

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.

FIRE IN THE SKY

Choose one or both vehicles you can pilot.

☐ Viper: Maneuverability, 30 mm guns (2-harm, close, autofire), missiles (3-harm, far, **RELOAD**, **MESSY**).

☐ Raptor: Surveillance, FTL, cargo space, electronic countermeasures.

For Each vehicle choose one of these profiles:

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

Choose its strength or strengths (as many as its strength 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, decoy drones (Swallows)

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

VIPER

— STRENGTH(S) —

— ARMOR —

— TECH —

— WEAKNESS(ES) —

RAPTOR

— STRENGTH(S) —

— ARMOR —

— TECH —

— WEAKNESS(ES) —

PILOT



NAME

— FIRST —

Clark, Thanos, Paul, Hiram, Serkan, Kiran, Wen

Elspeth, Helene, Cassia, Susan, Kadriye, Gita, Li

— LAST —

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

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

Quick eyes, cold eyes, bright eyes, dull eyes, scorched eyes

Athletic body, stocky body, thin body, compact body, rangy body

NAME/CALLSIGN -

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Varies by Character Hx	help or interfere; session end <input type="checkbox"/> highlight

HARM	<input type="checkbox"/> shattered [-1 cool] <input type="checkbox"/> crippled [-1 hard] <input type="checkbox"/> disfigured [-1 hot] <input type="checkbox"/> broken [-1 sharp] <input type="checkbox"/> lost [-1 faith]
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Hx

Everyone introduces their characters by name and playbook.

List the other characters' names:

For one person, write +3 and explain why you care about them (I will impress, I rival, I buck up against, I just don't like, I don't trust, I am in love with, etc).

For everyone else write +2 if they are your command officer, +1 if they are in military, and -1 if they are a civilian.

IMPROVEMENTS

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
- ___ add 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.)

PILOT MOVES

■ **Godsdamn Good Pilot:** In the cockpit:

- if you seize something by force, add your ship's strength to your hard.
- if you go aggro, add your ship's strength 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:** When you show off and take needless risks, being a danger to yourself, take +1 armour. When you are totally reckless, hog the glory and are a danger to those around you, take +2 armour.

☐ **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.

☐ **Hothead:** When you speak truth to power, take +1. If this winds you up in the brig, mark xp.

OTHER MOVES

GEAR

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

PILOT SPECIAL

If you and another character share an intimate moment, roll+cool. 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 a miss, you gotta go. Take -1 ongoing until you prove you don't care about them.

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.

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, revoke, or create a law.

CRIMINALS

You have a military unit that consists of 15 violent criminals with scavenged and makeshift weapons, a small 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-disciplined. (Drop **SAVAGE**)
- ☐ have safe houses all over the fleet. They get +mobile.
- ☐ are 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: **DESEDITION**)
- ☐ are in significant debt to someone. (Vulnerable: **OBLIGATION**)
- ☐ are filthy and unwell. (Vulnerable: **DISEASE**)
- ☐ are divided regarding political action. (Vulnerable: **IDEOLOGY**)
- ☐ lack sympathizing civilians. (Vulnerable: **CUT OFF**)

SIZE	HARM	ARMOR	TAGS

ACTIVIST



NAME

-FIRST-

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

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

-LAST-

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

CAUSE

Wrong people in power, citizens aren't represented, too many people are wanting, unjust privileges for the elite, segregation of a colony.

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

NAME-

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Hx	Varies by Character help or interfere; session end <input type="checkbox"/> highlight

HARM	<div><div><div>12</div><div>9</div><div>6</div><div>3</div></div><div><input type="checkbox"/> shattered [-1 cool] <input type="checkbox"/> crippled [-1 hard] <input type="checkbox"/> disfigured [-1 hot] <input type="checkbox"/> broken [-1 sharp] <input type="checkbox"/> lost [-1 faith]</div></div>
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Hx

Everyone introduces their characters by name and playbook.

List the other characters' names:

For one person, write -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).

For everyone else write +3 if they are the President or Commander. +2 if they are other leaders, 0 otherwise.

IMPROVEMENTS

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)
- ___ add an option to your Criminals
- ___ get Politicking, to campaigns and one obligation.
- ___ choose a new Activist 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.)

ACTIVIST MOVES

■ **Fight For A Cause:** When you make a move that advances one of your demands, mark experience. When someone helps or interferes with you advancing your cause, you get +1 Hx with them.

And choose 1:

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

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

☐ **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, one of your Criminals makes a bid to replace you for leader.

OTHER MOVES

GEAR

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

Fashion appropriate to your look.

Oddments worth 2-supply.

A weapon of your choice:

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

ACTIVIST SPECIAL

If you and another character share an intimate moment, 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"

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.

BUSINESS

Choose 1 to be your main source of trade and 2 side trades (like a black market featuring 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 dealings include these 5 NPCs: 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 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 small, 0-armor)
- ☐ A warren of dead-ends, hideaways & boltholes.
- ☐ No fixed location, always new venues.

BUSINESSMAN



NAME

-FIRST-

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

Blair, Kora, Terra, Janel, Ilke, Sala, Jia

-LAST-

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

GEAR

In addition to merchandise, you have:

Fashion appropriate to your look.

Oddments worth 2-supply.

Bribes worth 1-favor.

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

NAME-

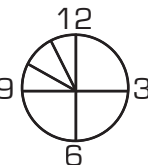
STATS

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Hx	Varies by Character help or interfere; session end <input type="checkbox"/> highlight

HARM



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

Hx

Everyone introduces their characters by name and playbook.

List the other characters' names:

For one person, write +3 and explain why you care about them (I owe, I have leverage on, I'm interested in, I'm threatened by, I am in love with, etc).

For everyone else write +2 if they are civilian, +1 if they are military leaders, or -1 otherwise.

IMPROVEMENTS

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.)

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.

OTHER MOVES

BUSINESSMAN SPECIAL

If you hook another character up – with goods, services, whatever – it counts as sharing an intimate moment with them.

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.

CAPTAIN OF THE AIR GROUP

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
<div></div>	<div></div>
HARM	ARMOR
<div></div>	<div></div>

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

CAG SPECIAL

If you and another character share an intimate moment, 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.

CAG



NAME

-FIRST-

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

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

-LAST-

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

CALLSIGN

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

LOOK

Man or woman

Formal military dress, military uniform, civilian wear

Tough face, hollow face, eager face, old face, scarred face.

Calculating eyes, watery eyes, doleful eyes, arresting eyes, indifferent eyes

Stout body, spare body, big body, ropy body, skinny body

RANK

Major, Captain

NAME-

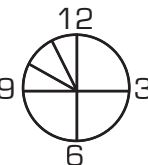
STATS

Choose 1 set:

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Varies by Character Hx	help or interfere; session end <input type="checkbox"/> highlight

HARM	<input type="checkbox"/> shattered [-1 cool] <input type="checkbox"/> crippled [-1 hard] <input type="checkbox"/> disfigured [-1 hot] <input type="checkbox"/> broken [-1 sharp] <input type="checkbox"/> lost [-1 faith]
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Hx

Everyone introduces their characters by name and playbook.

List the other characters' names:

--

For one person, write +3 and explain why you care about them (I am responsible for, I am loyal to, I will protect, I am in charge of, I am in love with, etc).

For everyone else write +1.

IMPROVEMENTS

experience ☐☐☐☐☐ >>> improve

- ___ get +1 cool (max cool+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)
- ___ 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.)

CAG MOVES

■ **Brief the Squad:** Plan a mission, formally to your pilots in the briefing room, or to a group looking for direction. Roll +sharp. On 10+, Hold 3. On a 7-9, hold 1 Spend holds 1 for 1 before or during the mission to:

- Detail an opportunity or advantage. When someone follows through on that during the execution of the plan, they take +1 forward.
- For this mission remove a weakness or vulnerability (**RECKLESS**, **INSUBORDINATION**, **FATIGUED**, **MESSY**, ETC.).

■ **Officer on Deck:** When your squad fights for you, roll +hard. On a hit, hold 2. On a 10+, they are following orders. On a 7-9, they buck your command, push themselves too far, or get careless. Spend your hold 1 for 1 to:

- Draw fire.
- Concentrate fire on a target.
- Sacrifice themselves to buy time for the fleet.
- Lay in wait to ambush.

On a miss the squad is scattered, outflanked or unprepared, leaving you exposed to your enemy.

And choose 1:

☐ **Tactical Leader:** When you help or interfere, roll +sharp instead of +Hx.

☐ **Harsh Lessons:** When you see one or more of your soldiers go down in battle, mark xp.

☐ **Dearly Departed:** When the squad are struggling to cope with the loss of one of their own, roll +faith to help them. On a 10+, pick 2, on a 7-9, pick 1.

- They are able to move on.
- There's no lingering resentment.
- They are bonded together stronger for the experience.

On a miss, their death is all your fault.

☐ **Raptor Scouting:** Send out a Raptor looking for something you could find in space. Roll +sharp. On a 10+, ask 3 the MC questions. On a 7-9, ask 2:

- 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?

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.

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, Virgin.

SHIP NAME	INFLUENCE	POPULATION
STENGTHS	WEAKNESSES	
+	-	

CAPTAIN



NAME

-FIRST-

Glen, Alekos, Deker, Sedat, Maruta, Jin
Fiona, Cadi, Soline, Bex, Eser, Patni, Feiyan

-LAST-

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

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.

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

NAME-

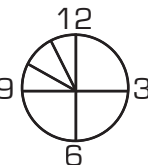
STATS

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Hx	help or interfere; session end <input type="checkbox"/> highlight

HARM



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

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

For one person, write +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).

For everyone else write +2 if they are in politics, +1 if they live on your ship, or -1 otherwise.

IMPROVEMENTS

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 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.)

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.

CAPTAIN SPECIAL

If you and another character share an intimate moment, 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 are you afraid of?

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.

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.

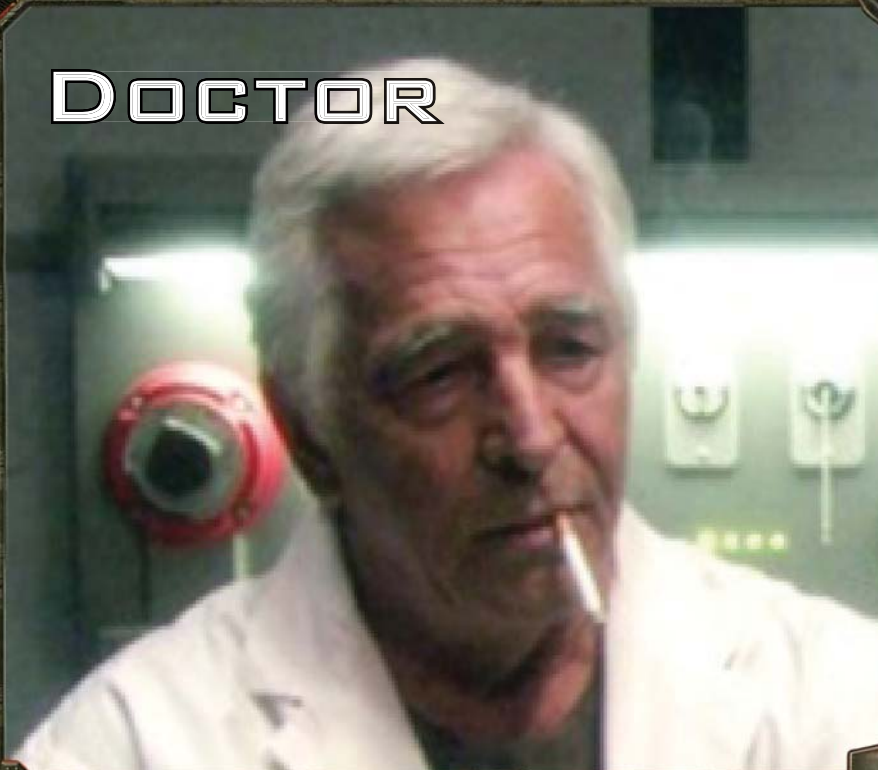
To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blisped out on morpha, immobile but happy, or do their time like everyone else.

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.

SUPPLY

STOCK

DOCTOR



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

GEAR

Medical Kit.

Fashion appropriate to your look.

Oddments worth 1-supply.

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

POST

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

NAME-

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Hx	Varies by Character help or interfere; session end <input type="checkbox"/> highlight

HARM	<div><div><div>12</div><div>9</div><div>6</div><div>3</div></div><div><input type="checkbox"/> shattered [-1 cool] <input type="checkbox"/> crippled [-1 hard] <input type="checkbox"/> disfigured [-1 hot] <input type="checkbox"/> broken [-1 sharp] <input type="checkbox"/> lost [-1 faith]</div></div>
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Hx

Everyone introduces their characters by name and playbook.

List the other characters' names:

--

For one person, write +3 and explain why you care about them (I nearly lost, I fight with, I worry about, I don't trust, I am in love with, etc).

For everyone else write +2 you have cared for them (your call), +1 if they have injured someone you tended to, or 0 otherwise.

IMPROVEMENTS

experience ☐☐☐☐☐>>>improve
___ get +1 cool (max cool+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.)

DOCTOR MOVES

Choose 2:

☐ **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 McGaurrie).

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 and your 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."

☐ **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 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).

DOCTOR SPECIAL

If you and another character share an intimate moment, your Hx with them goes to +3, and they get +1 to their Hx with you on their sheet..

ENGINEER

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

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.

GEAR & WEAPON TAGS

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

VEHICLE STATS

model	power	looks	armor	weakness
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ENGINEER



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

NAME-

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

COOL	do something under fire <input type="checkbox"/> highlight
------	---

HARD	go aggro; seize by force <input type="checkbox"/> highlight
------	--

HOT	seduce or manipulate <input type="checkbox"/> highlight
-----	--

SHARP	read a sitch; read a person <input type="checkbox"/> highlight
-------	---

FAITH	leap of faith <input type="checkbox"/> highlight
-------	---

HX	Varies by Character help or interfere; session end <input type="checkbox"/> highlight
----	---

HARM	<div><div><div>12</div><div>9</div><div>6</div><div>3</div></div><div><input type="checkbox"/> shattered [-1 cool] <input type="checkbox"/> crippled [-1 hard] <input type="checkbox"/> disfigured [-1 hot] <input type="checkbox"/> broken [-1 sharp] <input type="checkbox"/> lost [-1 faith]</div></div>
------	---

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

--

For one person, write +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).

For everyone else write +2 if they are in the military, -1 otherwise.

IMPROVEMENTS

experience ☐☐☐☐☐>>>improve

- ___ get +1 cool (max cool+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)
- ___ choose a new Workspace option
- ___ choose a new Battlestar option
- ___ 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.)

ENGINEER MOVES

Choose 3:

☐ **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 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 hit, 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 you rolled 10+, 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 (+3).

ENGINEER SPECIAL

If you and another character share an intimate moment, you understand them, as though you were reading a person and rolled a 10+. The other player and the MC will answer your questions between them.

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.

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.

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**)

MARINE



NAME

-FIRST-

Callum, Ajax, Pascal, Lot, Deniz, Sevak, Dewu
Blaine, Ledia, Zella, Jonessa, Ceren, Ajara,
Bihai

-LAST-

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

NAME-

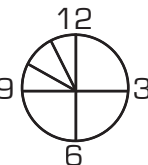
STATS

Choose 1 set:

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

COOL	do something under fire <input type="checkbox"/> highlight
HARD	go aggro; seize by force <input type="checkbox"/> highlight
HOT	seduce or manipulate <input type="checkbox"/> highlight
SHARP	read a sitch; read a person <input type="checkbox"/> highlight
FAITH	leap of faith <input type="checkbox"/> highlight
Varies by Character	help or interfere; session end <input type="checkbox"/> highlight

HARM



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

HX

Everyone introduces their characters by name and playbook.

List the other characters' names:

For one person, write +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).

For everyone else write +2 if they are military but not leaders, -1 if they are military leaders, or 0 otherwise.

IMPROVEMENTS

experience ☐☐☐☐☐>>>improve

- ___ get +1 cool (max cool+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)
- ___ choose a new available weapon
- ___ choose a new available weapon
- ___ 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.)

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.

OTHER MOVES

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.

MARINE SPECIAL

If you and another character share an intimate moment, you take +1 forward. At your option, they take +1 forward too.