespread injuries, many serious, several fatalities.
- 4-harm: Widespread serious injuries, many fatalities.
- 5-harm and more: Widespread fatalities, few survivors.



With a strong, present leader, an MU will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



CREATING A CAG

To create your CAG, choose name, callsign, rank, look, gear, Hx, stats, moves, and squadron leader options. Choose in any order you like.

NAME

-FIRST-

Bran,Deke, Levi, Adam, Kudret, Ajit, Song

Danielle, Anna, Valeria, Rebecca, Ela, Kavita, Chan

-LAST-

Bailey, Lazou, Scipio, Mazar, Demir, Chitnis, Sun

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +1

☐ Pilot +3

☐ Engineer +2

☐ Marine -1

☐ President +1

☐ Opportunist 0

☐ Visionary -1

☐ Businessman +1

☐ Captain 0

☐ Partisan 0

☐ Activist +1

☐ Doctor 0

☐ +3

CALLSIGN

Moses, Kato, Zues, Deadlock, Rebound, Titan, Violet

RANK

Major, Captain

LOOK

Man or woman
Formal military dress, military uniform, civilian wear
Tough face, hollow face, eager face, old face, scarred face.

STATS

Choose 1 set:

•Cool+1 Hard=0 Hot+1 Sharp+2 Faith-1

•Cool+1 Hard+1 Hot=0 Sharp+2 Faith-1

•Cool-1 Hard+1 Hot=0 Sharp+2 Faith+1

•Cool=0 Hard+2 Hot-1 Sharp+2 Faith-1

MOVES

You get all the basic moves. You get Raptor Scouting, Breif the Squad and 1 CAG move.

GEAR

In addition to your viper squadrons:
Fashion appropriate to your look.
Colonial Navy standard issue sidearm [2-harm, close, **LOUD**], with muzzle loaded launcher [3 harm, close, **MESSY**, ap, **RELOAD**, **SINGLE SHOT**].

NAME/CALLSIGN -

LOOK

STATS

COOL

do something under fire
☐ highlight

HARD

go aggro; seize by force; leadership
☐ highlight

HOT

seduce or manipulate
☐ highlight

SHARP

read a sitch; read a person
☐ highlight

FAITH

leap of faith
☐ highlight

Hx

Varies by Character
☐ highlight

MOVES

CAG SPECIAL

If you and another character have sex, you immediately change your sheet to say Hx+3 with them. They also choose whether to take you -1 or +1 to their Hx with you, on their sheet.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.
Each time you improve, choose one of the options. Check it off; you can't choose it again.
experience ☐☐☐☐☐» improve
— get +1 cool (max cool+2)
— get +1hard (max hard+2)
— get +1hot (max hot+2)
— get +1sharp (max sharp+3)
— get +1faith (max faith+2)
— choose a new CAG move
— choose a new CAG move
— choose a new option for the Battlestar
— get a move from another playbook
— get a move from another playbook
— Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)
— get +1 to any stat [max stat+3]
— retire your character [to safety]
— create a second character to play
— change your character to a new type
— choose 3 basic moves and advance them.
— advance the other 4 basic moves.

CAG MOVES

- Raptor Scouting:

Send out a Raptor looking for something you could find in space. Roll +sharp. On a hit, ask the MC questions. On a 10+, ask 3. On a 7-9, ask 2:
 - Where do I find this?
 - How can the fleet take possession of this?
 - Who or what will stand in my way?
 - Will the fleet accept it?
 - Who will try to take it from me once it's mine?
 - How much danger will it put the fleet in to acquire this?
- Brief the Squad:

Plan a mission. Roll +sharp to give out orders to the pilots. On 10+, Hold 3. On a 7-9, hold 1 but activate one weakness or vulnerability after the fight. On a miss, your pilots challenge your orders and must be disciplined or you allow **INSUBORDINATION**. Spend holds 1 for 1 before or during the mission to:
 - Detail an opportunity or advantage. When someone follows through on that opportunity or advantage during the execution of the plan, they take +1.
 - Remove a weakness from your military unit (**RECKLESS**, **UNRULY**, **FATIGUED**, **OUT OF FORMATION**).
 - Concentrate Fire: +1-harm on 1 hit.
- And choose 1:

☐ Lead the Way:

When acting under fire, roll +sharp instead of +cool.

☐ Wingman:

When one of your pilots takes harm, you can divert up to 2-harm to another pilot.

☐ Leave No Man Behind:

When one of your own (you say who that is) is trapped, injured, or killed, roll +cool to get them back to safety. On a 10+, you recover them. On a 7-9, you get them back, but take 1-harm [ap], and either you are disoriented and under fire in follow-up actions, leave something behind, or take something with you.

☐ Raiding Party:

Roll +hard to make an aggressive move with a boarding party. On a 10+, your people are inside. On a 7-9, you get inside, but take 1-harm [ap], and either you are disoriented and under fire in follow-up actions, leave something behind, or take something with you.

OTHER MOVES

SHIP

Your ship is the (choose 1): Kira, Helena, Diomedes, Olympic Carrier, Carillon Trader, Tauranian Traveller, Zara Azhar, Nisam Hasib, Rumi Mubarak, Nawi, Sinqa, Musuq.

Your ship's population is (choose 1):

- ☐ small, 227 souls. [-2 Influence, +self-reliant, -INSECURE]
- ☐ average, 650 souls. [-1 influence, -HUNGRY]
- ☐ large, 1,345 souls. [0 influence, -DISEASE, -CRIME]

Your ship performs the following roles needed by the fleet (choose 2):

- ☐ Passenger liner [0 influence, +skilled passengers]
- ☐ Agricultural production [+1 influence, -OVERWORKED]
- ☐ Research [+1 influence, -CYLON EXPOSURE]
- ☐ Luxury liner [+1 influence, -DEMANDING POPULATION]
- ☐ Sewage/recycling [0 influence, +salvage]
- ☐ Freighter/transport [+1 influence, -HEAVY USE]
- ☐ Supply ship [0 influence, +supplies]
- ☐ Refinery ship [+1 influence, -DANGEROUS CHEMICALS]
- ☐ Cold storage [0 influence, +extended rations]
- ☐ Mining [+1 influence, -LABOR STRIKES]
- ☐ Medical transport [+1 influence, -RAIDS]
- ☐ Prison ship [+1 influence, -PRISONERS]

Your ship is from (choose 1): Aerilon, Aquaria, Canceron, Caprica, Gemenon, Leonis, Libran, Picon, Sagittaron, Scorpia, Tauron, Virgon.

SHIP NAME	INFLUENCE
STENGTHS	POPULATION
WEAKNESSES	

CAPTAIN

After the Fall, all that is left of the Twelve Colonies are the few ships that represent each of them. To the military you are a politician, to the president you are a representative, to your people you are a leader.



SUPPLY

When you give 1-supply to someone but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no roll required.

Also, as a one-time expenditure, and very subject to availability, 1-supply might count for: a night in high luxury and company; any non-military weapon, gear, or fashion not valuable or hi-tech; material cost to repair a piece of hi-tech gear; bribes to civilians, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just shout over the com that you need supplies and expect fuel, food, and luxury eternal.

RESOURCES

If your ship is secure and your command unchallenged, at the beginning of the session, roll+cool. On a 10+, you have surplus at hand and available. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your ship is compromised or your command contested, your ship is in want. Your ship's surplus is supply equal to your influence (if greater than 0) plus any strengths of your ship.



CREATING A CAPTAIN

To create your Captain, choose name, look, gear, Hx, stats, moves, and ship options. Choose in any order you like.

NAME

-FIRST-

Glen, Alekos, Claude, Deker, Sedat, Maruta, Jin

-LAST-

Logan, Christakis, de Grana, Holtzer, Terzi, Kedia, Ko

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +2

☐ CAG -1

☐ Pilot +0

☐ Engineer +2

☐ Marine +1

☐ President +1

☐ Opportunist +1

☐ Visionary +0

☐ Businessman +1

☐ Partisan -1

☐ Activist +2

☐ Doctor +0

☐ +3

LOOK

Man or woman

Colonial representative uniform, professional wear, civilian wear

Youthful face, marred face, handsome face, worn face, burnt face

Intense eyes, carefree eyes, sympathetic eyes, dark eyes, keen eyes

Rugged body, small body, hefty body, awkward body, lanky body

GEAR

In addition to control of your ship, you have:

Fashion appropriate to your look.

Oddments worth 1-supply.

Captain's quarters with luxury from before the Fall (choose 2): jewelry, art, books, music, ambrosia, fumarella leaf.

For one person, instead write their name by the +3 and explain why you care about them (I don't want on my ship, I worked with, I can rely on, I need support from, I don't trust, I am in love with, etc).

STATS

Choose one set:

• Cool+2 Hard=0 Hot-1 Sharp+2 Faith -1

• Cool+2 Hard+1 Hot+1 Sharp=0 Faith -1

• Cool+2 Hard -1 Hot+1 Sharp+1 Faith=0

• Cool+2 Hard+1 Hot=0 Sharp -1 Faith+1

MOVES

You get all the basic moves. You get The Fleet Needs My Ship, Resources, and 2 Captain moves.

NAME -

LOOK

STATS

COOL

do something under fire
☐ highlight

HARD

go aggro; seize by force; leadership
☐ highlight

HOT

seduce or manipulate
☐ highlight

SHARP

read a sitch; read a person
☐ highlight

FAITH

leap of faith
☐ highlight

Hx

Varies by Character
☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

CAPTAIN SPECIAL

If you and another character have sex, each of you can ask the other 1 question. If you answer honestly, take +1 Hx with them and mark xp. If you lie or refuse to answer, take -1Hx. They get the same thing.

- What do you miss most from before the Fall?
- What is your greatest hope for the future?
- What would it take for you to join me?
- What are you afraid of happening?

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience ☐☐☐☐☐☐>>> improve

- get +1 cool (max cool+3)
- get +1 hard (max hard+2)
- get +1 sharp (max sharp+2)
- get +1 hot (max hot+2)
- get +1 faith (max faith+2)
- choose a new role for your ship
- choose a new Captain move
- get a move from another playbook
- get a move from another playbook
- Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)
- get +1 to any stat [max stat+3]
- retire your character [to safety]
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

CAPTAIN MOVES

- **The Fleet Needs My Ship:** When you want to put political pressure on the fleet to provide for your ship, roll+influence and mark experience. On a 10+, your ship is provided for, no questions asked. On a 7-9, it's all grudges and bickering. The MC can offer you giving up something from your ship, a complication in the deal, or giving you a bitter enemy.
- **Resources:** If your ship is secure and your command unchallenged, at the beginning of the session, roll+cool. On a 10+, you have surplus at hand and available. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your ship is compromised or your command contested, your ship is in want. Your ship's surplus is supply equal to your influence (if greater than 0) plus any strengths of your ship.

And choose 2:

- ☐ **When I Say Jump:** Issue an order within your command and expect it to be done. Roll+hard. On a 10+, choose all 3, on a 7-9, choose 1:
 - You don't have to dedicate extra supplies towards it.
 - Nobody needs a dressing down to make it happen.
 - Nothing else falls apart in the process.
- On a miss, someone makes a coup to take your command.

- ☐ **Tribunal Judge:** When reading a person, you roll +cool instead of +sharp.
- ☐ **About Frakking Time:** When you roll to help or interfere with another PC, roll+cool instead of +Hx.
- ☐ **Perseverance:** When you're acting for the good of your ship, pain is only a distraction; you have 1-armor. You still get hurt; you just don't stop.
- ☐ **Inspiring:** When another player's character rolls+Hx to help you, they mark experience.
- ☐ **Quorum of Twelve:** You represent not just your ship, but your entire colony; your influence is +3.

SUPPLY

OTHER MOVES

COMMAND

The responsibilities of your post includes the following:

■ Mission: Protect the fleet and find a home. [Surplus: 1-supply, want: OBLIGATION, SECURITY]

And choose 3:

- Martial Law: You can roll +hard instead of +hot when trying to manipulate anyone under your command.
- Extra mission (choose 1): Recon, trade, or salvage. [Surplus: +1-supply, want: +FUEL]
- Extra mission: Reclaiming Cylon-controlled resources. [Surplus: +2-supply, want: +REPRISALS]
- Loyal XO (Tom Burns) that allows you to operate the CIC even when not physically present as long as you have open communication with him.
- Access to a cache of ammunition for the ship [remove the ammo tag from the ship's weapons].
- Dedicated: Your crew will follow you to their graves. [Surplus +loyal]
- Private quarters. You have personal quarters that are decorated to your particular tastes. A secure bulkhead and two marines outside (Marek Towers and Lee Brahmaloka) ensure no one enters without your permission.
- Brig. When you've got someone locked up, you have +1 to read a person while interrogating them.

SUPPLY

Supply is used aboard the Battlestar to fuel moves.

Also, as a one-time expenditure, and very subject to availability, 1-supply might count for: a night in high luxury and company; any non-military weapon, gear, or fashion not valuable or hi-tech; material cost to repair of a piece of hi-tech gear; bribes to civilians, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just shout over the com that you need supplies and expect fuel, food, and luxury eternal.

COMMANDER

You are the commanding officer of a Battlestar, with thousands under your command, and thousands you are responsible for. At every turn you must carry the weight of them on your shoulders.



USING A MILITARY UNIT AS A WEAPON

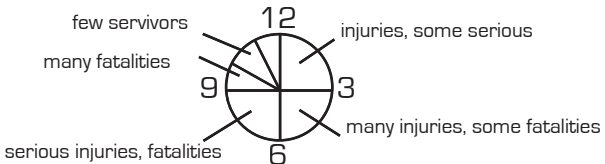
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

If there's a size mismatch between MUs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When an MU suffers...

- 1-harm: A few injuries, one or two serious, no fatalities.
- 2-harm: Many injuries, several serious, a couple of fatalities.
- 3-harm: Widespread injuries, many serious, several fatalities.
- 4-harm: Widespread serious injuries, many fatalities.
- 5-harm and more: Widespread fatalities, few survivors.



With a strong, present leader, an MU will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



COMMANDER

CREATING A COMMANDER

To create your Commander, choose name, rank, look, gear, Hx, stats, moves, and command options. Choose in any order you like.

NAME

-FIRST-

Abram, Colin, Noah, Daniel, Baris, Harish, Cheng

Antonia, Sofia, Mila, Rachel, Asya, Jaya, Bao

-LAST-

Fletcher, Raptis, Cato, Adama, Yilmaz, Behari, Chou

RANK

Admiral, Rear Admiral, Commander, Colonel

LOOK

Man or woman

Officer duty uniform, officer dress uniform, fatigues, civilian wear

Weatherbeaten face, grim face, sober face, craggy face, mournful face, compelling face

Blank eyes, merciless eyes, heavy eyes, warm eyes, guarded eyes

Huge body, ripped body, healthy body, wiry body, obese body

GEAR

In addition to provisions from your command, you have:

Fashion appropriate to your look.

Colonial Navy standard issue sidearm [2-harm, close, **LOUD**], with muzzle loaded launcher [3 harm, close, **MESSY**, ap, **RELOAD**, **SINGLE SHOT**].

Oddments worth 2-supply.

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

☐ CAG +2

☐ Pilot +1

☐ Engineer +1

☐ Marine +1

☐ President +2

☐ Opportunist +0

☐ Visionary -1

☐ Businessman -1

☐ Captain -1

☐ Partisan +0

☐ Activist +2

☐ Doctor +0

☐ +3

For one person, instead write their name by the +3 and explain why you care about them (I expect much from, I am in charge of, I set an example for, I don't trust, I am in love with, etc).

STATS

Choose 1 set:

Cool+1 Hard+2 Hot+1 Sharp-1 Faith=0

Cool+1 Hard+2 Hot+1 Sharp+1 Faith-2

Cool+2 Hard+2 Hot=0 Sharp-2 Faith=0

Cool-1 Hard+2 Hot+1 Sharp=0 Faith+1

MOVES

You get all the basic moves. You get both Commander moves.

NAME -

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

Hx

Varies by Character

help or interfere; session end

☐ highlight

MOVES

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

COMMANDER SPECIAL

If you and another character have sex, hold 1. If they get into trouble, either you or they can spend your hold and you are there.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience ☐☐☐☐☐>>>improve

- ___ get +1 cool (max cool+2)
- ___ get +1 hard (max hard+3)
- ___ get +1 hot (max hot+2)
- ___ get +1 sharp (max sharp+2)
- ___ get +1 faith (max faith+2)
- ___ choose a new option for your command
- ___ choose a new option for your command
- ___ choose a new option for the Battlestar
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

COMMANDER MOVES

■ **CIC:** When in control of the Combat Information Center, roll+hard. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1 for 1 to activate any of the stations. On a miss, you have a systems malfunction.

- FTL: Engage FTL and Jump the Battlestar.
- Communications: Communicate with any other ship in the fleet.
- Damage Control: Spend 1-supply to remove one weakness from the Battlestar.
- Command and Control: Receive sensor readings from the DRADIS.
- Navigation: Plot an FTL course to a known location or a location that should have something you're looking for.
- Tactical: Order your squads to make a hard advance or organized retreat.
- Fire Control. Spend 1-supply to fire the ship's weapons as though you rolled a 10+ to seize by force or act under fire.

■ **Resources:** If your ship is secure and your command unchallenged, at the beginning of the session, roll+hard. On a 10+, you have surplus at hand and available for the needs of the session. On a 7-9, you have surplus, but choose 1 want. On a miss, or if your ship is compromised or your command contested, your Battlestar is in want. The precise values of your surplus and want depend on your Battlestar.

SUPPLY

OTHER MOVES

HOLDS

MEDICAL KIT

Your medkit has all kinds of equipment in it: scissors, bandages, tape, needles, clamps, gloves, wipes, alcohol, serisone, morpha, stims, anti-radiation medication, bloodstopper, bonepins, and a defibrillator. It's big enough to take two hands to carry.

When you use it, spend its stock; you can spend 0-3 of its stock per use. You can resupply it for 1-supply per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to stabilize and heal someone at 9:00 or past: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7-9):

- They need to be physically stabilized before you can move them.
- Even on morpha, they fight you; you're acting under fire.
- They'll be in and out of consciousness for 24 hours.
- Stabilizing them eats up your stock; spend 1-stock more.
- They'll be bedridden and out of action for at least a week.
- They'll need constant monitoring and care for 36 hours.

On a miss, they take 1-harm instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on morpha, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7-9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

STOCK

DOCTOR

By the gods, you never imagined so much death as you've bore witness to since the Fall. So many dead in the blink of an eye. So few left to save. And even those few don't stand a chance if there isn't someone to patch them back together again. That someone is you.

a character playbook for

APOCALYPSE WORLD
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www.apocalypse-world.com

HARM & HEALING

Harm before 6:00 heals automatically with time. Harm after 9:00 gets worse with time, unless stabilized. If the player marks the segment 11:00 to 12:00, it means that the character's dead but can still be revived. Any harm past that and it's time to put their picture on the Wall.

PERIPHERAL MOVE

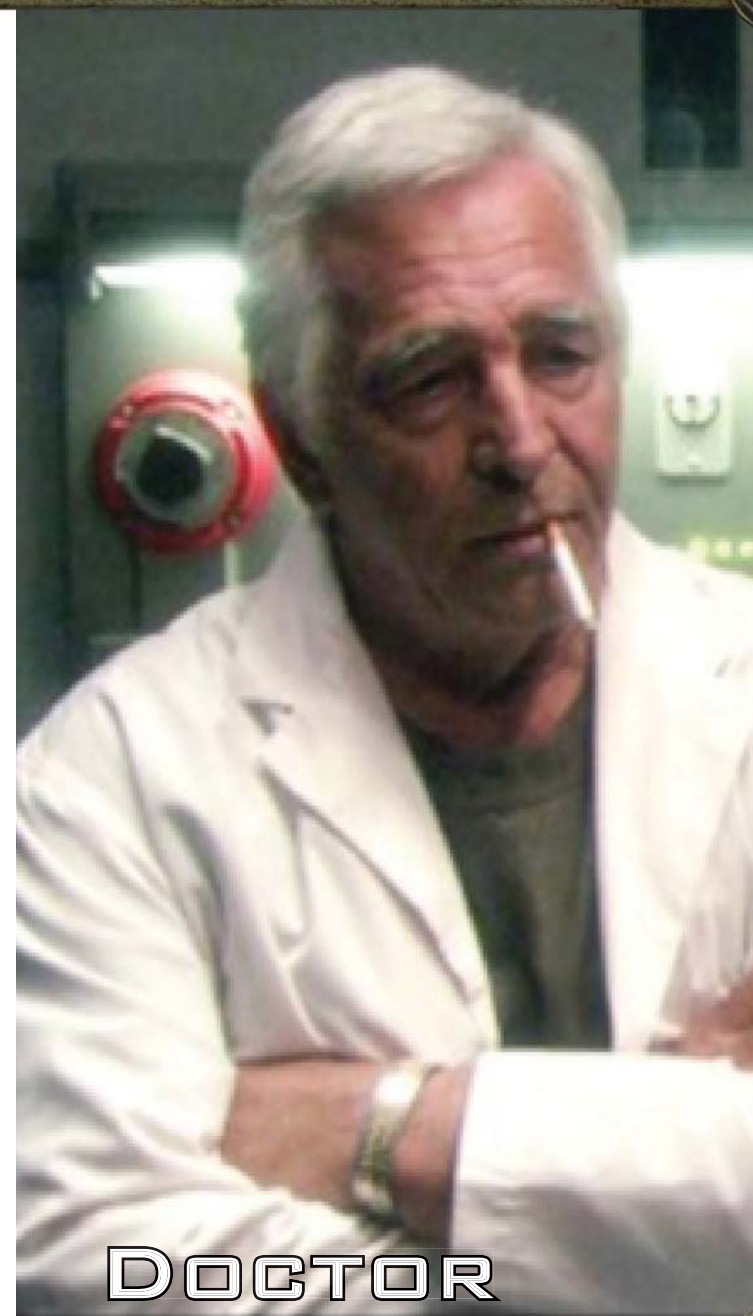
When you heal another player's character's harm, you get +1 Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience. When you heal someone, you see them more clearly.

SICKBAY

When you go into your sickbay and dedicate yourself to working on a person, decide what you're trying for and tell the MC. The MC will tell you "Sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/build/fix/figure out ____.
- You're going to need ____ to help you with it.
- It's going to require a frakload of resources.
- The best you'll be able to do is a crap version, weak and unreliable.
- It's going to mean exposing yourself (plus colleagues & patient) to serious danger.
- You're going to have to add ____ to your infirmary first.
- It's going to take several/dozens/hundreds of tries.
- You're going to have to take ____ apart to do it.

The MC might connect them all with "and," or might throw in a merciful "or."



DOCTOR

CREATING A DOCTOR

To create your Doctor, choose name, post, look, gear, Hx, stats, and moves. Choose in any order you like.

NAME

-FIRST-

Duncan, Julian, Caius, Zeke, Ender, Vajra, Xiao Chen

Mairi, Nerissa, Ardin, Kitra, Umay, Kalyani, Mei Ling

-LAST-

Lennox, Papadakis, Ferratus, Siegel, Korkmaz, Gupte, Chaung

POST

Civilian or Military (Rank: Major, Captain, Lieutenant)

LOOK

Man or woman

Clinical wear, casual wear, utility wear

Hardended face, pinched face, kind face, aged face, friendly face

Glazed eyes, lively eyes, steady eyes, weary eyes, frosty eyes

Reedy body, strong body, weak body, slender body, sinewy body

GEAR

You get:

Medical Kit.

Fashion appropriate to your look.

Oddments worth 1-supply.

HX

Everyone introduces their characters by name and playbook. List the other characters' names:

☐ Commander +1

☐ CAG -2

☐ Pilot +2

☐ Engineer -1

☐ Marine +1

☐ President +1

☐ Opportunist +0

☐ Visionary +0

☐ Businessman +2

☐ Captain +1

☐ Partisan +0

☐ Activist -1

☐ +3

STATS

Choose 1 set:

• Cool+1 Hard=0 Hot+1 Sharp+2 Faith-1

• Cool+1 Hard+1 Hot=0 Sharp+2 Faith-1

• Cool-1 Hard+1 Hot=0 Sharp+2 Faith+1

• Cool+2 Hard=0 Hot-1 Sharp+2 Faith-1

MOVES

You get all the basic moves. Choose 2 Doctor moves.

NAME -

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

Hx

Varies by Character

☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

MOVES

DOCTOR SPECIAL

If you and another character have sex, your Hx with them goes to +3, and they get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead and mark experience.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience ☐☐☐☐☐ >>> improve

☐ get +1 cool (max cool+2)

☐ get +1 hard (max hard+2)

☐ get +1 hard (max hard+2)

☐ get +1 hot (max hot+2)

☐ get +1 sharp (max sharp+3)

☐ get +1 faith (max faith+2)

☐ get a new Doctor move

☐ get a new Doctor move

☐ get a move from another playbook

☐ get a move from another playbook

☐ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

☐ get +1 to any stat (max stat+3)

☐ retire your character (to safety)

☐ create a second character to play

☐ change your character to a new type

☐ choose 3 basic moves and advance them.

☐ advance the other 4 basic moves.

DOCTOR MOVES

- ☐ **Sixth Sense:** When you make a leap of faith, roll+sharp instead of +faith.
- ☐ **Sickbay:** You get an infirmary with hospital equipment (beds, stretchers, IVs), along with a drug lab (to synthesize bittamucin, dolaxan, interrogation drugs, etc), MRI scanner, and tools to perform major operations. Sickbay is attended by a crew of 2 (Branek Hiari and Lysa McQaurrie). Get patients into it and you can work on them like a engineer on tech (see Sickbay on back page).
- ☐ **Professional Distance:** You can choose to roll+sharp instead of +Hx when you help someone who's rolling.
- ☐ **Battlefield Grace:** While you are caring for people, not fighting, you get +1 armor.
- ☐ **Healing Touch:** When you put your hands skin-to-skin on a wounded person and pray for their survival, roll+faith. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire. On a miss, you don't heal them. For you, and for your patient if your patient is a fellow player's character, treat it as though you've made a leap of faith and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- ☐ **Touched by Death:** Whenever someone in your care dies, you get +1 faith (max +3).

OTHER MOVES

SUPPLY

HOLDS

WORKSPACE

Choose 3 of the following which your workspace includes: a hanger, a darkroom, a hydroponic garden, a distillery, skilled labor (Addy, Gokhan, Kang, eg), a collection of raw materials, machining tools, transmitters & receivers, a relic from before the Fall.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of something, decide what and tell the MC. The MC will tell you “Sure, no problem, but...” and then 1 to 4 of the following:

- It’s going to take hours/days/weeks/months of work.
- First you’ll have to get/build/fix/figure out ____.
- You’re going to need ____ to help you with it.
- It’s going to require a frakload of supplies.
- The best you’ll be able to do is a crap version, weak and unreliable.
- It’s going to mean exposing yourself (plus colleagues) to serious danger.
- You’re going to have to add ____ to your workplace first.
- It’s going to take several/dozens/hundreds of tries.
- You’re going to have to take ____ apart to do it.

The MC might connect them all with “and,” or might throw in a merciful “or.”

Once you’ve accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

HOLDS

OTHER MOVES

ENGINEER

If there’s one frakking thing you can count on after the Fall, it’s this: things break.



GEAR & WEAPON TAGS

n-armor	n-harm	+nharm	+bonus	Alive
AP	Applied	Area	Autofire	Close
Close/Far	Fare	Hand	Hi-tech	Implanted
Infinite	Intimate	Loud	Messy	Refill
Reload	Remote	S-harm	Tag	Valuable
Worn	Cylon			

VEHICLE STATS

model	power	looks	armor	weakness
-------	-------	-------	-------	----------

SUPPLY

Supply is used aboard the Battlestar to fuel moves.

Also, as a one-time expenditure, and very subject to availability, 1-supply might count for: a night in high luxury and company; any weapon, gear, or fashion not valuable or hi-tech; materials to repair of a piece of hi-tech gear; bribes to civilians, fees and gifts sufficient to get you into almost anyone’s presence.

For better stuff, you should expect to make particular arrangements. You can’t just shout over the com that you need supplies and expect fuel, food, and luxury eternal.



ENGINEER

CREATING A ENGINEER

To create your Engineer, choose name, rank, look, gear, Hx, stats, moves, and workspace options. Choose in any order you like.

NAME

-FIRST-

Preston, Perrin, Marcus, Sacha, Hakan, Amit, Hong

Freya, Zoe, Diana, Shoshannah, Kerzi, Esha, Mei

-LAST-

Muir, Chailas, Barbatus, Brasch, Celik, Ghoshal, Tong

RANK

Master Chief Petty Officer, Chief Petty Officer, Petty Officer 1st Class, Petty Officer 2nd Class

LOOK

Man or woman

Civilian wear, utility work wear, scrounge wear plus utility

Sympathetic face, strong face, telling face, haggard face, grim face

Calm eyes, stony eyes, clear eyes, narrow eyes, sad eyes

Sturdy body, slim body, rangy body, muscular body, angular body

GEAR

In addition to your workspace you have:

Fashion appropriate to your look.

Tools for making repairs and at least 1 thing in there, your choice, that is dangerous. [2-harm, hand]

Oddments worth 1-supply.

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

- ☐ Commander +1 _____
- ☐ CAG +2 _____
- ☐ Pilot +2 _____
- ☐ Marine -1 _____
- ☐ President -1 _____
- ☐ Opportunist +0 _____
- ☐ Visionary +1 _____
- ☐ Businessman +2 _____
- ☐ Captain +1 _____
- ☐ Partisan +0 _____
- ☐ Activist +2 _____
- ☐ Doctor -1 _____
- ☐ +3 _____

For one person, instead write their name by the +3 and explain why you care about them (I clean up after, I want to impress, I can't stand, I don't trust, I am in love with, etc).

STATS

Choose 1 set:

- Cool-1 Hard=0 Hot+1 Sharp+2 Faith+1
- Cool-1 Hard+1 Hot=0 Sharp+2 Faith+1
- Cool+1 Hard-1 Hot=0 Sharp+2 Faith+1
- Cool-1 Hard=0 Hot-1 Sharp+2 Faith+2

MOVES

You get all the basic moves. Choose 3 Engineer moves.

NAME -

LOOK

STATS

COOL

MOVES

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

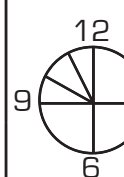
Hx

Varies by Character

help or interfere; session end

☐ highlight

HARM



- ☐ shattered [-1 cool]
- ☐ crippled [-1 hard]
- ☐ disfigured [-1 hot]
- ☐ broken [-1 sharp]
- ☐ lost [-1 faith]

ENGINEER SPECIAL

If you and another character have sex, they automatically speak to you, as though you were reading a person and rolled a 10+. The other player and the MC will answer your questions between them.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience ☐☐☐☐☐ >>> improve

- ___ get +1 hard (max hard+2)
- ___ get +1 cool (max cool+2)
- ___ get +1 sharp (max sharp+3)
- ___ get +1 hot (max hot+2)
- ___ get +1 faith (max faith+2)
- ___ choose a new option for your Workspace
- ___ choose a new option for the Battlestar
- ___ choose a new Engineer move
- ___ choose a new Engineer move
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

- ___ get +1 to any stat (max stat+3)
- ___ retire your character (to safety)
- ___ create a second character to play
- ___ change your character to a new type
- ___ choose 3 basic moves and advance them.
- ___ advance the other 4 basic moves.

ENGINEER MOVES

☐ **Things Speak:** Whenever you handle or examine something interesting, roll+sharp. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- Who made this or has worked on this?
- What was this made to do?
- What was this part of, or where did it come from?
- Who needs this?
- What's has been done to this or what is wrong with this, and how might I fix it?

Treat a miss as though you've read a sitch and missed the roll.

☐ **Bonefeel:** At the beginning of the session, roll+faith. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1 forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught, or trapped.

☐ **Good in a Clinch:** When you do something under fire, roll+sharp instead of +cool.

☐ **Yeah, We Might Have One of Those:** When you have your crew search their tool kits for something, roll+sharp. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some frakker stole it from you.

☐ **If it Worked Once, I Can Make it Work Again:** You get +1 sharp [sharp +3].

WEAPONS

Heavy weapons (choose 1):

- ❑ Colonial Marine Assault Rifle (3-harm, close, autofire, **LOUD**)
- ❑ Tear gas grenade launcher (3-sharm, close, area, **RELOAD**, **MESSY**)

Sidearms (choose 1):

- ❑ Submachine Gun (2-harm, close, area, **LOUD**)
- ❑ Colonial Navy standard issue sidearm (2-harm, close, **LOUD**), with muzzle loaded launcher (3 harm, close, **MESSY**, **ap**, **RELOAD**, **SINGLE SHOT**)

Restricted munitions (based on moves):

- ❑ Silenced Sniper Rifle (3-harm, far, hi-tech)
- ❑ Shoulder mounted missile launcher (3-harm, far, **ap**, **MESSY**, **RELOAD**)
- ❑ G4 Explosive charges (4-harm, hand, area, **ap**, **MESSY**, **RELOAD**)
- ❑ Grenade launcher (4-harm close area **MESSY**)

SUPPLY

Supply is used aboard the Battlestar to fuel moves.

Also, as a one-time expenditure, and very subject to availability, 1-supply might count for: a night in high luxury and company; any non-military weapon, gear, or fashion not valuable or hi-tech; material cost to repair of a piece of hi-tech gear; bribes to civilians, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just shout over the com that you need supplies and expect fuel, food, and luxury eternal.

MARINE

The Colonial Marine Corps is a branch of the Colonial Forces tasked with ground combat operations and ship-board security. Nobody is fooling anyone, you're a grunt, expected to follow orders, and frak it Marine, that is exactly what you do.



USING A MILITARY UNIT AS A WEAPON

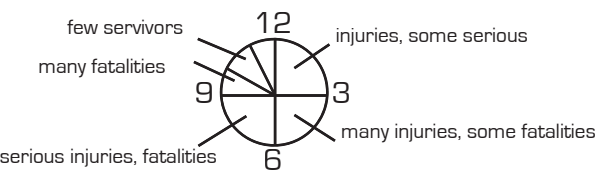
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

If there's a size mismatch between MUs, each step the attacker is bigger adds +1harm, and each step the attacker is smaller knocks off -1harm.

When an MU suffers...

- 1-harm: A few injuries, one or two serious, no fatalities.
- 2-harm: Many injuries, several serious, a couple of fatalities.
- 3-harm: Widespread injuries, many serious, several fatalities.
- 4-harm: Widespread serious injuries, many fatalities.
- 5-harm and more: Widespread fatalities, few survivors.



With a strong, present leader, an MU will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



MARINE

CREATING A MARINE

To create your Marine, choose name, rank, look, gear, Hx, stats, moves, and weapons options. Choose in any order you like.

NAME

-FIRST-

Callum, Ajax, Pascal, Lot, Deniz, Sevak, Dewu

-LAST-

Blaine, Ledia, Zella, Jonessa, Ceren, Ajara, Bihai

Wilson, Karakinos, Vaca, Adler, Badem, Chander, Ong

RANK

Private, Lance Corporal, Sergeant, Sergeant Major

LOOK

Man or woman

Khaki fatigue uniform, black battle dress uniform, digital camouflage uniform, civilian wear

Harsh face, angered face, solid face, lined face, striking face

Piercing eyes, alert eyes, cruel eyes, wary eyes, hunted eyes

Stooped body, powerful body, tall body, thick body, fit body

GEAR

In addition to your weapons, you have:

Fashion appropriate to your look including at your option BDUs worth 1-armor or Riot Armor worth 2-armor.

Smokes, alchohol, or cubits worth 1-supply.

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

Commander +1

CAG -1

Pilot -1

Engineer +1

President +1

Opportunist +0

Visionary -1

Businessman +0

Captain +2

Partisan +2

Activist +2

Doctor +0

+3

For one person, instead write their name by the +3 and explain why you care about them (I report to, I served with, I rely on, I protect, I don't trust, I am in love with, etc).

STATS

Choose 1 set:

Cool=0 Hard+2 Hot-1 Sharp+1 Faith+1

Cool+1 Hard+2 Hot-1 Sharp=0 Faith+1

Cool+1 Hard+2 Hot-2 Sharp+2 Faith-1

Cool-1 Hard+3 Hot-1 Sharp=0 Faith+1

MOVES

You get all the basic moves. Pick 3 Marine moves.

SUPPLY

NAME -

LOOK

STATS

COOL

do something under fire

highlight

HARD

go aggro; seize by force; leadership

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

FAITH

leap of faith

highlight

Hx

Varies by Character

help or interfere; session end

highlight

HARM

12

9

6

3

shattered [-1 cool]

crippled [-1 hard]

disfigured [-1 hot]

broken [-1 sharp]

lost [-1 faith]

MOVES

MARINE SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience >>>>> improve

get +1 hard (max hard+3)

get +1 cool (max cool+2)

get +1sharp (max sharp+2)

get +1hot (max hot+2)

get +1faith (max faith+2)

choose a new weapon available to you

choose a new weapon available to you

choose a new Marine move

get a move from another playbook

get a move from another playbook

Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

get +1 to any stat (max stat+3)

retire your character (to safety)

create a second character to play

change your character to a new type

choose 3 basic moves and advance them.

advance the other 4 basic moves.

MARINE MOVES

Choose 3:

☐ **Watch My Back:** You've got two marines (Kendra and Ameet) who fight by you. You don't control them but they fight beside you and give you support. In battle, the first time you take harm, one of them takes it instead. While they are both armed and at your side, you inflict harm as though you were a small military unit.

☐ **Battle-Hardened:** When you act under fire, roll+hard instead of +cool.

☐ **Merciless:** Whenever you inflict harm, inflict +1 harm.

☐ **Boarding Party:** When you need to get into a place, you have the tools and the know-how to kick the doors down and get where you need to be. Think blow torches, small G-4 charges, battering rams, or other forms of extreme brute force. Roll+hard. On a 10+, you tear your way through to your destination, destroying everything in your path. On a 7-9, you wreck the surrounding area and get where you want be but take 1-harm (ap), are disoriented, and you are either under fire in follow-up actions, leave something behind, or take something with you.

☐ **Guard Duty:** When you secure a location, nobody is getting into it. You've got +1 armor as long as you defend the position and nobody can get past unless you yield or die.

☐ **Master-at-Arms:** You have access to the small arms lockers. Select 2 weapons from the restricted munitions list to have in your gear.

HOLDS

OTHER MOVES

CONNECTIONS

You have connections. You know people and they need you, either because of who you are, who you know, or what you know.

Choose 1 or both:

- ☐ You have a valuable professional skill. Choose 1: lawyer, journalist, academic, consultant.
- ☐ You have a powerful, possibly shady connection to someone high up in the fleet. Name them, their position, and your relationship: _____

You know a lot of things about a lot of people. Complete your secrets, using either NPCs (Murphy, Bell, Burns, Skleros, Targaris, eg) or PCs:

Who is the politician that needs things done discreetly?	
Who is an officer in the CIC that feeds you information?	
Who is the pilot you found in a compromising position?	
Who in the military has a drinking problem?	

FAVORS

If you're charging someone for your services, 1-favor is the going rate.

As a one-time expenditure, and very subject to availability, 1-favor might count for: a civilian weapon like a Stallion pistol (2 harm, reload, small), gear or fashion not valuable or hi-tech; medical care; repair of a piece of hi-tech gear; a week's hire of a security detail; bribes to make an official look the other way; access to any person.

For better stuff, you should expect to make particular arrangements. You can't wander the fleet with favors tucked in your sleeve and expect everyone to make a deal with you.

OPPORTUNIST

The Fall created new opportunities that didn't exist before. You may not have been before; but now you are indispensable.



FAVOR MOVES

When you give 1-favor to someone, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you are among the influential looking for a favor or service, and it's not obvious whether you should be able to just find someone you can get it from, roll+sharp. On a 10+, you can find someone that can do the thing you want. On a 7-9, the MC chooses one of the following:

- It costs 1-favor more than you'd expect.
- It's available, but only if you meet with a guy who knows a guy.
- Damn, I would, but I'm neck deep in problems of my own. If you scratch my back, I can scratch yours.
- Sorry, I can't do that, but maybe this will do instead?

When you make it known that you want a thing and offer gifts to speed it on its way, roll+favors spent (max roll+3). It has to be a thing you could legitimately get. On a 10+, it comes to you, no strings attached. On a 7-9, it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.



OPPORTUNIST

CREATING A OPPORTUNIST

To create your Opportunist, choose name, look, gear, Hx, stats, moves, and connections. Choose in any order you like.

NAME

-FIRST-

Edwin, Ephraim, Bastian, Caleb, Tamer, Ajay, Feng

-LAST-

Findlay, Mitsis, Severus, Manis, Sevim, Malti, Shen

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +2

☐ CAG -1

☐ Pilot +1

☐ Engineer -1

☐ Marine +1

☐ President +2

☐ Visionary -1

☐ Businessman -1

☐ Captain +2

☐ Partisan +0

☐ Activist +1

☐ Doctor +0

☐ +3

☐ +3

LOOK

Man or woman

Casual wear, formal wear, flashy wear, suggestive wear, professional wear

Damaged face, comely face, tanned face, boyish face, arresting face

Deep eyes, narrow eyes, laughing eyes, twinkling eyes, pale eyes

Svelte body, plump body, aging body, fragile body, leggy body

GEAR

You have:
Fashion appropriate to your look.
Gifts, bribes, and secrets worth 2-favor.

STATS

Choose 1 set:

Cool+1 Hard-1 Hot+2 Sharp+1 Faith=0

Cool=0 Hard=0 Hot+2 Sharp=0 Faith+1

Cool-1 Hard=0 Hot+2 Sharp+2 Faith-1

Cool+1 Hard+1 Hot+2 Sharp+1 Faith-2

MOVES

You get all the basic moves. You get 3 Opportunist moves.

NAME -

LOOK

STATS

COOL

do something under fire
☐ highlight

HARD

go aggro; seize by force; leadership
☐ highlight

HOT

seduce or manipulate
☐ highlight

SHARP

read a sitch; read a person
☐ highlight

FAITH

leap of faith
☐ highlight

Hx

Varies by Character
☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

MOVES

OPPORTUNIST SPECIAL

If you and another character have sex, choose 1:

You both take +1 forward.

You take +1 forward; they take -1.

They must give you a gift or 1-favor.

You can **Wrap Them Around Your Little Finger** as though you'd rolled a 10+, even if you haven't chosen the move.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.
experience ☐☐☐☐☐>>> improve
— get +1 cool (max cool+2)
— get +1 hard (max hard+3)
— get +1 hot (max hot+2)
— get +1 sharp (max sharp+2)
— get +1 faith (max faith+2)
— choose a new option for your command
— choose a new option for your command
— choose a new option for the Battlestar
— get a move from another playbook
— get a move from another playbook
— Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

— get +1 to any stat (max stat+3)
— retire your character (to safety)
— create a second character to play
— change your character to a new type
— choose 3 basic moves and advance them.
— advance the other 4 basic moves.

OPPORTUNIST MOVES

Choose 3:

☐ **Breathtaking:** You get +1 hot (hot+3).

☐ **Center of Attention:** Put out the word that you want a thing — could be a person, a service, could even be just a thing — and roll+hot. On a 10+, it shows up, like magic. On a 7-9, well, whoever you asked makes an effort and close is close, right? On a miss, it shows up with strings attached.

☐ **Just the Man I'm Looking For:** At the beginning of the session, roll+sharp. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you be in the right place at the right time and explain why you are needed there. If your hold was 1+1, take +1 forward now. On a miss, the MC holds 1, and can spend it to have you show up, but your target is definitely not happy to see you.

☐ **Networking:** When you doing what you do best – making connections, flattering the right people, giving council or professional advice – roll+hot. On a 10+, hold 3. On a 7-9, hold 1. Spend 1 to name the NPC you're talking to and choose one:

- This person must have my services.
- This person loves me.
- This person must give me a gift or 1-favor.
- This person must give me information.
- This person will give me safe passage.

On a miss, you gain no benefit, but suffer no harm or lost opportunity.

☐ **Wrapped Around My Little Finger:** When you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7-9, hold 2. They can spend your hold, 1 for 1, by:

- Giving you something you want.
- Acting as your eyes and ears.
- Fighting to protect you.
- Doing something you tell them to.

For NPCs, they can't act against you while you have hold over them. For PCs, any time you like you can spend your hold, 1 for 1:

☐ They distract themselves with the thought of you. They're acting under fire.

☐ They inspire themselves with the thought of you. They take +1 on the current roll.

On a miss, they hold 2 over you, on the exact same terms.

HOLDS

OTHER MOVES

WEAPONS

You have a signature gun. Choose its name: Murphy, Adel, Donna, Rock Steady, Rashan.

Base (choose 1):

- ☐ handgun (2-harm, close, **RELOAD**, **LOUD**)
- ☐ shotgun (3-harm, close, **RELOAD**, **MESSY**)
- ☐ rifle (2-harm, far, **RELOAD**, **LOUD**)

Options (choose 2):

- ☐ ornate (+valuable)
- ☐ antique (+valuable)
- ☐ semiautomatic (drop **RELOAD**)
- ☐ 3-round burst (close/far)
- ☐ automatic (+area)
- ☐ silenced (drop **LOUD**)
- ☐ high-powered (+1 harm)
- ☐ ap ammo (+ap)
- ☐ scoped (+far, or +1 harm at far)
- ☐ big (+1 harm)

Backup weapons (choose 1 or 2):

- ☐ Stallion pistol (2 harm, close, **RELOAD**, small)
- ☐ knife (2-harm, hand, hidden)

FIT IN

What do people call you (choose 1): bodyguard, mercenary, enforcer, muscle, warden, security officer, resistance fighter.

Obligation: Choose a PC and tell them what service you owe them and what they owe you.

PARTISAN

When you pick up the gun to protect your society, you stop being part of that society. You live by the gun and you'll die by it. Someone's gotta do it.



USING A MILITARY UNIT AS A WEAPON

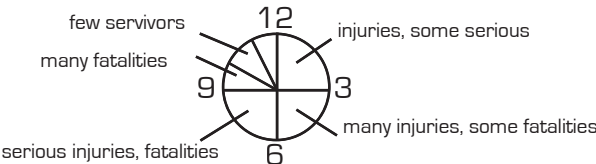
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

If there's a size mismatch between MUs, each step the attacker is bigger adds +1 harm, and each step the attacker is smaller knocks off -1 harm.

When an MU suffers...

- 1-harm: A few injuries, one or two serious, no fatalities.
- 2-harm: Many injuries, several serious, a couple of fatalities.
- 3-harm: Widespread injuries, many serious, several fatalities.
- 4-harm: Widespread serious injuries, many fatalities.
- 5-harm and more: Widespread fatalities, few survivors.



With a strong, present leader, an MU will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.



CREATING A PARTISAN

To create your Partisan, choose name, look, gear, Hx, stats, moves, weapon, and fit in options. Choose in any order you like.

NAME

-FIRST-

Finlay, Hector, Renzo, Jude, Musa, Daljeet, He-ping

-LAST-

Kincaide, Solomos, Velox, Walzer, Aksoy, Kodali, Tsou

LOOK

Man or woman

Camo fatigues, civilian wear, military wear, business wear, scavenged wear

Soft face, scratched face, blank face, bony face, young face

Cool eyes, worried eyes, eager eyes, steady eyes, cloudy eyes

Burly body, robust body, large body, lithe body, gaunt body

HX

Everyone introduces their characters by name and playbook. List the other characters' names:

☐ Commander +1

☐ CAG +1

☐ Pilot +1

☐ Marine +1

☐ President +1

☐ Opportunist +1

☐ Visionary +1

☐ Businessman +1

☐ Captain +1

☐ Partisan +1

☐ Activist +1

☐ Doctor +1

☐ +3

GEAR

In addition to your weapons you have:

Fashion appropriate to your look, including at your option protection worth with 1-armor.

Oddments with 1-supply.

STATS

Choose 1 set:

Cool+2 Hard=0 Hot-1 Sharp+2 Faith -1

Cool+2 Hard+1 Hot+1 Sharp=0 Faith -1

Cool+2 Hard-1 Hot+1 Sharp=0 Faith+1

Cool+2 Hard+1 Hot=0 Sharp+1 Faith-1

MOVES

You get all the basic moves. Pick 3 Partisan moves.

NAME -

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

Hx

Varies by Character

help or interfere; session end

☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

PARTISAN SPECIAL

If you and another character have sex, nullify the other character's special move. Whatever it is, it just doesn't happen.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience >>>>>improve

- get +1 hard (max hard+2)
- get +1 hot (max hot+2)
- get +1 sharp (max sharp+2)
- get +1 faith (max faith+2)
- choose a new option for your signature gun
- change your bond to another PC
- get a new Partisan move
- get a new Partisan move
- get a move from another playbook
- get a move from another playbook
- Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them.
- advance the other 4 basic moves.

PARTISAN MOVES

Choose 3:

- ☐ **Cool-Headed:** You have +1 cool [cool+3].
- ☐ **Disciplined Engagement:** When you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you don't need to tell anyone in advance how much harm you intend to inflict.
- ☐ **Get Your Gun and Bring the Cat in:** When you use your signature gun to go aggro or seize by force, roll +cool instead of +hard.
- ☐ **Clear-Eyed:** When you read a person, roll+cool instead of roll+sharp.
- ☐ **Smash-and-Grab:** You know how to hit a place hard and fast, get what you need, and get out. When you need to make an insertion and secure something, roll+hard. On a 10+, choose 3. On a 7-9, choose 1:
 - You don't leave a complete wreck in your wake.
 - You don't have to fight to secure it.
 - You don't have to fight to get out.
- On a miss, the plan is frakked, you're cut off and take -1 ongoing until you get out.
- ☐ **Protect Your Mark:** When fighting beside someone, if they take harm, you can take up to 2 of that harm yourself instead.
- ☐ **Leave No One Behind:** In battle, when you help someone who's rolling, don't roll+Hx. You help them as though you hit the roll with a 10+. Also, mark experience when you do so.

SUPPLY

HOLDS

OTHER MOVES

FIRE IN THE SKY

Choose a vehicle:

- ❑ Viper: Maneuverability, 30 mm guns (3-harm, close, autofire), missiles (4-harm, far, **RELOAD, MESSY**)
- ❑ Raptor: Surveillance, jump drives, cargo space, electronic countermeasures

Choose one of these profiles:

- Power+2, tech+1, 1-armor, weakness+1
- Power+2, tech+2, 0-armor, weakness+1
- Power+1, tech+2, 1-armor, weakness+1
- Power+2, tech+1, 2-armor, weakness+2

Choose its strength or strengths (as many as its power stat): fast, rugged, aggressive, tight, huge, responsive, uncomplaining, capacious, workhorse, easily repaired.

Choose its tech (as many as its tech stat): atmospheric flight, DRADIS, reaction control systems, magnetic landing gear, geocoy drones (Swallows)

Choose its weakness or weaknesses (as many as its weakness stats): **SLOW, FRAGILE, SLOPPY, LAZY, CRAMPED, PICKY, GUZZLER, UNRELIABLE, RABBITY.**

MODEL		MODEL	
<div></div>		<div></div>	
POWER	TECH	POWER	TECH
<div></div>	<div></div>	<div></div>	<div></div>
ARMOR	WEAK	ARMOR	WEAK
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TAGS		TAGS	
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THE PILOT

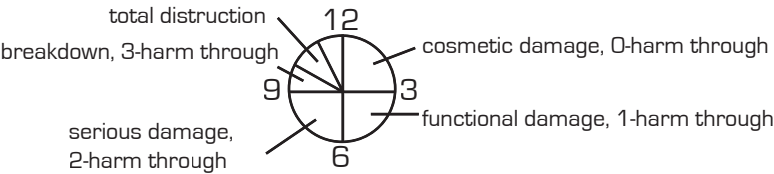
Pilots are officers in the Colonial Fleet, trained and qualified to operate a Viper fighter or a Raptor multipurpose vehicle. Frak, you kill Cylons before they kill everyone else. Maybe before the Fall you had other things to do, but now you and your bird are the only thing keeping the fleet alive.



VEHICLES AND HARM

When a vehicle suffers...

- 1-harm: Cosmetic damage. Bullet holes, cracked glass, smoke. 0-harm can blow through to passengers.
- 2-harm: Functional damage. Fuel leak, system failures, engine stall, problems with maneuvering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.
- 3-harm: Serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.
- 4-harm: Breakdown. Catastrophic functional damage, can be repaired in a workspace but not in the field, or can be used for parts. 3-harm can blow through to passengers.
- 5-harm and more: Total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.



Whether harm blows through to a vehicle's pilot and passengers, doesn't blow through, or just hits them without having to blow through depends on the MC's judgment of the circumstances and the vehicle.



PILOT

CREATING A PILOT

To create your Pilot, choose name, callsign, rank, look, gear, Hx, stats, moves, and vehicle options. Choose in any order you like.

NAME

-FIRST-

Clark, Thanos, Paul, Hynam, Serkan, Kiran, Wen

-LAST-

Abernathy, Spathis, Sulla, Reiss, Sahin, Eswara, Liang

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +2

☐ CAG +2

☐ Engineer +2

☐ Marine -1

☐ President +1

☐ Opportunist -1

☐ Visionary -1

☐ Businessman +0

☐ Captain +1

☐ Partisan +0

☐ Activist +0

☐ Doctor +1

☐ +3

CALLSIGN

Boxcar, Apex, Husker, Cypher, Wedge, Double-Tap, Princess, Goose

RANK

Lieutenant, Junior Lieutenant, Ensign

LOOK

Man or woman
Military uniform, survival wear, civilian wear
Unyielding face, rugged face, tired face, pretty face, lively face

STATS

Choose 1 set:
• Cool+2 Hard-1 Hot+1 Sharp+0 Faith=0
• Cool+2 Hard=0 Hot=0 Sharp+1 Faith-1
• Cool+2 Hard+1 Hot-1 Sharp+0 Faith+0
• Cool+2 Hard-2 Hot=0 Sharp+1 Faith+1

GEAR

Plus your vehicles(s), You have:
Fashion appropriate to your look.
Colonial Navy standard issue sidearm [2-harm, close, LOUD] with muzzle loaded launcher [3 harm, close, MESSY, ap, RELOAD, SINGLE SHOT].

MOVES

You get all the basic moves. You get both Godsdamn Good Pilot and 2 Pilot moves.

NAME/CALLSIGN -

LOOK

STATS

COOL

do something under fire
☐ highlight

HARD

go aggro; seize by force; leadership
☐ highlight

HOT

seduce or manipulate
☐ highlight

SHARP

read a sitch; read a person
☐ highlight

FAITH

leap of faith
☐ highlight

Hx

Varies by Character

MOVES

help or interfere; session end
☐ highlight

PILOT SPECIAL

If you and another character have sex, roll+faith. On a 10+, it's cool, no big deal. On a 7-9, give them +1 to their Hx with you on their sheet, but take -1 to your Hx with them on yours. On a miss, you gotta go. Take -1 ongoing until you prove you don't love them.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.
Each time you improve, choose one of the options. Check it off; you can't choose it again.
experience ☐☐☐☐☐>>> improve
___ get +1 cool (max cool+3)
___ get +1 hard (max hard+2)
___ get +1 hot (max hot+2)
___ get +1 sharp (max sharp+2)
___ get +1 faith (max faith+2)
___ choose a new Pilot move
___ choose a new Pilot move
___ choose a new option for your vehicle
___ get a move from another playbook
___ get a move from another playbook
___ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)
___ get +1 to any stat (max stat+3)
___ retire your character (to safety)
___ create a second character to play
___ change your character to a new type
___ choose 3 basic moves and advance them.
___ advance the other 4 basic moves.

HARM

12

9

6

3

☐ shattered [-1 cool]
☐ crippled [-1 hard]
☐ disfigured [-1 hot]
☐ broken [-1 sharp]
☐ lost [-1 faith]

PILOT MOVES

- **Godsdamn Good Pilot:** In the cockpit:
- if you seize something by force, add your ship's power to your hard.
 - if you go aggro, add your ship's power to your hard.
 - if you seduce or manipulate someone, add your ship's tech to your hot.
 - if you lead the squad into battle, add your ship's power to your hard.
 - if you read a charged situation, add your ship's tech to your sharp.
 - if you help or interfere with someone, add your ship's tech to your sharp.
 - if someone interferes with you, add your ship's weakness to their roll.

And choose 2:

☐ **Daredevil:** If you go straight into danger without hedging your bets, you get +1 armor.

☐ **Versatile:** You can pilot both a Raptor and a Viper.

☐ **New Tech:** You get to add [FTL, **HI-TECH**] to your Viper or [Stealth, **HI-TECH**] to your Raptor.

☐ **Roll a Hard Six:** When you go into battle, roll+faith. On a 10+, name one person or Cylon who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true if it's even remotely possible. On a miss, you foresee your own death and take -1 accordingly throughout the battle.

☐ **Perfect Instincts:** When you read a charged situation and act on the MC's answers, take +2 instead of +1.

VEHICLE

MODEL

POWER

TECH

ARMOR

WEAK

TAGS

OTHER MOVES

CAMPAIGNS

Choose 3 campaigns:

- ☐ Bodyguarding (1-favor, -EMBATTLED)
- ☐ Surveillance (1-favor, -DECEIVED)
- ☐ Health care (1-favor, -IMPOVERISHED)
- ☐ Labor Relations (1-favor, -ENTANGLED)
- ☐ Deliveries (1-favor, -BUSHWACKED)
- ☐ Infiltration (1-favor, -DISCOVERED)
- ☐ Salvage (1-favor, -IMPOVERISHED)
- ☐ Colonial Relations (1-favor, -SHUT OUT)
- ☐ Law Enforcement (1-favor, -CIVIL DISOBEDIENCE)
- ☐ Technical work (2-favors, -SHUT OUT)
- ☐ Seduction (2-favors, -ENTANGLED)
- ☐ Ship defense (2-favors, -INFILTRATED)
- ☐ Assassination (3-favors, -EMBATTLED)

And choose 1 obligation campaign:

- ☐ Avoiding someone (you keep clear - they find you in a bind)
- ☐ Paying debts (you keep up with them - they come due)
- ☐ Revenge (you victimize someone - they humiliate you)
- ☐ Protecting someone (they are safe - they're gone)
- ☐ Pursuing luxury (beauty in your life - you wind up in danger)
- ☐ Maintaining your honor (you keep your word and your name - you cross a line)
- ☐ Seeking answers (you get a clue - you chase a red herring)

CABINET

Your cabinet can consist entirely of the other players' characters, or entirely of NPCs, or a mix. If they include any NPCs, sketch them out – names (Seren Marko, Hye Su, Remus Adrianos) and 1-line descriptions – with the MC. Make sure they're competent and suited to the campaigns you've chosen.

PRESIDENT

You are the leader of the Twelve Colonies, or what is left of them. After the Fall, human casualties cannot be counted in the thousands or millions; instead, we count those who remain, the precious few.



FAVOR MOVES

When you give 1-favor to someone, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you are among the influential looking for a favor or service, and it's not obvious whether you should be able to just find someone you can get it from, roll+sharp. On a 10+, yes, you can find someone that can do the thing you want. On a 7–9, the MC chooses one of the following:

- It costs 1-favor more than you'd expect.
- It's available, but only if you meet with a guy who knows a guy.
- Damn, I would, but I'm neck deep in problems of my own. If you scratch my back, I can scratch yours.
- Sorry, I can't do that, but maybe this will do instead?

When you make known that you want a thing and offer gifts to speed it on its way, roll+favors spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+, it comes to you, no strings attached. On a 7–9, it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.



PRESIDENT

CREATING A PRESIDENT

To create your President, choose name, prior office, look, gear, Hx, stats, moves, campaigns, and cabinet options. Choose in any order you like.

NAME

-FIRST-

Darmid, Christos, Aleron, Isaac, Savas, Naveen, Peng

lona, Desma, Leona, Adiel, Sevda, Chandra, Ting

-LAST-

Boyle, Lekas, Marcellus, Cohen, Asker, Jana, Yen

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +2

☐ CAG +1

☐ Pilot -1

☐ Engineer +1

☐ Marine -0

☐ Opportunist +1

☐ Visionary -0

☐ Businessman -1

☐ Captain +2

☐ Partisan +0

☐ Activist +2

☐ Doctor +0

☐ +3

PRIOR OFFICE

President, Vice President, Senator, Secretary

LOOK

Man or woman

Casual wear, formal wear, flashy wear, fashionable wear, professional wear

Pleasing face, homely face, sharp face, girlish face, stiff face

Soft eyes, caring eyes, spirited eyes, sharp eyes, brooding eyes

Trim body, pudgy body, old body, supple body, crippled body

GEAR

In addition to accomodations provided by your presidency, you have:

Fashion apporpriate to your look.

Promises and support worth 1-favor.

For one person, instead write their name by the +3 and explain why you care about them (I am invested in, I fear, I am obligated to, I will support, I need favor from, I don't trust, I love, etc).

STATS

Choose 1 set:

Cool+2 Hard=0 Hot-1 Sharp-1 Faith+2

Cool+2 Hard+1 Hot+1 Sharp=0 Faith-1

Cool+2 Hard-1 Hot+1 Sharp+1 Faith=0

Cool+2 Hard=0 Hot=0 Sharp-1 Faith+1

MOVES

You get all the basic moves. You get Politicking, Political Sway and 1 other President move.

NAME -

LOOK

STATS

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

Hx

Varies by Character

help or interfere; session end

☐ highlight

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

PRESIDENT SPECIAL

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at any distance.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

experience

>>> improve

get +1 cool (max cool+3)

get +1 hard (max hard+2)

get +1 hot (max hot+2)

get +1 sharp (max sharp+2)

get +1 faith (max faith+2)

choose a new President move

choose a new President move

get a move from another playbook

get a move from another playbook

Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

get +1 to any stat (max stat+3)

retire your character (to safety)

create a second character to play

change your character to a new type

choose 3 basic moves and advance them.

advance the other 4 basic moves.

PRESIDENT MOVES

■ **Politicking:** You get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your campaigns to work. Choose no more than your juggling. Roll+cool. On a 10+, you get rewarded from all the campaigns you chose. On a 7-9, you get rewarded from at least 1. If you chose more, you get a catastrophe from 1 and reward from the rest. On a miss, catastrophe all around. The campaigns you aren't working give you neither reward nor catastrophe. Whenever you get a new campaign, you also get +1juggling.

■ **Political Sway:** You can spend your favor to help the fleet stave off the threats that it faces. You can spend 0-3 favors. To stabilize a crisis at 9:00 or past, roll+favor spent, On a hit, you will improve the situation, and the crisis will dial back to 6:00. On a 10+, the MC will choose 1. On a 7-9, the MC will choose 2:

- Even appeased, your constituents still demand more; you're acting under fire.
- A civilian ship or ships are required for this aid and will be out of commission for a day/week/ month to complete the work.
- The process requires constant attention for the next 24 hours.
- This took more than you bargained for; spend 1-favor more.
- Helping one cause has made you overlook another. One threat that is at 6:00 or less goes up.
- You earned an enemy in the process. Write the name of a political or military figure who you've wronged. They are gunning for you.

On a miss, the crisis gets worse; add 1 to the clock instead.

And choose 1:

☐ **Good Advice:** When a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

☐ **Easy to Trust:** When you try to seduce or manipulate another player's character, roll+Hx instead of +hot. For an NPC, roll+cool instead of +hot.

☐ **Reputation:** When you meet someone important (your call), roll+cool. On a hit, they've heard of something you've done, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1 forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

FAVORS

CATASTROPHIES

HOLDS

FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population. (Fortune+1, surplus: 1-supply, want: **DESERTION**)

Characterize them (choose 1): Your cult, your flock, your crusaders, your missionaries, your disciples, your worshippers.

If you travel, decide whether they travel with you or congregate in their own communities.

Collectively you place your faith in (choose 1): Lords of Kobol, One True God, Other (specify).

Choose 2:

- ☐ Your followers are dedicated to you. (Surplus: +1supply, replace want: **DESERTION** with want: **HUNGER**)
- ☐ Your followers are involved in commerce. (+1fortune)
- ☐ Your followers are joyous and celebratory. (Surplus: +party)
- ☐ Your followers are rigorous and spiritual. (Surplus: +insight)
- ☐ Your followers are hard-working. (Surplus: +1supply)
- ☐ Your followers are eager, enthusiastic, and successful recruiters. (Surplus: +growth)
- ☐ Your followers are violent. (Small military unit, 3-harm, 0-armor, want +**ZEALOUS**, +**UNDISCIPLINED**).

Choose 2:

- ☐ You have few followers, 10 or fewer. (Surplus: -1supply)
- ☐ Your followers aren't really yours, more like you're theirs. (Want: **JUDGMENT** instead of want: **DESERTION**)
- ☐ Your followers rely entirely on you for their lives and needs. (Want: +**DESPERATION**)
- ☐ Your followers are drug-fixated. (Want: +**STUPOR**)
- ☐ Your followers disdain fashion, luxury, and convention. (Want: +**DISEASE**)
- ☐ Your followers disdain law, peace, reason, and society. (Want: +**VIOLENCE**)
- ☐ Your followers are perverse and cruel. (Want: +**SAVAGERY**)

VISIONARY

If ever there was a judgment day, it is today. Your faith guides you and gives you hope. Can anyone else say they see the world so clearly?



INSIGHT

Insight: When you use your followers for insight, ask your followers what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

FOLLOWERS

DESCRIPTION	SURPLUS	SUPPLY
FORTUNE	WANT	



VISIONARY

CREATING A VISIONARY

To create your Visionary, choose name, look, gear, Hx, stats, moves, and follower options. Choose in any order you like.

NAME

-FIRST-

Fergus, Hektor, Levin, Adon,
Duman, Deepak, Jinhai

-LAST-

Duncan, Lagios, Triarius, Spitzer,
Solak, Nachik, Teng

HX

Everyone introduces their characters by name and playbook.
List the other characters' names:

☐ Commander +0

☐ CAG -1

☐ Pilot +1

☐ Engineer +0

☐ Marine +2

☐ President +2

☐ Opportunist -1

☐ Businessman +1

☐ Captain +0

☐ Partisan +2

☐ Activist +1

☐ Doctor +1

☐ +3

For one person, instead write their name by the +3 and explain why you care about them (I will follow, I must aid, I must stop, I will teach, I don't trust, I love, etc).

LOOK

Man or woman

Casual wear, utility wear, scrounge wear, formal wear, religious vestements

Charming face, smooth face, pale face, sweet face, distinguished face

Scared eyes, shadowed eyes, trusting eyes, lost eyes, kind eyes

Restless body, handsome body, emaciated body, stringy body, slinky body

GEAR

You have:

Fashion appropriate to your look.

STATS

Choose 1 set:
• Cool=0 Hard+1 Hot-1 Sharp+1 Faith+2
• Cool+1 Hard-1 Hot+1 Sharp=0 Faith+2
• Cool-1 Hard+1 Hot=0 Sharp+1 Faith+2
• Cool+1 Hard=0 Hot+1 Sharp-1 Faith+2

MOVES

You get all the basic moves.
You get Fortunes, Visions and 2 Visionary moves.

NAME -

LOOK

STATS

MOVES

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force; leadership

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a sitch; read a person

☐ highlight

FAITH

leap of faith

☐ highlight

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.
Each time you improve, choose one of the options. Check it off; you can't choose it again.
experience

>>> improve

get +1 hard (max hard+2)

get +1 cool (max cool+2)

get +1 sharp (max sharp+2)

get +1 hot (max hot+3)

get +1 faith (max faith+2)

choose a new Visionary move

choose a new Visionary move

get a move from another playbook

get a move from another playbook

Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

get +1 to any stat (max stat+3)

retire your character (to safety)

create a second character to play

change your character to a new type

choose 3 basic moves and advance them.

advance the other 4 basic moves.

HARM

12

9

6

3

☐ shattered [-1 cool]

☐ crippled [-1 hard]

☐ disfigured [-1 hot]

☐ broken [-1 sharp]

☐ lost [-1 faith]

VISIONARY MOVES

■ **Fortunes:** Fortune, surplus, and want all depend on your followers. At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists 1-supply or 2-supply that's your personal share.

■ **Visions:** When you share your vision of the future with another player's character, roll+faith. On a 10+, hold 3 over them. On a 7-9, hold 2 over them. Whenever you like, you can spend your hold, 1 for 1, to have them mark experience. On a miss, they hold 1 over you, on the same terms.

And choose 2:

☐ **Frenzy:** When you speak the truth to a mob, roll+faith. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:

- bring people forward and deliver them.
- bring forward all their precious things.
- unite and fight for you as a gang. (2-harm 0-armor size appropriate)
- fall into an orgy of uninhibited emotion: frakking, lamenting, fighting, sharing, celebrating, as you choose.
- go quietly back to their lives.

On a miss, the mob turns on you.

☐ **Charismatic:** When you try to manipulate someone, roll+faith instead of +hot.

☐ **Frakking Crazy:** You get +1 faith [faith+3].

☐ **Seeing Souls:** When you help or interfere with someone, roll+faith instead of +Hx.

☐ **Divine Protection:** Your god(s) give you 1-armor. If you wear armor, use that instead, they don't add.

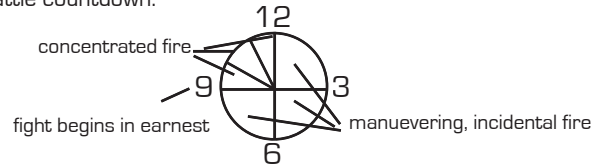
SUPPLY

OTHER MOVES

HOLDS

OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play. Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you **PROVIDE COVERING FIRE** for someone, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you **MAINTAIN AN UNTENABLE POSITION OR COURSE**, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you **STAY THE FRACK DOWN**, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **FOLLOW THROUGH ON SOMEONE ELSE'S MOVE**, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- You inflict +1 harm.
- You dominate someone's position.
- You make an untenable position or course secure.
- You avoid all fire.
- You create an opportunity and follow through to full effect.

On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.

THE MOVES

Basic moves that all characters can make. Some (battle and harm & healing) are optional, at the MC's discretion



SESSION END

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience).



THE MOVES

BASIC MOVES

DO SOMETHING UNDER FIRE

When you do something under fire, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

GO AGGRO

When you go aggro on someone, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7–9, they can instead choose 1:

- Get the hell out of your way.
- Barricade themselves securely in.
- Give you something they think you want.
- Back off calmly, hands where you can see.
- Tell you what you want to know (or what you want to hear).

SEIZE BY FORCE

When you try to seize something by force, or to secure your hold on something, roll+hard. On a 10+, choose 3. On a 7–9, choose 2:

- You take definite hold of it.
- You suffer little harm.
- You inflict terrible harm.
- You impress, dismay or frighten your enemy.

LEADERSHIP

When your soldiers fight for you, roll+hard. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make them:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Show mercy to their defeated enemies.
- Fight and die to the last.

On a miss, your soldiers scatter, break formation and leave you exposed to your enemy.

BASIC MOVES

SEDUCE OR MANIPULATE

When you try to seduce or manipulate someone, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, you get both. On a 7–9, choose 1:

- If they do it, they mark experience.
- If they refuse, it's acting under fire.

What they do then is up to them.

READ A SITCH

When you read a charged situation, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1.

On a 10+, ask 3. On a 7–9, ask 1:

- Where's my best escape route/way in/way past?
- Which enemy is most vulnerable to me?
- Which enemy is the biggest threat?
- What should I be on the lookout for?
- What's my enemy's true position?
- Who's in control here?

READ A PERSON

When you read a person in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to _____?

HELP OR INTERFERE

When you help or interfere with someone who's making a roll, roll+Hx. On a hit, they take +1 [help] or -2 [interfere] now. On a 7–9, you also expose yourself to fire, danger, retribution, or cost.

BASIC MOVES

LEAP OF FAITH

When you look to the source of your faith for guidance and expose yourself to the mockery of others, you gain revelatory insights amidst all this chaos. Roll+faith and describe your experience, in brief or in full, about the nature and truth of things. On a hit, the MC will seize on something you've said and elaborate on your insight. On a 10+, they'll straight-up tell you something you hadn't realized before. On a 7-9, they'll hint at the answer to something that's been troubling you. On a miss, some truths will set you free, but not this one. No, this truth is going to burn you.

HARM & HEALING MOVES

By default, the harm & healing moves are in play. The MC might decide to forego them, case by case. This move is unusual in that a hit is bad for the player and a miss is good:

When you suffer harm, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- It's worse than it seemed. Take an additional 1-harm.
- Choose 2 from the 7–9 list below.

On a 7–9, the MC can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the MC can nevertheless choose something from the 7–9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1 harm.

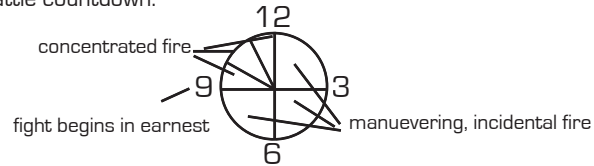
When you inflict harm on another player's character, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you heal another player's character's harm, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you hurt someone, they see you more clearly. When you heal someone, you see them more clearly.

OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play. Battle countdown:



Incidental fire means 0-harm or 1-harm (ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance). Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you **PROVIDE COVERING FIRE** for someone, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. (If it's before 9:00, now it's 9:00.)

When you **MAINTAIN AN UNTENABLE POSITION OR COURSE**, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. (If it's before 9:00, now it's 9:00.)

When you **STAY THE FRACK DOWN**, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **FOLLOW THROUGH ON SOMEONE ELSE'S MOVE**, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- You inflict +1 harm.
- You dominate someone's position.
- You make an untenable position or course secure.
- You avoid all fire.
- You create an opportunity and follow through to full effect.

On a 7–9, you create an opportunity, but you haven't seized it or followed through on it yet. The MC will tell you what it is. On a miss, the MC chooses one of the above for an appropriate character of her own.

THE MOVES

Basic moves that all characters can make. Some (battle and harm & healing) are optional, at the MC's discretion



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THE MOVES

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When you read a person in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

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- You lose your footing.
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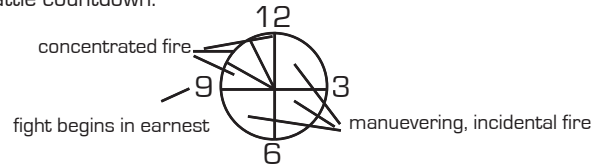
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OPTIONAL BATTLE MOVES

By default, the optional battle moves and battle countdown are not in play. The MC may decide to bring them into play. Battle countdown:



Incidental fire means 0-harm or 1-harm [ricochets connecting, bullets spun by cover, bullets fired from far-off on dim chance]. Concentrated fire means the enemy's full harm, as established by their weapons and their numbers, as normal.

When you **PROVIDE COVERING FIRE** for someone, roll+cool. On a 10+, you keep them from coming under concentrated fire, even past 9:00. On a 7–9, their position or course is untenable, and they proceed accordingly. On a miss, they suffer concentrated fire now. [If it's before 9:00, now it's 9:00.]

When you **MAINTAIN AN UNTENABLE POSITION OR COURSE**, roll+hard. On a 10+, you can hold it, and for 3 ticks you'll come under only incidental fire, even past 9:00. On a 7–9, you can hold it, and for a tick you'll come under only incidental fire. Either way you can abandon it before your time is up to avoid concentrated fire. On a miss, abandon it now or suffer concentrated fire. [If it's before 9:00, now it's 9:00.]

When you **STAY THE FRACK DOWN**, roll+sharp. On a hit, you're in a relatively safe spot for the rest of the battle. On a 10+, you come under no fire. On a 7–9, you come under only incidental fire. On a miss, you have to break position now or come under concentrated fire.

When you **FOLLOW THROUGH ON SOMEONE ELSE'S MOVE**, roll+Hx. If it's one of the MC's characters', roll+sharp. On a 10+, the MC chooses one of the following for you, as appropriate:

- You inflict +1 harm.
- You dominate someone's position.
- You make an untenable position or course secure.
- You avoid all fire.
- You create an opportunity and follow through to full effect.

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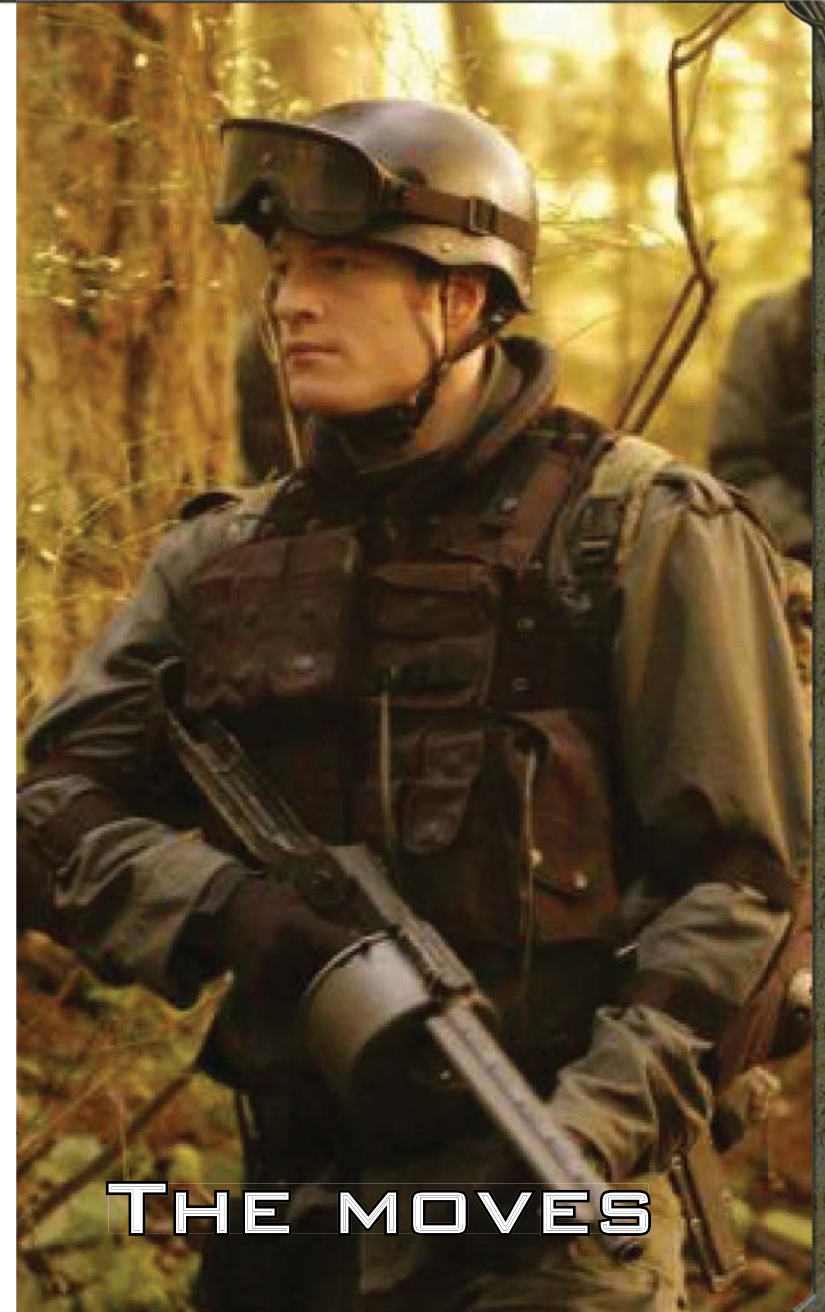
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