

BASIC MOVES

UNLEASH THE FORCE (-2 when Hopeless)

When you **Unleash the Force** to overcome an obstacle, reshape your environment, or extend your senses, roll with Savant. On a hit, you do it. On a 7-9, mark a Condition or the MC will tell you how the effect is unstable, temporary or weakened.

DIRECTLY ENGAGE (-2 when Afraid)

When you **Directly Engage** a threat, roll with Renegade. On a hit, trade blows. On a 10+, pick 2. On a 7-9, pick 1:

- *You resist or avoid their blows*
- *You take something from them*
- *You create an opportunity*
- *You impress, surprise, or frighten the opposition*

TAKE A CHANCE (-2 when Hopeless)

When you **Take a Chance** and do something risky, roll with Danger. On a 10+, your gamble pays off and you accomplish your goal. On a 7-9, you only get part of what you're after or it costs you, MCs choice.

DEFEND (-2 when Insecure)

When you **Defend** someone or something from an immediate threat, roll with Knight. For MC threats: On a hit, you keep them or it safe but expose yourself to a powerful blow. On a 10+, choose 2. On a 7-9, choose 1:

- *You take Influence over someone you just protected*
- *You clear a condition*
- *You avoid a powerful blow*
- *Your resolve strengthens; shift two labels*

For PC threats: On a hit, give them -2 to their roll. On a 7-9, you expose yourself to cost, retribution, or judgment.

ASSESS THE SITUATION (-2 when Guilty)

When you **Assess the Situation**, roll with Consular. On a 10+, ask 2. On a 7-9, ask 1.

- *What here can I use to _____?*
- *What here is the biggest threat?*
- *What here is in the greatest danger?*
- *Who here is most vulnerable to me?*
- *How could we best end this quickly?*

If you act on the answers you receive, take +1 forward to doing so.

PROVOKE SOMEONE (-2 when Guilty)

When you **Provoke Someone** susceptible to your words, say what you're trying to get them to do and roll with Consular. For NPCs: On a 10+, they rise to the bait and do what you want or mark a Condition, their choice. On a 7-9, they can rise to the bait, mark a Condition, or instead choose one:

- *They stumble and you take +1 ongoing with them for the scene*
- *They err and you gain a critical opportunity*
- *They overreact and you gain Influence over them*

For PCs: On a 10+, both. On a 7-9, choose one:

- *If they do it, they mark Potential*
- *If they don't do it, they mark a Condition*

BASIC MOVES

COMFORT OR SUPPORT SOMEONE (-2 when Angry)

When you **Comfort or Support Someone**, roll with Ordinary. On a hit, you get through to them and they choose one: mark potential, clear a Condition, or shift two labels. On a 10+, you can also choose one.

LOOK INTO SOMEONE'S HEART (-2 when Angry)

When you **Look Into Someone's Heart**, roll with Ordinary. On a hit, ask 2. On a 7-9, they get to ask you 1 too:

- *What are you planning?*
- *What do you want me to do?*
- *Why are you doing/saying ____?*
- *How could I get you to ____?*
- *How could I gain Influence over you?*

BLOW OFF SOME STEAM

When you **Blow Off Some Steam**, roll with Renegade. On a 10+, choose 2. On a 7-9, choose 1:

- *You clear a Condition*
- *You mark Potential*
- *You realize something that's been eluding you*
- *Your actions don't land you in hot water*

TAKE A POWERFUL BLOW

When you **Take a Powerful Blow**, roll with the number of Conditions you currently have marked. On a 10+, choose 1:

- *You must remove yourself from the situation: flee, pass out, etc.*
- *You lose control of yourself or your force powers in a terrible way*
- *Two options from the 7-9 list*

On a 7-9, choose 1:

- *You lash out at someone: provoke a fellow student to foolhardy action or take advantage of your Influence over them to inflict a Condition*
- *You give ground; your opposition gains a huge opening*
- *You struggle past the pain; mark two Conditions*

On a miss, you stand strong.

SECONDARY MOVES

CONDITIONS

When a move tells you to mark a Condition, mark any Condition you choose. Sometimes the MC will tell you a specific Condition to mark, especially after a hard move.

If you need to mark a Condition and have no more Conditions to mark, you are taken out. You lose consciousness or flee. Once a Condition is marked, you suffer -2 to specific basic or secondary moves (Max -3).

- If you're **Afraid**, take -2 to **Directly Engage**
- If you're **Angry**, take -2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**
- If you're **Guilty**, take -2 to **Provoke Someone** or **Assess the Situation**
- If you're **Hopeless**, take -2 to **Unleash the Force** or **Take a Chance**
- If you're **Insecure**, take -2 to **Defend** or **Reject What Others Say**

SHIFTING LABELS

When you shift a label, it means that your view of yourself is changing. You see yourself more as the label you shift up, less as the label you shift down. If you ever need to shift a Label and can't, instead you must mark a Condition, MC's choice.

END OF SESSION

At the end of every session, choose one:

- Grow closer to your school mates: Explain who made you feel welcome; give Influence to them and clear a Condition or mark Potential.
- Grow into your own image of yourself: Explain how you see yourself and why and shift labels.
- Grow away from your school mates: Explain how you feel detached. Take Influence over you away from another character.

MOMENT OF DESTINY

When you unlock your Moment of Destiny, you can activate it at any time: read it out loud from the back of your playbook and follow that script. In essence, you as the player take full control of the narrative in this moment. The MC will let you know what consequences arise...

After you use your Moment of Destiny, permanently lock 1 Label. You have changed, and some part of you has become set in stone.

SPECIAL ADVANCES

When **Someone Permanently Loses Influence** over you, it means that character can never hold Influence over you again. This is almost always best used on an NPC, to indicate that you have moved past them, and won't be affected by what you think of them again.

When you **Lock a Label**, it means that Label can never shift up or down again---that part of yourself is set in stone.

SECONDARY MOVES

INFLUENCE

When someone has Influence over you, it means you care about what they do, say, or think. You can give Influence to any character who doesn't have Influence over you any time. All adults have Influence over you when first introduced. They can lose that Influence when you reject what they say or through other means, but they can regain it during the story.

When you **Have Influence Over Someone**, take +1 to all moves targeting them, including rejecting their Influence.

When you **Take Advantage of Your Influence** over someone, surrender the Influence you hold over them to choose one:

- *Give them -2 on a move they just made (after the roll)*
- *Inflict a condition on them*
- *Take an additional +1 on a move targeting them (after the roll)*

When someone with Influence over you **Tells You Who You Are or How the Galaxy works**, accept what they say or reject their Influence. If you accept what they say, the MC will adjust your labels accordingly; if you want to keep your labels as they are, you must **Reject Their Influence**.

When you **Reject Their Influence**, roll. On a 10+, choose 2. On a 7-9, choose 1:

- *Clear a Condition or mark Potential by immediately acting to prove them wrong*
- *Shift 1 label up and 1 label down, your choice*
- *Negate their Influence and take +1 forward against them.*

On a miss, their words hit you hard. Mark a Condition, and the MC will adjust your labels. **If you're Insecure, suffer -2 to this move.**

If you have Influence over a fellow student and you would gain Influence over them again, immediately shift 1 of their Labels up, and 1 of their Labels down, your choice.

If you have Influence over an NPC and you would gain Influence over them again, take +1 ongoing against them for the scene.

TEAM POOL

When you face a dangerous foe as a team, add two Team to the pool. If you have a leader and they have Influence over everyone in the group, add another Team.

- *If everyone has the same purpose in the fight, add another Team*
- *If any team member mistrusts the leader or the team, remove a Team*
- *If your team didn't come prepared, remove a Team*

Any one of you can mark a Condition to avoid removing a Team from the pool.

Anyone working with the Team can spend it one-for-one to help a teammate; giving them +1 to their roll.

Team members can also spend Team to act selfishly; when you do, say how your actions ignore or insult your teammates, remove 1 Team from the pool and shift 1 Label up and 1 Label down, your choice (you can use this option after rolling to alter the Label you're rolling with).

Whenever time passes, the MC will empty the Team pool and restore it to 1 Team.

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular -1, Knight 2, Ordinary 0, Renegade 0, Savant 1

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
- Dual-Phased: it's capable of sudden changes in length
- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

FRIENDS AND RIVALS

- One of the other students is always competing with you to be the best. Give them Influence over you.
- You've made someone feel like they don't belong here. Gain Influence over them.
- You're secretly jealous of one student's particular talent. Give them Influence over you.

MOMENT OF DESTINY

This is the moment when you prove how much the mantle belongs to you. You seize control of the Force, and you defeat even impossible odds to prove you are a true, genuine Jedi Knight. Of course, after you prove something like that, it's going to be hard to justify going back to the others...

DRAMA MOVES

When you share a moment of intimacy with someone, tell them whether you see them as an equal. If you do, give them Influence over you and mark Potential. If you don't, shift Consular up and any other label down.

When you share a vulnerability or weakness with someone, tell them a secret about your legacy (including your own true feelings about it) to clear a Condition and give them Influence over you.

THE LEGACY



NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

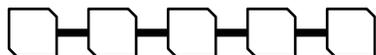
ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid** (-2 to **Directly Engage**)
- Angry** (-2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**)
- Guilty** (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless** (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure** (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Legacy move
 - Unlock another Legacy move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE LEGACY'S MOVES

Choose 2

Guardian: When you **Directly Engage** a threat that immediately endangers civilians, you can roll with Knight instead of Renegade.

Team Player: When you **Defend** a fellow student, you can shift Knight up and another label down in addition to any other benefits from the move, even on a miss.

Words of Past: When you seek guidance from a member of your legacy, ask them a question; they will answer it honestly and tell you what to do. Take +1 ongoing if you listen or mark Potential if you disobey them.

Born For This: Whenever you accept what someone from your legacy tells you about how the world works or who you are, mark potential and take +1 forward.

Stubborn as a Gundark: When you **Take a Powerful Blow**, use this move instead of the base move and roll with Knight. On a hit, you stand strong and choose one. On a 7-9, mark a Condition.

- You get an opportunity or opening against your attacker*
- You rally from the hit, and it inspires others*
- You maintain your attacker's attention; exposing a weakness or vulnerability*

On a miss, you go down hard but leave your opponent off balance and vulnerable.

Aura of Authority: When you give someone an order on the authority of your legacy or order, roll with Savant. On a hit, they choose one:

- Do what you say*
- Get out of your way*
- Attack you*

On a 10+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular -1, Knight 0, Ordinary -1, Renegade 2, Savant 2

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
- Dual-Phased: it's capable of sudden changes in length
- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

FRIENDS AND RIVALS

- You don't have time for anyone else. Give your love and rival Influence over you, but that's it.

MOMENT OF DESTINY

This is what you do best. You let loose, all the pent up strength and rage and glee, and you break. shit. down. You are a walking demolition crew. What can stand up to you? Nothing. Not buildings. Not structures. Not enemies. Nothing. Of course, now the weight of what you just did will come barrelling down on you from all sides.

DRAMA MOVES

When you share a moment of intimacy with someone, mark Potential if you immediately make them your love or rival. If they are already your love or rival, mark Potential and take Influence over them.

When you share a vulnerability or weakness with someone, give them Influence and hold 1. Spend your hold to show up when they're in danger.



THE RANCOR

NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid (-2 to **Directly Engage**)
- Angry (-2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**)
- Guilty (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Rancor move
 - Unlock another Rancor move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE RANCOR'S MOVES

You get The Rancor's Heart and choose 2 more

The Rancor's Heart: You always have exactly one love and one rival. You can change one of them at any time but you give the new subject of your affections or disdain Influence over you. Take +1 ongoing to any action that supports your love or frustrates your rival.

Love: _____

Rival: _____

- Oh, It's On!** Whenever you have Angry marked, take +1 ongoing to **Unleash the Force** and -2 to **Take a Powerful Blow**.
- Not Terribly Subtle:** When you **Provoke** someone with obvious threats and shows of force, roll with Renegade instead of Consular.
- Learn By Doing:** Whenever you charge into danger without hedging your bets, you can raise your Renegade by one and drop any other label by one.
- There When it Matters:** When you leap to Defend your love or rival, roll Renegade instead of Knight.
- Wompa In a Transparisteel Shop:** When you **Directly Engage** a threat, you can cause significant collateral damage to your environment to choose an additional option, even on a miss.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular 2, Knight -1, Ordinary -1, Renegade 1, Savant 1

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
- Dual-Phased: it's capable of sudden changes in length
- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

FRIENDS AND RIVALS

- Someone was welcoming to you when you first arrived and showed you the ropes. Give them Influence over you.
- You and another student keep butting heads despite your best efforts. Give them Influence over you and gain Influence over them.

MOMENT OF DESTINY

You embrace your home, and call them for aid. They will answer your call, in force, arriving exactly when you need them to turn the tide and you will lead them into battle. Of course, when all is said and done...they'd probably like to take you home with them. You did, after all, just prove yourself worthy.

DRAMA MOVES

When you share a moment of intimacy with someone, take Influence over them if you initiated it as awkwardly as possible. They decide if it was awkward or not.

When you share a vulnerability or weakness with someone, they tell you what you should do to fit in more. Mark Potential if you do it and take +1 forward to doing it.



THE OUTSIDER

NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

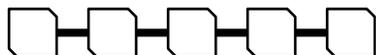
ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid** (-2 to **Directly Engage**)
- Angry** (-2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**)
- Guilty** (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless** (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure** (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Outsider move
 - Unlock another Outsider move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE OUTSIDER'S MOVES

You get **Living In Two Worlds** and choose 2 more

- Living In Two Worlds:** You have the resources that come with your important station. Whenever time passes, if you've been in contact with your people, roll with **Consular**. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1, but your people make an uncomfortable demand of you. Spend your hold 1 for 1 to:
 - Have a useful piece of technology: use any ability from another playbook once this session*
 - Consult your people's knowledge to ask the GM a question about the current situation*
 - Clear someone's Condition through advanced or strange healing processes*
- Weird Ways:** Whenever you disregard or undermine a galactic custom in front of people, their reaction tells you who you are or how the galaxy works. Mark potential if you accept what they say, or take +1 to **Reject Their Influence**.
- The Best of Them:** When you **Comfort or Support Someone** by telling them how they exemplify the best parts of their people, roll with **Savant** instead of **Ordinary**.
- Not So different, You and I:** When you talk about your home, roll with **Ordinary**. On a 10+, choose 2. On a 7-9, choose 1. During the conversation, you:
 - Confess an expectation your people have for you; shift 1 label up and 1 label down*
 - Mislead them about your home; take Influence over them*
 - Describe the glories of your home; clear a Condition*On a miss, you inadvertently reveal more about yourself than you planned; tell them a secret or vulnerability and give them Influence over you.
- You Came In That Thing?:** You have access to your own personal starship; detail its look. When you are flying your ship, you can use it to **Directly Engage** or **Defend** using **Consular**.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular 2, Knight 0, Ordinary 0, Renegade -1, Savant 1

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
- Dual-Phased: it's capable of sudden changes in length
- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

YOUR ROLE MODEL

The Disciple has a role model, someone who's taught them, trained them, given them aid, or raised them up. Someone who might have confined them a bit too rigidly to a single path.

Which Label does your mentor best exemplify, and which do they deny? (circle one each)

Embodies: Consular Knight Ordinary Renegade Savant

Deny: Consular Knight Ordinary Renegade Savant

FRIENDS AND RIVALS

- One of the other students reminds you of your mentor. Give them Influence over you.
- Everyone is impressed by or afraid of you. Gain Influence on them all.

MOMENT OF DESTINY

The moment that you show who really are: your role model, or something different. You can do whatever they could do, and more. You can do the incredible, even the things they've always failed at. Of course, it's going to be hard to go back to studying with them after you've found your own way...



THE DISCIPLE

DRAMA MOVES

When you share a moment of intimacy with someone, ask them if they care about you. If they say yes they take Influence over you and if they say no then they get nothing from you.

When you share a vulnerability or weakness with someone, tell them a secret about your role model (including your feelings towards them). Give them Influence over you and add a Team to the pool.

NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

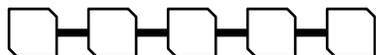
ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid** (-2 to **Directly Engage**)
- Angry** (-2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**)
- Guilty** (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless** (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure** (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Disciple move
 - Unlock another Disciple move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You can take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE DISCIPLE'S MOVES

Choose 2

- One on One Time:** When you seek advice from your Mentor, roll + the Label they embody. On a hit they give you insightful advice. On a 10+, mark Potential if you follow the advice, and take +1 ongoing for as long as you do. On a 7-9, you get +1 forward to see it through. On a miss, they don't have time for you because something big has gone down. Mark a condition, MC's choice.
- Venting Frustration:** When you **Directly Engage** while you are **Angry**, you can roll with the Label your mentor denies and clear **Angry**.
- Be Mindful of Your Surroundings:** When you **Assess the Situation** before entering a fight, you may ask 1 additional question, even on a miss.
- Recycled Wisdom:** When you give someone the advice that you think your mentor would give, you can roll with the Label your mentor embodies to **Comfort or Support Someone**, instead of rolling with **Ordinary**.
- Jedi Historian:** You've kept up with the history of the Jedi and Sith orders. When you encounter an important piece of their history, roll with **Consular**. On a hit, the MC will tell you more about this piece and how it fits into current events. On a 10+, you can ask the MC a follow-up question, they will answer honestly. On a miss, the MC will tell you why your discovery places you and your fellow students in danger.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular 2, Knight 0, Ordinary 0, Renegade -1, Savant 1

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
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- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

FRIENDS AND RIVALS

- You care way more than you let on. give everyone Influence over you.
- One of the others seems to understand you where no one else does. Gain Influence over them.

MOMENT OF DESTINY

Flaunt the rules. Break them. When push comes to shove, in the moment that it really matters, you show them what it means to do the right thing, and ignore whatever restrictions, boundaries, orders, or rules they throw in your way. Of course, those rules were in place for a reason...

DRAMA MOVES

When you share a moment of intimacy with someone, ask them if they think you're cool. If they say yes, give them Influence and take Influence over them. If they say no, mark a Condition or spurn them immediately. Either way, add a Team to the pool.

When you share a vulnerability or weakness with someone, give them influence over you, and ask them who they'd like you to be. Mark potential if you show them that person and add a team to the pool no matter what.



THE HOTSHOT

NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

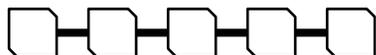
ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid (-2 to **Directly Engage**)
- Angry (-2 to **Comfort or Support Someone or Look Into Someone's Hearts**)
- Guilty (-2 to **Provoke Someone or Assess the Situation**)
- Hopeless (-2 to **Unleash the Force or Take a Chance**)
- Insecure (2 to **Defend or Reject Their Influence**)



POTENTIAL

- Unlock another Hotshot move
 - Unlock another Hotshot move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You can take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE HOTSHOT'S MOVES

Choose 2

On My Terms: When someone tries to **Look Into Your Heart, Comfort or Support You, or Provoke** you, and you interfere with them, roll Renegade. On a hit, they take a -2 to their roll. On a 10+, take Influence over them or clear a Condition. On a 7-9, you expose yourself to retribution, cost, or judgment. On a miss, they get a 10+ no matter what they rolled and you mark a Condition, their choice.

Eat Bantha Poodoo! Whenever you **Reject Their Influence**, add +2 to your roll.

Outside the Box: When you **Assess the Situation**, you can always ask one of the following questions, even on a miss:

- What here is useful or valuable to me?*
- How could I best infuriate or provoke ___?*
- What's the best way in/way past?*

Troublemaker: When you help a fellow student through destructive, criminal, or rule-breaking action, you can give them a +2 instead of a +1 when you spend a Team from the pool.

Not the Droids You're Looking For: When you mislead, distract, or trick someone, roll with Consular. On a hit, they are fooled, at least for a moment. On a 10+, choose 3.

On a 7-9, choose 2:

- You gain an opportunity*
- You expose a weakness or flaw in them*
- You confuse them for some time*
- You avoid further entanglement with them*

On a miss, you're hopelessly embroiled in it and under pressure; mark a Condition.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular 0, Knight 1, Ordinary -1, Renegade -1, Savant 3

LIGHTSABER

Choose 1:

- Legendary: it has a long history and lineage
- Double-Bladed: powerful and impressive
- Dual-Phased: it's capable of sudden changes in length
- Matching Pair: two is always better than one
- Classic: simple and respected
- Unique: it has a special colour or hilt
- Masterpiece: its hilt is a piece of art

FRIENDS AND RIVALS

- You try not to care what others think, but it's tough with someone in particular. Give them Influence over you.
- Someone is often kind and unafraid toward you. Give them Influence over you.

MOMENT OF DESTINY

It's so easy to forget that you're not your body, you're not the voice in your head, and you're not the Force, you're all three. Be monstrous, and save them anyway. Smash down walls, and speak softly. Because when you embrace it, you can do **anything**. Of course, putting on a display like this is sure to get unwanted attention...

DRAMA MOVES

When you share a moment of intimacy with someone, clear a Condition if they treat you like a person, and mark Potential if they treated you like a team mate recently.

When you share a vulnerability or weakness with someone, ask them if they think you're losing or gaining what it means to be a Jedi. If they say losing, mark a Condition and Potential. If they say gaining, clear a Condition and shift Ordinary up and any other Label down.



THE SCARRED

NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid** (-2 to **Directly Engage**)
- Angry** (-2 to **Comfort or Support Someone** or **Look Into Someone's Hearts**)
- Guilty** (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless** (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure** (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Scarred move
 - Unlock another Scarred move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You can take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE SCARRED'S MOVES

Choose 2

- Not Myself**: When you use your appearance or scars (physical or emotional) as an excuse to **Reject Someone's Influence**, add +2 to your roll.
- Unleashed**: When you **Directly Engage** a threat in a terrifying fashion, mark a Condition to choose an additional option, even on a miss.
- Torrent of Power**: When you smash your way through scenery to get to or away from something, roll with Renegade. On a hit, the world shatters before you, and you get what you want. On a 7-9, choose one: mark a Condition; leave something important behind; take something with you.
- How Dare You?**: When you mark a Condition, take +1 ongoing against the person you most blame for causing it for the remainder of the scene.
- Wish I Could Be**: When you **Comfort or Support Someone**, if you tell them what you most envy about them, you can roll with Savant instead of Ordinary.

OTHER MOVES

CHARACTER CREATION

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Crewperson's Clothing, Everyday Clothing, Flashy Clothing, Uniform Clothing

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STARTING LABELS

Consular 0, Knight 2, Ordinary 2, Renegade -1, Savant -1

WEAPON OF CHOICE

Choose 1:

- Blaster Pistol
- Blaster Rifle
- Blaster Carbine
- Vibroblade
- Force Pike
- Lightsaber (careful with that thing!)

FRIENDS AND RIVALS

- You're just glad to be here and help out. Give three students Influence over you.

MOMENT OF DESTINY

This is the moment when you show them **exactly why you belong here**. You do any one thing: take out any one enemy, no matter how dangerous, no matter how ridiculous, because that's you. You burn bright and you burn hot, and their jaws are gonna drop when you're done. Of course, folks are gonna expect a lot more from you from this point onward...

DRAMA MOVES

When you share a moment of intimacy with someone, tell them how they're awesome and add 1 Team to the pool. If they tell you how you're awesome in return, add another Team to the pool.

When you share a vulnerability or weakness with someone, ask them to confirm or deny that you should be here. If they confirm it, mark potential and give them Influence over you. If they deny it, mark Angry and shift 1 Label up and 1 Label down, your choice.

THE GROUPIE



NOTES

NAME & LOOK

LABELS

CONSULAR -2 -1 0 +1 +2 +3

KNIGHT -2 -1 0 +1 +2 +3

ORDINARY -2 -1 0 +1 +2 +3

RENEGADE -2 -1 0 +1 +2 +3

SAVANT -2 -1 0 +1 +2 +3

CONDITIONS

- Afraid** (-2 to **Directly Engage**)
- Angry** (-2 to **Comfort** or **Support Someone** or **Look Into Someone's Hearts**)
- Guilty** (-2 to **Provoke Someone** or **Assess the Situation**)
- Hopeless** (-2 to **Unleash the Force** or **Take a Chance**)
- Insecure** (2 to **Defend** or **Reject Their Influence**)



POTENTIAL

- Unlock another Groupie move
 - Unlock another Groupie move
 - Unlock a move from another playbook
 - Unlock a move from another playbook
 - Someone permanently loses Influence over you; add +1 to a Label
 - Rearrange your Labels as you choose and add +1 to a Label
 - Unlock your Moment of Destiny
- You can take these after five advances
- Change to another playbook
 - Lock a Label and add +1 to a Label of your choice
 - Retire from play

THE GROUPIE'S MOVES

You start with **Run of the Mill** and choose 2 more

○ **Run of the Mill:** You don't have Force powers or haven't been trained to use them yet. Instead of **Unleash the Force**, you **Use Your Expertise** and roll with Ordinary, not Savant.

Straight. Up. Creepin': When you scope out a person or place, roll + Ordinary. On a 10+, ask 2. On a 7-9, ask 1:

- *What happened here recently?*
- *What is being concealed here?*
- *Who or what here is not what they seem?*
- *Whose place is this?*
- *What's my best way in/out?*

On a miss, you find yourself in over your head. The MC will tell you why this is a bad spot.

New Toys!: You're always picking up new gear to keep yourself in the game. Whenever you pick up a new piece of gear, you can write it in as a new ability if this line is empty.



Treat the new piece of gear as if it were any other ability. When you use the gear in a novel and risky way, mark a box to add +1 to a roll you've just made (choose after rolling). When you mark the third box, the gear is used up, lost, or recovered from you in the process.

Won't Let You Down: When you help a fellow student, you can spend 2 out of the Team pool to add +2 to their roll.

Droid Sidekick: You have droid companion that supports you and helps you out; detail them. Choose 3 basic moves and tell the MC how they help you with them. Whenever they could help you, take +1 to that move. If your droid ever gets hurt, treat it as **Taking a Powerful Blow**.

Fortune's Favoured: When you ignore obvious danger to yourself to **Directly Engage** a threat, roll with Knight instead of Renegade.

OTHER MOVES