HARM AND HEALING MOVES

When you or a vehicle you're piloting **suffer wounds or hull damage**, once the smoke has cleared, roll+wounds/hull suffered. On a 10+, the MC will choose one. On a 7-9, the MC will choose one and you will choose one :
 • *it's worse than it seemed (increase wounds/hull damage by 1)*
 • *the damage can't be treated or fixed easily, or threatens to be permanent*
 • *the damage will hamper future action in a serious way (e.g. disabled limb, hyperdrive out of commission)*
 • *your situation will rapidly get worse if not attended to immediately (heavy bleeding, something aboard overheating)*
 • *something valuable or useful has been damaged or lost*
 • *collateral damage: someone or something which really shouldn't have been involved in this has been hurt or destroyed*
 • *you've expended the last of an important resource (eg. ammunition/fuel/medical supplies/battery power)*
 • *in the heat of action, you've lost track of or missed noticing something important*
 • *you come out of the action in a precarious position or on an untenable course (heading into an asteroid field, hanging off a ledge)*

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

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

PERIPHERAL MOVES

Call Upon The Dark Side
When you **call upon the Dark Side of the Force** by allowing your anger, fear, frustration or hatred to influence you and you have either **Call Upon the Force** or **Force Ritual.** You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add +1harm to an attack, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.

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

Introducing
THE MOVES

Leia: "This is some rescue. You came in here and didn't have a plan on getting out?"
Han: "He's the brains, sweetheart!"
-Leia Organa and Han Solo

A playbook for

STAR WARS WORLD

CRED MOVES

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

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred 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.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7–9, the MC chooses one of the following:
• *it costs 1-cred more than you'd expect.*
• *it's available, but only if you meet with a guy who knows a guy.*
• *damn, I had one, I just sold it to this guy named _____, maybe you can go get it off him?*
• *sorry, I don't have that, but maybe this will do instead?*
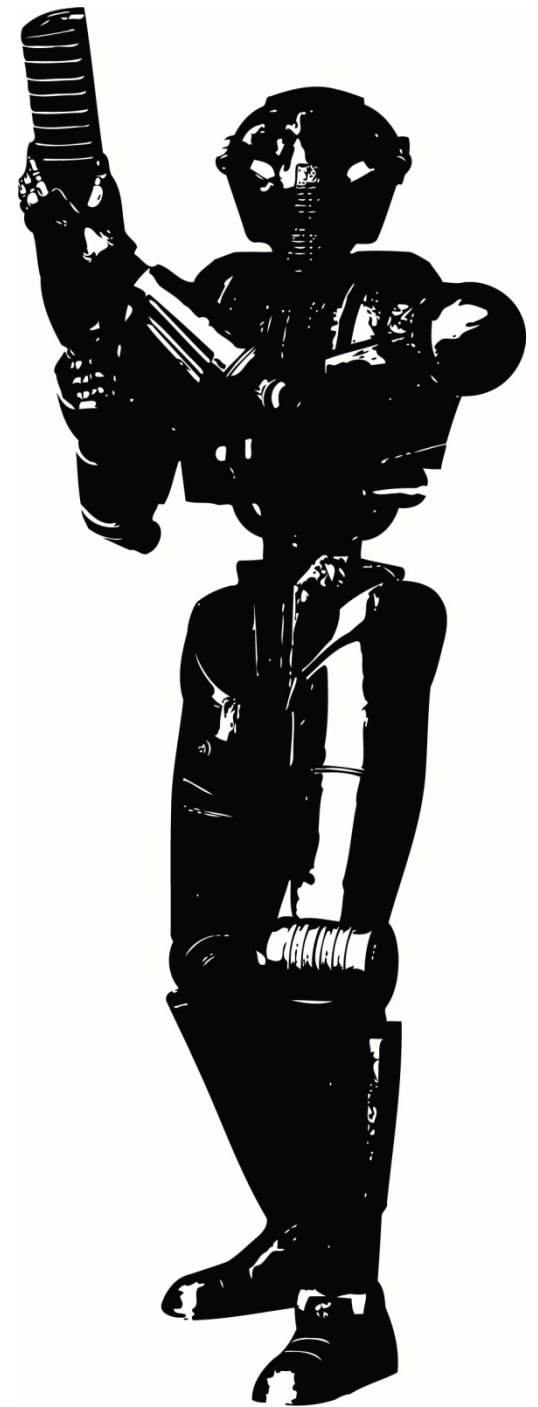
THE MOVES

BASIC MOVES

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

❑ Advanced: On a 12+, you accomplish your goal and then some. Whatever you were trying to do, you master the challenge, transcend the danger.

Threaten
When you *threaten* 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)*

❑ Advanced: On a 12+, they must choose to cave and do what you want.

Assault
When you *assault*, roll+hard. On a hit, inflict and receive harm. On a 10+, choose 2:
* *suffer one less harm*
* *inflict one additional harm*
* *achieve a goal of objective*
* *frighten or scatter your enemy*
On a 7-9, choose 1:
* *inflict one additional harm*
* *achieve a goal of objective*

❑ Advanced: On a 12+, choose all 4 from the 10+ list and 1 for double-effect.

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+, both. On a 7–9, choose 1:
* *if they do it, they mark experience*
* *if they refuse, it's* ***acting under fire*** *(no experience for rolling highlighted)*
What they do then is up to them.

❑ Advanced: On a 12+, if they are an NPC, they become an ***Ally.*** Choose what kind of ally they will become.
▪ *ally: friend (impulse: to back you up)*
▪ *ally: lover (impulse: to give you shelter & comfort)*
▪ *ally: right hand (impulse: to follow through on your intentions)*
▪ *ally: representative (impulse: To pursue your interests in your absence)*
▪ *ally: guardian (impulse: to intercept danger)*
▪ *ally: confidante (impulse: to give you advice, perspective, or absolution.)*

Observe a Person
When you *observe 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 about __?*
* *what does your character wish I'd do?*
* *how could I get your character to __?*

❑ Advanced: On a 12+, ask any 3 questions, not limited to the list.

Read a Charged Situation
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?*
* *who/what here is not what they seem?*
* *which enemy is most vulnerable to me?*
* *what is the biggest threat to me?*
* *what should I be on the lookout for?*
* *what's my enemy's true position?*
* *who's in control here?*
* *what happened here recently?*

❑ Advanced: On a 12+, ask any 3 questions, not limited to the list.

Trust Your Instincts
When you *trust your instincts*, roll +attuned. On a hit, take +1forward and the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them; On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

❑ Advanced: On a 12+, you learn something definitive and world-shattering. In addition, ask the MC any question, they will answer it honestly. Whenever you're acting on the MC's answer, take +1.

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.

Session End
At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience) and you must tell them something new about your character; a secret, a vulnerability, or a meaningful moment from your past.

VITALITY AND WOUNDS

• Harm is damage dealt by weapons, hazards and traumas. When a character suffers harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armour rating of the character's armour. This is called harm as established. When taking harm, a character first marks the harm off of their Vitality track, when that track is full, they then mark harm off of their Wounds track.

• Vitality represents light scrapes, bruises, grazes, and fractures bones. These harm segments recover at a rate of 1 per hour. Wounds represent significant physical trauma, heavy internal or external bleeding, brain damage, etc. At 1 wound-segment, a character is injured but their condition will neither improve nor degrade with time. At 2-3 wound-segments, a character gets worse with time, unless stabilized. At 4 wound-segments, a character is dead but can still be revived. Any harm past that and the character is dead for reals.

• When a character suffers wounds beyond 1 wound, the player can choose to mark a debility. If she does, she gets the debility, but the harm stops sharp at 1 wound. Once she's at 1 wound, she can choose to take a debility instead of any new wound.

SQUADS, VEHICLES &HARM

When a squad 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.
Squads have 6-wounds, regardless of size.

○○○○○○ **HARM** [ ] **ARMOUR** [ ] **SIZE** [ ]
○○○○○○ **HARM** [ ] **ARMOUR** [ ] **SIZE** [ ]
○○○○○○ **HARM** [ ] **ARMOUR** [ ] **SIZE** [ ]

With a strong, present leader, a squad 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.
If a PC is a member of a squad taking harm, how much harm the PC takes depends on her role in the squad. If she's a leader or a prominent, visible member, she suffers the same harm the squad does. If she's just someone in the squad, or if she's intentionally protecting herself from harm instead of fighting with the squad, she suffers 1-harm less.

When a vehicle suffers harm, mark harm off it's shields first, like vitality, and it's hull afterwards, like wounds. When a vehicle suffers harm to it's hull, the passengers also suffer harm equal to the harm minus the ship's armour rating. (ie. If a ship with 1-armour suffers 3-harm to it's hull, the passengers all suffer 2-harm). Shield points return at a rate of 1 per hour. Hull points never repairs on their own, it must be repaired by a technical expert with a repair kit. (see gearhead)

INTRODUCING THE MC

That's you, the Master of Ceremonies, Star Wars World's GM.

DECISION MAKING

In order to play to find out what happens, you'll need to pass decision-making off sometimes. Whenever something comes up that you'd prefer not to decide by personal whim and will, don't. The game gives you four key tools you can use to disclaim responsibility: you can put it in your NPCs' hands, you can put it in the players' hands, you can create a countdown, or you can make it a stakes question.

NPCS

Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Shan, Isle, Ula, Dremmer, Rufe, Ba, Mice, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Newton, Tao, Missed, III, Princy, East, Harrow, Kettle, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Barker, Imam, Bowdy, Daff, Shazza, Fauna, Sun, Chack, Ricarra, Prim, Rakka, Baku, Ruhk, Jax, Bastilla, Bera, Anla, Aarm, Shyon, Jost, Darg, Guld, Rami, Cypher, Sharon, Jana, Spang, Keilara, Kin-Wan, Abric, Broo, Untel, Chelch, Thraken, Aerena, Winter, Mara, Miranda, Toby, Del, Ras, Daniel, Arnet, Marl, Nali, Acelin, Thon, Fiona.

Cross them off as you use them. Scavenge unused names from the character playbooks, too. Make your NPCs human by giving them straightforward, sensible self-interests. They're just not that complicated. They do what they want to do, when they want to do it, and if something gets in their way, well, they deal with that now. What they do in life is follow their parts around - their noses, their stomachs, their hearts, their clits & dicks, their guts, their ears, their inner children, their visions. Then, you can make PC-NPC-PC triangles just by making sure that their uncomplicated self-interests involve the players' characters individually, not as a group. Show different sides of their personalities to the players' different characters.

THE MASTER OF CEREMONIES

THE MASTER OF CEREMONIES

AGENDA
• Make Star Wars World seem fantastical.
• Fill the characters lives with adventure.
• Play to find out what happens.

ALWAYS SAY
• What the principles demand.
• What the rules demand.
• What your prep demands.
• What honesty demands.

THE PRINCIPLES
• Spew forth techno jargon.
• Address yourself to the characters, not the players.
• Make your move, but misdirect.
• Make your move, but never speak its name.
• Make your villains sympathetic.
• Name everyone, make everyone real.
• Ask provocative questions and build on the answers.
• Respond with adversity and intermittent rewards.
• Be a fan of the players' characters.
• Think off screen too.
• Sometimes, disclaim decision-making.

YOUR MOVES
• Separate them.
• Put them together.
• Reveal an unwelcome truth.
• Capture someone.
• Expose a dangerous secret to the wrong person.
• Put someone in a spot.
• Trade harm for harm (as established).
• Announce off-screen badness.
• Announce future badness.
• Inflict harm (as established).
• Take away their stuff.
• Make them buy.
• Activate their stuff's downside.
• Tell them the possible consequences and ask.
• Offer an opportunity, with or without a cost.
• Turn their move back on them.
• Make a threat move (from one of your fronts).
• After every move: "what do you do?"

A FEW MORE THINGS TO DO
• Make maps like crazy.
• Turn questions back on the asker or over to the group at large.
• Digress occasionally.
• Elide the action sometimes, and zoom in on its details other times.
• Go around the table.
• Take breaks and take your time.

BASIC MOVES

When you **do something under fire**, or dig in to endure fire, roll+cool.
When you **threaten** someone, roll+hard.
When you **assault**, roll+hard.
When you try to **manipulate** someone, tell them what you want and roll+hot.
When you **read a charged situation**, roll+sharp.
When you **observe a person** in a charged interaction, roll+sharp.
When you **trust your instincts**, roll+attuned.
When you **help or interfere** with someone who's making a roll, roll+Hx.
At the end of every session, choose a character who knows you better than they used to.

PERIPHERAL MOVES

When you **inflict harm on another player's character**, the other character gets +1Hx with you for every segment of harm you inflict.
When you **heal another player's character's vitality or wounds**, you get +1Hx with them for every segment of harm you heal.
When you use your people for **insight**, ask your people what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

CRED MOVES

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.
When you **go into a holding's bustling market, looking for some particular**
thing to buy, roll+sharp.
When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3).

EQUIPMENT

BLASTERS
• hi-powered sporting blaster rifle (3-harm far energy)
• auto cannon (3-harm close/far area messy energy)
• blaster rifle (3-harm close loud autofire energy)
• sporting blaster rifle (2-harm far reload loud energy)
• blaster carbine (2-harm close area loud energy)
• heavy blaster pistol (3-harm close reload loud energy)
• blaster pistol (2-harm close loud energy)
• hold-out blaster (2-harm close reload loud energy concealable)
• ion gun (s-harm/2-harm ap* hand reload energy) *only affects droid

BALLISTICS
• grenade launcher (4-harm close area messy)
• grenade tube (4-harm close area reload messy)
• frag grenades (4-harm hand area reload messy)
• stun grenades (s-harm hand area reload energy)
• antique slugthrower (2-harm close reload loud valuable)

HAND WEAPONS

• force pike (2-harm/s-harm hand/close powered)
• ornate dagger (2-harm hand valuable)
• hidden knives (2-harm hand infinite)
• vibro knife (2-harm hand powered)
• big knife (2-harm hand)
• vibro sword (3-harm hand messy powered)
• many knives (2-harm hand infinite)
• lightsaber (3-harm ap hand). Choose 1:
• master crafted: a superb piece of craftsmanship. Add +precious.
• double bladed: versatile and impressive
• collection: you have a few spare. They're absolutely standard, but there's a handful of them.
• legendary: its blade has a very distinctive colour and people know that blade has history.
• dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

SIZES

Small (air-car, fighter, shuttle, transport, 15 or so warriors)
Medium (corvette, frigate, heavy tank, 30 or so warriors)
Large (destroyer, cruiser 60 or so warriors)
Huge (battle cruiser, small space station, colony ship, 150 or so warriors)
Massive (dreadnaught, large space station, 300 or so warriors)

SHIPS

• **Speeder car and bike** (power +1, maneuverability +2, 1-armour, weakness +0, 2-harm, tiny, +atmospheric) Shields-0 Hull-3
• **Shuttle** (power +1, maneuverability +1, 2-armour, weakness +1, 2-harm, small, +spacious +hyperdrive) Shields-2 Hull-3
• **Starfighter** (power+2, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive) Shields-3 Hull-2
• **Space transport** (power+1, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive +cargo) Shields-2 Hull-4
• **Bomber** (power+1, maneuverability +0, 1-armour, weakness+2, 2-harm, small, +hyperdrive +1-harm ap vs. capital ships) Shields-3 Hull-3

CAPITAL SHIPS

• **Corvette** (1-armour, 3-harm, medium shields-3 hull-2)
• **Frigate** (1-armour, 3-harm, medium shields-2 hull-4)
• **Cruiser** (1-armour, 3-harm, large shields-2 hull-3)
• **Destroyer** (1-armour, 3-harm, large shields-3 hull-3)
• **Battle Cruiser** (1-armour, 3-harm, huge shields-3 hull-4)
• **Dreadnought** (1-armour, 3-harm, massive shields-3 hull-4)

Note: If there's a size mismatch, each step the ship is bigger adds +1harm, and each step the ship is smaller knocks off -1harm.