

WITHIN  
THE

# CONVERGENT STORM



A GIRL BY MOONLIGHT SERIES

*Brave magical girls running head-first into the unknown.*

*Within the Convergent Storm* is about discovering secrets with wide-reaching effects. It brings danger from the unnatural as much as the natural, and lets players make large-scale impact on the world. It prioritizes an optimistic outlook and a lighthearted story. Even though there is much danger in the world, problems should feel easier when people come together.

## WHY PLAY THIS SERIES?

- ★ You want unnatural dangers to mix with the mundane setting.
- ★ You want to face uncertain with adventure and bravery that is likely to end in celebration
- ★ You believe no problem is too big if you work together to make a change

# Kiloeannum Orbit

## BUILDING THE SERIES

As a group, select an option for each of these questions and elaborate on them as needed. The answers will help shape both the series and the protagonists' roles within it.

### WHAT IS BELIEVED TO CAUSE THE STORM?

air pressure and the atmosphere, a disturbance in the space-time continuum, powerful and ancient arcane, colonial resource extraction, otherworldly creatures of terror, no one knows the truth

### WHO SIDES WITH THE STORM?

a religious group, a doomsday cult, a city or town, the elite and ruling class, a group of bored gods, the creatures of nature

### WHAT COMES FROM THE STORM?

strange voices, stone-melting flames, relics of the past and future, the children of the storm, harbingers of ill fortune

### THE MUNDANE WORLD

**(choose one or two)**

a living city, collapsing government, connected underground tunnels, a countryside community, a metropolis in the sky, nomadic comradery

### WHAT IS HELD TO BE SACRED?

**(choose one or two)**

power, tradition, ego, bravado, independence, capital, intelligence, achievement, logic

### WHAT IS CONSIDERED PROFANE?

**(choose one or two)**

love, emotion, gender, community, friendship, intimacy, curiosity, sincerity, generosity, honesty, trust

### OUR SHARED ORIGIN

**(choose one or two)**

travelers who stuck together, co-workers, childhood friends, remnants of a broken polycule, were once a single person, emerged from The Storm, shared a fixation

### WHAT ROLE DO YOU PLAY?

**(each protagonist choose one or two)**

meteorologist, ambitious student, experienced adventurer, storied elder, attentive caretaker, obsessive fan, ex-prophet, jealous rival, novice weather arcanist, shy strategist, hopeful romantic, professional assassin, undercover journalist

*Instruct each protagonist to select a playbook that reflects the roles they have chosen.*

### WHAT IS OUR SHARED OBLIGATION?

magic school, academic research, community care, resource gathering, office work, spreading news

### WHERE DO WE SLEEP WHEN NOT TRAVELING?

separate apartments, shared housing, in a field, in the same bed, cryostasis chambers, we don't need sleep

### HOW DO YOU TRAVEL?

**(choose one or two)**

an airship, hoverbikes, sportscar, rapid underground excavator, on foot, converted bus, scooters

### WHO DO WE COLLABORATE WITH ABOUT THE STORM?

**(choose one or two)**

a central intelligence agency, a crewed orbital satellite, transdimensional prophets, a rival group we keep running into, our families, a religious sect, wild animals

### TRANSCENDENCE

- ◆ What does it feel like to transcend?
- ◆ What aspect of it is shared by everyone?
- ◆ What is different for each of us?
- ◆ Your transcendence is an expression of your truest self. How?
- ◆ Is our transcendence influenced by or connected to The Storm?

### OUR TRANSGRESSIONS

- ◆ How do we transgress against that which is sacred?
- ◆ How do we represent that which is profane?

### OUR HOPE FOR THE FUTURE

- ◆ What do we wish to change?
- ◆ What do we dream of doing once we have fulfilled our goals?
- ◆ What does a better world look like to us?

*Choose a name for the series that reflects these answers.*

## SERIES ABILITIES

During series creation, the protagonists will choose one series ability and one transcendent ability for the group to start with. Additional abilities are chosen whenever the series' xp track is filled.

**Team players:** Each protagonist may add +1 action rating to **defy**, **empathize**, or **forgive**.

*This can raise your starting value in an action rating to two, if you already have one dot in that action. Each protagonist may choose a different option for their character, they need not choose the same option as the other players.*

**Connected hearts:** Gain +1d when you roll **stars**. When one person clears stress as a result of spending a link, choose one person to also clear equal stress.

*This works with the series ability Supporting actors, meaning when a player is using a link for helping then 2 people clear 1 stress and when using a link to recover stress 2 people clear 2 stress.*

**Never alone:** Protagonists may use **teamwork** regardless of the distance separating them. When you **assist** a teammate from afar, ask that player one question about their character from your **gather info** list.

**Supporting actors:** When giving an **assist** to a teammate you may spend 2 stress to give +2d. When you use a link and are **helping** an ally, they also clear 1 stress.

**Trauma bonding:** During downtime each player can **offer vulnerability or intimacy** as an additional free action.

**No plan is the best plan:** When factoring your engagement roll, if you answer yes to "Are the protagonists acting rashly, or on very little information?" you may ignore the -1d penalty.

**Darker destiny bond:** If a character is about to die, a different character who is transcended may fill their stress bar completely and go into **eclipse** to save the other person from death. The saved character is then safe but out of the rest of the mission.

**Outside influence:** Choose one move from the list of moves from other series.

- ◆ **At the Brink of the Abyss:** By starlight, Pure hearts, Power of the moon, Shrine keepers, Redemption.
- ◆ **Beneath a Rotting Sky:** Troubled hearts, Grim determination, Bitter embrace, Elusive, Gazing into the abyss, Vengeful drive, Night hunters.
- ◆ **On a Sea of Stars:** Academy trained, Esprit de corps, Sync ratio, High alert, Heroes of the people, On borrowed time.
- ◆ **In a Maze of Dreams:** Curiouser, Looking for answers, Shared burden, Another face in the crowd, Daydreamers, Moment of crisis.

**My superpower is talk good:** Each protagonist marks a transcendent action dot in **confess**, **express**, and **conceal**.

*Mark this action dot only in the third or fourth position. If this provides your only dot in a given action, it does not count towards your attribute rating for resistance rolls.*

**A strong friendship is the best defense:** While transcended, when a protagonist **protects** an ally and **resists the consequences**, roll with +2d or the protected ally marks 1 segment on their recovery clock.

**Curse of The Storm:** While transcended, when you **eclipse** you may choose to gain an additional full bar of 9 stress to spend. When you spend stress while in eclipse, you first spend stress from the additional bar. You do not escape eclipse until you complete your normal escape condition as well as the additional condition: "**You escape eclipse** when you carry out the will of the storm at least one time". If you escape eclipse, if there is any remaining stress in the additional bar, subtract half the amount (rounded up) from your regular stress bar.

*The additional bar of stress is also reduced to 8 bars by the Tier 1, Ruin ability Under Pressure. It is up to the director when the additional escape condition is met. If a player spent 4 stress while in eclipse and had 5 stress left in the additional stress bar, if they escape eclipse they would remove the additional stress bar completely as well as remove 3 stress from their regular stress bar.*



## DIRECTOR'S PRINCIPLES

### MAKE THE UNNATURAL UNCOMFORTABLE BUT MORTAL

At first, it should feel unfamiliar and strange when confronting The Storm. Whether these feelings are warranted or not is a different question. However, while the protagonists might face challenges both internal and external, they should not feel insurmountable. If they do feel that way, they should be reminded that this may not be the first time they've felt that way before but they made it through. Allow the curious and the brave a chance to reach understanding.

### SHOW THE IMPACTS OF THE STORM ON THE MUNDANE

The Storm reminds the protagonists that life is precious and worth protecting but not every day is a victory. Even if the protagonists have never felt the effects of The Storm, that doesn't mean no one has. Demonstrate that the protagonists can not be everywhere at once. The Storm is not to be taken lightly. Though the danger may not be at the forefront of their minds at all times, there should be omens that keep them on their toes.

### SHOW THE POWER OF THE COLLECTIVE

Show that there is strength in numbers and community. Even if the protagonists are individuals, they should feel like a part of something bigger. There may not always be comradeship but those who scorn others and isolate themselves are the first to be picked off by the storm. The protagonists may be special but even the strongest people can feel lonely or need an external voice urging them onward.

## OBLIGATION

In the obligation phase, the protagonists must attend to the relationships that dominate their lives, whether this is friends, family, community, or teammates. Even the most isolated people do not go through life alone, there are always connections that need upkeep. This may still be enjoyable but it is draining nonetheless. The obligations should also be coloured by what is sacred and what is mundane and if an obligation may be enjoyable at times, there will be times when upholding the sacred parts of the obligation is deemed most important.

## DOWNTIME

Downtime in this series comes as moments among community and friends with quiet and peace. While obligation may be social connections required for survival, downtime is what keeps us going and thriving in life. In a world where The Storm can bring chaos and destruction in its wake, downtime is the calm before the storm. Protagonists will share moments of peace and affection as well as display how it is they transgress against the sacred.

Acting and embodying the profane can be when the protagonists can let go of the expectations that society has on them, unmask, and be the selves they more recognize as comfortable.

### SERIES RULE: OFFER VULNERABILITY OR INTIMACY

**Make a connection** is replaced with **offer vulnerability or intimacy**. All abilities relating to make a connection apply to offer vulnerability or intimacy instead.



In downtime, you may offer vulnerability or intimacy to another protagonist. Describe the circumstances of your encounter, and how you are vulnerable in this moment. Ask them "Do you offer vulnerability or intimacy in return?"

If they share how they offer you vulnerability or intimacy in return, you gain the same number of links as they do as a result of the roll.

If they do not, mark xp.

Roll a suitable action, the chosen character gains the result level as links with you (on their sheet). On a critical success both players gain 5 links and mark xp.

That pair of characters may only offer vulnerability and intimacy with each other once per downtime.

### SERIES RULE: STORMTOUCHED

In addition to the two secondary characters each person makes, the group collectively creates a character who has been inside The Storm that they may each have a connection to. This character either cannot or will not reveal what is inside The Storm to the protagonists for some reason.



## SERIES RULE: ENCROACHING STORM

The Storm may seem far off but its effects on the group are not. This series includes storm omens - either warnings of the oncoming storm or remains left by the storm. Storm omens aren't always bad, but they are likely to start out that way. As the series goes on, The Storm becomes harder and harder to ignore, until facing The Storm is inevitable.



Storm omens are divided over six tiers, alternating between **ruin** and **embolden**. Once per episode, before the mission starts, the protagonists must choose a storm omen. You may not select more storm omens in a higher tier than currently selected in the tier below.

When the protagonists select a storm omen, they may describe what it is and who sees it first. The director may then describe the connection between the omen and the effect.

### TIER I, RUIN

**Limited Spoons:** Take -1d to obligation rolls.

**Bad Memory:** Flashbacks cost +1 stress.

**Meticulous Learners:** Add +1 to the number of XP needed to level up a track.

**Under Pressure:** Stress bars are 1 segment smaller. This also effects the stress bar in the move **Curse of The Storm**.

**What Could Go Wrong:** Engagement rolls start with 0d.

### TIER II, EMBOLDEN

**Ah ha! Moment:** Each player increases any action by 1 without clearing XP in the attribute.

**Last Stop is the Cemetery:** Add a 4th Investigation tier. investigation progress is no longer lost.

**My Work Here Is Done:** Each protagonist adds +1d to one of their downtime rolls each downtime phase. This may be used after rolling.

**Revolutionize the world...together:** Each mission for each protagonist, the first **assist** can be done without spending stress or a link.

### TIER III, RUIN

**Winds of Worry:** Every time the adversary track, The Storm, fills it is doubled.

**Burning From Both Ends:** Each action during eclipse costs a stress before rolling. This does not count as pushing yourself.

**Eye of Kyubey:** During the mission, the first time you roll a 1 the entire roll is counted as a failure. If you roll 2 or more 1s for any roll it is counted as a failure. Consequences can be resisted as normal.

### TIER IV, EMBOLDEN

**Power of Friendship:** Links carry over between episodes and can be spent during obligation or downtime if both characters are together in the scene.

**Hey, Adora:** Everyone gains the skill **Bid for Attention**.

Pick a Special Person. Once per episode when you appear in a scene with your Special Person and you try to get their attention, you may roll equal to your highest attribute:

**1-3** You get their attention alright, but you wish you hadn't. How do you embarrass yourself in this moment? If your Special Person is a protagonist they gain 1 link with you on their sheet.

**4/5** They notice you and it feels nice. Roll your lowest attribute with +1d as long as you are with your special person this episode. On a tie, choose one.

**6** You get their attention and it feels great. Roll all attributes with +1d as long as you are with your special person this episode.

On a **critical success**, choose an attribute. You roll all action rolls in that attribute with +1d for this episode.

You may change your Special Person at the start of an episode.

### TIER V, RUIN

**Confronting Mortality, Rationalizing Contempt:** Each player only gets 1 downtime action this episode. Time is running out. The longer you put things off, the more people will suffer, there is no time for childish things like friendship.

### TIER VI, EMBOLDEN

**Reminder That Every Storm Clears:** Everyone gets an extra downtime action and any links gained from a roll during downtime are increased by +1. It does no one any good to rush into danger unprepared. Make sure you have everything ready, because this might be the last moments you'll get together.

## POSITION, EFFECT, AND CONSEQUENCES

When using **Within the Convergent Storm** the tone will usually tend towards being light. If it is heavier, there should still be a positive twist when working together or themes of community. This should mean that the position and effect of roles should feel most challenging when isolated.

Even if the protagonists find themselves in a desperate situation at the start of missions, find a way to break up any consequences into multiple smaller consequences. The natural arc of a mission should allow the protagonists to use their transcendence at a pivotal time for the greatest effect. Even as the stakes grow, if the protagonists are working together this should be reflected in the position and effect.

As the season goes on and characters begin to go up against the storm, mundane characters should feel out of their depths. Trying to take on The Storm means rolling at a desperate position and limited effect by default. Acting against The Storm while not Transcended will result in stakes primarily about survival and escape. Transcended protagonists on the other hand can weather The Storm, demonstrating moments of awe and wonder in anyone watching.

Removing foes connected to the storm may make the world better in the short term, but may cause problems in the long term. Shifts in the storm should be felt beyond the missions, reaching into the personal lives of the protagonists as the world around them shifts as well.

## SERIES RULE: GAINING XP

At the end of each session, for each item below, mark 1xp.

- ◆ Successfully carried out a mission from the series' list.
- ◆ Confronted the dangers caused by The Storm and aid those who have suffered from it.
- ◆ Learned secrets about or from The Storm.
- ◆ Express the essential nature, origin, or destiny of the group.



## MISSIONS

### TIER I

**Be a shield:** Save a special person or place from the damage of The Storm.

*Who or what is in danger?*

*What form is The Storm taking and how is that dangerous?*

**Calm the encroaching Storm:** An unnatural and threatening creature or presence has emerged from The Storm. Quell it.

*What features of whatever emerges incite the impulse to stop it?*

*What must be done to stop whatever has emerged?*

*Why has whatever emerged chosen to emerge now?*

### TIER II

**Stormchasing:** Follow a dangerous lead as to why The Storm has been escalating. Investigation does not reduce by half after this mission.

*What is an unexpected connections about this lead?*

*What has changed about The Storm?*

*Where are the escalations most noticeable?*

**Disaster Preparedness:** Seek out an important item that will help prepare against the worst of The Storm. Ignore all ruin storm omens next episode is this mission is a success.

*What has stopped this item from being obtained in the past?*

*How is this item used and who can use it?*

*When was the last time this item was used and for what reason?*

### TIER III

**Enter the Storm:** Head directly into the heart of The Storm. There is something waiting there for you.

*Who or what has been at the heart of The Storm?*

*Where is the final battleground?*

*What must be lost for there to be any hope of succeeding?*



## FALLOUT

## TIER I

- 1-3** an enemy moves against the group
- 4/5** a friend needs urgent help
- 6** worry grows in the mundane world

## TIER II

- 1-3** an enemy sides with The Storm
- 4/5** The Storm is heading towards a friend
- 6** an obligation causes trouble for the group

### TIER III

- 1-3** an important place is destroyed by The Storm
- 4/5** a friend enters The Storm
- 6** The Storm grows much larger

## PACING THE SERIES

The pacing of this series is impacted by the changes in The Storm throughout the season. As the track for The Storm grows, the world should feel more and more restless, even during the calm before the storm. The fallout of the season should slowly take more and more away from the protagonists until it is impossible to ignore.

If they try to enter the storm too early, it should feel overwhelming enough that they must leave but feel like they can prepare to go back in.

## HOW DOES IT END?

At the end, the protagonists must go into the storm. If they don't, then whatever is inside The Storm should come to them. Either way, the dangers for the next season should be made clear and the stakes raised higher than they have already been. If this is the final season, either The Storm disappears or the protagonists... or both.

## NAMES

Thalia, Barrage, Taranis, Susie, Suntrails, Ghimli, Hudian, Ember, Seeker, Trial, Auris, Nara, Soni, Tempest, Bridget, Icarus, Phalim, Ythra, Onset, Glave, Hestor, Curjan, Dimach, Frinn, Junus, Klay, Litro, Margin, Nexus, Quill, Windy, Wendus, Xint, Zori, Vee, Kae, Sea, Elis, Esh, Rixon

## WITHIN THE CONVERGENT STORM

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A GIRL BY MOONLIGHT SERIES

## Secondary characters

## Series Rules

Storm omens are divided over six tiers, alternating between **ruin** and **embolden**. Once per episode, before the mission starts, the protagonists must choose a storm omen. You may not select more storm omens in a higher tier than currently selected in the tier below.

When the protagonists select a storm omen, they may describe what it is and who sees it first. The director may then describe the connection between the omen and the effect.

## Storm Omens

## TIER I, RUIN

- **Limited Spoons:** Take -1d to obligation rolls.
- **Bad Memory:** Flashbacks cost +1 stress.
- **Meticulous Learners:** Add +1 to the number of XP needed to level up a track.
- **Under Pressure:** Stress bars are 1 segment smaller. This also effects the stress bar in the move **Curse of The Storm**.
- **What Could Go Wrong:** Engagement rolls start with 0d.

## TIER II, EMBOLDEN

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- **Ah ha! Moments:** Each player increases any action by 1 without clearing the XP in the
- **Last Stop is the Cemetery:** Add a 4th Investigation tier. Investigation progress is no longer lost
- **My Work Here Is Done:** Each protagonist adds +1d to one of their downtime rolls each downtime phase. This may be used after rolling.
- **Revolutionize the world... together:** Each mission for each protagonist, the first assist can be done without spending stress or a link.

## TIER III, RUIN

- **Winds of Worry:** Every time the adversary track, The Storm, fills it is doubled.
- **Burning From Both Ends:** Each action during eclipse counts a stress before rolling. This does not count as pushing yourself.
- **Eye of Kyubey:** During the mission, the first time you roll a 1 the entire roll is counted as a failure. If you roll 2 or more 1s for any roll it is counted as a failure. Consequences can be resisted as normal.

## Bid for Attention

*Each player gains this move when you take Hev, Adora.*

**Pick a Special Person.** Once per episode when you appear in a scene with your Special Person and you try to get their attention, you may roll equal to your highest attribute:

- 1-3** You get their attention, but you wish you hadn't. How do you embarrass yourself in this moment? If your Special Person is a protagonist they gain 1 link with you on their sheet.
- 4/5** They notice you and it feels nice. Roll your lowest attribute with +1d as long as you are with your special person this episode. On a tie, choose one.
- 6** You get their attention and it feels great. Roll all attributes with +1d as long as you are with your special person this episode.
- On a **critical success**, choose an attribute. You roll all action rolls in that attribute with +1d for this episode.
- You may change your Special Person at the start of an episode.

## TIER V, RUIN

- Confronting Mortality, Rationalizing Contempt:** Each player only gets 1 downtime action this episode.

## TIER VI. EMBOLDEN

- **Reminder That Every Storm Clears:** Everyone gets an extra downtime action and any links gained from a roll during downtime are increased by +1.