

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: DESERTION)
- 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



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 — highlight

do something under fire

HARD — highlight

go aggro; seize by force

HOT — highlight

seduce or manipulate

SHARP — highlight

read a sitch; read a person

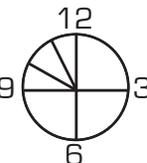
FAITH — highlight

leap of faith

Varies by Character
HX — highlight

help or interfere; session end

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:

[Empty box for listing 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, 2 campaigns, and 1 obligation campaign
- __ 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

[Empty box for 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, gambling, prostitution, lodging, fight club, luxury goods, water, relics from before the Fall.

For your base of operations, choose and 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, 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, 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 (Emory) who knows the business. (2-harm, 1-armor)
- Base of operations in a ship's hull. (1-armor)
- Secrecy, passwords and 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 and 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	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:

[Empty box for listing 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 or 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. The Viper and Raptor squadrons on the Battlestar playbook are under your command.

Some of your pilots are: Freeze, Hercules, Fender, Lunchbox, 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*	HARM	ARMOR	TAGS

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

GEAR

In addition to your squadrons 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**).

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 highlight

do something under fire

HARD highlight

go aggro; seize by force

HOT highlight

seduce or manipulate

SHARP highlight

read a sitch; read a person

FAITH highlight

leap of faith

Varies by Character

HX highlight

help or interfere; session end

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:

[Empty box for listing 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 people fight 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.

Dearlly Departed: When the squad is 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, Virgon.

-SHIP NAME-	-INFLUENCE-	-POPULATION-
<input type="text"/>	<input type="text"/>	<input type="text"/>
-STENGTHS-	-WEAKNESSES-	
<input type="text"/>	<input type="text"/>	

CAPTAIN



NAME

-FIRST-

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

-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 — highlight

do something under fire

HARD — highlight

go aggro; seize by force

HOT — highlight

seduce or manipulate

SHARP — highlight

read a sitch; read a person

FAITH — highlight

leap of faith

Varies by Character
Hx — highlight

help or interfere; session end

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:

[Empty box for listing 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 Politicking, 2 campaigns, and 1 obligation campaign
- ___ 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 on your ship at a time of crisis 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?

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.

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. (want: **+INSURRECTION**)
- Extra mission (choose 1):** Recon, trade, or salvage. (Surplus: +1-supply, want: **+FUEL**)
- Extra mission:** Reclaiming Cylon-controlled resources. (Surplus: +2-supply, want: **+CYLON INFILTRATION**)
- 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 Battlestar (remove the ammo tag from the Battlestar'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.

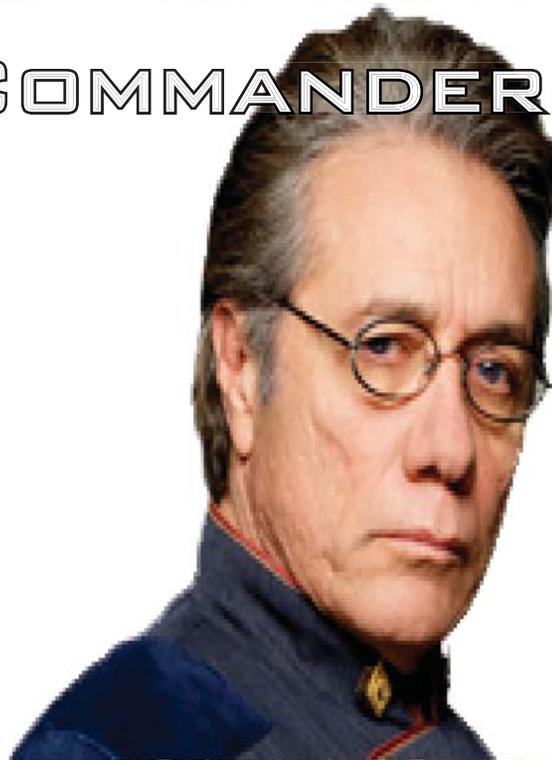
SUPPLY

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 more you'll need to make particular arrangements. You can't shout over the com that you need supplies and expect fuel, food, and luxury eternal.

COMMANDER



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

NAME-

STATS

Choose 1 set:

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

COOL	do something under fire <input type="checkbox"/> highlight
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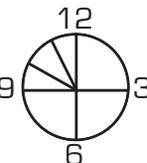
HARD	go aggro; seize by force <input type="checkbox"/> highlight
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HOT	seduce or manipulate <input type="checkbox"/> highlight
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SHARP	read a sitch; read a person <input type="checkbox"/> highlight
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FAITH	leap of faith <input type="checkbox"/> highlight
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HX	Varies by Character help or interfere; session end <input type="checkbox"/> highlight
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HARM	 <ul style="list-style-type: none"> <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 expect much from, I am in charge of, I set an example for, I don't trust, I am in love with, etc).

For everyone else, write +2 if they are military or civilian leaders, -1 if they are civilian but not leaders, or 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)
- ___ choose a new Command option
- ___ choose a new Command option
- ___ choose a new Battlestar option
- ___ 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.)

COMMANDER MOVES

■ **CIC:** When you are in the Combat Information Center and take control of a crisis, roll+hard. On a 10+, hold 3. On a 7-9, hold 1. Spend your holds 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 person (or persons) in the fleet.
- **Damage Control:** Spend 1-supply to remove 1 weakness from the Battlestar.
- **Command and Control:** Receive detailed 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 Battlestar 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.

OTHER MOVES

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**).

Materials worth 2-supply.

SUPPLY

COMMANDER SPECIAL

If you and another character share an intimate moment, hold 1. If they get into trouble, either you or they can spend your hold and you are there.

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.

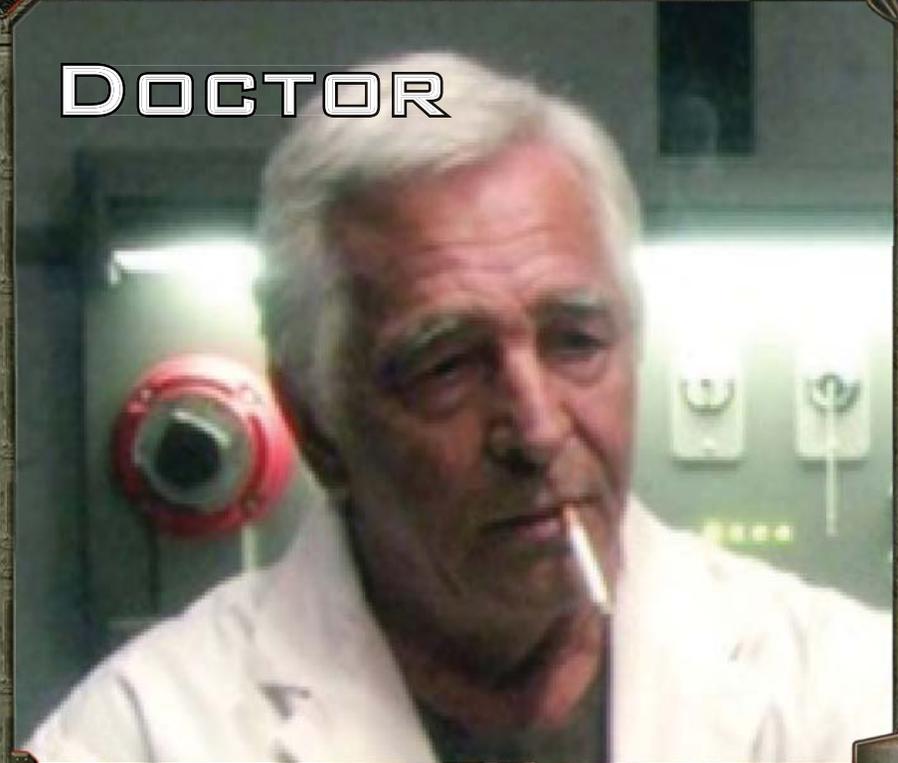
To use it to speed the recovery of someone at 3:00 or 6:00, don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on morpha, immobile but happy, or do their time like everyone else.

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.

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
 highlight

HARD — go aggro; seize by force
 highlight

HOT — seduce or manipulate
 highlight

SHARP — read a sitch; read a person
 highlight

FAITH — leap of faith
 highlight

Varies by Character
HX — help or interfere; session end
 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:

[Empty box for listing 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 if 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 that your workspace includes: a hanger, a darkroom, a hydroponic garden, a distillery, skilled labor (Addy, Gokhan, Kang, Egg), 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	Valuable	+bonus

VEHICLE STATS

model	power	tech	armor	weakness
-------	-------	------	-------	----------

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 — highlight

do something under fire

HARD — highlight

go aggro; seize by force

HOT — highlight

seduce or manipulate

SHARP — highlight

read a sitch; read a person

FAITH — highlight

leap of faith

Varies by Character

HX — highlight

help or interfere; session end

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:

[Empty box for listing 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 faith (max faith+2)
 - ___ choose a new Workspace option
 - ___ choose a new Battlestar option
 - ___ choose a new Engineer move
 - ___ choose a new Engineer move
 - ___ add Cylon tech to your workspace, and now you can work on Cylon technology there too.
 - ___ 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 (S-harm, 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 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]

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+3)
 - ___ get +1 hot (max hot+2)
 - ___ get +1 sharp (max sharp+2)
 - ___ 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 acting 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, alcohol, 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.

OPPORTUNIST

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

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, scientist, 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) or PCs:

Who is the politician that needs things done discreetly?	
Who is the 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.

Favors are used to make Favor Moves (see Basic Moves playsheet).

OPPORTUNIST SPECIAL

If you and another character share an intimate moment, choose 1:

- You both take +1 forward.
- You take +1 forward; they take -1.
- They must give you a gift or 1-favor.

OPPORTUNIST



NAME

-FIRST-

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

Lorna, Euclea, Kalare, Behira, Cari, Asha, Yanyu

-LAST-

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

GEAR

You have:

Fashion appropriate to your look.

Gifts, bribes, and secrets worth

2-favor.

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, toned body, fragile body, leggy body

NAME-

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=0

COOL — do something under fire
 highlight

HARD — go aggro; seize by force
 highlight

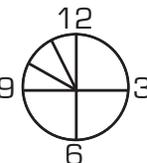
HOT — seduce or manipulate
 highlight

SHARP — read a sitch; read a person
 highlight

FAITH — leap of faith
 highlight

Varies by Character
HX — help or interfere; session end
 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:

[Empty box for listing other characters' names]

For two people, write +3 and explain why you care about them (I need, I can use, I rival, I want to work with, I don't trust, I love, etc).

For everyone else, write +1 if they have favors, or 0 otherwise.

IMPROVEMENTS

experience >>> improve

- ___ get +1 cool (max cool+2)
- ___ get +1 hard (max hard+2)
- ___ get +1 sharp (max sharp+2)
- ___ get +1 faith (max faith+2)
- ___ choose a new Opportunist move
- ___ choose a new Opportunist move
- ___ get Politicking, 2 campaigns, and 1 obligation campaign
- ___ 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.)

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 doing the following:

- 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.

FAVORS

OTHER MOVES

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.

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



NAME

-FIRST-

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

Rhona, Briony, Jemma, Liora, Harika, Savita, Lin

-LAST-

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

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.

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

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

COOL — do something under fire
 highlight

HARD — go aggro; seize by force
 highlight

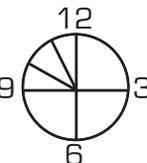
HOT — seduce or manipulate
 highlight

SHARP — read a sitch; read a person
 highlight

FAITH — leap of faith
 highlight

Varies by Character
HX — help or interfere; session end
 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:

[Empty box for listing other characters' names]

For one person, write +3 and explain why you care about them (I work for, I must protect, I must stop, I don't trust, I am in love with, etc).

For everyone else, write +1.

IMPROVEMENTS

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 Partisan move
- __ choose a new Partisan move
- __ choose a new Weapon option
- __ get a move from another playbook
- __ get a move from another playbook
- __ lead the people: get an MU (detail) and **Officer on Deck**
- __ Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook. (Remove this option if two Cylons are revealed.)

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 as ap 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.

OTHER MOVES

[Empty box for Other Moves]

SUPPLY

[Empty box for Supply]

PARTISAN SPECIAL

If you and another character share an intimate moment, nullify the other character's special move. Whatever it is, it just doesn't happen.

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
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HARD	go aggro; seize by force <input type="checkbox"/> highlight
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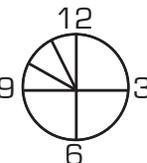
HOT	seduce or manipulate <input type="checkbox"/> highlight
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SHARP	read a sitch; read a person <input type="checkbox"/> highlight
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FAITH	leap of faith <input type="checkbox"/> highlight
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Varies 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
- ___ add a new option for your vehicle
- ___ get a move from another playbook
- ___ get a move from another playbook
- ___ get a Viper MU (detail) and **Officer on Deck**

___ 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 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 Hx.
- 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 1 person or Cylon who'll die and 1 who'll live. On a 7-9, name 1 person who'll die OR 1 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 up with you in trouble, mark xp.

OTHER MOVES

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, 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.

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.

CAMPAIGNS

Choose 3 campaigns:

- Quorum Mediation (1-favor, -EMBATTLED)
- Surveillance (1-favor, -DECEIVED)
- Health Care (1-favor, -OUTBREAK)
- Labor Relations (1-favor, -ENTANGLED)
- Salvage (1-favor, -IMPOVERISHED)
- Inter-Colonial Relations (1-favor, -SHUT OUT)
- Law Enforcement (1-favor, -CIVIL DISOBEDIENCE)
- Fleet Reconstruction (1-favor, -MALFUNCTIONS)
- Espionage (2-favors, -DISCOVERED)
- Lobby for Support (2-favors, -ENTANGLED)
- Ship Defense (2-favors, -INFILTRATED)
- Political Assassination (3-favors, -OFFICE THREATENED)

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)
- Fighting illness (you are healthy - debilitation strikes)
- Protecting someone (they are safe - they're gone)
- Disaster Relief (you aid recovery - disaster escalates)
- Maintaining your honor (you keep your word - you cross a line)
- Seeking answers (you get a clue - you chase a red herring)

An unworked obligation campaign is an opportunity for the MC.

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



NAME

-FIRST-

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

Iona, Desma, Leona, Adiel, Sevda, Chandra, Ting

-LAST-

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

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

NAME-

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

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:

[Empty box for listing other characters' names]

For one person, write +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).

For everyone else, write +2 if they are in your Cabinet, +1 if they are civilian or military leaders, -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 President move
- ___ choose a new President move
- ___ choose a new Campaign
- ___ choose a new Campaign
- ___ 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.)

PRESIDENT MOVES

■ **Politicking:** Whenever there's a stretch of downtime in play, or between sessions, choose a number of your Campaigns to work (up to 2 less than your total). Roll+cool. On a 10+, you get rewarded from all the Campaigns you chose. On a 7-9, you get rewarded from 1 (and if you chose to work on more than one catastrophes from 1). On a miss, catastrophe all around. The Campaigns you aren't working give you neither reward nor catastrophe.

And choose 2:

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.

Well Connected: Before making a roll, spend 1-favor and tell the MC how a favor someone owes you gives you leverage. Take +2 going forward.

Guilty Conscience: Whenever someone betrays you, you gain 1-favor.

Personable: Any time you have an interaction with an individual you can declare that you are **sharing an intimate moment**. It's your choice.

Easy to Trust: When you try to 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.

Advisor: You've got a Political Advisor (Conner or Ping) to aid you and give you reports, allowing you to read a sitch or a person even if they aren't physically present.

CATASTROPHIES

FAVORS

GEAR

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

Fashion appropriate to your look.

Promises and support worth 1-favor.

PRESIDENT SPECIAL

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

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?

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 worshipers.

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).

Your followers are (choose 2):

- dedicated to you. (Surplus: +1 supply, replace **DESERTION** with **HUNGER**)
- involved in commerce. (+1 fortune)
- joyous and celebratory. (Surplus: +festivities)
- rigorous and spiritual. (Surplus: +guidance)
- hard-working. (Surplus: +1 supply)
- enthusiastic recruiters. (Surplus: +growth)
- violent. (Small military unit, 3-harm, 0-armor, want +**PREJUDICED**, +**UNDISCIPLINED**).

However, your followers (choose 2):

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

VISIONARY



NAME

-FIRST-

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

Shona, Naida, Ceres, Kayla, Sezen, Priya, Mifeng

-LAST-

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

GEAR

You have:

Fashion appropriate to your look.

LOOK

Man, woman, child

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

NAME-

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

COOL — highlight

do something under fire

HARD — highlight

go aggro; seize by force

HOT — highlight

seduce or manipulate

SHARP — highlight

read a sitch; read a person

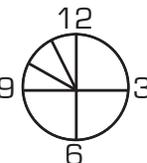
FAITH — highlight

leap of faith

Varies by Character
HX — highlight

help or interfere; session end

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:

[Empty box for listing other characters' names]

For one person, write +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).

For everyone else, write +2 if they are your follower, otherwise write their faith stat.

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+2)
 - ___ choose a new Visionary move
 - ___ choose a new Visionary move
 - ___ choose a new Followers option
 - ___ followers grant you insight, you can find answers from them as though you were in a **Workshop**
 - ___ 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.)

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

VISIONARY SPECIAL

If you and another character share an intimate moment, roll+hot. On a hit you get in their head and have 1-hold on them. Spend it any time if they are an NPC to have them do something for you, or if they are a PC to act as though you have just rolled a 10+ to manipulate them. On a 10+, that's all. On a 7-9, you have the hold, but they have 1-hold on you to do the same. On a miss, someone else is jealous and they have 1-hold on you; you get nothing.

SUPPLY MOVES

If you're charging in goods for your services, 1-supply is the going rate.

As a one-time expenditure, and very subject to availability, 1-supply might get you: a night in high luxury and company; a non-military weapon, gear, or fashion not valuable or hi-tech; material cost to repair of a piece of hi-tech gear; a bottle of ambrosia, stims, or recreational drugs; passage to any ship in the fleet or fuel for a one ship to make an FTL jump; food and water for a small group to eat for a day; a relic from before the Fall.

When you make known that you want a thing and offer goods to speed it on its way, roll+supply 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.

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 Caprican Imperial cigars eternal.

FAVOR MOVES

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

As a one-time expenditure, and very subject to availability, 1-favor might get you: transport to any ship in the fleet or audience with almost any person; information about activity aboard a ship, the location of someone on in the fleet, a ship captain's permission to board; a vote or support in a personal argument.

When you give 1-favor to someone 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 I can do this instead?

BASIC MOVES



BASIC MOVES

Basic moves that all characters can make. Some (Supply and Favor) require a commodity to use.

SESSION END

At the end of every session, choose a character who knows you better than they used to. If there's more than 1, 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 mark experience).

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.

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.

BASIC MOVES

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 _____?

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.

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.

USING A MILITARY UNIT AS A WEAPON

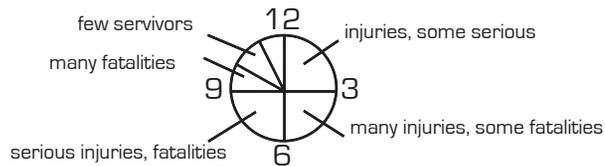
When a character makes an aggressive move using his military unit (MU) as a weapon, his MU inflicts and suffers harm, he doesn't. An MU inflicts and suffers harm according to its own and its enemy's sizes, weapons, and armor.

MILITARY UNIT & HARM

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

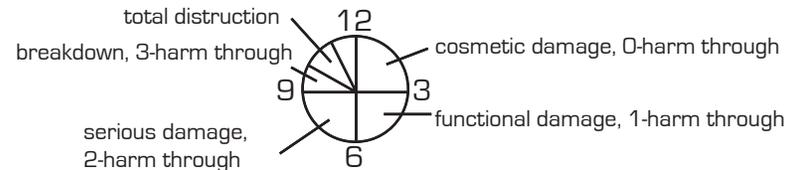
OPTIONAL MOVES

These moves are available at the MC's discretion. Some (Military Units and Vehicles) should be used only if they are indicated on playbooks.

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.

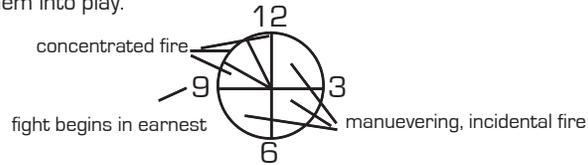


Whether harm blows through to a vehicle's pilot and passengers, doesn't blow through, or just hits them without having to blow through depends on the MC's judgment of the circumstances and the vehicle.

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 numbers.

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. (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.

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, 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 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 mark experience.

ADVANCED IMPROVMENTS

After taking five improvements from their playbooks, characters can choose from these advanced improvements:

- ___ 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.

NPC NAME ROSTER

MALE:

Hamish
Kelso
Cosmo
Nikias
Pyrros
Seth
Horatio
Taurin
Acario
Joseph
Samuel
Mikah
Nedim
Nesip
Okan
Isha
Jasvinder
Maneesh
Delun
Bohai
Junjei

FEMALE:

Marion
Nora
Rowena
Selena
Athina
Thais
Adorna
Donata
Ilaria
Chanah
Susan
Mara
Melodi
Yeliz
Gulay
Seema
Kanti
Tara
Jaiying
Dongmei
Jingfei

SURNAME:

Murphy
Bell
Burns
Valakas
Skleros
Tagaris
Albus
Celsius
Santori
Bercow
Forman
Halphen
Kurtogl
Polati
Sadik
Pauravi
Raza
Sangappa
Shih
Fu
Hsing

CALLSIGNS:

Freeze
Hercules
Fender
Lunchbox
Beeper
Stump
Easy
Dropout
Hiccup

BATTLESTAR FLEET



BATTLESTAR AND FLEET

These playbooks are for the Battlestar and Fleet. By default they are in play if any playbok (Commander, CAG, President, etc) call for them.

Option for these play books should be shared by the players; passed around the table, starting with the highest ranking military officer for the Battlestar and most prominent civilian for the Fleet.

BATTLESTAR

Name [choose 1]:

Argonaut, Shaddai, Erasmus, Uned, Valkyrie

By default, your Battlestar has:

- A crew of 2,215 souls [included in the fleet's total].
- Battlestar armaments [large military unit, harm by weapons, 1-armor, **REPAIRS**].
 - 24 large antiship gun turrets [3-harm, far, **LIMITED ARC, CROSSFIRE, AMMO**].
 - 514 smaller point-defense turrets [2-harm, close, **AMMO**].
- 2 squads of Vipers [medium military unit, 2-harm, 0-Armor, **REPAIRS, RECKLESS**].
- Several Raptor multi-role vehicles [Flight, FTL, surveillance, cargo, **FUEL, REPAIRS**].
- A platoon of 37 green marines [medium military unit, 3-harm, 1-armor, **GREEN**].

Strengths [choose 3]:

- Your platoon includes veterans Garis and Polati [remove **GREEN**].
- Fire support: Vipers get +1 armor when defending the Battlestar.
- Vipers are jury rigged with missiles +1 harm [**MESSY**].
- The Battlestar has a skilled doctor and medical supplies.
- Your Viper pilots have earned their wings a hundred times [add Fearless, CAG Only].
- 3 nuclear warheads [4-harm, AP, far, **MESSY, RADIOACTIVE, Commander only**].

Weaknesses [choose 1]:

- Vipers are in bad shape. [Vulnerable: **BREAKDOWN**]
- Crew has low morale. [Vulnerable: **INSUBORDINATION**]
- Crew is tired and unwell. [Vulnerable: **SICK**]
- You lost a squad of Vipers. [Drop population by 20, small military unit]

FLEET

By default, your Fleet has:

- 49,317 souls.
- 63 civilian ships [mixture of civilian transport, agricultural, fuel refinery, cargo, mining, recycling, medical, pleasure, and others].

Your fleet has survived the Fall of the Twelves Colonies because [choose 1]:

- Your Battlestar is old and doesn't have network systems that were vulnerable when the Cylons infiltrated the Colonial Defense Mainframe and Colonial Navigation Programs.
- Your fleet was "off the grid" when the Cylons attacked and by the time they found you, you had received word of Fall and were able to prepare your defences.
- Your Battlestar was offline for maintenance when the Colonial Defense Mainframe was destroyed and your systems weren't networked. You escaped during the attack.
- Another Battlestar [Choose 1: Galatica, Pegasus, Athena] was destroyed covering your retreat. Thousands of lives were lost so that you could escape.

Scarcity is ever present [choose 1]:

- The fleet is **TERRIFIED**. Fights are breaking out on civilian ships.
- Tylum supplies are low and the fleet only has enough **FUEL** for three more jumps.
- Word that Cylons can look like humans is spreading. **PARANOIA** is running rampant.

CYLON



CYLON

Open this playbook only if you choose the improvement:

Reveal yourself as a Cylon. Take Resurrection and one other move from Cylon playbook.

CYLON

You have Resurrection and 1 other Cylon move. Any time you gain an advancement you may take another Cylon move. Your special move also changes.

■ **Resurrection:** When you die, you are not dead. Your body is reborn on the nearest resurrection ship with all of your memories, including the last known location of the fleet!

CYLON SPECIAL

If you and another character share an intimate moment they roll +Hx. On a 10+, you have revealed yourself as a Cylon. On a 7-9, they notice something strange they can't get out their head, both of you take +1 Hx with each other. On a miss, nothing happens and at your option they take -1 Hx with you.

Choose 1:

❑ **Belief in the One True God:** When you try to seduce/manipulate someone, roll+faith instead of +hot.

❑ **Experiment:** When you have time and physical intimacy with someone - mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table - you can read them more deeply than normal. Roll+faith. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:

- What was your character's lowest moment?
- What does your character crave forgiveness for, and from who?
- What are your character's secret pains?
- In what ways are your character's mind and soul vulnerable?

On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

❑ **Inhuman Strength:** Choose one:

- Your hard becomes +2.
- You inflict +1 harm.

❑ **Inhuman Stamina:** You gain 1-armor, are immune to most diseases, and can resist the effects of radiation much more so than a human could. Your armor works against radiological weapons even though they are normally ap.

❑ **Ambush the Fleet:** To contact a Basestar roll+cool. On a 10+, you've sent the coordinates to the Cylons and an ambush will soon follow. Increase the Cylon attack crisis clock. On a 7-9, flinch, hesitate, or risk being caught. The MC can offer you a worse outcome, a hard bargain, or an ugly choice. On a miss, you are caught before the transmission can go out.

❑ **Projection:** You can consciously induce an extraordinarily realistic hallucination in the form of an artificial environment around yourself, blocking out all pain and distraction, yet you are still able to continue your actions in the real world. When projecting, roll+cool. On a 10+, physical and psychological pain will neither impede you nor force information from you. No longer roll the harm move when you suffer harm. On a 7-9, you can block out your surroundings, but the real world keeps beckoning you back; each time someone tries to interact with you, you are acting under fire. On a miss, even your own visions haunt you; your projection fails and you take 1-harm ap. You can share this hallucination with other Cylons by touching them.

NPC NAME ROSTER

MALE:

Hamish
Kelso
Cosmo
Nikias
Pyrros
Seth
Horatio
Taurin
Acario
Joseph
Samuel
Mikah
Nedim
Nesip
Okan
Isha
Jasvinder
Maneesh
Delun
Bohai
Junjei

FEMALE:

Marion
Nora
Rowena
Selena
Athina
Thais
Adorna
Donata
Ilaria
Chanah
Susan
Mara
Melodi
Yeliz
Gulay
Seema
Kanti
Tara
Jaiying
Dongmei
Jingfei

SURNAME:

Murphy
Bell
Burns
Valakas
Skleros
Tagaris
Albus
Celsius
Santori
Bercow
Forman
Halphen
Kurtogl
Polati
Sadik
Pauravi
Raza
Sangappa
Shih
Fu
Hsing

CALLSIGNS:

Freeze
Hercules
Fender
Lunchbox
Beeper
Stump
Easy
Dropout
Hiccup

CRISIS

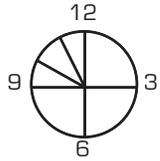


CRISIS

The Crisis clocks are optionally used at the MC's discretion. These clocks represent the looming threat of the Cylons and the extinction of humanity.

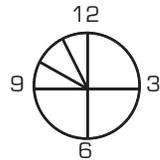
CRISIS CLOCKS

HUNGER



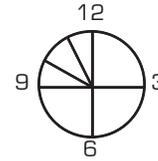
0:00 - Everyone has enough to eat and drink.
3:00 - Shortages require salvage and recon operations, or leaders to make trade agreements.
6:00 - Rationing required. Medical and social services taxed. Coping strategies adopted. Several sick.
9:00 - Scarcity is everywhere. Survival strategies (migration in search of help, abandonment of weaker members of the community) adopted. Many sick, several dying.
10:00 - Drought divides the haves and have-nots. Markets close; survival strategies widespread. Everyone is hungry, many dying.
11:00 - Famine affects all but the most wealthy or protected. Social breakdown. Widespread mortality.
12:00 - The population has been decimated by starvation.

SECURITY



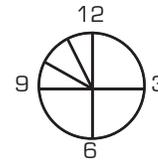
0:00 - No Cylon threats detected.
3:00 - Cylons are chasing the fleet, scouts seen but fleet destination unknown. Frequent jumps or immediate destruction of scouts necessary.
6:00 - Raiders attacking the fleet. FTL jump, fire support or viper response necessary. Some casualties.
9:00 - Fleet being tracked, Basestar and Raiders appear at unknown intervals. Many casualties.
10:00 - Constant attacks. Civilian ships lost. Horrible casualties.
11:00 - FTL impossible. Basestar(s) attacking, Centurions on the Battlestar. All out war. Terrible casualties.
12:00 - Cylons have destroyed the fleet.

MORALE



0:00 - The fleet has confidence in the political and military leaders.
3:00 - Suspicion of Cylons inside the fleet. Difficult demands on leaders. Fleet needs assuaging.
6:00 - Belief that Cylons are inside the fleet. Conflicting demands on leaders. Civil unrest.
9:00 - Cylons are present and manipulating the populous. Impossible demands on leaders. Riots.
10:00 - Government challenged at every turn. Leaders removed from office. Civilian ships divided.
11:00 - Cylons control a majority of the population. Humans killing each other. Leaders in immediate danger.
12:00 - Anarchy. Government is non-existent or controlled entirely by Cylons.

RESOURCES



0:00 - Adequate fuel for every ship in the fleet.
3:00 - Fuel levels monitored closely. Extraneous use (Viper training, exploration, civilian ship to ship transfers) restricted. "Lights out" curfews in place.
6:00 - Fuel shortage increased. Extraneous use forbidden, necessary use (Raptor scouting, salvage missions) restricted. Blackouts. About 40 fleet jumps possible.
9:00 - Rolling power outages. Difficulty with lighting, heating and cooking. A dozen fleet jumps possible. Dangerous accidents start. A few souls lost.
10:00 - A few ships scrapped for parts and supplies. Widespread outages. A handful of fleet jumps possible. Several souls lost to accidents, cold, and lack of medical attention.
11:00 - Life support failing. Many souls lost. One remaining fleet jump possible.
12:00 - The fleet, including the Battlestar, is stranded in space, gasping for their final breath.