

# MAY THE FU BE WITH YOU!

This short FU Mod is all about using FU to create exciting Star Wars adventures! Like the rest of FU, it is fast and loose and designed to cut to the heart of the genre. Enjoy.

## CREATING CHARACTERS

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All the normal character creation rules apply, with the following exceptions.

**DESCRIPTORS:** Characters have four descriptors - Background, Edge, Edge and Flaw. Edges and Flaws work exactly as described in the FU rules. Background describes the most obvious background detail about the character, which might be their racial heritage, occupation or other relevant detail. It might relate to your Concept, but does not have to. Examples:

- *Former Jedi*
- *Smuggler*
- *Twi'lek*
- *Wookie*
- *Princess*
- *Force Adept*
- *Farm boy*
- *Gambler*
- *Pilot*
- *Protocol Droid*
- *Jawa*
- *Senator*

The Background descriptor will be much broader than the Edges and Flaw, and can be both beneficial and a disadvantage. Talk with the other players about your background, its pros and cons and what kinds of Beat the Odds rolls it will likely modify.

**GEAR:** Think big iconic stuff. Han Solo had the Millennium Falcon (*Fast Spaceship*), Luke had his lightsabre (*Sharp Sabre*) and R2-D2 had that zappy tool (*Concealed Taser*). Feel free to describe your gear in the same way - with it's Star Wars name followed by the descriptors in brackets.

Droids have two other options for gear. First, they can leave a slot "open" and spend a FU point at any time to have an appropriate tool for the rest of the scene (a bit like R2). Alternatively, they can forfeit one or both Gear for additional Edge Descriptors.

**GOALS:** Make your goals personal and specific. Han wanted to *Pay off his debt to the Hutts*; Luke wanted *To become a Jedi like my Father*.

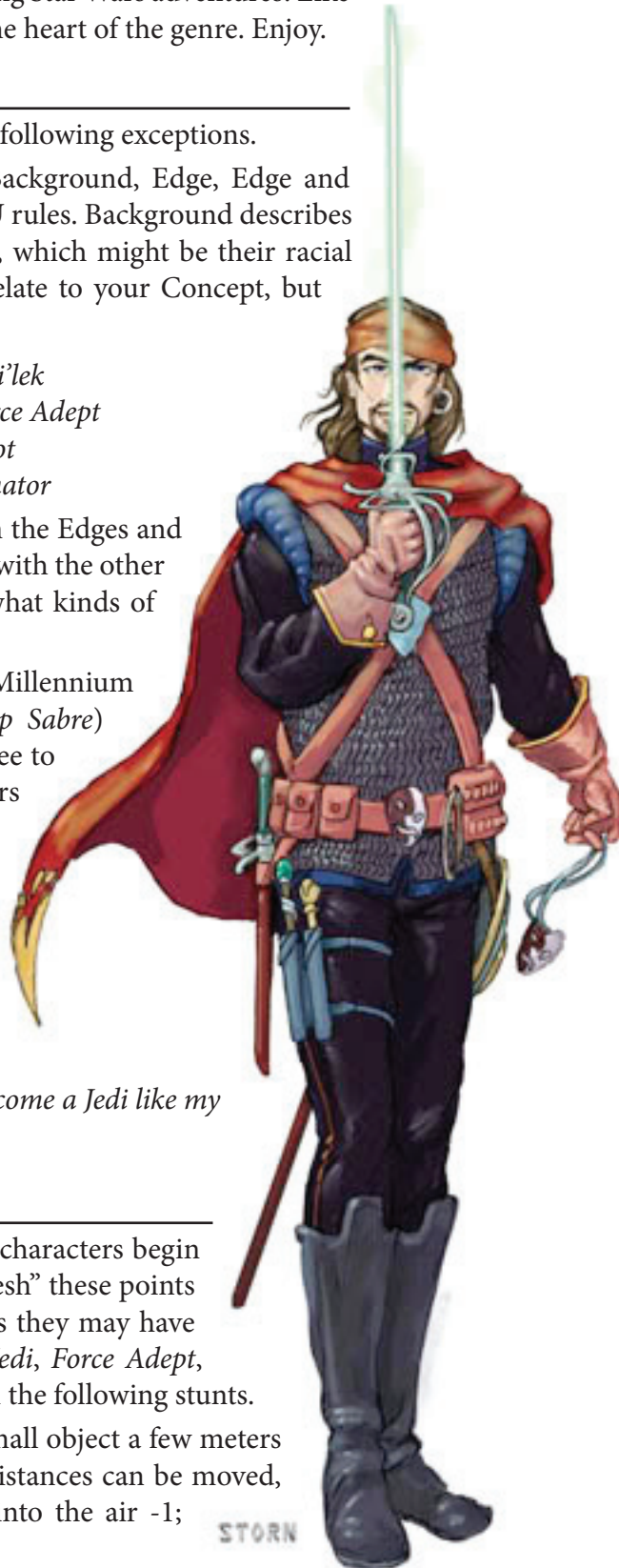
## THE FORCE

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FU points ably represent the powers of the Force. All characters begin with 2 points, used in the usual manner. Characters "refresh" these points at the start of each new game session, but not any others they may have earned. Characters with a suitable Descriptor (*Former Jedi*, *Force Adept*, *I am Darth Vader*, whatever) can also spend FU points on the following stunts.

**TELEKINESIS:** Make a Beat the Odds roll to move a small object a few meters (like dragging a lightsabre). Larger objects and greater distances can be moved, but incur Penalty dice to the attempt. (Lifting C3-PO into the air -1; rasing your X-wing out of the swamp -2.)

**FORCE PUSH:** Make a Beat the Odds roll to knock a target to the ground or apply a Trapped or Injured Condition. Each additional target incurs a Penalty die.



**FORCE SENSE:** You can sense the presence of other Force users in the vicinity (up to one Death Star away). With a successful Beat the Odds roll you can sense any non-Force user you are familiar with (friend, family member, close associate) and a single Condition they might have.

**FORCE READING:** You can sense the emotional state of a target, or determine if they are lying.

**MIND CLOUD:** Make a Beat the Odds roll to make a target believe a single simple idea (“*These are not the droids you are looking for*”), or create a simple aural distraction (like the sounds of footsteps). Each additional target affected incurs a Penalty die.

**CALM:** You calm your emotions and immediately remove any or all Angry, Scared or Tired Conditions. In addition, with a successful Beat the Odds roll you can remove a Dazed, Injured or Dying condition.

**TRICKS:** Other Jedi “tricks” are most easily simulated with the normal use of FU points. If you want to leap an exceptionally long way or use your lightsabre effectively, add a Bonus die.

You may call on relevant Descriptors when making Beat the Odds rolls. You can always use the Descriptor that gave you access to the Jedi powers.

**OPTION:** The character cannot spend FU points on any power, except Calm, if they are suffering the Scared or Angry Condition. They could, however, draw on the Dark Side.

## THE DARK SIDE

The Dark Side is tempting - and powerful! The GM begins with Dark Side points equal to the number of player characters.

A Force user can use any of the above Force powers for free, by embracing the power of the Dark Side. Each time they do this they suffer the Angry or Scared Condition and the GM gains a Dark Side point.

Dark Side points can be spent to affect any character, not just the Force user that generated them. The GM can spend them to:

- Add a Penalty die to a character’s roll
- Force a character to re-roll a die
- Allow a GM character to use Force powers
- Allow a GM character to use Dark Side powers

In addition, Force users can call on the Dark Side to use the following powers.

**FORCE LIGHTNING:** The target immediately suffers an Injured Condition.

**FORCE CHOKE:** The target immediately suffers a Trapped or Dying Condition - Force user’s choice.

When a GM character uses a Force power that requires a Beat the Odds roll it just works - spend the Dark Side point and apply the result you want.

## ADVERSARIES

### STORM TROOPER

**DESCRIPTORS:** Lousy Shot, Relentless

**GEAR:** Blaster

**CONDITIONS:** Confused, Trapped,  
Out of Action

**NOTES:** Make the game feel more heroic by making each of these a “squad”. That way the heroes can easily blast, force push and evade entire squads!

### GAMORREAN WARRIOR

**DESCRIPTORS:** Brutal, Stamina, Hate Droids

**GEAR:** Two-handed Axe

**CONDITIONS:** Dazed, Trapped, Slowed,  
Out of Action

### RANCOR

**DESCRIPTORS:** Huge, Slow, Thick Hide,  
Fangs and Claws

**GEAR:** -

**CONDITIONS:** Confused, Dazed, Trapped,  
Injured, Out of Action

**NOTES:** Rancor are savage beasts and make no distinction between one bite-sized morsel and another. They will attempt to eat the closest target, whether controlled by a player or the GM!

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## NAME

## CONCEPT

## BACK

## EDGE

## EDGE

## FLAW

## DESCRIPTION

## DRIVES

WHAT DO YOU WANT?

WHAT IS STOPPING YOU?

WHAT WILL YOU DO?

## GEAR

## CONDITIONS

<input type="checkbox"/> ANGRY	<input type="checkbox"/> TRAPPED	<input type="checkbox"/> DAZED
<input type="checkbox"/> SCARED	<input type="checkbox"/> BLINDED	<input type="checkbox"/> INJURED
<input type="checkbox"/> TIRED	<input type="checkbox"/> HUNGRY	<input type="checkbox"/> DYING
<input type="text"/>		
<input type="text"/>		
<input type="text"/>		

## RELATIONSHIPS

## NOTES

## FU POINTS

## THE ODDS

ROLL	RESULT
6	Yes, and...
4	Yes...
2	Yes, but...
5	No, but...
3	No...
1	No, and...