

SECONDARY MOVES

SUFFER WOUNDS

When you *Suffer Wounds*, roll with the number of wounds suffered. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1.

- *It's worse than it seems, suffer an additional wound*
- *You lose hold of something valuable*
- *You lose track of something important*
- *You're out of commission for a short while*

On a miss, nothing worse comes of it.

FACE DEATH

When you mark off your third harm box, you are *incapacitated and dying rapidly*. Without outside aid or a miracle you will die shortly. Good luck!

SUFFER A DEBILITY

When you are about to suffer harm, you may instead choose to *Suffer a Debility* to avoid that harm. A debility permanently decreases one of your main stats by 1 and lowers the maximum the stat can be raised to through advancements (+2 instead of +3).

HEAL UP

When you have the chance to rest and *Attempt to Heal Wounds* without the aid of **The Medic**, roll with Rugged. On a hit, you heal 1-wound. On a 10+, the MC will choose 1. On a 7-9, the MC will choose 2:

- *You'll be in and out of consciousness for the next 24 hours*
- *Your injuries require the aid of a professional, pharmaceutical or medical, pay them 1-cred*
- *You're incapacitated for the next 8 hours, doing anything other than lying down is **Acting Under Pressure***
- *You'll require constant monitoring and care from someone competent for the next 36 hours*

Any wounds left over heal at a rate decided by the MC on a case-by-case basis.

TAKE IT EASY

When you *Take it Easy for a While*, you heal vitality at a rate of 1 per hour.

COME UNDER FIRE

When a vehicle *Comes Under Fire* and suffers harm, record the amount of harm it has taken in total and consult below:

- *1-harm: minor shielding or light hull damage*
- *2-harm: major shielding or minor hull damage; one or two systems compromised*
- *3-harm: serious hull damage; several systems disabled or compromised*
- *4-harm: major hull damage; most systems disabled, several destroyed.*
- *5-harm: complete breakdown; all systems disabled; most people on-board are exposed serious danger*
- *6-harm or more: total destruction; everyone on-board is exposed to serious danger*

Harm may blow through to passengers/crew, MC's call.



THE MOVES

Never tell me the odds!

BRIBES

When you *Bribe Someone* with 1-cred, it counts as *Applying Leverage* and hitting the roll with a 10+, with no roll required (this counts as a roll for the purposes of highlighted stats).

PUT THE WORD OUT

When you spend cred and *Put The Word Out* that you're looking for something, roll with the cred spent (max of 3). 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.

HIT THE JURACRETE

When you *check in with contacts about some info or shop around for something exotic*, roll with Suave. On a hit, you find what you're looking for or near enough. On a 7-9, it comes with strings attached. On a miss, you find yourself in a very tight spot.

HIGHLIGHTS AND EXPERIENCE

At start of session, choose the character who you haven't interacted with as much lately, their player will **highlight a stat** for you, the MC will highlight a second. When you roll a highlighted stat (regardless of the result), you mark experience. When you've marked your fifth experience, erase the track and select an advance. You cannot choose the same advance twice.

BASIC MOVES

READ A PERSON

When you **Read a Person** while interacting with them, roll with Canny. On a 10+, ask their player (or the MC for NPC's) 2 questions from the list. On a 7-9, ask 1:

- *Is your character hiding something from me specifically?*
- *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 2 questions, not limited to the list.

CHECK OUT THE SCENE

When you take a moment to **Check Out The Scene**, roll with Canny. On a 10+, ask the MC 2 questions from the list. On a 7-9, ask 1. When you act on the answers, take a +1 to the rolls.

- *What's happened here recently?*
- *Who or what should I be wary of here?*
- *What's my best way in or out?*
- *What am I missing here?*
- *What's my greatest opportunity here?*

Advanced: On a 12+, ask any 2 questions, not limited to the list.

ACT UNDER PRESSURE

When you **Act Fast or Smart Under Pressure**, roll with Cool. On a 10+, you pull it off without a hitch. On a 7-9, it's going to cost you, the MC will offer you a worse outcome or a hard choice.

Advanced: On a 12+, whatever you were trying to do, you don't only overcome it, you transcend it.

TRUST YOUR FEELINGS

When you **Trust Your Feelings** and what they're trying telling you, roll with Deep. On a hit, you gain new insight into your current situation and take +1 forward acting on it. On a 10+, the information is clear and decisive. On a 7-9, it's vague and foreboding.

Advanced: On a 12+, you see things for what they truly are. The MC will tell you exactly what's going on and how you can best deal with it.

STAND IN DEFENCE

When you **Stand In Defence** of a person, place or thing, roll with Rugged. On a hit, you protect it from harm, suffering in its place. On a 10+, choose 2. On a 7-9, choose 1:

- *You suffer little harm*
- *You inflict harm on your attackers*
- *You see it/them to safety*
- *Your efforts inspire or frighten others*

Advanced: On a 12+, choose all 4, then choose 1 and double its effect.

GO IN BLAZING

When you **Go In Blazing**, roll with Rugged. On a hit, inflict harm and suffer harm in return.

On a 10+, choose 2. On a 7-9, choose 1:

- *You inflict terrible harm*
- *You don't find yourself in a tight spot*
- *You suffer little harm*
- *You take something from your opposition*

Advanced: On a 12+, choose all 4.

APPLY LEVERAGE

When you **Apply Leverage** (political, financial, physical, or sexual) on someone to get them to do what you want, roll with Suave. On a 10+, they'll do it for little to no cost. On a 7-9, they'll do it, but only after you agree to something big and provide concrete assurances.

Advanced: On a 12+, they will do what you want and help you see it to its end.

HELP OR INTERFERE

When you **Help or Interfere** with someone who's making a roll, describe how you're involving yourself and the MC will tell you what to roll. On a hit, they take +1 (help) or -2 (interfere) to their roll. On a 7-9, you expose yourself to fire, danger, retribution or cost.

Advanced: On a 12+, you increase or decrease their roll to the next tier (6- to a 7-9, 10+ to a 12+, etc.) after applying the +1 or -2.

NOTES / HOLD

CHARACTER CREATION

NAME

Lauren, Audrey, Farley, Sammy, Inisa, Forim, Crev, Bridget, Dace, Annette, Kaleb, Melvar, Marlon, Kim, Errol, Humphrey, Phoenix, Femi, Shayl, Adi, Cachi, Salek, Dart, Gremlin, Imbet, Jag, or Moolis, HK-51, T7-Ak, R8-Q1

LOOK

- Male, female, ambiguous, or transgressing
- Vintage wear, casual wear, utility wear, showy wear or scrounge wear.
- Handsome face, gorgeous face, stern face, fine-boned face, worn face, crooked face, scaly face, or fuzzy face
- Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.
- Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

STATS

 (Distribute 2 to these. Max +3)

Canny +2, Cool 1, Deep -1, Rugged 0, Suave -1

MOVES

You get *Devil In The Cockpit*, and then choose 1 more Ace move.

GEAR

- 2-cred
- A starship (detail)
- 1 handy weapon
- Fashion suitable to your look (you detail)

Handy Weapons (choose 1):

- Hold-out blaster (2-harm close reload loud energy concealable)
- Blaster pistol (2-harm close loud energy)
- Big knife (2-harm hand)
- Blaster carbine (2-harm close area loud energy)
- Vibro sword (3-harm hand messy energy)
- Heavy blaster pistol (3-harm close reload loud energy)

NOTES



THE ACE

*Got him! I got him!
Great, kid! Don't get cocky.*

STARSHIP

Choose one of these profiles:

- Speeder car with weapon suite (2-harm, tiny, +atmospheric)
- Shuttle (2-harm, small, +spacious +hyperdrive)
- Starfighter (3-harm, tiny, +hyperdrive)
- Space transport (2-harm, small, +hyperdrive +cargo)
- Bomber (2-harm, tiny, +hyperdrive +2 size ratings vs capital ships)

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Ace move
- Get a new Ace move
- Get 2 gigs (detail) and *Moonlighting*
- Get a space dock (workspace, detail) and crew
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, if you're piloting a vehicle, destroy the vehicle and deal 4-harm ap to a target you choose. If you're not piloting a vehicle, or for any remaining ships you own, choose one character and give your ship(s) to that character. They gain +1 to all piloting rolls made in those ships.

When you share a moment of intimacy with someone, you both ask a question of one another's characters. The other person must answer honestly and directly.

ACE MOVES

- **Devil In The Cockpit:** When piloting a vehicle in a high stress situation, roll with Canny. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold, 1-for-1, to do one of the following:
 - *Ignore all harm from an incoming attack*
 - *Pull off a death-defying stunt*
 - *Quickly close the gap between yourself and a target*
 - *Pull someone's ass out of the fire*On a miss, hold 1 anyways but something goes terribly wrong before this is all over.
- Jump First, Think Second:** If you go straight into danger without hedging your bets, you get +1 armour. If you happen to be leading a squad or convoy, it gets +1 armour too.
- Can't Have Just One:** You get 2 additional ships, detail them.
- Jacked-Up Senses:** When you are piloting a vehicle and you *Trust Your Feelings*, you may roll with Canny instead of Deep.
- Wing Commander:** You command a squadron of a dozen or so pilots (2-harm squad small 1-armour +space). Take the *Leadership* move and choose 1:
 - They're advanced star fighters (+1 harm)
 - They're bombers (+2 size ratings vs. capital ships)

OTHER MOVES

CHARACTER CREATION

NAME

Alexis, Alice, Gabriel, Little, Malachai, Mirror, Priscilla, Revelation, Shining, Sinjun, Vanir, Wisher, Ashen, Cassilda, Damien, Doubt, Grady, Hali, Hecate, Isaac, Naysay, Nix, Samara, Slander, Venice, Hazel.

LOOK

- Male, female, ambiguous, or transgressing.
- Casual wear, utility wear, leather wear, showy wear, old robes, clean robes.
- Angelic face, animated face, dirty face, grinning face, hidden face, open face, or trusting face.
- Albino eyes, bruised eyes, frightened eyes, innocent eyes, knowing eyes, obsidian eyes, pale eyes, or terrible eyes.
- Dancing body, lithe body, painted body, skinny body, still body, tiny body, or twitching body

STATS

 (Distribute 2 to these. Max +3)

Canny 0, Cool -1, Deep +2, Rugged +1, Suave -1

MOVES

Choose 1 Adept move.

GEAR

You get:

- 2 primitive weapons or 1 small practical weapon.
- Fashion suitable to your look, including at your option a piece worth 1-armor
- 1-cred
- Your Force talisman (detail)

Primitive weapons:

- Spear (3-harm hand/close)
- Garrotte (2-harm AP intimate)
- Bow (2-harm close reload)
- Hatchet (2-harm hand/close)
- Ceremonial dagger (2-harm hand valuable)
- Throwing knives (2-harm close infinite)

Small practical weapons:

- Hold-out blaster (2-harm close reload loud energy concealable)
- Blaster pistol (2-harm close loud energy)
- Vibro knife (2-harm hand powered)
- Blaster carbine (2-harm close area loud energy)
- Ion gun (s-harm/2-harm* hand reload energy) *only affects droid

NOTES

THE ADEPT



*It surrounds us and penetrates us.
It binds the galaxy together*

THE FORCE

Calling on the Force: When you call on the force, suffer 1-harm and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, suffer no harm and gain 3 force points instead and the MC will make a hard move. While you hold force points, you cannot heal from the harm suffered by Calling on the Force.

- **Telekinesis:** While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be *Acting Under Pressure*, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- **Mind Trick:** You can spend a force point to trick or deceive a weak-minded person for a few moments.
- **Force Senses:** When you *Read a Person* or *Check Out The Scene*, you can spend a force point to ask an additional question from the list.

YOUR FORCE TALISMAN

Choose 1:

- Defence: +1 to all rolls made to defend yourself from a Force-based attack.
- Reserve: Once per session you may ignore the harm inflicted by *Calling on the Force*.
- Clarity: While you hold force points, you are able to understand and speak any spoken language.

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Adept move
- Get a new Adept move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can become a Force Spirit. You can appear as your Adept character to anyone *Trusting Their Feelings* to give them advice and guidance, tell them what you honestly think their best course is. If they do it, you both mark experience.

When you share a moment of intimacy with someone, tell them how your people customarily honour moments such as these. If they join you in practicing the custom, they mark experience.

ADEPT MOVES

- Untapped Fury:** When you use the Force as a weapon, take +1 to your roll and inflict +1 harm.
- Force Illusion:** You can spend a force point to implant an illusion in the minds of others. When you do, roll with Deep. On a 10+, choose 2. On a 7-9, choose 1:
 - *It extends broadly across many minds*
 - *It extends deeply, holding up against close scrutiny*
 - *It will last for some time after you stop maintaining it*On a miss, choose 1 anyways but someone inconvenient is aware of what you're doing.
- Hardened Survivalist:** When in wild and untamed lands and you *Act Under Pressure* or *Check Out The Scene*, you roll with Deep instead of Cool/Canny. You can never lose your way in the wilderness.
- Beast Charmer:** When you befriend an animal with the force, spend a force point and roll with Deep. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to:
 - *Carry on a short conversation, only rudimentary ideas and thoughts*
 - *Send them into danger on your behalf*
 - *Have them fight alongside you during a battle*On a miss, hold 1 anyways but something gets lost in translation.

OTHER MOVES

CHARACTER CREATION

NAME

Tor, Ork, Doule, Blag, Mega, Dent, Deg, Frog, Summit, Trench, Zuto, Kray, Momo, Gigg, Meat, Stomp, Tahiri, Lorn, Kaia, Ric, Jeanida, Arlan, Maki, Amaza, Locke, Xuenti, Kam, Jango, Sera, Zan, Fianna, Aeris, N4-V1, L9-X1, G8-K8

LOOK

- Man, woman, concealed, or transgressing.
- Showy armor, scrounged armor, battered old armor, custom homemade armor, or powered armor.
- Scarred face, blunt face, bony face, dull face, blasted face, scaly face.
- Hard eyes, blank eyes, merciless eyes, calculating eyes, reptilian eyes.
- Hard body, stocky body, battered body, scaled body, or furry body

STATS

 (Distribute 2 to these. Max +3)

Canny 0, Cool -1, Deep +1, Rugged +2, Suave -1

MOVES

Choose 2 Bounty Hunter moves.

GEAR

You get:

- 1 serious weapon
- 1 versatile weapon
- 1 backup weapon
- 1-armor and a jet-pack or 2-armor + clumsy (you detail).
- 1-cred
- A space shuttle (2-harm, small, +spacious +hyperdrive)

NOTES



THE BOUNTY HUNTER

*Bounty Hunters? We don't
need that scum!*

SERIOUS WEAPONS

Choose 1:

- Sporting blaster rifle (2-harm far loud)
- Blaster carbine (2-harm close area loud energy)
- Heavy blaster pistol (3-harm close reload loud energy)
- Grenade tube (4-harm close area reload messy)
- Vibro sword (3-harm hand messy powered)

VERSATILE WEAPONS

Choose 1:

- Ion gun (s-harm/2-harm-ap* close loud energy) *only affects droid
- Hold-out blaster (2-harm close reload loud energy concealable)
- Stun grenades (s-harm hand area reload energy)
- Flame thrower (2-harm close area fire)
- Whip-cord (s-harm close reload)

BACKUP WEAPONS

Choose 1:

- Blaster pistol (2-harm close loud energy)
- Vibro knife (2-harm hand powered)
- Many knives (2-harm hand infinite)
- Stun grenades (s-harm hand area reload energy)

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Bounty Hunter move
- Get a new Bounty Hunter move
- Get a base (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can choose to trigger a dead-man switch and set off an explosion (4-harm close area) around yourself.

When you share a moment of intimacy with someone, you can choose to tell them a secret, a vulnerability, or about a meaningful moment from your past. If you do, they must do the same.

BOUNTY HUNTER MOVES

- I Wouldn't Do That:** When you successfully *Interfere* with someone, subtract 3 from their roll instead of 2. On a 7-9, both of you are exposed to fire, danger, retribution or cost.
- Take 'Em Alive:** When you inflict harm, you can choose to inflict any amount of harm you like, less than or up the harm of your attack, including stun-harm. Decide at the moment you would inflict harm.
- Unstoppable:** When you *Suffer Wounds*, treat a 10+ as a 7-9 and a 7-9 as a miss. When you *Heal Up*, you choose the options, not the MC.
- Moth to the Flame:** At the beginning of the session, roll with Rugged. On a 10+, hold 2. On a 7-9, hold 1. At anytime during the session, you or the MC can spend a hold to have you appear in a scene where violence has or is about to break out. On a miss, the MC holds 1 and can spend it at any time to put you in a very bad spot.
- Membership Has Its Perks:** When you search the guild's database for info on someone, roll with Deep. On a 10+, ask 2. On a 7-9, ask 1:
 - *Where can I most likely find them?*
 - *Who is close to them, someone they trust?*
 - *Is there a bounty on their head, if so, for how much?*
 - *Who is one of their known rivals?*
 - *Who will retaliate if I act against them?*On a miss, their file has been deleted and you've triggered a fail-safe of some kind.

OTHER MOVES

CHARACTER CREATION

NAME

Vision, Dust, Plono, Sorol, Dom, Ganner, Naron, Mace, Min, Ewted, Gem, Valin, Forma, Jaster, Marl, Leo, Torc, Deel, Aari, Nomar, Cab, Gades, Yana, Esven, Kael, Ralla

LOOK

- Male, female, ambiguous, or transgressing.
- Casual wear, utility wear, leather wear, showy wear, old robes, clean robes.
- Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.
- Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.
- Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

STATS

 (Distribute 2 to these. Max +3)

Canny 0, Cool -1, Deep +2, Rugged -1, Suave +1

MOVES

Choose 1 Consular move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred
- Fashion suitable to your look (you detail)

NOTES



THE CONSULAR

For my ally is the force, and a powerful ally it is.

THE FORCE

Calling on the Force: When you call on the force, suffer 1-harm and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, suffer no harm and gain 3 force points instead and the MC will make a hard move. While you hold force points, you cannot heal from the harm suffered by Calling on the Force.

- **Telekinesis:** While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be *Acting Under Pressure*, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- **Mind Trick:** You can spend a force point to trick or deceive a weak-minded person for a few moments.
- **Force Senses:** When you *Read a Person* or *Check Out The Scene*, you can spend a force point to ask an additional question from the list.

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). Choose 1 option for your lightsaber:

- 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 color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Consular move
- Get a new Consular move
- Get 2 gigs (detail) and *moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can become a Force Spirit. You can appear as your Jedi character to anyone *Trusting Their Feelings* to give them advice and guidance, tell them what you honestly think their best course is. If they do it, you both mark experience.

When you share a moment of intimacy with someone, tell each other something you find beautiful in the universe. If your answers have something in common, you both mark experience.

CONSULAR MOVES

- Force Healer:** When you touch a wounded person skin to skin, you may heal them using force points, 1 for 1 as if you were spending stock from a med-kit.
- Defender of the Faith:** When you *Stand in Defence* of a place or thing, roll with Deep instead of Rugged.
- Telepathy:** When you communicate with someone you know across a vast distance, spend a force point and roll with Deep. On a 10+, you understand each other clearly. On a 7-9, you can only get across vague imagery and ideas. On a miss, you sense they are in great danger.
- Trained Diplomat:** When you *Apply Leverage* (political or financial), treat a miss as a 7-9, a 7-9 as a 10+, and a 10+ as a 12+.
- Farseeing:** At the beginning of the session, roll with Deep. On a 10+, hold 2. On a 7-9, hold 1. At anytime during the session, you or the MC can spend a hold to have you appear in a scene where someone might need your help. On a miss, the MC holds 1 and can spend it at any time to have whomever they like show up in a scene, probably at the worst possible moment.

OTHER MOVES

CHARACTER CREATION

NAME

Leia, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Koon, Dro, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Kim, Adele, Leone, Burdick, Pedric, Tornik, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Salm, Moss, Whitmont, Cullen, Spector, J7-GA, Y1-T3, L8-VA

LOOK

- Male, female, ambiguous, or transgressing.
- Utility wear plus tech, scrounge wear plus tech, or tech wear.
- Plain face, pretty face, open face, scaly face, furry or expressive face.
- Squinty eyes, calm eyes, dancing eyes, quick eyes, or appraising eyes.
- Fat body, slight body, hunched body, wiry body, stumpy body, or strange body.

STATS

 (Distribute 2 to these. Max +3)

Canny +2, Cool -1, Deep +1, Rugged -1, Suave 0

MOVES

Choose 2 Gearhead moves

GEAR

- Workspace (detail)
- 3-cred
- Any personal piece or two of normal gear or weaponry.
- Fashion suitable to your look (you detail)

NOTES



THE GEARHEAD

I only hope that when the data is analyzed, a weakness can be found.

WORKSPACE

Choose 3 of the following which your workspace includes: a starship dock, a controlled growing environment, skilled labor, a junkyard of raw materials, a space transport, holo-consoles, machining tools, transmitters & receivers, a proving range, high security.

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 cost you a lot of cred;*
- *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.

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Suave (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Gearhead move
- Get a new Gearhead move
- Get an Infirmary (detail)
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, pick a character. When they next visit your workspace, they will find a message waiting for them and a gift, something you've made just for them. Tell them the message and detail the gift.

When you have share a moment of intimacy with someone, offer them a piece of advice for the future. If they follow through with your advise, they take +1 forward in doing so and you mark experience.

GEARHEAD MOVES

- Technical Savant:** You have an inherent knowledge of machines and tech. When you spend some time studying a piece of equipment, roll with Canny. On a 10+, ask 2. On a 7-9, ask 1:
 - *For what purpose was this created?*
 - *How can I safely dismantle or replicate this?*
 - *Who or what created this?*
 - *Is something wrong with this? If so, how can I fix or exploit it?*
 - *What is this, really?*
 - *What is its true worth?*On a miss, something unexpected goes wrong with your study or the equipment.
- Durasteel Wingman:** You have a faithful droid companion. When you *Act Under Pressure* with the help of your droid, roll with Canny instead of Cool.
- I've Got Your Back:** When you *Help* someone, treat a miss result as a 7-9 and a 7-9 as a 10+.
- Craftsperson:** When you create something for someone using your Workspace, mark experience.
- Tech Wiz:** When you put your technical know-how to use in the field, roll with Canny. On a 10+, choose 2. On a 7-9, choose 1:
 - *You create a golden opportunity for yourself and/or others*
 - *Take definite hold of something vulnerable or exposed*
 - *You don't attract unwanted attention*On a miss, you make a mistake or false assumption that gets you or someone you're working with into a tight spot.

OTHER MOVES

CHARACTER CREATION

NAME

Connor, Doyle, Fisher, Sterling, Liluum, Aawaia, Tresk, Caer, Dorn, Luke, Simone, Tara, Emma, Natasha, Modesty, Lana, Mallory

LOOK

- Male, female, ambiguous, or transgressing.
- Casual wear, utility wear, worn Jedi robes, new Jedi robes, or showy scrounge wear.
- Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.
- Cool eyes, hooded eyes, hard eyes, sad eyes, cold eyes, or pale eyes.
- Slim body, pudgy body, stocky body, solid body, tall body, or strong body.

STATS

 (Distribute 2 to these. Max +3)

Canny -1, Cool 0, Deep +1, Rugged +2, Suave -1

MOVES

Choose 1 Guardian move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred
- Fashion suitable to your look (you detail)

NOTES



THE GUARDIAN

For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times.

THE FORCE

Calling on the Force: When you call on the force, suffer 1-harm and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, suffer no harm and gain 3 force points instead and the MC will make a hard move. While you hold force points, you cannot heal from the harm suffered by Calling on the Force.

- **Telekinesis:** While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be *Acting Under Pressure*, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- **Mind Trick:** You can spend a force point to trick or deceive a weak-minded person for a few moments.
- **Force Senses:** When you *Read a Person* or *Check Out The Scene*, you can spend a force point to ask an additional question from the list.

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). Choose 1 option for your lightsaber:

- 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 color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Guardian move
- Get a new Guardian move
- Get a squad and *Squad Commander*
- Get a capital ship (detail) and *Salary*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can become a Force Spirit. You can appear as your Jedi character to anyone *Trusting Their Feelings* to give them advice and guidance, tell them what you honestly think their best course is. If they do it, you both mark experience.

When you share a moment of intimacy with someone, you form a bond with them. While your bond is active, you take +1 to all rolls to protect them or see them to safety. You may only have this bond with one person at a time.

GUARDIAN MOVES

- Dissipate Energy:** When you suffer harm from an energy attack, spend a force point and roll with Deep. On a 10+, ignore the harm. On a 7-9, reduce it by 1. On a miss, you suffer the full harm and find yourself in a tight spot.
- Echani Expert:** You've mastered a style of deadly unarmed combat (2-harm close). When you employ it against an unarmed opponent, gain Armour+1.
- Battlefield Mastery:** In battle, when you *Help* someone, don't roll. You *Help* as though you'd rolled a 10+.
- Jedi Ace:** While piloting a starship, you may choose to roll with Deep instead Cool when *Acting Under Pressure*.
- Lightsaber Duelist:** When you go into battle with your lightsaber ignited, spend a force point and roll with Rugged. On a 10+ hold 3, on a 7-9 hold 2. On a miss, hold 1, but take -1 ongoing. Spend your hold during the battle to:
 - Name a character blasting at you or at someone within your reach. You redirect the bolt back to the shooter, to someone within your reach or to anything around (including nowhere - the ground, a wall, the sky).
 - Ignore any harm to yourself from an incoming attack.
 - Name a character on the scene, but outside your reach. You cross the distance to them before they have time to adjust or react.

OTHER MOVES

CHARACTER CREATION

NAME

Dou, Bon, Abe, Boo, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez, Doc, Core, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter, U7-C1, 0B-VZ, I4-B0

LOOK

- Male, female, ambiguous, transgressing, or concealed.
- Utility wear, casual wear plus utility, scrounge wear plus utility.
- Kind face, strong face, rugged face, haggard face, pretty face, or lively face.
- Quick eyes, hard eyes, caring eyes, bright eyes, laughing eyes, or clear eyes.
- Compact body, stout body, spare body, big body, rangy body, or sturdy body.

STATS

 (Distribute 2 to these. Max +3)

Canny +2, Cool +1, Deep 0, Rugged -1, Suave -1

MOVES

Choose 2 Medic moves.

GEAR

You get:

- Med-kit
- 1 small practical weapon
- 1-cred
- Fashion suitable to your look (you detail)

Small practical weapons (choose 1):

- Hold-out blaster (2-harm close reload loud energy concealable)
- Blaster pistol (2-harm close loud energy)
- Vibro knife (2-harm hand powered)
- Blaster carbine (2-harm close area loud energy)
- Ion gun (s-harm/2-harm* hand reload energy) *only affects droids

NOTES



THE MEDIC

You have to relax for a moment. You're free of the carbonite. You have hibernation sickness.

MED-KIT

Your med-kit has all kinds of crap in it: vibro scissors, gauze, tape, hyper-needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets & bloodslower, instant blood packets, tubes of synthflesh, bonepins & site injectors, biostabs, chemostabs, narcostabs (chillstabs) in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to fill the trunk of a speeder.

When you use it, spend its stock; you can spend 0–3 of its stock per use. You can resupply it for 1-cred per 2-stock, if your circumstances let you purchase or barter for medical supplies. It begins play holding 6-stock.

To use it to stabilize and heal someone who has suffered 1 or 2 wounds: roll with stock spent. On a hit, they will stabilize and heal all wounds. On a 10+, the MC will choose 1. On a 7-9, the MC will choose 2:

- *They need to be physically stabilized before you can move them*
- *Even sedated, they fight you; you're **Acting Under Pressure***
- *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, out of action, for a few days*
- *They'll need constant monitoring and care for 36 hours*

On a miss, they suffer 1 wound instead.

To use it to speed the recovery of someone with vitality damage, don't roll. Spend 1-stock to heal 3 vitality. This can only be used on a character once every 24 hours.

To use it to revive someone who's dead or dying (at 3 wounds): roll with stock spent. On a 10+, they recover 2-wounds. On a 7–9, they recover 1-wound. On a miss, you've done everything you can for them, but they're gone.

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Medic move
- Get a new Medic move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, your allies heal all vitality damage and reach safety no matter the odds.

When you share a moment of intimacy with someone, give them a piece of solid advice you know they won't follow. If they don't follow the advice like you thought, you both mark experience.

MEDIC MOVES

- Prognosis? Positive!** When you spend time examining a patient, alive or dead, roll with Canny. On a 10+, ask 3. On a 7-9, ask 1:
 - *How and when did they die?*
 - *What's wrong with them, and how might I fix it?*
 - *What is their emotional state right now?*
 - *What's the best thing I can do for them?*
 - *What is one of their secret weaknesses?*
 - *What trait do they most identify with?*On a miss, you find something terrible and frightening.
- Med Bay:** You get an infirmary: a workspace with life support, a drug lab and a crew (if you want them). Get patients into it and you can work on them like a Gearhead on tech.
- Battlefield Grace:** While you are caring for people, not fighting, you get +2 armour.
- Seen Too Much:** When you *Act Under Pressure* from mental or emotional strain, roll with Canny instead of Cool.
- De Facto Counsellor:** When someone comes to you for advice or agrees to accept your advice, tell them what you honestly think they should do. If they take your advice, they get +1 to all rolls in doing it and you mark experience.

OTHER MOVES

CHARACTER CREATION

NAME

October, Venus, Mercury, Dune, Heron, Plum, Orchid, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace, CP-39, SP-22, LP-P0

LOOK

- Male, female, ambiguous, transgressing, or androgyne.
- Display wear, showy scrounge wear, luxe wear, or casual wear.
- Striking face, sweet face, strange face, cute face, or beautiful face.
- Laughing eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.
- Strong hands, expressive hands, quick hands, calloused hands, or steady hands.
- Slim body, toned body, fat body, young body, or lush body.

STATS

 (Distribute 2 to these. Max +3)

Canny +1, Cool -1, Deep 0, Rugged -1, Suave +2

MOVES

Choose 2 Noble moves.

GEAR

You get:

- 1 elegant weapon
- 2 deluxe gear
- 3-cred
- Fashion suitable to your look (you detail)

NOTES

THE NOBLE



We have no time for sorrows, Commander. You must use the information...it's our only hope.

ELEGANT WEAPONS

Choose 1:

- Hold-out blaster (2-harm close reload loud energy concealable)
- Ornate dagger (2-harm hand valuable)
- Sword (3-harm hand messy)
- Hidden knives (2-harm hand infinite)

DELUXE GEAR

Choose 2:

- Gorgeous wardrobe (+worn +valuable)
- Government stipend (3-cred)
- Spectacular tattoos (+implanted)
- A pet (+valuable +alive) Your choice and yours to detail
- A space shuttle with crew and pilot
- A speeder car and driver
- A bodyguard who knows his biz (3-harm 1-armor)

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Noble move
- Get a new Noble move
- Get a base or capital ship (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can *Put the Word Out* posthumously as if you rolled a 10+.

When you share a moment of intimacy with someone, you may trigger their Drama move back onto them. Their move only works on you if you want it to.

NOBLE MOVES

- Inspirational:** When you *Help* someone, add +2 to their roll instead of +1. When someone *Helps* you, they mark experience.
- We Have Powerful Friends:** When you reach out to your influential friends for a favour, declare what you're after and roll with Suave. On a 10+, they provide it for you, no strings attached. On a 7-9, it'll either be something close to what you're after or it'll come with serious strings attached, your choice. On a miss, you've pissed someone off or attracted very unwanted attention, MC's choice.
- Grace Under Fire:** When you *Go In Blazing* with an elegant weapon, roll with Suave instead of Rugged.
- Natural Leader:** When you give another player's character an order and they follow it, choose 1:
 - *You both take +1 forward on your next roll*
 - *They mark experience*
- Crime Lord:** You run a criminal organization, detail it with the MC. When you place demands on your organization, roll with Suave. On a 10+, they obey with minimal backlash. On a 7-9, you'll need to make a sacrifice first; victimize a member, drop cred from your personal account, attract unwanted heat, or your reputation suffers. On a miss, someone makes a public or secret play against you, MC's choice.

OTHER MOVES

CHARACTER CREATION

NAME

Herron, Aeon, Daniel, Jitto, Kehel, Lesa, Noval, Kelan, Mel, Gean, Vuul, Li, Mya, Ellona, Nils, Rhynna, Hiram, Miko, Rundo, Galvin, Ori, Ryan, Hawke, Jana, Lyra, Broc, Noah, Zanatos, 8B-H1, F1-R3, P9-HK

LOOK

- Man, woman, ambiguous, or transgressing.
- Luxe wear, display wear, uniform wear, casual wear, or junta wear.
- Strong face, stern face, cruel face, soft face, aristocratic face, or gorgeous face.
- Cool eyes, commanding eyes, languid eyes, sharp eyes, forgiving eyes, or generous eyes.
- Massive body, soft body, wiry body, fat body, tall spare body, or sensual body.

STATS

 (Distribute 2 to these. Max +3)

Canny +2, Cool -1, Deep -1, Rugged 0, Suave +1

MOVES

You get *Leadership* and *Salary*.

GEAR

You get:

- 2-cred
- A personal piece or two of normal gear or weaponry.
- Your capital ship and crew (detail)

CAPITAL SHIP AND CREW

By default, your ship and crew include the following:

- A **Frigate** (1-armor, 3-harm, medium)
- A crew of 30-50
- A squad of 10 or so marines to command (3-harm squad, 1-armor, small, +undisciplined)

Surplus

- Income for your crew and ship maintenance. (Surplus: +1cred)
-
-
-

Wants

- Your ship and crew belong to a military hierarchy (want: +obligation)
- Your crew have everyday worries and concerns (want: +anxiety)
-
-
-

THE OFFICER



*You would prefer another target? A military target?
Then name the system!*

SHIP / CREW

ADD-ONS

Choose 2:

- You command a **Cruiser** instead of a **Frigate** (3-harm large, +hyperdrive)
- Heavy garrison: your squad is medium instead of small, about 20-30 troops
- You marines are a well-disciplined and experienced squad. Drop +undisciplined
- You and your crew have served together for many years and they trust your command. Drop +anxiety
- Your ship includes a squadron of Starfighters and their pilots (+1 harm)
- Your command crew includes skilled advisors who are not afraid to speak their mind when asked. Surplus +insight
- Your government's funding is very generous. Surplus: +1cred
- You and your ship are free of any government or military bodies. Drop +obligation

Your ship and crew suffers from...(Choose 1)

- A violent and brutish crew. Surplus: +violence
- Your ship is old and should have been retired a long long ago. Add +unreliable
- Your marines are poorly equipped, they get -1 harm and armour
- Your marines are a pack of cut-throats, murderers and outlaws. Add +savagery
- You and your crew are newly assigned together. Want: +judgement
- Your government funding is inadequate at best. Surplus: -1cred

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Choose a new option for your ship/crew
- Choose a new option for your ship/crew
- Erase an option for your ship/crew
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, choose a character and give them 2 hold. They may spend this hold to have your old ship and crew, or the remnants thereof, on hand and ready for action, with or without any clear explanation why.

When you share a moment of intimacy with someone, they choose whether you've been inspirational or authoritative. If you were inspirational, they take +1 forward. If you were authoritative, you both take +1 forward.

OFFICER MOVES

- **Leadership:** When your squad fights for you, roll with Suave. On a 10+, hold 3. On a 7–9, hold 1. Over the course of battle, spend your hold 1 for 1 to make your squad:
 - *Make a hard advance*
 - *Stand strong against a hard advance*
 - *Make an organized retreat*
 - *Show mercy to their defeated enemies*
 - *Fight and die to the last*On a miss, your squad turns on you, tries to hand you over to your enemy, panics/flees, or surrenders.
- **Salary:** If your ship and crew are functional and your rank held, at the beginning of the session, roll with Canny. 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 or crew is disabled, your ship and crew is in want. The precise values of your surplus and want depend on your ship and crew options chosen. When surplus lists cred, like 1-cred or 2-cred, that's your personal share.

OTHER MOVES

CHARACTER CREATION

NAME

Snow, Crimson, Shadow, Azure, Midnight, Scarlet, Violetta, Amber, Rouge, Damson, Sunset, Emerald, or Ruby, Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree, Y7-B3, 0B-8B, K7-B1

LOOK

- Male, female, ambiguous, or transgressing.
- Formal wear, display wear, luxe wear, casual wear, or showy wear.
- Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.
- Calculating eyes, merciless eyes, frosty eyes, arresting eyes, or indifferent eyes.
- Sweet body, slim body, gorgeous body, muscular body, or angular body.

STATS

 (Distribute 2 to these. Max +3)

Canny 0, Cool +2, Deep -1, Rugged -1, Suave +1

MOVES

Choose 2 Operative moves.

GEAR

You get:

- 2 custom weapons
- 2-cred
- Fashion suitable to your look, including at your option fashion worth 1-armor

NOTES



THE OPERATIVE

You'll find I'm full of surprises!

CUSTOM WEAPONS

BLASTERS

Base (choose 1):

- Blaster pistol (2-harm close loud energy)
- Blaster carbine (2-harm close area loud energy)
- Blaster rifle (2-harm far loud energy)

Options (choose 2):

- Ornate (+valuable)
- Antique (+valuable)
- 3-round burst (close/far)
- Automatic (+area)
- Hi-powered (+1harm)
- Scoped (+far, or +1harm at far)
- Big (+1harm)
- Silenced (remove +loud)

HAND WEAPONS

Base (choose 1):

- Staff (1-harm hand area)
- Haft (1-harm hand)
- Handle (1-harm hand)
- Chain (1-harm hand area)

Options (choose 2):

- Ornate (+valuable)
- Antique (+valuable)
- Head (+1harm)
- Spikes (+1harm)
- Blade (+1harm)
- Long blade* (+2harm)
- Heavy blade* (+2harm)
- Blades* (+2harm)
- Hidden (+infinite)
- Vibro (+1harm energy)

*counts as 2 options

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Operative move
- Get a new Operative move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, tell one world-shattering secret to another player's character. That player gains 1-juggling, the *Moonlighting* move and the obligation gig "Protect the secret (no one learns about it / someone dangerous learns about it)".

When you share a moment of intimacy with someone, you can request some favour from them as though you had rolled 10+ on *Apply Leverage*, requiring no real leverage (mark experience if Suave is highlighted).

OPERATIVE MOVES

- Merciless:** When you inflict harm, you may choose to inflict +1harm.
- Methodical:** When you layout your plan for a mission with others, roll with Canny. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold during the mission to do one of the following:
 - *Have someone show up with or without warning*
 - *Reveal an escape route where none existed previously*
 - *Supply someone with a vital piece of equipment or intel when the need arises*On a miss, hold 1 anyways, but the MC will introduce a serious complication during the mission.
- See All The Angles:** When you're casing a joint and *Check Out The Scene* or *Trust Your Feelings*, roll with Cool instead of Canny/Deep.
- Impossible Reflexes:** If you're wearing non-armour fashion, you have 1-armour. If you're wearing armour, use it instead.
- Infiltration Specialist:** When you infiltrate a place of power, roll with Cool. On a 10+, choose 2. On a 7-9, choose 1:
 - *You discover an important secret or item*
 - *You arrive in a superior position*
 - *You leave no trace of your entry*On a miss, you are caught off-guard, pinned down or surrounded, MC's choice.
- Savvy Combatant:** When you *Stand In Defence* while in a superior tactical position, treat a miss result as a 7-9 and a 7-9 as a 10+.

OTHER MOVES

CHARACTER CREATION

NAME

Berg, Kurn, Lafferty, Ebbs, Pressin, Marshall, Dolarhyde, Anea, Bendrix, Proust, Steed, Nero, Amalia, Katinka, Dagny, Fox, Faaloo, Clover, Olympias, Illeana, Draff, Sway, Raith, Bail, J7-L9, B2-B1, C3-L6

LOOK

- Man, woman, ambiguous, or transgressing.
- Casual wear, utility wear, vintage wear, signature wear, or scrounge wear.
- Worn face, pretty face, honest face, rough face, hard face, or open face.
- Calculating eyes, warm eyes, sharp eyes, guarded eyes, cold eyes, or weary eyes.
- Muscular body, rangy body, full body, energetic body, or sturdy body.

STATS

 (Distribute 2 to these. Max +3)

Canny +1, Cool +2, Deep -1, Rugged -1, Suave 0

MOVES

You get *Moonlighting*, and then choose 1 more Scoundrel move.

GEAR

You get:

- Blaster pistol (2-harm close loud energy) or a signature weapon (detail with the MC)
- 2-cred
- Fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- Space transport (2-harm, small, +hyperdrive +cargo)

CREW/CONTACTS

Your crew or contacts can consist entirely of the other players' characters, or entirely of the MC's characters, or any mix. If they include any of the MC's characters, sketch them out - names (ie Gabble, Jaim, Pe, Wasted) and 1-line descriptions - with the MC. Make sure they're competent and suited to the gigs you've chosen.

NOTES

THE SCOUNDREL



I ain't in this for your revolution, and I'm not in it for you, Princess. I expect to be well paid. I'm in it for the money.

GIGS

 (profit / catastrophe)

Choose 3 paying gigs:

- Body guarding (1-cred / embattled)
- Surveillance (1-cred / deceived)
- Honest work (1-cred / impoverished)
- Entourage (1-cred / entangled)
- Cargo hauling (1-cred / bushwhacked)
- Infiltration (1-cred / discovered)
- Scavenging (1-cred / impoverished)
- Smuggling (1-cred / discovered)
- Brokering deals (1-cred / shut out)
- Politicking (2-cred / exposed)
- Piracy / raiding (2-cred / embattled)
- Technical work (2-cred / shut out)
- Planetary defence (2-cred / infiltrated)
- Hunting bounty (2-cred / embattled)

And choose 1 obligation gig:

- Avoiding someone (you keep well clear / they catch you in a bad spot)
- Paying debts (you keep up with them / they come due)
- Revenge (you victimize someone / they humiliate you)
- Protecting someone (nothing bad happens to them / they're gone)
- Pursuing luxury (beauty in your life / you wind up in a bad spot)
- Maintaining your honour (you keep your word and your name / you cross a line)
- Seeking answers (you get a clue / you chase a red herring)

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get a new Scoundrel move
- Get a new Scoundrel move
- Add a new gig
- Add a new gig
- Abandon or resolve your obligation gig
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, choose one character and give your ship to that character. When someone important (your call) associates them with your ship, they may roll *Reputation* as if they had the move.

When you share a moment of intimacy with someone, hold 1 on them. When they're next in trouble, you can spend the hold to show up in the nick of time.

SCOUNDREL MOVES

- **Moonlighting:** You get 3-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll with Cool. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1 juggling.
- Friends In Low Places:** When you visit a new place, you can declare you have criminal friends there and roll with Cool. On a hit, your friends are well positioned to help you out with something. On a 10+, their help comes cheap. On a 7-9, their help will cost you something big. On a miss, your old friends have become new enemies.
- Eye on the Door:** When you're in a tight spot and need to make a quick getaway, roll with Cool. On a 10+, you're gone. On a 7-9, you get away but leave something important behind or take something unexpected with you, your choice. On a miss, you're stuck with no clear way out.
- Stone-Faced:** Whenever someone uses *Read a Person* on you, you may answer one of their questions any way you like.
- Reputation:** When you meet someone important (your call), roll with Cool. On a hit, they've heard of you, and you say what they've heard; they'll respond accordingly. On a 10+, take +1 forward with them. On a miss, they've heard of you, but the MC will decide what they've heard.

OTHER MOVES

CHARACTER CREATION

NAME

Zack, Dane, Gades, Duke, Aerex, Kasari, Shir, Nobuu, Pacer, Liza, Hermit, Volu, Hala, Killric, Lorah, Coyt, Anolo, Feris, K'avel, Sage, Dagmar, Mon, Lucia.

LOOK

- Male, female, ambiguous, or transgressing.
- Casual wear, utility wear, showy wear, old robes, clean robes, formal wear.
- Handsome face, gorgeous face, stern face, smooth face, sweet face, sharp face, girlish face, boyish face, striking face.
- Laughing eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.
- Slim body, muscular body, rangy body, full body, energetic body, or sturdy body.

STATS

 (Distribute 2 to these. Max +3)

Canny +2, Cool 0, Deep +1, Rugged -1, Suave -1

MOVES

Choose 1 Sentinel move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred
- Fashion suitable to your look (you detail)

NOTES



THE SENTINEL

So what I told you was true...from a certain point of view.

THE FORCE

Calling on the Force: When you call on the force, suffer 1-harm and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, suffer no harm and gain 3 force points instead and the MC will make a hard move. While you hold force points, you cannot heal from the harm suffered by Calling on the Force.

- **Telekinesis:** While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be *Acting Under Pressure*, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- **Mind Trick:** You can spend a force point to trick or deceive a weak-minded person for a few moments.
- **Force Senses:** When you *Read a Person* or *Check Out The Scene*, you can spend a force point to ask an additional question from the list.

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). Choose 1 option for your lightsaber:

- 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 color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Sentinel move
- Get a new Sentinel move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves

VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, you can become a Force Spirit. You can appear as your Jedi character to anyone *Trusting Their Feelings* to give them advice and guidance, tell them what you honestly think their best course is. If they do it, you both mark experience.

When you have share a moment of intimacy with someone, ask them what secret they're hiding from someone other than you, they must answer honestly.

SENTINEL MOVES

- There is no Passion, There is Serenity:** When someone uses *Read a Person* on you, you choose the questions they ask you.
- Acute Senses:** Advance *Check Out The Scene* (On a 12+, you may ask any questions, not limited to the list).
- Blade of the Heart:** When you *Stand In Defence* of people, roll with Canny instead of Rugged.
- Underworld Contacts:** When you hit up a contact to get what you need, name who you're going to and roll with Canny. On a hit, they're available and have the stuff. On a 7-9, choose 1:
 - *Whoever you're going to is juggling their own problems*
 - *Whatever you need is more costly than anticipated*On a miss, they've set you up, they're in serious danger, or what they have for you is highly troublesome, MC's choice.
- Jedi Spy:** When you infiltrate a criminal or darkside compound, roll with Canny. On a 10+, choose 2. On a 7-9, choose 1:
 - *You discover an important secret*
 - *You find someone you're looking for*
 - *You have a clear escape route open to you*On a miss, you are caught off-guard, pinned down, or surrounded, MC's choice.

OTHER MOVES

CHARACTER CREATION

NAME

Vonk, Batty, Jonker, A.T., Rue Wakeman, Navarre, Kargin, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, XIII, Chaplain, Rex, Gracus, Noor, Boxer, Raek, Trey, Nangle, Huwall, Morano, Tal, Duke, Bogen, Imsatad, Asyr, or Tren, DD-94, LJ-78, HK-37, Y1-NL

LOOK

- Male, female, ambiguous, transgressing, or concealed.
- Scrounged mismatched armor, battered old armor, custom homemade armor, powered armor, or hi-tech armor.
- Scarred face, blunt face, bony face, dull face, worn face, blasted face, scaly face.
- Mad eyes, raging eyes, wise eyes, sad eyes, scary, or cunning eyes.
- Hard body, stocky body, stringy body, battered body, overbuilt body, compact body, or huge body.

STATS

 (Distribute 2 to these. Max +3)

Canny -1, Cool +1, Deep 0, Rugged +2, Suave -1

MOVES

Choose 2 Trooper moves.

GEAR

You get:

- 1 really big blaster
- 1 serious blaster
- 1 backup weapon
- 2-armor (+clumsy), detail it
- 1-cred

NOTES



THE TROOPER

Bring 'em on, I'd prefer a straight fight to all this sneaking around.

REALLY BIG BLASTERS

Choose 1:

- 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)
- Grenade launcher (4-harm close area messy)

SERIOUS GUNS

Choose 1:

- Sporting blaster rifle (2-harm far loud)
- Blaster carbine (2-harm close area loud energy)
- Heavy blaster pistol (3-harm close reload loud energy)
- Grenade tube (4-harm close area reload messy)
- Flame-thrower (3-harm close area fire)

BACKUP WEAPONS

Choose 1:

- Blaster pistol (2-harm close loud energy)
- Vibro knife (2-harm hand powered)
- Vibro sword (3-harm hand messy powered)
- Many knives (2-harm hand infinite)
- Frag grenades (4-harm hand area reload messy)
- Stun grenades (s-harm hand area reload energy)

NAME AND LOOK

Canny

Cool

Deep

Rugged

Suave

EXPERIENCE

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Trooper move
- Get a new Trooper move
- Get a base (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Retire your character (to safety)
- Change to a new playbook
- Create a second character to play
- Advance 2 basic moves
- Advance 2 basic moves
- Advance 2 basic moves



VITALITY

WOUNDS

DEBILITIES

- 1 Cool
- 1 Rugged
- 1 Suave
- 1 Canny

DRAMA MOVES

When you die, your friends and comrades will hold you a warrior's funeral, all characters who attend mark experience and you choose which of them receives your weapons and armour.

When you share a moment of intimacy with someone, you take +1 forward. At your option, they take +1 forward too.

TROOPER MOVES

- Squad Commander:** You get a small squad (detail). When your squad fights for you, roll with Rugged. On a 10+, hold 3. On a 7-9, hold 1. Over the course of battle, spend your hold 1 for 1 to make your squad:
 - *Make a hard advance*
 - *Stand strong against a hard advance*
 - *Make an organized retreat*
 - *Show mercy to their defeated enemies*
 - *Fight and die to the last*On a miss, your squad turns on you, tries to hand you over to your enemy, panics/flees, or surrenders to your enemy, MC's choice.
- Battlefield Instincts:** In combat, when you *Check Out The Scene*, roll with Rugged instead of Canny.
- Combat Medic:** you have a well-stocked and high quality first aid kit. It counts as a med-kit with a capacity of 2-stock.
- Ruthless:** When you inflict harm, you may choose to inflict +1harm.
- Elite Trooper:** When you successfully *Stand In Defence* or *Go In Blazing*, choose an additional option from the list.
- Commanding Presence:** When you *Apply Leverage* with physical threats or intimidation, roll with Rugged instead of Suave.

OTHER MOVES

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)

SIZES

- **Tiny** (air-car, snub fighter, speeder, bomber)
- **Small** (shuttle, transport, 10-20 warriors, 3-6 starfighters)
- **Medium** (corvette, frigate, heavy tank, 30-50 warriors, 12 or so starfighters)
- **Large** (destroyer, cruiser 60-120 warriors, 24 or so starfighters)
- **Huge** (battle cruiser, small space station, colony ship, 150-300 warriors 48 or so starfighters)
- **Massive** (dreadnought, large space station, 300+ warriors, 96 or so starfighters)



THE MISTRESS OF CEREMONIES

*If I don't make it back, you're
the only hope for the Alliance.*

SHIPS

- **Speeder car:** 0-harm, tiny, +atmospheric
- **Military speeder:** 2-harm, tiny, +atmospheric
- **Shuttle:** 2-harm, small, +hyperdrive
- **Starfighter:** 3-harm, tiny, +hyperdrive
- **Space transport:** 2-harm, small, +hyperdrive + cargo
- **Bomber:** 2-harm, tiny, +hyperdrive +2 size ratings vs capital ships

CAPITAL SHIPS

- **Corvette** (1-armour, 3-harm, medium)
- **Frigate** (1-armour, 3-harm, medium)
- **Cruiser** (1-armour, 3-harm, large)
- **Destroyer** (1-armour, 3-harm, large)
- **Battle Cruiser** (1-armour, 3-harm, huge)
- **Dreadnought** (1-armour, 3-harm, massive)

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

AGENDA

- Make Star Wars World fantastical and dramatic
- Fill their lives with adventure and excitement, even if they don't seek such things
- Play to find out what happens next

THE PRINCIPLES

- Spew forth techno jargon when appropriate
- Address yourself to the characters, not the players
- Make your move, but misdirect and never speak its name
- Give your villains a sympathetic side
- Name everyone, make everyone real, and showcase their culture
- 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 or future badness
- Inflict harm (as established)
- Take away their stuff
- Make them buy
- Activate their stuff's downside
- 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?"

DON'T FORGET TO...

- Turn questions back on the asker or over to the group at large
- Digress occasionally, but not too often
- Elide the action sometimes, and zoom in on its details other times
- Go around the table, make sure everyone gets their spotlight
- Take breaks and take your time

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 three tools you can use to disclaim responsibility: you can put it in your NPCs' hands, you can put it in the players' hands, OR you can create a countdown.

NPCS

Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Shan, Isle, Ula, Rufe, Ba, Mice, Hugo, Roark, Monk, Pierre, Norvell, Omie Wise, Corbett, Jeanette, Rum, Brain, Matilda, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Newton, Tao, III, East, Harrow, Kettle, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Fuse, Visage, Barker, Imam, 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, Aarena, 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 real 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 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.

MC NOTES

THREATS

TYPE

Threats come in five types; darkness, conquest, conflict, espionage, and politics. Each also includes a sub-type, which further describes the threat and its impulses.

DARKNESS

- **Dark Lord** (Impulse: to corrupt and harm)
- **Force Cult** (Impulse: to enlist or expel others)
- **Ancient Site** (Impulse: to entice and imprison)
- **Disease** (Impulse: to consume and spread)

CONQUEST

- **Warlord** (Impulse: to control area through might)
- **Splinter** (Impulse: to divide and conquer)
- **Aristocracy** (Impulse: to acquire through influence)
- **Militant** (Impulse: to attack and occupy new area)

ESPIONAGE

- **Operative** (Impulse: to infiltrate and strike)
- **Spy** (Impulse: to blend and reconnoiter)
- **Saboteur** (Impulse: to destroy resources and strategic points)
- **Insurgent** (Impulse: to create chaos and exploit)

CONFLICT

- **Hunter** (Impulse: to strike quickly and capture)
- **Assassin** (Impulse: to attack from the shadows and kill)
- **Mercenary** (Impulse: to exploit weakness for profit)
- **Leader** (Impulse: to direct others strategically)

POLITICS

- **Separatist** (Impulse: to divide the strong from the weak)
- **Bureaucracy** (Impulse: to stonewall efforts through legislation and regulation)
- **Radical** (Impulse: to change the system in a dramatic way)
- **Patrician** (Impulse: to exploit wealth and power for personal gain)

CAST

Every threat needs a cast of characters, the people responsible for, directly affected by, or in the know of the threat's existence and play a part in it are its cast.

DESCRIPTION

A short description is recommended to record your thoughts on what the **threat** represents, is aiming for, and what those involved are up to. You can add as much or as little details as you like, this area is for your reference.



THREATS

*This station is now the ultimate power
in the universe!*

CUSTOM MOVES

Custom moves are a fantastic way to add mechanical heft to your threats. By writing one or more custom moves, you solidify the threat's existence in the world, grounding it in the rules. This is also a great way to give your NPC's unique advantages when the protagonists confront them.

COUNTDOWN CLOCK

Arguably the most important part of your threat is the countdown clock. Countdowns allow you to build a timeline for your threat, a step-by-step process from which it begins and completes. Countdowns typically have six stages: 3:00, 6:00, 9:00, 10:00, 11:00, and 12:00.

3:00 and 6:00 represent the opening plays, a planning stage: the first signs or warnings. A threat in these stages is still young and can be prevented by the right interference. 9:00 and 10:00 are the middle stages of the threat, where it gains serious momentum and begins to affect real change in the galaxy. By this point, the threat is very difficult to prevent and will have lasting effects even if stopped. 11:00 and 12:00 are the end points, where the threat reaches its full potential and is irrevocable. Perhaps its effects can be lessened or endured with enough luck and skill, but it's too late to prevent what is coming.