

A new gang

By default your squad consists of about 10-15 fighters with basic weapons and armor (2-harm squad small undisciplined 1-armor).

Choose 2:

- your squad consists of 30 or so fighters. Medium instead of small.
- your squad's well-armed. +1harm.
- your squad's well-armoured. +1armour.
- your squad's well-disciplined. Drop undisciplined.
- your squad's used to spending long tours in the field, and able to maintain and repair its own gear without a home base. It gets +mobile.
- your squad's self-sufficient, able to provide for itself by working odd jobs and mercenary work. It gets +rich.

Choose 1:

- your squad's armory is subpar. It gets -1harm.
- your squad disdains armor. It gets -1armour.
- your squad is a pack of frickin' hyenas and opportunists. It gets +savagery.
- your squad's loose-knit, with members coming and going as they choose. It gets +desertion.
- your squad is in significant debt to someone powerful or a government organization. It gets +obligation.
- your squad is filthy and unwell. It gets +disease.
- your squad is lax about security and likes to drink and brag. It gets +reprisals.

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* 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 color 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)

Size categories are

Small (air-car, fighter, shuttle, transport, 15 or so warriors)

medium (corvette, gunship, heavy tank, 30 or so warriors)

large (frigate, cargo ship, passenger vessel, 60 or so warriors)

huge (cruiser, colony ship, 150 or so warriors)

massive (dreadnaught, space station, 300 or so warriors)

Ships

Choose one of these profiles:

__ Speeder car and bike (power +1, maneuverability +2, 1-armour, weakness +0, 2-harm, tiny, +atmospheric)

Shields --- Hull [][][]

__ Shuttle (power +1, maneuverability +1, 2-armour, weakness +1, 2-harm, small, +spacious +hyperdrive)

Shields [][] Hull [][][]

__ Starfighter (power+2, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive)

Shields [][][] Hull [][]

__ Space transport (power+1, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive +cargo)

Shields [][] Hull [][][][]

__ Bomber (power+1, maneuverability +0, 1-armour, weakness+2, 2-harm, small, +hyperdrive +1-harm ap vs. capital ships)

Shields [][][] Hull [][][]

Repair-kit

Your repair-kit has all kinds of crap in it: hydro-spanners, adhesive tapes, eye-wear, plasteel wires, anti-grav whisks, inciter, imager, kilo-scanner, laser caliper, magclamps, demagnetizers, micropoints, energy tethers, holo-probe, voxwriter, plastent, hydrogrip, gas binders, repulsor hitch, drilling tools, jumper bypass, and riveting gun. 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 technical supplies and spare parts. It begins play holding 6-stock.

To use it to repair a vehicle that has lost 1 or more hull points (not its maximum hull): roll+stock spent. On a hit, the systems are stabilized and heal all hull damage, but the MC will choose 1 (on a 10+) or 2 (on a 7–9):

- the vehicle will need to be grounded or docked before it can be flown again.
- the fuel systems or reactor will require delicate repairs. you're **acting under fire**.
- the vehicle's system will require 24 hours of re-syncing but can be flown. -1 to vehicle's power, maneuverability and harm.
- repairing the vehicle eats up your stock; spend 1-stock more.
- the vehicle will have to be grounded or docked for at least a week to finish the repairs.
- one of the core systems, shields, weapons, life support, engines or scanners will have to be taken offline for 36 hours..

On a miss, the vehicle takes 1-harm to hull instead.

To use it to speed the recovery of shielding, don't roll. Spend 1-stock to heal 2-shield points. This can only be used on a ship once every 24 hours.

To use it to salvage a wrecked ship (at maximum hull damage or beyond): roll+stock spent. On a 10+, the vehicle is repaired to 2-hull points. On a 7–9, the vehicle is repaired by 1-wound. On a miss, you've done everything you can for to save the ship, but it's too far gone.

Dark Temptations

If you have the **jedi knight** move, you can wield the force and as such are always tempted by the dark side and the power it offers you. You can give into the dark side, by allowing your anger, fear, frustration or hatred to influence you. You can give the dark side a String on you to do one of the following: hold force-2 if you use **Jedi knight** and miss, add 2 to your next roll, add an extra harm to an attack, heal all your Vitality damage, use the force as a weapon (2-harm ap close). The MC can spend dark side Strings to **manipulate** you down a dark path as if they rolled a 10+.

BASIC MOVES

Do something under Fire (+Cool)

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.

Threaten (+Hard)

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)

Assault (+Hard)

When you **assault**, roll+hard. On a hit, inflict and receive harm. On a 10+ choose 3. On a 7-9 choose 2. On a miss, choose 1.

- suffer one less harm
- inflict one additional harm
- you take something from your opponent (physical or metaphorical)
- frighten or scatter your enemy

Seduce or Manipulate (+Hot)

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, erase one of their stat highlights for the remainder of the session,

What they do then is up to them.

Observe a Person (+Sharp)

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 ___?

Help or Interfere (+HX)

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.

Read a Charged Situation (+Sharp)

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?

Trust Your Instincts (+Attuned)

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.

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.

HARM AND HEALING MOVES

When you run out of vitality and **suffer harm**, roll+your current wounds.

On a 10+, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- Choose 2 from below.

On a 7-9, the MC chooses 1:

- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

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.

CRED MOVES

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating NPC's as a +10 or PC's as a 7-9. 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?

PERIPHERAL MOVES

When you **call upon the Dark Side of the Force** and you have the **Force-trained** or **Force-tradition** move, by allowing your anger, fear, frustration or hatred to influence you. 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 an extra harm to an attack, heal all your Vitality damage, 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.

Gangs

You can use gangs to **Assault**, **Threaten**, or other designated fight moves, Roll dice as normal however they receive and do the harm, not you. If there is a difference in size, add +1 damage and +1 armor for each size difference in the gang.

Healing

Healing requires the use of Bacta in some form. When you're not in danger you can use 1 Bacta to heal all your vitality without a roll. On wounds heal per Bacta used then Roll+Bacta Used (max roll +3). On a 10+ choose 1:

- The procedure cures a Debility
- Your quick thinking teaches you something, mark experience
- Choose 2 from below

On a 7-9 choose 1:

- The patient will not require rest when the action is over.
 - The patient feels stimulated, they get a +1 till the action is over
 - The procedure is uncomplicated and you save 1 use of Bacta
- On a miss complications occur and you spend 1 more Bacta than needed

Ship

Choose one of these profiles

Speeder car and bike (power +1, maneuverability +2, 1-armour, weakness +0, 2-harm, tiny, +atmospheric)

Shields --- Hull

Shuttle (power +1, maneuverability +1, 2-armour, weakness +1, 2-harm, small, +spacious +hyperdrive)

Shields Hull

Starfighter (power+2, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive)

Shields Hull

Space transport (power+1, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive +cargo)

Shields Hull

Bomber (power+1, maneuverability +0, 1-armour, weakness+2, 2-harm, small, +hyperdrive +1-harm ap vs. transports & capital ships)

Shields Hull

Choose its strength or strengths: (choose as many as its power and maneuverability)

• Fast, rugged, aggressive, tight, huge, responsive, uncomplaining, capacious, workhorse, easily repaired.

Choose its weakness(es): (choose as many as its weakness)

• Slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, easily-detected, rabbit.

OTHER MOVES

NOTES

The Ace

I'm with Rogue Squadron. Impossible is our stock in trade, and success is what we deliver.

DRAMA MOVES

Ace Dying Move

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. That character gains +1 to all flying rolls while piloting your vehicle(s).

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...has been with you for days on your ship. Tell that player Hx+2.

_____...once got you out of some serious trouble. Tell that player Hx+2.

Tell everyone else Hx+1. Everybody knows a bit about who you are and where you've been.

On the others' turns:

• You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Ace

CHARACTER CREATION

Name (Pick one)

Lauren, Audrey, Farley, Sammy, Inisa, Forim, Crev, Bridget, Dace, Annette, Kaleb, Melvar, Marlon, Kim, Errol, or Humphrey.

Phoenix, Femi, Shayl, Adi, Cachi, Salek, Dart, Gremlin, Imbet, Jag, or Moolis.

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 (choose one set)

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

Gear

You get:

- 1 handy weapon
- 2-cred
- 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)

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

ADVANCES

Available at the beginning of play

- +1 Cool(max +2)
- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Attuned (max +2)
- A new **Ace** move
- A new **Ace** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a Space Dock(Workspace, detail), and a crew
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Ace Moves

You get these:

An expert pilot: when in the cockpit...

...if you **do something under fire**, add your ship's maneuverability to your roll.

...if you try to **assault**, add your ship's power to your roll.

...if you **threaten**, add your ship's maneuverability to your roll.

...if you **help or interfere** with someone, add your ship's power to your roll.

...if someone **interferes** with you, add your ship's weakness to their roll.

Choose One:

Daredevil: if you go straight into danger without hedging your bets, you get +1armour. If you happen to be leading a squad or convoy, it gets +1armour too.

Mechanic: you have a well-stocked and high quality tool kit. It counts as a repair-kit with a capacity of 2-stock.

Collector: you get 2 additional ships.

Fastest ship in the galaxy: you get an addition to your ship. Choose 2 to add to it quad cannons +1 harm hull reinforcements +1 armour boosted engines +1 power increased stabilizers +1 maneuverability.

Out of the way!: roll+hard to smash your way through scenery to get to or away from something. 10+, the scenery is moved or smashed and you get what you want. On a 7–9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and must **act under fire** in follow-up actions, leave something behind, or take something with you. (Think smashing through durasteel walls or pushing through a crowded street on Coruscant.)

As one: when you are piloting a vehicle and you **trust the force** you may roll+sharp instead of +attuned.

Wing Commander: you get a wing of 12 or so pilots to command and **squad commander**. (2-harm squad small 1-armour +space). Choose whether they are squadron of starfighters (+1 harm) or bombers (+1harm ap vs. capital ships)

Weapons

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)

Versatiles 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)

OTHER MOVES

NOTES

The Bounty Hunter

Blaster for hire. That's You. You're still young at this game, but you've killed 23 people. The galaxy stinks, but you've gotta make a living.

DRAMA MOVES

Bounty Hunter Dying Move

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

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...is too trusting in your eyes. Tell that player Hx-1.

_____...helped you do something terrible once. Tell that player Hx+2.

Tell everyone else Hx+1. Your guild is well known and word spreads quickly of its members.

On the others' turns:

_____...has, or has had, an active bounty on them.

Whatever number that player tells you, ignore it and write Hx+3 next to the character's name.

- For everyone else, whatever number they tell you, write it next to the character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Bounty Hunter

CHARACTER CREATION

Name (Pick one)

Hunk, 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

Look (pick as many as apply)

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

Stats (choose one set)

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

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
 - space shuttle (power +1, maneuverability +1, 2-armor, weakness +1, 2-harm, small, +spacious +hyperdrive)
- Shields Hull

NAME
LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Attuned (max +2)
- A new **Bounty Hunter** move
- A new **Bounty Hunter** move
- A new **Bounty Hunter** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a Squad (detail), and **Squad Commander**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Bounty Hunter Moves

You get these:

Guild contacts: when you are not pursuing a bounty and wish to, roll+attuned to contact your guild and learn of a target in your sector. On a 10+, they let you know of a high-value target in the sector that pays 2-cred. On a 7-9, they let you know of a low-value target in the sector that pays 1-cred.

Choose Two:

Never forgive, never forget: whenever you take a debility, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment. MCs, remember your job is to make Star Wars World full of adventure and keep the characters' lives interesting, not deny the PCs bonuses.)

Infamous: when you announce to a target that you're here to collect on their bounty, roll+hard. On a hit, they choose:

- They freeze.
- They run but leave something important behind.
- They back away, hands where you can see them.
- They attack you.

On a 10+, you take +1 ongoing against them until they're captured or dead. On a 7-9, take +1forward against them. On a miss, they do what they like and you take -1forward against them.

No good to me dead: when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including s-harm. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.

Unstoppable: when you *suffer wounds*, take -2 to your roll.

Out of the way!: roll+hard to smash your way through scenery to get to or away from something. 10+, the scenery is moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and must **act under fire** in follow-up actions, leave something behind, or take something with you. (Think smashing through durasteel walls or pushing through a crowded street on Coruscant.)

Like a moth to the flame: at the beginning of the session, roll+attuned. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). On a miss, the MC holds 1, and can spend it to have you there and pinned down.

Best in the galaxy: you get +1hard (max hard+3).

Force Powers

- **Telekinesis:** while you have Hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold 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:** while you have Hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
 - 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
- **Empathy:** While you have Hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have Hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

OTHER MOVES

NOTES

The Jedi Consular

A Consular is a specialized kind of Jedi. They focus more on cerebral Force skills. *They're our healers, our researchers, our seers.*

DRAMA MOVES

Jedi Consular Dying Move

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

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...helped you do something meaningful. Tell them Hx+2

- If any of them are members of the Jedi order, tell them Hx+2
- Tell everyone else Hx+1. You are easy to get to know.

On the others' turns:

The force is strong with _____. Whatever number the player tells you, ignore it and write +3 instead.

- Whatever number everyone else tells you, give it +1 and write it next to their character's name. You see through lies and deceit easily.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Jedi Consular

CHARACTER CREATION

Name (Pick one)

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 (choose one set)

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

Gear

You get:

- 1 lightsaber (detail)
- 2 cred

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose one option:

- master crafted: a superb piece of craftsmanship. Add +precious.
- 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.
- dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Cool (max +2)
- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Hard (max +2)
- A new **Jedi Consular** move
- A new **Jedi Consular** move
- A new **Jedi Consular** move
- Get a retinue (detail), and **Fortunes**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Jedi Consular Moves

You get these:

Force-trained: when you call upon the force, take 1-harm and roll+attuned. On a 10+, Hold force-3. On a 7-9, Hold force-1. On a miss, you may Hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll.

Choose one:

Force healing: when you touch a wounded person skin to skin, you may heal them using your force-hold 1-for-1 as med-kit stock.

There is no chaos, there is serenity: you get +1attuned (attuned+3).

There is no passion, there is peace: when you help or interfere with someone, roll+attuned instead of roll+Hx.

Defender of the republic: when you go into battle with your lightsaber ready, roll +attuned. On a 10+ hold 3, on a 7-9 hold 1. On a miss, hold 1, but you're the prime target now and take -1ongoing. Spend your hold during the battle, 1 for 1, 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 between you before they have time to adjust or react.
- name a character within your reach. While you keep fighting, you intercept any attack directed at them and they suffer no harm.

Force Mastery: when you tap into the deepest parts of the force, tell the GM what you want to achieve. The MC will tell you if it's possible and then 1 to 4 of the following:

- *first you must ____;*
- *you'll need help from ____;*
- *the best you can do is a lesser version, unreliable and limited;*
- *it's going to take minutes/hours/days/weeks of meditation;*
- *first you'll have to get/build/fix/figure out ____;*
- *you're going to need ____ to help you with it;*
- *it's going to mean exposing yourself (plus colleagues) to serious danger;*
- *it's going to take several/dozens/hundreds of tries;*
- *you're going to have to take ____ apart to do it;*
- *it's going to cost you ____ to do it;*
- *you must travel to ____;*

Force Powers

- **Telekinesis:** while you have Hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold 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:** while you have Hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
 - 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
- **Empathy:** While you have Hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have Hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

OTHER MOVES

NOTES

The Jedi Guardian

We Guardians are the Republics first line of defense against the thousand enemies who seek to destroy it.

DRAMA MOVES

Jedi Guardian Dying Move

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

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...once followed your orders even though they thought it was a bad idea. Tell that player Hx+2.

_____...has openly mocked the Jedi code in front of you. Tell that player Hx-1.

- Tell everyone else Hx+0. You're neither open or closed off.

On the others' turns:

_____...has proven themselves to be honourable in your eyes. Whatever number that player tells you, add 1 to it and write it next to the character's name.

- For everyone else, whatever number they tell you, write it next to the character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Jedi Guardian

CHARACTER CREATION

Name (Pick one)

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

Look (pick as many as apply)

- 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 (choose one set)

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

Gear

You get:

- 1 lightsaber (detail)
- 2 cred

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose one option:

- 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.
- dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Cool (max +2)
- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Attuned (max +2)
- A new **Jedi Guardian** move
- A new **Jedi Guardian** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a Squad (detail), and **Squad Commander**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

Jedi Guardian Moves

You get these:

Force-trained: when you call upon the force, take 1-harm and roll+attuned. On a 10+, Hold force-3. On a 7-9, Hold force-1. On a miss, you may Hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll.

Choose one:

Dissipate energy: while you have force-hold, you have +1 armour vs energy attacks. You may spend force-hold to stop an energy attack altogether, aimed at you or another nearby

Jedi reflexes: the force warns you of incoming dangers and you can see things a split second before they happen. If you're wearing non-armour fashion, you have 1-armour. If you're wearing armour, use it instead.

Lightsaber duelist: when you go into battle with your lightsaber ready, roll +hard. On a 10+ hold 3, on a 7-9 hold 1. On a miss, hold 1, but take -1ongoing. Spend your hold during the battle, 1 for 1, to:

- name an NPC within your reach. You kill, disable or disarm that NPC.
- 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 between you before they have time to adjust or react.

Sword of the Jedi: you get +1hard (hard+3).

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Force Powers

- **Telekinesis:** while you have Hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold 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:** while you have Hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
 - 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
- **Empathy:** While you have Hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have Hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

OTHER MOVES

NOTES

The Jedi Sentinel

This Jedi ferrets out deceit and injustice, bringing it to light

DRAMA MOVES

Jedi Sentinel Dying Move

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

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...has helped you solve a crime or ancient mystery. Tell that player Hx+2.

_____...is involved in criminal activities I have let them off the hook more than once. Tell that player Hx+1.

- Tell everyone else Hx-1. You life is secrets and deceit.

On the others' turns:

_____...is an old friend. Whatever number the player tells you, ignore it and write +3 instead.

- Whatever number everyone else tells you, give it +1 and write it next to their character's name. You're an expert at reading people and predicting their actions.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Jedi Sentinel

CHARACTER CREATION

Name (Pick one)

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 (choose one set)

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

Gear

You get:

- 1 lightsaber (detail)
- 2 cred

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose one option:

- 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: a superb piece of craftsmanship. Add +precious.

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Cool (max +2)
- +1 Hot (max +2)
- +1 Hard (max +2)
- +1 Hard (max +2)
- +1 Attuned (max +3)
- A new **Jedi Sentinel** move
- A new **Jedi Sentinel** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Jedi Sentinel Moves

You get these:

Force-trained: when you call upon the force, take 1-harm and roll+attuned. On a 10+, Hold force-3. On a 7-9, Hold force-1. On a miss, you may Hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll.

Choose one:

Battle meditation: When near or amidst a battle, roll +attuned and mark experience. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1 but lose all your Vitality and are stunned when coming out of your meditation. These effects will last as long as you maintain your focus or until the battle is over.

- Your allies take +1 ongoing.
- Your allies inflict an additional harm.
- Your allies will fight on till the bloody end. No matter how much harm an allied squad suffers they will not break or flee.
- Your enemies inflict one less harm.
- Your enemies lose their nerve easily. Treat the wounds of enemy squads as one higher for the purposes of whether they continue to fight or break.

There is no passion: when someone uses **observe a person** on you and asks what you intend to do or what you're really feeling, your answer is always 'nothing'.

Dark side hunter: when you **asses a situation**, on a hit, in addition to your other questions, you may ask this:

- Are there any dark side presences here? if so, where?

When you **observe a person**, on a hit, in addition to your other questions, you may ask this:

- Is your character force sensitive? If so, does the dark side have any hold on you?

There is no ignorance, there is knowledge: you get +1sharp (sharp+3).

Blade of the heart: when you go into battle with your lightsaber ready, roll +sharp. On a 10+ hold 3, on a 7-9 hold 1. On a miss, hold 1, but you're the prime target now and take -1ongoing. Spend your hold during the battle, 1 for 1, to:

- name an NPC within your reach. You disable or disarm that NPC.
- 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 between you before they have time to adjust or react.
- name a character within your reach. While you keep fighting, you intercept any attack directed at them and take the harm instead

OTHER MOVES

The Noble

It was only later in my life that I discovered my true heritage, a legacy of power and pedigree that was far too intimidating for the Council to accept.

DRAMA MOVES

Noble Dying Move

When you die, you can spend 3-cred, even if you don't have them, to **make known that you want a thing and spend cred to speed it on its way.**

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2 or all 3:

_____...is your friend. Tell that player Hx+2.

_____...is in love with you, or the idea of you. Tell that player Hx-1.

- Any of them who are members of your retinue or security team, tell their players Hx+2.
- Tell everyone else Hx+1. You're a public figure and everyone knows your face.

On the others' turns:

_____...is your favourite character; ignore the number that player tells you and write Hx+3 instead.

- Everyone else, whatever number they tell you, give it +1 or -1. You understand people and what makes them tick.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

NOTES



The Noble

CHARACTER CREATION

Name (Pick one)

October, Venus, Mercury, Dune, Heron, Plum, Orchid, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace.

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 (Choose one set)

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

Gear

You get:

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

Gracious weapons (choose 1):

- hold-out blaster (2-harm close reload loud energy concealable)
- ornate dagger (2-harm hand valuable)
- 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 (2-armour, 2-harm, small, +spacious +hyperdrive) with crew and pilot. Shields Hull
- a speeder car (1-armour, 2-harm, tiny, +atmospheric) and driver. Shields --- Hull
- a bodyguard who knows his biz (3-harm 1-armor).

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

ADVANCES

Available at the beginning of play

- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Attuned (max +2)
- +1 Attuned (max +2)
- +1 Cool (max +2)
- A new **Noble** move
- A new **Noble** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Noble Moves

Choose Two:

- Provocative:** when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:
 - giving you something you want
 - acting as your eyes and ears
 - fighting to protect you
 - doing something you tell them to
- For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:
 - they distract themselves with the thought of you. They're **acting under fire**.
 - they inspire themselves with the thought of you. They take +1 right now. On a miss, they hold 2 over you, on the exact same terms.

Inspiring: when another player's character rolls+Hx to help you, they mark experience.

Breathtaking: you get +1hot (hot+3).

Intelligence network: when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- how are they doing? what's up with them?
- who do they know, like and/or trust?
- when next should I expect to see them?
- how could I get to them, physically or emotionally?

Powerful presence: when you interfere with someone who's rolling, roll+hot instead of roll+Hx.

Political connections: put out the word that you want a thing - could be a person, could be somethin' somethin', could even be just a thing - and roll+hot. On a 10+, it shows up in your offices like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up in your offices for you with strings wicked attached.

Moonlighting

Gigs (Profit/ Catastrophe)

Choose 3 paying gigs:

- Surveillance (1-cred / deceived)
- Bodyguarding (1-cred / embattled)
- 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)
- Planetary defence (2-cred / infiltrated)
- Technical work (2-cred / shut out)
- 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 / you cross a line)
- Seeking answers (you get a clue / you chase a red herring)

NOTES

The Scoundrel

Never Tell me the odds

DRAMA MOVES

Scoundrel Dying Move

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 the *reputation* move as if they had the move.

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

_____...once faced down dedicated violence to get you out of a fix. Tell that player Hx+2.

_____...once let you down when you needed them most. Tell that player Hx-1.

Tell everyone else Hx+1. A lot of people talk about you.

On the others' turns:

- Whatever number everyone tells you, give it +1 and write it next to their character's name. Knowing people has kept you alive.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Scoundrel

CHARACTER CREATION

Name (Pick one)

Berg, Kurn, Lafferty, Ebbs, Pressin, Marshall, Dolarhyde, Anea, Bendrix, Proust, Steed, Nero, Amalia, Katinka, Dagny, Fox, Faaloo, Clover, Olympias, Illeana, Draff, Sway, Raith, Bail

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 (choose one set)

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

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 (power+1, maneuverability +1, 1-armor, weakness+1, 2-harm, small, +hyperdrive +cargo)
- Shields Hull

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.

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Hot (max +2)
- +1 Sharp (max +2)
- +1 Cool (max +3)
- A new **Scoundrel** move
- A new **Scoundrel** move
- Add a Gig and you may change crew
- Add a Gig and you may change crew
- Abandon or resolve your obligation gig for good.
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint _____
- Grievous** _____
- Critical** _____

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Scoundrel Moves

You get these:

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+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 +1juggling.

Choose One:

Bring 'em on!: when another player's character rolls+Hx to *interfere* with you, you mark experience.

Eye on the door: name your escape route and roll+cool. On a 10+ you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

Con man: whenever someone uses *read a person* on you and asks you if you're telling the truth or how you're really feeling, the answer is always 'yes'.

Reputation: when you meet someone important (your call), roll+cool. On a hit, they've heard of you, and you say what they've heard; the MC will have them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the MC will decide what they've heard.

OTHER MOVES

Workspace

Choose which of the following your workspace includes. Choose 3: a starship dock, a controlled growing environment, skilled labor, a junkyard of raw materials, a space transport (power+1 1-armor weakness+1 2-harm small +hyperdrive +cargo), 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. Also detail your personal fashion.

OTHER MOVES

NOTES

The Tech Specialist

DRAMA MOVES

Tech Specialist Dying Move

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.

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn:

_____...is the character you find most strange. Tell that player Hx+1.

- Tell everyone else Hx-1. You're kind of strange yourself.

On the others' turns:

_____...you figure will be the biggest potential problem. Whatever number that player tells you, give it +1 and write it next to the character's name.

- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You've got other stuff to do and other stuff to learn.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too



The Tech Specialist

CHARACTER CREATION

Name (Pick one)

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.

Look

- Male, female, ambiguous, or transgressing.
- Utility wear plus tech, scrounge wear plus tech, vintage wear plus tech, 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 (choose one set)

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

Gear

- workspace (detail)
- 3-cred
- repair kit
- any personal piece or three of normal gear or weaponry.

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Cool (max +2)
- +1 Sharp (max +2)
- +1 Hard (max +2)
- A new **Tech Specialist** move
- A new **Tech Specialist** move
- Add life support to your workspace (you can work on people there too)
- Get 2 gigs (detail), and **Moonlighting**
- Get a Squad (detail), and **Squad Commander**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

Wounds

- Faint
- Grievous**
- Critical**

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Tech Specialist Moves

Choose Two:

- Things speak:** whenever you handle or examine something interesting, roll+attuned. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:
 - who handled this last before me?
 - who made this?
 - what strong emotions have been most recently nearby this?
 - what words have been said most recently nearby this?
 - what has been done most recently with this, or to this?
 - what’s wrong with this, and how might I fix it?

Treat a miss as though you’ve used **trust your instincts** and missed the roll.

Right where I’m needed: at the beginning of the session, roll+attuned. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1 forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

Well-travelled: when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.

Insightful: you get +1attuned (max attuned+3).

Droid companion: you got a droid companion to assist you in your workspace or when you travel around the galaxy. Choose your droid’s stats from the profiles below;

- Tech +2 power +0 1-armor, weakness +2
- Tech +1 power +1 1-armor, weakness +1
- Tech +0 power +2 1-armor, weakness +2

when working in conjunction with your droid...

...if you do something under fire involving technology, add your droid’s tech to your roll.

...if you shoot first or seize by violence, add your droid’s power to harm dealt.

...if you help or interfere with someone using technology, add your droid’s tech to your roll.

...if someone interferes with you, add your droid’s weakness to their roll.

Weapons

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)
- flame thrower (2-harm close area fire)
- grenade tube (4-harm close area reload messy)

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)

OTHER MOVES

NOTES

The Trooper

The Empire has a legion of loyal soldiers that are in endless supply

DRAMA MOVES

Trooper Dying Move

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

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2 or all 3:

_____...has fought shoulder to shoulder with you. Tell that player Hx+2.

_____...once left you bleeding and did nothing for you. Tell that player Hx-2.

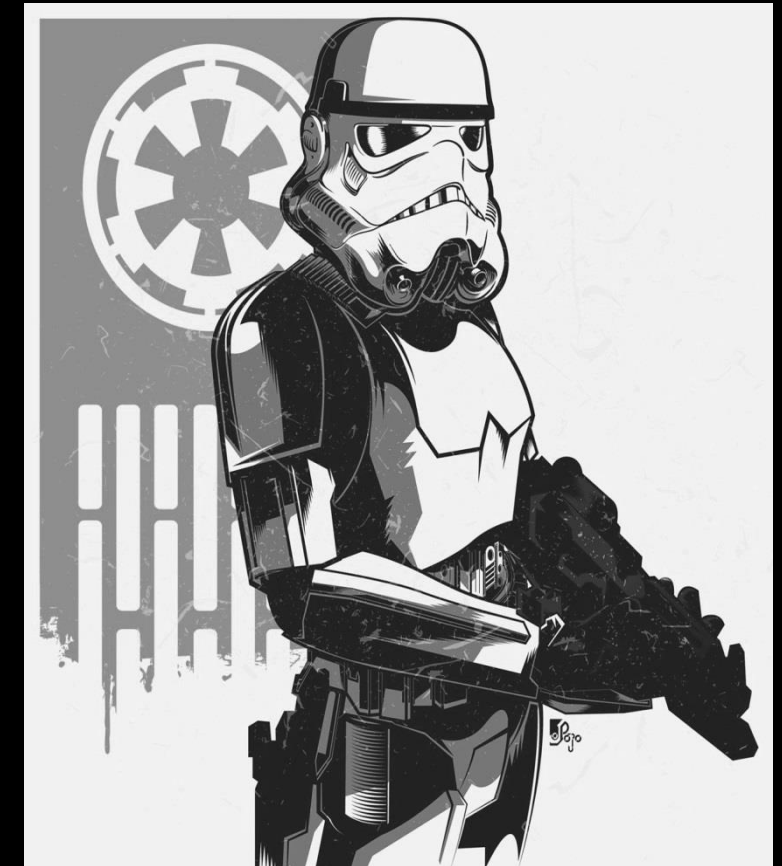
_____...is the prettiest character. Tell that player Hx+2. Tell everyone else Hx=0.

On the others' turns:

_____...is the smartest character. Whatever number that player tells you, ignore it and write Hx+3 next to the character's name.

• For everyone else, whatever number they tell you, write it next to the character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.



The Trooper

CHARACTER CREATION

Name (Pick one)

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.

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 (choose one set)

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

Gear

You get:

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

NAME

LOOK

STATS

Attuned <input type="checkbox"/>	Cool <input type="checkbox"/>	Hard <input type="checkbox"/>	Hot <input type="checkbox"/>	Sharp <input type="checkbox"/>
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Experience

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ADVANCES

Available at the beginning of play

- +1 Cool (max +2)
- +1 Sharp (max +2)
- +1 Attuned (max +2)
- +1 Attuned (max +2)
- A new **Trooper** move
- A new **Trooper** move
- A new **Trooper** move
- Get 2 gigs (detail), and **Moonlighting**
- Get a move from another playbook
- Get a move from another playbook

After 5 advances you may select

- +1 to any stat (max +3)
- Retire your character to safety
- Create a second Character
- Advance 3 basic moves
- Advance the other 4 moves
- Change to a new archetype

Vitality

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Wounds

- Faint _____
- Grievous** _____
- Critical** _____

When you suffer harm mark off vitality first. Vitality recovers at a rate of 1/hour. Wounds can only recover with medical/force healing. You can mark Debilities to prevent taking more than 1 wound.

ARMOR

<input type="checkbox"/>

Debilities

- Shattered (-1 cool)
- Crippled (-1 hard)
- Disfigured (-1 hot)
- Broken (-1 Sharp)

Trooper Moves

Choose Two:

Squad Commander: you get a small squad (detail). when your squad fights for you, roll+hard. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, 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.

Squad stats: ___-harm, squad-size _____, ___-armor, tags _____

Battlefield instincts: when you *trust your instincts*, roll+hard instead of roll+attuned, but only during an armed conflict.

Battle-hardened: you get +1hard (hard+3).

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: whenever you inflict harm, inflict +1harm.

A god of war: in battle, you count as a squad (3-harm squad small), with armor according to the circumstances. If you're leading a squad into battle, instead increase the squad's size by +1.