

SECONDARY MOVES

SUFFER WOUNDS

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

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

On a miss, nothing worse comes of it.

FACE DEATH

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

SUFFER A DEBILITY

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

HEAL UP

When you have the chance to rest and *Heal Up*, roll with Rugged. On a hit, heal 1-wound. On a 10+, the MC will choose 1. On a 7-9, the MC will choose 2:

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

On a miss, your injuries worsen; suffer an additional wound. Any wounds left over heal at a rate decided by the MC on a case-by-case basis.

When you take it easy for a while, heal vitality at a rate of 1 per hour.

COME UNDER FIRE

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

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

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



THE MOVES

Never tell me the odds!

BRIBE SOMEONE

When you *Bribe Someone*, give them 1 Cred and take +3 to your roll to *Apply Leverage*.

PUT THE WORD OUT

When you spend credits and *put the word out* that you're looking for something, spend 1-3 Cred and roll with the Cred spent. On a 10+, it comes to you, little to no strings attached. On a 7-9, it comes to you, or something pretty close but with a catch. On a miss, it comes to you alright, but with strings very much attached.

HIT THE DURACRETE

When you *check in with a contact, shop for something special, or go around asking questions*, roll with Suave. On a hit, you find what you're looking for or near enough. On a 7-9, it comes at a price, the MC will tell you what. On a miss, you find yourself in a very tight spot, brace yourself.

MARK EXPERIENCE

When you do any of the listed actions for your archetype, *mark experience*. When you've marked your fifth experience box, erase the track and check off an advance. You cannot choose the same advance twice.

END OF SESSION

When you *reach the end of a session*, choose one your Bonds that you feel is resolved (completely explored, no longer relevant, or otherwise), if any. Ask their player if they agree. If they do, mark experience and fill in another bond or write an entirely new bond with whomever you wish.

BASIC MOVES

READ A PERSON

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

- *What's your character not telling me?*
- *What's your character really feeling?*
- *What does your character intend to do about ___?*
- *What does your character want me to do?*
- *How could I get your character to ___?*

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

CHECK OUT THE SCENE

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

- *What's happened here recently?*
- *What should I be on the lookout for?*
- *What's the best way ___?*
- *What am I missing here?*
- *What's my greatest opportunity here?*
- *What here can I use to ___?*

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

ACT UNDER PRESSURE

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

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

TRUST YOUR FEELINGS

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

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

DRAW ON YOUR TRAINING

When you *Draw On Your Training* to overcome an obstacle, extend your senses, or create an effect, roll with Deep. On a hit, you do it. On a 7-9, the GM will say what it costs you or how it's imperfect or compromised.

Advanced: On a 12+, you do it and then some; make an important discovery or take hold of something secure.

STAND IN DEFENCE

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

- *You suffer little harm*
- *You inflict harm on your attackers*
- *You see what you're defending to safety*
- *Your efforts inspire or frighten others*

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

GO IN BLAZING

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

On a 10+, choose 1:

- *You inflict terrible harm*
- *You don't suffer harm in return*
- *You expose or create a weakness*
- *You take something from your opposition*

On a 7-9, choose 1:

- *You inflict terrible harm*
- *You expose or create a weakness*
- *You take something from your opposition*

Advanced: On a 12+, choose all 4 from the 10+ list.

APPLY LEVERAGE

When you *Apply Leverage* (political, financial, physical, or sexual) on someone to get them to do what you want, roll with Suave.

For NPC's: On a 10+, they'll do it for little to no cost. On a 7-9, they'll do it, but only after you agree to something big and/or provide concrete assurances.

For PC's: On a hit, they mark experience if they do what you want. On a 10+, they must offer you something else of value if they refuse you.

Advanced: For NPC's: on a 12+, they will do what you want and help you see it to its end. For PC's: on a 12+, they must do what you're asking.

HELP OR INTERFERE

When you *Help or Interfere* after a PC has rolled, roll with the number of Bonds you have with them (or 0 if you have none). On a hit, they take +1 (if helping) or -2 (if interfering) to their roll. On a 7-9, you expose yourself to fire, danger, retribution or cost.

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

CHARACTER CREATION

NAME

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

LOOK

- 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

STATS

 (Distribute 2 to these)

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

MOVES

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

GEAR

- 2-cred
- A starship (detail)
- 1 handy weapon

Handy Weapons (choose 1):

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

BONDS

Fill in as many as you like with at least one per other player's characters:

- *I think _____ is a half-decent pilot. With my help, they can become a great one.*
- *_____ damaged my starship and I still haven't forgiven them for it.*
- *I don't know why, but _____ unsettles me.*
- *I've been through thick and thin with _____; I trust them.*
- *_____ and I have made out before, nothing came of it but it's cool.*
- *I love exchanging jokes with _____.*



THE ACE

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

STARSHIP

Choose one of these profiles:

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

NAME AND LOOK

Canny

Cool

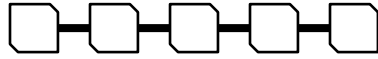
Deep

Rugged

Suave

When you do any of the following, mark experience:

- Pilot a vehicle into or out of danger
- Brag to someone about one of your ships or your own capabilities
- Take a stupid risk
- Express genuine concern for someone you consider a shipmate or squad mate



EXPERIENCE

ADVANCEMENTS

Start with these:

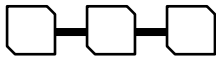
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Ace move
- Get a new Ace move
- Get 2 gigs (detail) and *Moonlighting*
- Get a space dock (workspace, detail) and crew
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, ask them a question about your relationship; they must answer it honestly.

ACE MOVES

- **Devil In The Cockpit:** When piloting a vehicle in a high stress situation, roll with Canny. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold, 1-for-1, to do one of the following:
 - Ignore all harm from an incoming attack
 - Pull off a death-defying stunt
 - Quickly close the gap between yourself and a target
 - Pull someone's ass out of the fire
 On a miss, hold 1 anyways but something goes terribly wrong before this is all over.
- Jump First, Think Second:** If you go straight into danger without hedging your bets, you get +1 armour. If you happen to be leading a squad or convoy, it gets +1 armour too.
- Can't Have Just One:** You get 2 additional ships, detail them.
- Jacked-Up Senses:** When you are piloting a vehicle and *Trust Your Feelings*, you may roll with Canny instead of Deep.
- The Best There Is:** When you *Read a Person* just after talking yourself up, you may treat a miss as a 7-9, and a 7-9 as a 10+.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Plain Clothing, Primitive Clothing, Mismatched Clothing, Ceremonial Clothing

DEMEANOR

Volatile, Calm, Savage, Despondent

STATS

 (Distribute 2 to these)

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

MOVES

Choose 1 Adept move.

GEAR

You get:

- 2 simple weapons
- 1-cred
- Your Force talisman (detail)

Simple weapons:

- Spear (3-harm hand/close)
- Bow (2-harm close reload)
- Ceremonial dagger (2-harm hand valuable)
- Throwing knives (2-harm close infinite)
- Hold-out blaster (2-harm close reload loud energy concealable)
- Blaster pistol (2-harm close loud energy)
- Vibro knife (2-harm hand powered)

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ *and I have been traveling companions in the past.*
- _____ *seems interested in the ways of my people and our customs.*
- *I am keeping a close eye on _____ because I feel threatened by them.*
- _____ *has earned my undying loyalty.*
- *I have shared my bed with _____ before.*
- _____ *is strong in the Force and doesn't know it yet.*



THE ADEPT

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

THE FORCE

When you **call on the force**, suffer 1-harm (ap) and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, you instead suffer no harm but the MC will make a hard move. While you hold force points, you cannot heal from this harm.

When you **do something new or interesting with the Force**, tell the MC what you're hoping to accomplish, spend a force point, and roll with Deep. On a 10+, you do it, or near enough. On a 7-9, it's incomplete, lacking, flawed or costs you. On a miss, it's not at all how you expected or the costs are severe, MC's choice.

➤ **Telekinesis:** While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be **Acting Under Pressure**, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).

➤ **Mind Trick:** You can spend a force point to trick or deceive a weak-minded person for a few moments.

➤ **Force Senses:** When you **Read a Person** or **Check Out The Scene**, you can spend a force point to ask an additional question from the list.

YOUR FORCE TALISMAN

Choose 1:

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

NAME AND LOOK

Canny

Cool

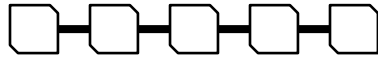
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Say something weird and/or cryptic*
- *Do something that reinforces that you're an outsider*
- *Use the Force in an overt way*
- *Let someone see your softer side*



EXPERIENCE

ADVANCEMENTS

Start with these:

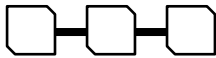
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Adept move
- Get a new Adept move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, tell them how your people customarily honour moments such as these. If they join you in practicing the custom, they mark experience.

ADEPT MOVES

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

OTHER MOVES

NOTES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Simple Clothing, Fancy Clothing, Everyday Clothing, Uniform Clothing

DEMEANOR

Arrogant, Intense, Professional, Friendly

STATS (Distribute 2 to these)

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

MOVES

Choose 2 Bounty Hunter moves.

GEAR

You get:

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

BONDS

Fill in as many as you like with at least one per other player's characters:

- *I've hunted _____ in the past but they slipped through my fingers.*
- *_____ is well regarded by the Guild.*
- *I want to get to know _____ better but I am always nervous around them.*
- *I don't like _____ one bit; they just get on my nerves.*
- *_____ scares me. Few others do.*
- *_____ knows their way around a firefight and I feel I can depend on them when things get dangerous.*



THE BOUNTY HUNTER

Bounty Hunters? We don't need that scum!

SERIOUS WEAPONS

Choose 1:

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

VERSATILE WEAPONS

Choose 1:

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

BACKUP WEAPONS

Choose 1:

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

NAME AND LOOK

Canny

Cool

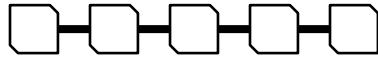
Deep

Rugged

Suave

When you do any of the following, mark experience:

- Escalate a situation through the use of violence or force
- Recount the tale of a former hunt
- Protect someone with or without their knowledge
- Tell someone off



EXPERIENCE

ADVANCEMENTS

Start with these:

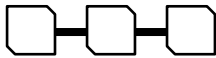
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Bounty Hunter move
- Get a new Bounty Hunter move
- Get a base (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, you may tell them a secret fear you hold, a vulnerability of yours, or about a meaningful moment from your past. If you do, they must do the same.

BOUNTY HUNTER MOVES

- I Wouldn't Do That:** When you successfully *Interfere* with someone, subtract 3 from their roll instead of 2 and mark experience.
- No Good to me Dead:** When you inflict harm, you can choose to inflict any amount of harm you like, less than or up the harm of your attack, including stun-harm. Decide at the moment you would inflict harm.
- Unstoppable:** When you *Suffer Wounds*, treat a 10+ as a 7-9 and a 7-9 as a miss. When you *Heal Up*, you choose the options, not the MC.
- Moth to the Flame:** At the beginning of the session, roll with Rugged. On a 10+, hold 2. On a 7-9, hold 1. At anytime during the session, you or the MC can spend a hold to have you appear in a scene where violence has or is about to break out. On a miss, the MC holds 1 and can spend it at any time to put you in a very bad spot.
- Membership Has Its Perks:** When you search the guild's database for info on someone, roll with Deep. On a 10+, ask 2. On a 7-9, ask 1:
 - *Where can I most likely find them?*
 - *Who is close to them, someone they trust?*
 - *Is there a bounty on their head? If so, for how much?*
 - *Who is one of their known rivals?*
 - *Who will retaliate if I act against them?*
 On a miss, their file has been deleted and you've triggered a fail-safe of some kind.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Jedi Clothing, Ceremonial Clothing, Dark Clothing, Everyday Clothing

DEMEANOR

Professional, Diplomatic, Caring, Distant

STATS

 (Distribute 2 to these)

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

MOVES

Choose 1 Consular move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ is strong in the Force and I will guide them to this knowledge.
- I respect _____ a great deal for their work.
- I can always count on _____ to keep their cool when things get hairy.
- I sense a dangerous power within _____ that I need to better understand.
- _____ is a mystery to me.
- I sense a kindred spirit in _____, I hope they feel the same way.

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand).

Choose 1 option for your lightsaber:

- Double-bladed: Versatile and impressive.*
- Collection: You have a few spare. They're absolutely standard, but there's a handful of them.*
- Legendary: Its blade has a very distinctive color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*



THE CONSULAR

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

THE FORCE

When you **call on the force**, suffer 1-harm (ap) and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, you instead suffer no harm but the MC will make a hard move. While you hold force points, you cannot heal from this harm.

When you **do something new or interesting with the Force**, tell the MC what you're hoping to accomplish, spend a force point, and roll with Deep. On a 10+, you do it, or near enough. On a 7-9, it's incomplete, lacking, flawed or costs you, MC's choice. On a miss, it's not at all how you expected or the costs are severe, MC's choice.

TELEKINESIS

While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be **Acting Under Pressure**, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).

MIND TRICK

You can spend a force point to trick or deceive a weak-minded person for a few moments.

FORCE SENSES

When you **Read a Person** or **Check Out The Scene**, you can spend a force point to ask an additional question from the list.

NAME AND LOOK

Canny

Cool

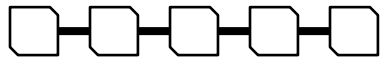
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Try to peacefully disarm a charged situation*
- *Share your insights into the Force*
- *Protect someone; from others or themselves*
- *Recite a line of the Jedi Code*



EXPERIENCE

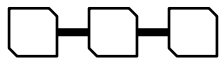
ADVANCEMENTS

Start with these:

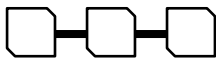
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Consular move
- Get a new Consular move
- Get 2 gigs (detail) and *moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, tell them about something you find beautiful in the galaxy. If they agree with you, you both mark experience.

CONSULAR MOVES

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

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Casual Clothing, Mismatched Clothing, Technological Clothing, Uniform Clothing

DEMEANOR

Distant, Volatile, Awkward, Calculating

STATS (Distribute 2 to these)

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

MOVES

Choose 2 Gearhead moves

GEAR

- Workspace (detail)
- 3-cred
- Any personal piece or two of normal gear or weaponry.

BONDS

Fill in as many as you like with at least one per other player's characters:

- *I'm working on an important piece of tech for _____.*
- _____ *seems to understand me where few others do.*
- *When I'm in trouble, I usually turn to _____ for help.*
- *I may have a small crush on _____.*
- _____ *doesn't know a hydro-spanner from a helicoil.*
- *I've sliced _____'s personal files and found something dangerous there.*



THE GEARHEAD

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

WORKSPACE

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

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of something, decide what and tell the MC. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- *It's going to take hours/days/weeks/months of work;*
- *First you'll have to get/build/fix/figure out ___;*
- *You're going to need ___ to help you with it;*
- *It's going to cost you a lot of cred;*
- *The best you'll be able to do is a crap version, weak and unreliable;*
- *It's going to mean exposing yourself (plus colleagues) to serious danger;*
- *You're going to have to add ___ to your workplace first;*
- *It's going to take several/dozens/hundreds of tries;*
- *You're going to have to take ___ apart to do it.*

The MC might connect them all with "and," or might throw in a merciful "or." Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

NAME AND LOOK

Canny

Cool

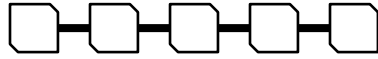
Deep

Rugged

Suave

When you do any of the following, mark experience:

- Create or work on something using your Workspace
- Use techno jargon to explain something
- Show enthusiasm for a piece of tech
- Share something meaningful about yourself



EXPERIENCE

ADVANCEMENTS

Start with these:

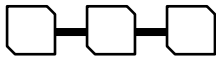
- Get +1 Canny (max +3)
- Get +1 Suave (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Gearhead move
- Get a new Gearhead move
- Get an Infirmary (detail)
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

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

GEARHEAD MOVES

- Technical Savant:** You have an inherent knowledge of machines and tech. When you spend some time studying a piece of equipment, roll with Canny. On a 10+, ask 2. On a 7-9, ask 1:
 - For what purpose was this created?
 - How can I safely dismantle or replicate this?
 - Who or what created this?
 - Is something wrong with this? If so, how can I fix or exploit it?
 - What is this, really?
 - What is its true worth?
 On a miss, something unexpected goes wrong with your study or the equipment.
- Durasteel Wingman:** You have a faithful droid companion. When you **Act Under Pressure** with the help of your droid, roll with Canny instead of Cool.
- I've Got Your Back:** When you **Help** someone, treat a miss result as a 7-9 and a 7-9 as a 10+.
- Craftsperson:** You can ignore one requirement set by the MC while using your Workspace.
- Tech Wiz:** When you put your technical know-how to use in the field, roll with Canny. On a 10+, choose both. On a 7-9, choose 1:
 - You create a golden opportunity for yourself and/or others
 - Take definite hold of something vulnerable or exposed
 On a miss, you make a mistake or false assumption that gets you or someone you're working with into a tight spot.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Jedi Clothing, Ceremonial Clothing, Uniform Clothing, Everyday Clothing

DEMEANOR

Calculating, Friendly, Overbearing, Distant

STATS

 (Distribute 2 to these)

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

MOVES

Choose 1 Guardian move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ *is a fellow warrior and I respect them.*
- *I don't understand _____ and don't really want to.*
- _____ *seems like they'll need my help in battle. I will watch out for them.*
- *I have strong feelings for _____ but do not let myself dwell on them.*
- *I have tried talking to _____ about the Force but they just don't seem interested.*
- *I've seen a darkness in _____ that scares me.*

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand).

Choose 1 option for your lightsaber:

- Double-bladed: Versatile and impressive.*
- Collection: You have a few spare. They're absolutely standard, but there's a handful of them.*
- Legendary: Its blade has a very distinctive color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*



THE GUARDIAN

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

THE FORCE

When you **call on the force**, suffer 1-harm (ap) and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, you instead suffer no harm but the MC will make a hard move. While you hold force points, you cannot heal from this harm.

When you **do something new or interesting with the Force**, tell the MC what you're hoping to accomplish, spend a force point, and roll with Deep. On a 10+, you do it, or near enough. On a 7-9, it's incomplete, lacking, flawed or costs you. On a miss, it's not at all how you expected or the costs are severe, MC's choice.

TELEKINESIS

While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be **Acting Under Pressure**, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).

MIND TRICK

You can spend a force point to trick or deceive a weak-minded person for a few moments.

FORCE SENSES

When you **Read a Person** or **Check Out The Scene**, you can spend a force point to ask an additional question from the list.

NAME AND LOOK

Canny

Cool

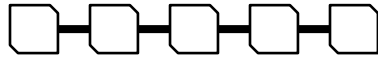
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Ignite your lightsaber with a purpose*
- *Tell someone what you really think of them*
- *Protect someone from harm*
- *Recite a line of the Jedi Code*



EXPERIENCE

ADVANCEMENTS

Start with these:

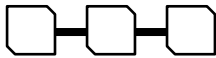
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Guardian move
- Get a new Guardian move
- Get a squad and *Squad Commander*
- Get a capital ship (detail) and *Salary*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, you form a bond with them; you take +1 to all rolls to protect them or see them to safety. You may only have this bond with one person at a time.

GUARDIAN MOVES

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

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Medical Clothing, Professional Clothing, Formal Clothing, Vintage Clothing

DEMEANOR

Professional, Crude, Caring, Distant

STATS

 (Distribute 2 to these)

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

MOVES

Choose 2 Medic moves.

GEAR

You get:

- Med-kit
- 1 small practical weapon
- 1-cred

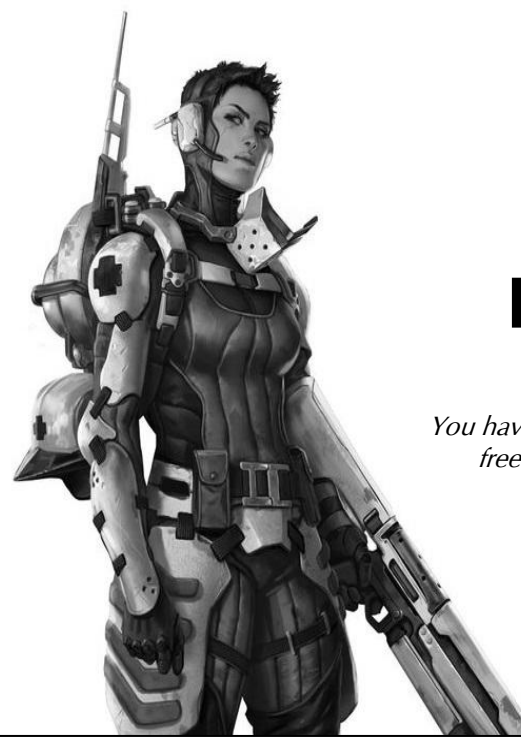
Small practical weapons (choose 1):

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

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ *needs to take better care of themselves.*
- *I sometimes get the feeling* _____ *doesn't take me seriously.*
- _____ *and I enable each other's addiction.*
- *I just can't help it,* _____ *is usually the butt of my jokes.*
- _____ *has a rare disease or condition that only I know about.*
- *I'm in love with* _____ *but don't know what to do about it.*



THE MEDIC

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

MED-KIT

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

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

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

- *They need to be physically stabilized before you can move them*
- *Even sedated, they fight you; you're **Acting Under Pressure***
- *They'll be in and out of consciousness for 24 hours*
- *Stabilizing them eats up your stock; spend 1-stock more*
- *They'll be bedridden, out of action, for a few days*
- *They'll need constant monitoring and care for 36 hours*

On a miss, they suffer 1 wound instead.

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

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

NAME AND LOOK

Canny

Cool

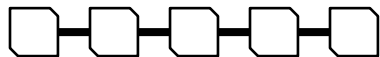
Deep

Rugged

Suave

When you do any of the following, mark experience:

- Use your Med-Kit on someone
- Give someone advice
- Talk about medicine, biology, or anatomy
- Enter a dangerous situation to help someone



EXPERIENCE

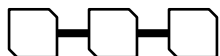
ADVANCEMENTS

Start with these:

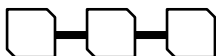
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Medic move
- Get a new Medic move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, give them a piece of solid advice you know they won't follow. If they don't follow the advice like you thought, you both mark experience.

MEDIC MOVES

- Prognosis? Positive:** When you spend time examining a patient, alive or dead, roll with Canny. On a 10+, ask 3. On a 7-9, ask 1:
 - *How and when did this happen?*
 - *What's wrong with them, and how might I fix it?*
 - *What is their emotional state right now?*
 - *What's the best thing I can do for them?*
 - *What is one of their secret weaknesses?*
 - *What trait do they most identify with?*On a miss, you find something terrible and frightening.

- Med Bay:** You get an infirmary: a workspace with life support, a drug lab and a crew (if you want them). Get patients into it and you can work on them like a Gearhead on tech.
- Battlefield Grace:** While you are caring for people during battle but not fighting, you get +2 armour.
- Seen Too Much:** When you *Act Under Pressure* from mental or emotional strain, roll with Canny instead of Cool.
- De Facto Counsellor:** When someone comes to you for advice or agrees to accept your advice, tell them what you honestly think they should do. If they take your advice, they get +1 to all rolls in doing it and you mark experience.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Expensive Clothing, Formal Clothing, Elaborate Clothing, Uniform Clothing

DEMEANOR

Diplomatic, Ruthless, Volatile, Commanding

STATS (Distribute 2 to these)

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

MOVES

Choose 2 Noble moves.

GEAR

You get:

- 1 elegant weapon
- 2 deluxe gear
- 3-cred

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ *has worked for me before, I trust them well enough.*
- *I've slept with* _____ *a few times. They called it off but I still miss them.*
- _____ *has given me plenty of reasons to not trust them.*
- *I know that* _____ *can be bought with the right amount of credits.*
- _____ *seems to have strong feelings for me, but I don't share them.*
- *I've proven to* _____ *that I can handle myself under pressure.*



THE NOBLE

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

ELEGANT WEAPONS

Choose 1:

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

DELUXE GEAR

Choose 2:

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

NAME AND LOOK

Canny

Cool

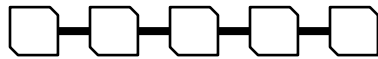
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Bribe or threaten someone*
- *Take charge and issue orders*
- *Talk about your wealth and/or reputation*
- *Commend someone for their actions*



EXPERIENCE

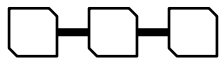
ADVANCEMENTS

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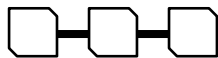
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Noble move
- Get a new Noble move
- Get a base or capital ship (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, you inspire them and take 1 hold on them. Spend your hold to *Help* them from any distance; you still have to roll.

NOBLE MOVES

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

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Uniform Clothing, Expensive Clothing, Aristocratic Clothing

DEMEANOR

Arrogant, Commanding, Calculating, Distant

STATS

 (Distribute 2 to these. Max +3)

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

MOVES

You get *Leadership* and *Salary*.

GEAR

You get:

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

CAPITAL SHIP AND CREW

By default, your ship and crew include the following:

- A **Frigate** (1-armor, 3-harm, medium)
- A crew of 30-50
- A squad of 10 or so marines to command (2-harm squad, 1-armor, small, + unruly)

Surplus

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

Wants

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

THE OFFICER



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

SHIP / CREW

ADD-ONS

Choose 2:

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

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

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

NAME AND LOOK

Canny

Cool

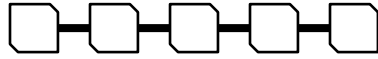
Deep

Rugged

Suave

When you do any of the following, mark experience:

- Give an order to your crew
- Tell a war story
- Put yourself or people under your command in danger
- Chastise someone in front of others



EXPERIENCE

ADVANCEMENTS

Start with these:

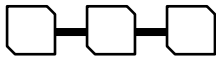
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Choose a new option for your ship/crew
- Choose a new option for your ship/crew
- Erase an option for your ship/crew
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, ask them what they admire or despise about you. If you acknowledge and agree with them, you both mark experience. If you refuse to acknowledge or disagree with them, you mark experience.

OFFICER MOVES

- **Leadership:** When your squad fights for you, roll with Suave. On a 10+, hold 3. On a 7–9, hold 1. Over the course of battle, spend your hold 1 for 1 to make your squad:
 - Make a hard advance
 - Stand strong against a hard advance
 - Make an organized retreat
 - Show mercy to their defeated enemies
 - Fight and die to the last

On a miss, your squad turns on you, tries to hand you over to your enemy, panics/flees, or surrenders.

- **Salary:** If your ship and crew are functional and your rank held, at the beginning of the session, roll with Canny. On a 10+, you have surplus at hand and available for the needs of the session. On a 7–9, you have surplus, but choose 1 want. On a miss, or if your ship or crew is disabled, your ship and crew is in want. The precise values of your surplus and want depend on your ship and crew options chosen. When surplus lists cred, like 1-cred or 2-cred, that's your personal share.

OTHER MOVES

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ has served under my command before.
- I owe my life to _____, a debt I wish to repay soon.
- _____ is my second in command.
- I find the ways of _____ strange and they concern me.
- _____ and I have a sordid history that is best left behind us.
- I'm starting to gain a great deal of respect for _____.

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Everyday Clothing, Dark Clothing, Professional Clothing, Concealing Clothing

DEMEANOR

Detached, Charming, Professional, Angry

STATS

 (Distribute 2 to these. Max +3)

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

MOVES

Choose 2 Operative moves.

GEAR

You get:

- 2 custom weapons
- 2-cred

BONDS

Fill in as many as you like with at least one per other player's characters:

- *I've been tracking the movements of _____ for sometime now.*
- _____ *and I worked a spec ops job together in the past.*
- *I've slept with _____ before; but it was only to get intel.*
- _____ *has my back, no matter what goes down.*
- *I shot/stabbed _____ in the back and they never found out it was me.*
- _____ *keeps trying to make me respectable; they have a lot to learn.*



THE OPERATIVE

You'll find I'm full of surprises!

CUSTOM WEAPONS

BLASTERS

Base (choose 1):

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

Options (choose 2):

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

HAND WEAPONS

Base (choose 1):

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

Options (choose 2):

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

*counts as 2 options

NAME AND LOOK

Canny

Cool

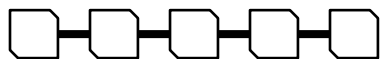
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Break into somewhere you don't belong*
- *Share a moment of camaraderie with someone*
- *Charm someone to get something from them*
- *Attack someone who isn't expecting it*



EXPERIENCE

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, you can request some favour from them as though you had rolled 10+ on *Apply Leverage*, requiring no real leverage.

OPERATIVE MOVES

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

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Everyday Clothing, Flashy Clothing, Casual Clothing, Dirty Clothing

DEMEANOR

Charming, Professional, Arrogant, Playful

STATS

 (Distribute 2 to these)

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

MOVES

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

GEAR

You get:

- Blaster pistol (2-harm close loud energy) or a signature weapon (detail with the MC)
- 2-cred
- Space transport (2-harm, small, +hyperdrive +cargo) (name and detail it)

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.

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ is a member of my crew and I trust them.
- _____ is a member of my crew and I do not trust them.
- I've worked a few jobs in the past with _____, we're solid.
- I once screwed _____ out of a deal; I guess that means I owe them one.
- _____ goes on and on about hokey religions and ancient weapons as if I'm supposed to care.
- _____ is someone I rely on for steady income.

THE SCOUNDREL



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

GIGS

Choose 3 paying gigs, their pay-off and possible catastrophe are listed alongside:

- Body guarding (Pay-off: 1-cred, Catastrophe: embattled)
- Surveillance (Pay-off: 1-cred, Catastrophe: deceived)
- Honest work (Pay-off: 1-cred, Catastrophe: indebted)
- Entourage (Pay-off: 1-cred, Catastrophe: entangled)
- Cargo hauling (Pay-off: 1-cred, Catastrophe: bushwhacked)
- Treasure hunting (Pay-off: 1-cred, Catastrophe: stranded)
- Infiltration (Pay-off: 1-cred, Catastrophe: discovered)
- Scavenging (Pay-off: 1-cred, Catastrophe: indebted)
- Smuggling (Pay-off: 1-cred, Catastrophe: discovered)
- Technical work (Pay-off: 1-cred, Catastrophe: indebted)
- Brokering deals (Pay-off: 1-cred, Catastrophe: indebted)
- Politicking (Pay-off: 2-cred, Catastrophe: exposed)
- Piracy / raiding (Pay-off: 2-cred, Catastrophe: embattled)
- Planetary defence (Pay-off: 2-cred, Catastrophe: infiltrated or embattled)
- Hunting bounty (Pay-off: 2-cred, Catastrophe: embattled)

NAME AND LOOK

Canny

Cool

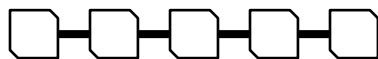
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Tell someone you have a bad feeling about what's to come*
- *Strike a deal with someone*
- *Take your ship into danger*
- *Show loyalty toward your crew*



EXPERIENCE

ADVANCEMENTS

Start with these:

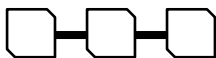
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get a new Scoundrel move
- Get a new Scoundrel move
- Add a new gig and 1 juggling
- Add a new gig and 1 juggling
- Get a move from another playbook
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

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

SCOUNDREL MOVES

- **Moonlighting:** You get 2-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work; no more than your juggling, and roll with Cool. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from 1; if you chose more, you get catastrophe from others. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1 juggling.
- Friends In Low Places:** When you visit a new place, you can declare you have criminal friends there and roll with Cool. On a hit, your friends are well positioned to help you out with something. On a 10+, their help comes cheap. On a 7-9, their help will cost you something big. On a miss, your old friends have become new enemies.
- Eye on the Door:** When you're in a tight spot and need to make a quick getaway, roll with Cool. On a 10+, you're gone. On a 7-9, you get away but leave something important behind or take something unexpected with you, your choice. On a miss, you're stuck with no clear way out.
- Stone-Faced:** Whenever someone uses *Read a Person* on you, you may answer one of their questions any way you like.
- Reputation:** When you meet someone important (your call), roll with Cool. On a hit, they've heard of you, and you say what they've heard; they'll respond accordingly. On a 10+, take +1 forward with them. On a miss, they've heard of you, but the MC will decide what they've heard.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Jedi Clothing, Everyday Clothing, Ceremonial Clothing, Casual Clothing.

DEMEANOR

Charming, Reflective, Insidious, Professional

STATS

 (Distribute 2 to these. Max +3)

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

MOVES

Choose 1 Sentinel move.

GEAR

You get:

- 1 lightsaber (detail)
- 2-cred

YOUR LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand).

Choose 1 option for your lightsaber:

- Double-bladed: Versatile and impressive.*
- Collection: You have a few spare. They're absolutely standard, but there's a handful of them.*
- Legendary: Its blade has a very distinctive color and people know that blade has history.*
- Master-crafted: It's a superb piece of craftsmanship.*
- Dual-phase: It's capable of rapid changes in length.*

BONDS

Fill in as many as you like with at least one per other player's characters:

- *I've had a dark vision about the future of _____.*
- *_____ has a secret only I know about.*
- *I'm working on uncovering an ancient mystery/secret with the help of _____.*
- *_____ is strong in the force, but I sense a great struggle in their future if they learn of it.*
- *I once cleared _____ of a crime they did not commit; they owe me one.*
- *_____ is a trusted friend.*



THE SENTINEL

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

THE FORCE

When you **call on the force**, suffer 1-harm (ap) and gain 3 force points. If you call on the force in anger, frustration, fear or hubris, you instead suffer no harm but the MC will make a hard move. While you hold force points, you cannot heal from this harm.

When you **do something new or interesting with the Force**, tell the MC what you're hoping to accomplish, spend a force point, and roll with Deep. On a 10+, you do it, or near enough. On a 7-9, it's incomplete, lacking, flawed or costs you. On a miss, it's not at all how you expected or the costs are severe, MC's choice.

TELEKINESIS

While you hold force points, you can use the force to move and manipulate simple unattended objects (it may still be **Acting Under Pressure**, though). You can spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).

MIND TRICK

You can spend a force point to trick or deceive a weak-minded person for a few moments.

FORCE SENSES

When you **Read a Person** or **Check Out The Scene**, you can spend a force point to ask an additional question from the list.

NAME AND LOOK

Canny

Cool

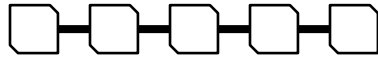
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Discover a secret or solve a mystery*
- *Infiltrate someplace new*
- *Behave like a Jedi shouldn't*
- *Recite a line of the Jedi Code*



EXPERIENCE

ADVANCEMENTS

Start with these:

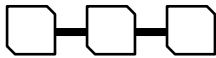
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get +1 Suave (max +3)
- Get a new Sentinel move
- Get a new Sentinel move
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, ask them what secret they're hiding from someone other than you, they must answer honestly.

SENTINEL MOVES

- There is no Passion, There is Serenity:** When someone uses *Read a Person* on you, you choose the questions they ask you.
- Skilled Interrogator:** When you question a suspect, roll with Canny. On a 10+, ask 2. On a 7-9, ask 1. They must answer your questions honestly:
 - *Where were you during _____?*
 - *Were you involved in _____?*
 - *Who can prove/disprove your alibi?*
 - *What do you stand to gain from _____?*
 - *What authority do you fear?*
 On a miss, you completely misread the situation.
- Blade of the Heart:** When you *Stand In Defence* of people, roll with Canny instead of Rugged.
- Underworld Contacts:** When you hit up a contact to get what you need, name who you're going to and roll with Canny. On a hit, they're available and have the stuff. On a 7-9, choose 1:
 - *Whoever you're going to is juggling their own problems*
 - *Whatever you need is more costly than anticipated*
 On a miss, they've set you up, they're in serious danger, or what they have for you is highly troublesome, MC's choice.
- Jedi Spy:** When you infiltrate a place of power, roll with Canny. On a 10+, choose 2. On a 7-9, choose 1:
 - *You discover an important secret*
 - *You find someone you're looking for*
 - *You have a clear escape route open to you*
 On a miss, you are caught off-guard, pinned down, or surrounded, MC's choice.

OTHER MOVES

CHARACTER CREATION

NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Uniform Clothing, Everyday Clothing, Combat Fatigues, Exotic Clothing

DEMEANOR

Intense, Volatile, Friendly, Serious

STATS

 (Distribute 2 to these. Max +3)

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

MOVES

Choose 2 Trooper moves.

GEAR

You get:

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

BONDS

Fill in as many as you like with at least one per other player's characters:

- _____ *and I have fought shoulder to shoulder; they have my respect.*
- *I've always found* _____ *to be attractive but have never told them.*
- _____ *helps me keep my demons at bay.*
- *I once wronged* _____ *greatly and still feel indebted to them.*
- _____ *lives by a different code than I do; I'm certain we will clash soon.*
- *I've served under* _____ *in the past and disobeyed one of their orders.*



THE TROOPER

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

REALLY BIG BLASTERS

Choose 1:

- Hi-powered sporting blaster rifle (3-harm far energy)
- Auto cannon (3-harm close/far area messy energy)
- Blaster rifle (3-harm close loud autofire energy)
- Grenade launcher (4-harm close area messy)

SERIOUS GUNS

Choose 1:

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

BACKUP WEAPONS

Choose 1:

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

NAME AND LOOK

Canny

Cool

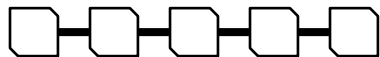
Deep

Rugged

Suave

When you do any of the following, mark experience:

- *Get into a fight*
- *Tell a war story*
- *Show protectiveness for someone*
- *Talk about your code of honour*



EXPERIENCE

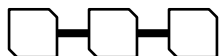
ADVANCEMENTS

Start with these:

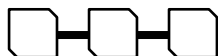
- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3)
- Get a new Trooper move
- Get a new Trooper move
- Get a base (detail) and *Salary*
- Get 2 gigs (detail) and *Moonlighting*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may begin to select:

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



VITALITY



WOUNDS

DEBILITIES

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

DRAMA MOVES

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

When you open up to someone, you take +1 forward. At your option, they take +1 forward too.

TROOPER MOVES

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

OTHER MOVES

EQUIPMENT

BLASTERS

- Hi-powered sporting blaster rifle (3-harm far energy)
- Auto cannon (3-harm close/far area messy energy)
- Blaster rifle (3-harm close loud autofire energy)
- Sporting blaster rifle (2-harm far reload loud energy)
- Blaster carbine (2-harm close area loud energy)
- Heavy blaster pistol (3-harm close reload loud energy)
- Blaster pistol (2-harm close loud energy)
- Hold-out blaster (2-harm close reload loud energy concealable)
- Ion gun (s-harm/2-harm ap* hand reload energy) *only affects droid

BALLISTICS

- Grenade launcher (4-harm close area messy)
- Grenade tube (4-harm close area reload messy)
- Frag grenades (4-harm hand area reload messy)
- Stun grenades (s-harm hand area reload energy)
- Antique slugthrower (2-harm close reload loud valuable)

HAND WEAPONS

- Force pike (2-harm/s-harm hand/close powered)
- Ornate dagger (2-harm hand valuable)
- Hidden knives (2-harm hand infinite)
- Vibro knife (2-harm hand powered)
- Big knife (2-harm hand)
- Vibro sword (3-harm hand messy powered)
- Many knives (2-harm hand infinite)
- Lightsaber (3-harm ap hand)

SIZES

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



THE MISTRESS OF CEREMONIES

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

SHIPS

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

CAPITAL SHIPS

- **Corvette:** 3-harm 1-armour, medium, +hyperdrive
- **Frigate:** 3-harm, 1-armour, medium, +hyperdrive
- **Cruiser:** 3-harm, 1-armour, large, +hyperdrive
- **Destroyer:** 3-harm, 1-armour, large, +hyperdrive
- **Battle Cruiser:** 3-harm, 1-armour, huge, +hyperdrive
- **Dreadnought /Space Station:** 3-harm, 1-armour, massive, +hyperdrive

When there is a size mismatch, each step the attacker is larger than its target adds +1 harm and each step smaller knocks off -1 harm.

AGENDA

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

THE PRINCIPLES

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

YOUR MOVES

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

DON'T FORGET TO...

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

DECISION MAKING

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

NPCS

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

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

MC NOTES

THREATS

TYPE

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

DARKNESS

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

CONQUEST

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

ESPIONAGE

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

CONFLICT

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

POLITICS

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

LOYALTIES

- **Zealot** (Impulse: to serve without reason or thought)
- **Betrayal** (Impulse: to look out for themselves)
- **Love** (Impulse: to sacrifice with reckless abandon)
- **Jealousy** (Impulse: to covet what they do not have)

CAST

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



THREATS

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

DESCRIPTION

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

CUSTOM MOVES

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

COUNTDOWN CLOCK

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

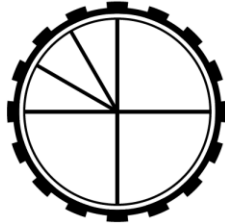
3:00 and 6:00 represent the opening plays, a planning stage: the first signs or warnings. A threat in these stages is still young and can be prevented by the right interference. 9:00 and 10:00 are the middle stages of the threat, where it gains serious momentum and begins to affect real change in the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

THREAT NAME :
TYPE :
CAST :

DESCRIPTION :

CUSTOM MOVES:

COUNTDOWN CLOCK:

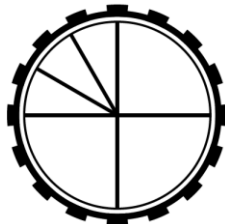


THREAT NAME :
TYPE :
CAST :

DESCRIPTION :

CUSTOM MOVES:

COUNTDOWN CLOCK:

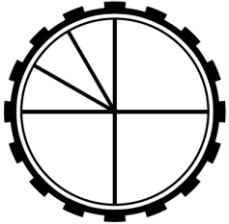


THREAT NAME :
TYPE :
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CUSTOM MOVES:

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