

## STAR SHIP

Choose one of these profiles:

- Speeder car and bike (power +1, maneuverability +2, 1-armour, weakness +0, 2-harm, tiny, +atmospheric shields-0 hull-3)
- Shuttle (power +1, maneuverability +1, 2-armour, weakness +1, 2-harm, small, +spacious +hyperdrive shields-2 hull-3)
- Starfighter (power+2, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive shields-3 hull-2)
- Space transport (power+1, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive +cargo shields-2 hull-4)
- Bomber (power+1, maneuverability +1, 1-armour, weakness+2, 2-harm, small, +hyperdrive +1-harm ap vs. transports & capital ships shields-3 hull-3)

Choose its strength(s): (equal to its power and maneuverability)  
Fast, rugged, aggressive, tight, huge, responsive, uncomplaining, capacious, workhorse, easily repaired.

Choose its weakness(es): (equal to its weakness)  
Slow, fragile, sloppy, lazy, cramped, picky, guzzler, unreliable, easily-detected, rabbit.

SHIP:		CLASS/SIZE:		
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SHIP:		CLASS/SIZE:		
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SHIP:		CLASS/SIZE:		
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Introducing

# THE ACE

**Wedge:** "And may the Force be with you. You need it"

**Face:** "I have some Force here in my pocket. Kell, Cubber, you can have it if you need it. Oops, no, it's gone. Maybe it's in my cargo."

**Wedge:** "Eight?"

**Face:** "Yes, leader?"

**Wedge:** "Be quiet"

-Wedge Antilles and Garik 'Face' Loran

A character playbook for

# STAR WARS WORLD

Additional Rules

## Repair-kit

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

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

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

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

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



# THE ACE

To create your Ace, choose name, look, stats, moves, gear, ship and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get **An expert pilot**, and then choose 1 more Ace move.

### GEAR

- 1 handy weapon
- 2-cred
- a star ship (detail)

**Handy weapons** (choose 1):

- hold-out blaster (2-harm close reload loud energy concealable)
- blaster pistol (2-harm close loud energy)
- big knife (2-harm hand)
- blaster carbine (2-harm close area loud energy)
- vibro sword (3-harm hand messy energy)
- heavy blaster pistol (3-harm close reload loud energy)

### HX

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

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

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

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

On the others' turns:

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

**ATTUNED**

**COOL**

**HARD**

**HOT**

**SHARP**

### MOVES

▪ Trust Your Instincts  
 Highlighted

▪ Act Under Fire  
 Highlighted

▪ Threaten  
▪ Assault  
 Highlighted

▪ Seduce or Manipulate  
 Highlighted

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

### HISTORY

*HELP OR INTERFERE, SESSION END*

### SPECIALS

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

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

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- Experience**  
○○○○○
- After 5 advances you can select:*
- Get +1 Sharp (max +3)
  - Get +1 Hard (max +3)
  - Get +1 Cool (max +3)
  - Get +1 Attuned (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
  - 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

### DAMAGE

**VITALITY** ○○○○

**STUNNED** ○

**WOUNDS** ○○○○

**DEBILITIES**

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

STABILIZED

### HOLD

## ACE MOVES

- An expert pilot:** when in the cockpit...  
...if you **do something under fire**, add your ship's maneuverability to your roll.  
...if you **assault**, add your ship's power to your roll.  
...if you **threaten**, add your ship's maneuverability to your roll.  
...if you **help or interfere** with someone, add your ship's power to your roll.  
...if someone **interferes** with you, add your ship's weakness to their roll.

**Daredevil:** 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.

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

**Collector:** you get 2 additional ships.

**Fastest ship in the galaxy:** you get an additional ship. Choose 2 to add to it;

- quad cannons +1 harm
- structural reinforcements +2 hull
- deflector shields +2 shields
- hull plating +1 armour
- boosted engines +1 power
- increased stabilizers +1 maneuverability

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

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

### GEAR CRED

### OTHER MOVES

## FORCE TALISMAN (choose 1)

- Defence: +1 to all rolls made to defend yourself from a Force attack.
- Reserve: once per session you may ignore the harm inflicted by the **Force-tradition** move.
- Clarity: while you have force-hold, you are able to understand and speak any spoken language.

## THE FORCE (Choose 2)

- Telekinesis:** while you have force-hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area)
- Mind Trick:** while you have force-hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
  - It extends broadly across many minds
  - It extends deeply, holding up against close scrutiny
  - It will last for some time after you stop maintaining it
- Empathy:** While you have force-hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- Force Senses:** While you have force-hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

### Primitive weapons:

- spear (3-harm hand/close)
- garrotte (2-harm AP intimate)
- machete (3-harm hand messy)
- bow (2-harm close reload)
- hatchet (2-harm hand/close)
- ceremonial dagger (2-harm hand valuable)
- throwing knives (2-harm close infinite)

### Small practical weapons:

- hold-out blaster (2-harm close reload loud energy concealable)
- blaster pistol (2-harm close loud energy)
- vibro knife (2-harm hand powered)
- blaster carbine (2-harm close area loud energy)
- ion gun (s-harm/2-harm\* hand reload energy) \*only affects droid

## GEAR

Introducing

# THE ADEPT

**Teneniel:** "While rancors dined on others, the daughters of Allya prospered from generation to generation, teaching their own daughters the spells. We divided into clans, and for a long time the clans vied for men in friendly competition, stealing mates. We governed ourselves, punished anyone caught using the night spells. In my grandmother's day, we pushed the wild rancors from these mountains. My grandmothers hunted the last of them. We hoped for peace at last."

-Teneniel Djo

A character playbook for

# STAR WARS WORLD

## Additional Rules

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **call upon the Dark Side of the Force** and you have the **Force-trained** move, by allowing your anger, fear, frustration or hatred to influence you. You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add an extra harm to an attack, heal all your Vitality damage, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.

SHIP:	CLASS/SIZE:				
<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>	
□	□	□	□	□	
<b>SHIELDS</b>	○○○○○○○	<b>HULL</b>	○○○○○○○	<b>DISABLED</b>	○
<b>TAGS</b>	□				



# THE ADEPT

To create your Adept, choose name, look, stats, moves, gear, talisman and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get **Force-tradition** and **Talisman**, and then choose 1 more Adept move.

### GEAR

You get:

- 2 primitive weapons or 1 small practical weapon.
- fashion suitable to your look, including at your option a piece worth 1-armor
- 1-cred

### HX

Go around for Hx. On your turn, choose 1 or none:

\_\_\_\_\_...is a competent and fierce warrior, and I respect them. Tell them Hx+2

- Tell everyone else Hx-1. Your ways are foreign and strange.

On the others' turns:

\_\_\_\_\_...has a strong soul, understanding them means understanding power. Whatever number the player tells you, ignore it and write +3 instead.

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

## STATS

**ATTUNED**

**COOL**

**HARD**

**HOT**

**SHARP**

## MOVES

### Trust Your Instincts

Highlighted

### Act Under Fire

Highlighted

### Threaten Assault

Highlighted

### Seduce or Manipulate

Highlighted

### Read a Stitch Observe a Person

Highlighted

## HISTORY

HELP OR INTERFERE, SESSION END

## SPECIALS

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

When you and another character have sex, you automatically do a **deep brain scan** on them, whether you have the move or not. Roll+attuned as normal.

## ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

### Experience

Get +1 Attuned (max+3)

Get +1 Sharp (max +3)

Get +1 Hard (max +3)

Get +1 Cool (max +3)

Get the remaining Force powers

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 advances you can 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

## DAMAGE

### VITALITY

○○○○

○○○○

STABILIZED

### STUNNED

○

Shattered -1 Cool

Crippled -1 Hard

Disfigured -1 Hot

Broken -1 Sharp

## HOLD

## ADEPT MOVES

- Force Ritual:** you get two force powers, choose them when you take this move. When you call on the force, take 1-harm ap and roll+attuned. On a 10+, hold force-3. On a 7-9, hold force-1. On a miss, you may hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll. While you have hold, you cannot recover from the harm you took using this move.

### FORCE-HOLD

- Talisman:** you have a force talisman, a small item of personal significance (detail) imbued with the living force that gives you strength. Choose the talisman's stats when you take this move. If you ever lose the talisman, you can create a new one with a week of uninterrupted meditation.

- Deep brain scan:** when you have time and physical intimacy with someone - mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table or chair - you can read them more deeply than normal. Roll+attuned. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
  - what was your character's lowest moment?
  - for what does your character crave forgiveness, and of whom?
  - what are your character's secret pains?
  - who/what does your character love, above all else?
  - in what ways are your character's mind and soul vulnerable?
  - any question from **observe a person**.
 On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

- Fury:** when you use the force as a weapon, take +1 forward and inflict +1harm.

- Beast charmer:** you can communicate with animals and they with you, in the most basic sense. You can use **threaten**, **manipulate**, and **observe a person** on any animal.

- Telepathic command:** you can roll+attuned to get the effects of **threatening**, without **threatening**. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap force close loud-optional).

## OTHER MOVES

**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)

**GEAR**

**CRED**

**SHIP:**

**CLASS/SIZE:**

<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
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<b>SHIELDS</b>	○ ○ ○ ○ ○ ○ ○ ○	<b>HULL</b>	○ ○ ○ ○ ○ ○ ○ ○	<b>DISABLED</b> ○
<b>TAGS</b> <input style="width: 100%;" type="text"/>				

Introducing

# THE BOUNTY HUNTER

**Boba Fett:** "You know, I'm going to give you something free. That doesn't happen very often. Even when it's just good advice – I usually let other creatures learn by just suffering the consequences of their actions"

**Bossk:** "Yeah? So what's your good advice?"

**Boba Fett:** "Stop whining. Before you really get me irritated."

-Boba Fett and Bossk

A character playbook for

## STAR WARS WORLD

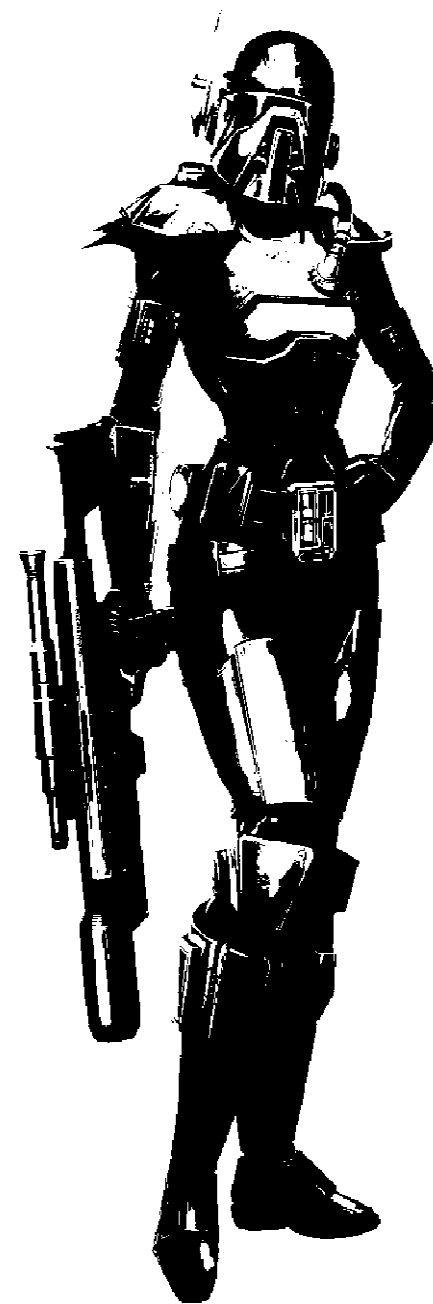
**Additional Rules**

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.



# THE BOUNTY HUNTER

To create your Bounty Hunter, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Bounty Hunter moves.

### GEAR

You get:

- 1 serious weapon
- 1 versatile weapon
- 1 backup weapon
- 1-armor and a jet-pack or 2-armor +clumsy (you detail).
- 1-cred
- space shuttle

### HX

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

\_\_\_\_\_...is too trusting in your eyes. Tell that player

Hx-1.

\_\_\_\_\_...helped you do something terrible once. Tell

that player Hx+2.

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

On the others' turns:

\_\_\_\_\_...has, or has had, an active bounty on them.

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

### MOVES

### HISTORY

*ATTUNED*

▪ Trust Your Instincts  
 Highlighted

*COOL*

▪ Act Under Fire  
 Highlighted

*HARD*

▪ Threaten  
▪ Assault  
 Highlighted

*HOT*

▪ Seduce or Manipulate  
 Highlighted

*SHARP*

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

*HELP OR INTERFERE, SESSION END*

### SPECIALS

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

When you have sex with someone, tell them a secret, a vulnerability or about a meaningful moment from your past.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- Experience ○○○○○
- After 5 advances you can select:
- Get +1 Hard (Max +3)
  - Get +1 Sharp (max +3)
  - Get +1 Attuned (max +3)
  - Get +1 Cool (max +3)
  - Get a new Bounty Hunter move
  - Get a new Bounty Hunter move
  - Get 2 gigs(detail) and moonlighting
  - Get a squad(detail) and *squad commander*
  - Get a move from another playbook
  - Get a move from another playbook
  - 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

### DAMAGE

**VITALITY** ○○○○

**STUNNED** ○

**WOUNDS** ○○○○

**DEBILITIES**

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

STABILIZED

### HOLD

## BOUNTY HUNTER MOVES

- Never forgive, never forget:** whenever you take a debility, name the person you hold most responsible. Take +1 ongoing to all rolls versus them, forever. (All rolls with them directly as a target count, of course. Rolls against their family and friends, minions, or property may count, in the MC's judgment)
- I wouldn't, if I were you:** when you interfere with someone who's making a roll, subtract -3 to their roll instead of -2. On a 7-9, you expose both you and them to fire, danger, retribution or cost.
- No good to me dead:** when you inflict harm, you can choose to inflict any amount of harm you like, less than or up to your harm as established, including stun. Decide at the moment you inflict the harm; you need not tell anyone in advance how much harm you intend to inflict.
- Unstoppable:** when you *suffer wounds*, take -2 to your roll.
- Out of the way!:** roll+hard to smash your way through scenery to get to or away from something. 10+, the scenery is moved or smashed and you get what you want. On a 7-9 you get what you want and smash or move the scenery, but take 1-harm (ap), and are disoriented and must *act under fire* in follow-up actions, leave something behind, or take something with you
- Like a moth to the flame:** at the beginning of the session, roll+attuned. On a 10+ hold 1+1. On a 7-9 hold 1. At any time, you or the MC can spend your hold to have you at the scene of a battle (a real battle, not intimate violence between a couple people). On a miss, the MC holds 1, and can spend it to have you there and pinned down.

### OTHER MOVES

## LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose 1 option:

- master crafted: a superb piece of craftsmanship. Add +precious.
- collection: you have a few spare. They're absolutely standard, but there's a handful of them.
- legendary: its blade has a very distinctive color and people know that blade has history.
- dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

## THE FORCE

- **Telekinesis:** while you have force-hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area)
- **Mind Trick:** while you have force-hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
  - It extends broadly across many minds
  - It extends deeply, holding up against close scrutiny
  - It will last for some time after you stop maintaining it
- **Empathy:** While you have force-hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have force-hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

## CRED

SHIP:		CLASS/SIZE:		
<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b>	<b>HULL</b>			<b>DISABLED</b>
○○○○○○○	○○○○○○○○○			○
<b>TAGS</b> <input style="width: 260px;" type="text"/>				

Introducing

# THE CONSULAR

**Obi-wan:** "So what I told you was true, from a certain point of view."

**Luke:** "A certain point of view?"

**Obi-wan:** "Luke, you're going to find that many of the truths we cling to depend greatly on our own point of view."

-The spirit of Obi-wan Kenobi and Luke Skywalker

A character playbook for

# STAR WARS WORLD

## Additional Rules

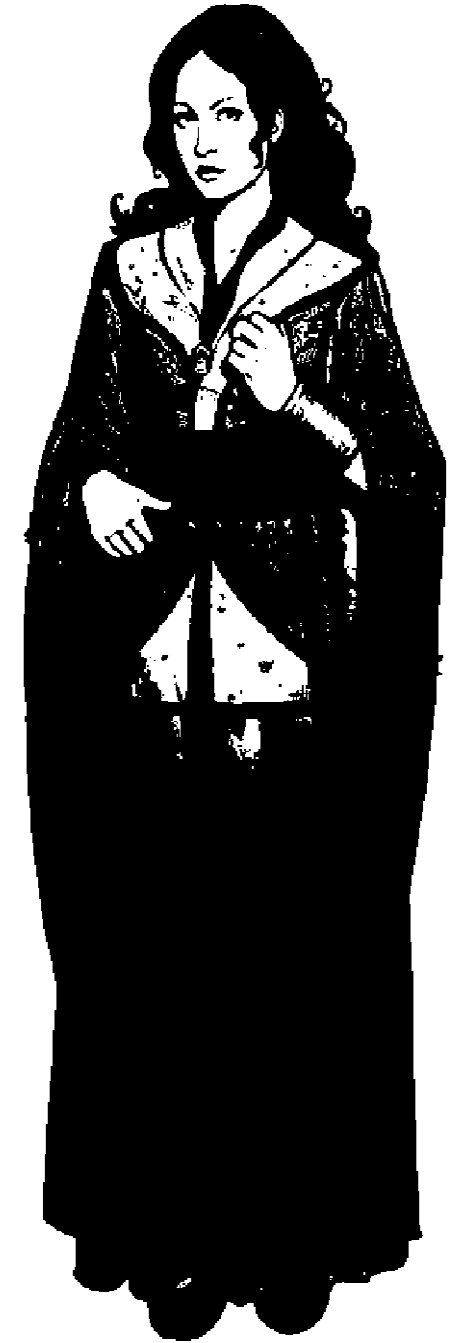
When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **call on the Dark Side of the Force** and you have the **Force-trained** move, by allowing your anger, fear, frustration or hatred to influence you. You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add an extra harm to an attack, heal all your Vitality damage, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.



# THE CONSULAR

To create your Consular, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get **Force-trained**, and then choose 1 more Consular move.

### GEAR

- You get:
- 1 lightsaber (detail)
  - 2-cred

### HX

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

\_\_\_\_\_...helped you do something meaningful. Tell them Hx+2

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

On the others' turns:

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

**ATTUNED**

### MOVES

▪ Trust Your Instincts

Highlighted

**COOL**

▪ Act Under Fire

Highlighted

**HARD**

▪ Threaten  
▪ Assault

Highlighted

**HOT**

▪ Seduce or Manipulate

Highlighted

**SHARP**

▪ Read a Sith  
▪ Observe a Person

Highlighted

### HISTORY

HELP OR INTERFERE, SESSION END

### SPECIALS

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

When you and another character have sex, if you love them, all's well and my blessings. If you don't love them, permanently scribble out an improvement option you haven't taken. Don't scribble out "change to a new playbook."

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

Experience  
○○○○○

- After 5 advances you can select:**
- Get +1 Attuned (max+3)
  - Get +1 Sharp (max +3)
  - Get +1 Hard (max +3)
  - Get +1 Cool (max +3)
  - Get +1 Hot (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
  - 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

### DAMAGE

**VITALITY**    **STUNNED**

○○○○○

○

**WOUNDS**    **DEBILITIES**

○○○○○

STABILIZED

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

### HOLD

## CONSULAR MOVES

- Call on the Force:** when you call on the force, take 1-harm ap and roll+attuned. On a 10+, hold force-3. On a 7-9, hold force-1. On a miss, you may hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll. While you have hold, you cannot recover from the harm you took using this move.

### FORCE-HOLD

- Force healing:** when you touch a wounded person skin to skin, you may heal them using your force-hold 1-for-1 as med-kit stock.
- Farseeing:** when you go into battle, roll+attuned. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your Force vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- Peacemaker:** at the beginning of the session, name another player's character. If neither you nor they inflict any harm on anyone or any piloted vehicles during the session, then at the end of the session, you both mark experience.
- There is no passion, there is peace:** you can choose to roll+attuned instead of roll+Hx when you help someone who's rolling.
- Force of will:** When you use the Force to **assault**, roll+attuned instead of roll+hard.

### GEAR

### OTHER MOVES



**Primitive weapons:**

- spear (3-harm hand/close)
- garrotte (2-harm AP intimate)
- machete (3-harm hand messy)
- bow (2-harm close reload)
- hatchet (2-harm hand/close)
- ceremonial dagger (2-harm hand valuable)
- throwing knives (2-harm close infinite)

**Small practical weapons:**

- hold-out blaster (2-harm close reload loud energy concealable)
- blaster pistol (2-harm close loud energy)
- vibro knife (2-harm hand powered)
- blaster carbine (2-harm close area loud energy)
- ion gun (s-harm/2-harm\* hand reload energy) \*only affects droid

**GEAR**

**CRED**

**SHIP:**

**CLASS/SIZE:**

<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b> ○○○○○○	<b>HULL</b> ○○○○○○	<b>DISABLED</b> ○		
<b>TAGS</b> <input style="width: 100%;" type="text"/>				

Introducing

# THE FRINGER

**Beru Lars:** "Luke's just not a farmer, Owen. He has too much of his father in him."

**Owen Lars:** "That's what I'm afraid of"  
-Beru and Owen Lars

A character playbook for

# STAR WARS WORLD

**Additional Rules**

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached



# THE FRINGER

To create your Fringer, choose name, look, stats, moves, gear, and Hx.

### NAME

Arvid, Crow, Noa, Tam, Heni, Pace, Nadon, Butanei, Kell, Inder, Thoon, Raraza, Aerith, Kelko, Skylar, Alstan, Sirra, Ki, Mago, Luke, Kira, Mirax, Liora, Rena, Xyras, P9-HA, H8-GT, DD-74

### LOOK

- Male, female, ambiguous, transgressing.
- Leather wear, fur wear, scrap wear, scrounge wear, vintage wear, rugged wear, or display wear.
- Noble face, scarred face, tired face, crooked face, or weathered face.
- Laughing eyes, serene eyes, wild eyes, pale eyes, or watchful eyes.
- Lithe body, scarred body, tattooed body, gaunt body, or muscled body.

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Fringer moves.

### GEAR

You get:

- 2 primitive weapons or 1 small practical weapon.
- fashion suitable to your look, including at your option a piece worth 1-armor
- 1-cred

### HX

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

\_\_\_\_\_ ...used to be a trusted friend. Tell that player

Hx+1.

\_\_\_\_\_ ...has saved you from serious, life-threatening

violence. Tell that player Hx+2.

- Tell everyone else Hx+1, you're pretty easy to figure out.

On the others' turns:

\_\_\_\_\_ ...is pure and untainted in your eyes, worthy of your respect. Whatever number they tell you, give it +1

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

*ATTUNED*

### MOVES

▪ Trust Your Instincts  
 Highlighted

### HISTORY

*HELP OR INTERFERE, SESSION END*

*COOL*

▪ Act Under Fire  
 Highlighted

*HARD*

▪ Threaten  
▪ Assault  
 Highlighted

*HOT*

▪ Seduce or Manipulate  
 Highlighted

*SHARP*

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

### SPECIALS

When you die, choose a character to give your personal belongings to. Whenever they go through your things seeking answers, they roll+attuned to see what you direct them to do. On a 10+, they mark experience and take a +1forward if they do as you tell them. On a 7-9, they take a +1forward if they do as you tell them.

When you and another character have sex, you each hold 1. Either of you can spend your hold any time to *help or interfere* with the other, at a distance or despite any barriers that would normally prevent it.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- |   |  |   |
|---|--|---|
| <b>Experience</b>   |  |   |
| ○○○○○   |  |   |
| <input type="checkbox"/> Get +1 Sharp (max +3)                | <input type="checkbox"/> Get +1 to any Stat (max +3)       | <i>After 5 advances you can select:</i> |
| <input type="checkbox"/> Get +1 Hard (max +3)                 | <input type="checkbox"/> Get +1 to any Stat (max +3)       |   |
| <input type="checkbox"/> Get +1 Cool (max +3)                 | <input type="checkbox"/> Retire your character (to safety) |   |
| <input type="checkbox"/> Get +1 Hot (max +3)                  | <input type="checkbox"/> Change to a new playbook          |   |
| <input type="checkbox"/> Get +1 Attuned (max +3)              | <input type="checkbox"/> Create a second character to play |   |
| <input type="checkbox"/> Get a new Fringer move               | <input type="checkbox"/> Advance 2 basic moves             |   |
| <input type="checkbox"/> Get a new Fringer move               | <input type="checkbox"/> Advance 2 basic moves             |   |
| <input type="checkbox"/> Get 2 gigs (detail) and moonlighting | <input type="checkbox"/> Advance 2 basic moves             |   |
| <input type="checkbox"/> Get a move from another playbook     |  |   |
| <input type="checkbox"/> Get a move from another playbook     |  |   |

### DAMAGE

#### VITALITY STUNNED

○○○○○ ○

#### WOUNDS DEBILITIES

○○○○○  Shattered -1 Cool

STABILIZED  Crippled -1 Hard

Broken -1 Sharp

### HOLD

## FRINGER MOVES

**Survival:** with preparation and the proper materials, you can create the necessities for life in the wilds. Choose a necessity: food & water, shelter, clothing, medicine, simple weapons or armor and roll+sharp.

On a 10+, pick 3. On a 7-9, pick 2:

- It can be fashioned quickly.
- It will last for a while.
- It is of good quality, capable of adding a minor effect.
- It can supply up to a small squad.

**Bushwhack:** if you make preparations before a fight, which could mean anything from hiding a weapon behind your back to setting snares or even just waiting until nightfall, then right before you make your move, roll+sharp. On a 10+, pick 2. On a 7-9, pick 1:

- The enemy is vulnerable. You inflict +1harm.
- The enemy is disorganized . They inflict -1harm.
- Your position is secure, and provides you with cover worth 1-armor.
- The enemy is cut off, and may not retreat the same way they came.

**Quick learner:** when someone gives you proper detailed instruction in some specific task, take +1forward when undertaking that task on your own. If you merely assist them you help as though you had hit the roll with a 10+.

**Eager to know:** when you go to someone for advice, they must tell you honestly what they think the best course is. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

**Jury rig!:** when you try to repair something, roll+sharp. On a 10+, choose 3. On a 7-9, choose 1:

- it'll work more than once or twice.
- you don't cause serious long-term damage to it.
- you don't take -1forward with it 'cause it's crap.
- you don't have to strip something else for parts.

**Pack rat:** when you search your pack for something, roll+sharp. It has to be something that would fit. On a 10+, you happen to have just the thing, or close enough. On a 7-9, you happen to have something pretty close, but it might be worse for wear. On a miss, you used to have just the thing, but it turns out you traded it to somebody in exchange for something else.

### OTHER MOVES

## REPAIR-KIT

Your repair-kit has all kinds of crap in it: hydro-spanners, adhesive tapes, eye-wear, plasteel wires, anti-grav whisks, inciter, imager, kilo-scanner, laser caliper, magclamps, demagnetizers, micropoints, energy tethers, holo-probe, voxwriter, plastent, hydrogrip, gas binders, repulsor hitch, drilling tools, jumper bypass, and riveting gun. It's big enough to fill the trunk of a speeder.

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

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

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

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

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

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

### STOCK

### CRED

### WORKSPACE

### DROID

TECH  POWER

HULL WEAKNESS

○○○○

Introducing

# THE GEARHEAD

*"Good thing you didn't keep me waiting. I don't like to be kept waiting. If you had kept me waiting, I would have charged you triple overtime."*

- D/Crypt Technician

A character playbook for

# STAR WARS WORLD

## WORKSPACE

Choose which of the following your workspace includes. Choose 3: a starship dock, a controlled growing environment, skilled labor, a junkyard of raw materials, a space transport, 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.

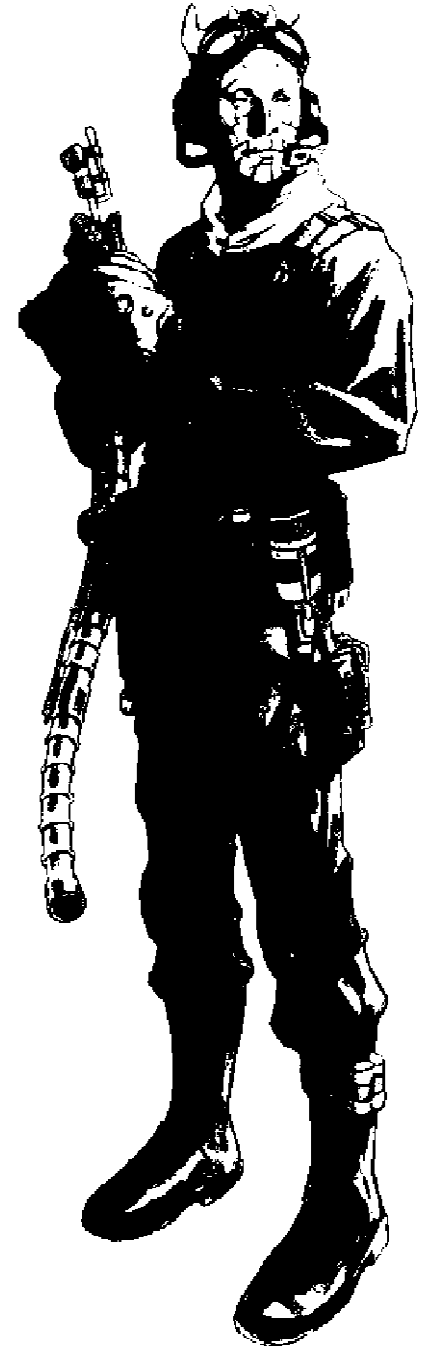
The MC might connect them all with "and," or might throw in a merciful "or." Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

### SHIP:

### CLASS/SIZE:

POWER	MANEUV.	HARM	ARMOUR	WEAKNESS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SHIELDS ○○○○○○		HULL ○○○○○○		DISABLED ○
TAGS <input type="text"/>				

### OTHER MOVES



# THE GEARHEAD

To create your Gearhead, choose name, look, stats, moves, gear, workspace, and Hx.

## NAME

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

## LOOK

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

## STATS

(Distribute 2 to these. Max +3)

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

## MOVES

Choose 2 Gearhead moves

### Gear

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

## HX

Go around for Hx. On your turn:

\_\_\_\_\_...is the character you find most strange. Tell that player Hx+2.  
• Tell everyone else Hx-1. You're kind of strange yourself.

On the others' turns:

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

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

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

## NAME

## SPECIES, LOOK, & OUTLOOK

## STATS

*ATTUNED*

## MOVES

▪ Trust Your Instincts  
 Highlighted

## HISTORY

*HELP OR INTERFERE, SESSION END*

*COOL*

▪ Act Under Fire  
 Highlighted

*HARD*

▪ Threaten  
▪ Assault  
 Highlighted

*HOT*

▪ Seduce or Manipulate  
 Highlighted

*SHARP*

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

## SPECIALS

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

When you have sex with someone, they automatically **speak to you**, as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them. Otherwise, that move never works on people, only things.

## ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- Experience  
○○○○○
- After 5 advances you can select:*
- Get +1 Attuned (max +3)
  - Get +1 Sharp (max +3)
  - Get +1 Hard (max +3)
  - Get +1 Cool (max +3)
  - Get a new Tech move
  - Get a new Tech move
  - Get 2 gigs (detail) and moonlighting
  - Add life support to your workspace.
  - Get a move from another playbook
  - Get a move from another playbook
  - 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

## DAMAGE

### VITALITY STUNNED

○○○○○ ○

### WOUNDS DEBILITIES

○○○○○  
 Shattered -1 Cool  
 Crippled -1 Hard  
 Disfigured -1 Hot  
 Broken -1 Sharp

## HOLD

## GEARHEAD MOVES

- Things speak:** whenever you handle or examine something interesting, roll+attuned. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
  - who handled this last before me?
  - who made this?
  - what strong emotions have been most recently nearby this?
  - what words have been said most recently nearby this?
  - what has been done most recently with this, or to this?
  - what's wrong with this, and how might I fix it?
- Right where I'm needed:** at the beginning of the session, roll+attuned. On a 10+, hold 2. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.
- Slicer:** when you **act under fire** to hack a computer system treat a 6- as a 7-9 result.
- Well-travelled:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.
- Droid companion:** you got a droid companion to assist you in your workspace or when you travel around the galaxy. Choose your droid's stats from the profiles below;
  - tech +1, power +0, weakness +2
  - tech +0, power +1, weakness +2
 when working in conjunction with your droid...  
 ...if you do something under fire involving technology, add your droid's tech to your roll.  
 ...if you threaten or assault, add your droid's power to your roll.  
 ...if you help or interfere with someone using technology, add your droid's tech to your roll.  
 ...if someone interferes with you, add your droid's weakness to their roll.

- Battlefield analysis:** when you go into battle against droids or starships, roll+attuned. On a 10+, hold 4. On a 7-9, hold 3. Spend your hold 1-for-1 to do one of the following:
  - make an attack armour piercing
  - grant yourself or an ally +2 armour from an attack
  - grant yourself or an ally +1 right now

## LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose 1 option:

- double-bladed: versatile and impressive.
- collection: you have a few spare. They're absolutely standard, but there's a handful of them.
- legendary: its blade has a very distinctive color and people know that blade has history.
- dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

## THE FORCE

- **Telekinesis:** while you have force-hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area)
- **Mind Trick:** while you have force-hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
  - It extends broadly across many minds
  - It extends deeply, holding up against close scrutiny
  - It will last for some time after you stop maintaining it
- **Empathy:** While you have force-hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have force-hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

## CRED GEAR

### SHIP:

### CLASS/SIZE:

POWER	MANEUV.	HARM	ARMOUR	WEAKNESS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b> ○○○○○○	<b>HULL</b> ○○○○○○	<b>DISABLED</b> ○		
<b>TAGS</b> <input style="width: 100%;" type="text"/>				

Introducing

# THE GUARDIAN

**Obi-wan:** "For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times. Before the Empire."

-Obi-wan 'Ben' Kenobi

A character playbook for

# STAR WARS WORLD

## Additional Rules

- When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:
- you're out of action: unconscious, trapped, incoherent or panicked.
  - it's worse than it seemed, take an additional 1-wound.
  - you lose your footing.
  - you lose your grip on whatever you're holding.
  - you lose track of someone or something you're attending to.
  - you miss noticing something important.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **call on the Dark Side of the Force** and you have the **Force-trained** move, by allowing your anger, fear, frustration or hatred to influence you. You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add an extra harm to an attack, heal all your Vitality damage, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.



# THE GUARDIAN

To create your Guardian, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get **Force-trained**, and then choose 1 more Guardian move.

Gear

You get:

- 1 lightsaber (detail)
- 2-cred

### HX

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

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

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

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

On the others' turns:

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

## STATS

**ATTUNED**

## MOVES

▪ Trust Your Instincts

Highlighted

**COOL**

▪ Act Under Fire

Highlighted

**HARD**

▪ Threaten  
▪ Assault

Highlighted

**HOT**

▪ Seduce or Manipulate

Highlighted

**SHARP**

▪ Read a Stitch  
▪ Observe a Person

Highlighted

## HISTORY

HELP OR INTERFERE, SESSION END

## SPECIALS

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

When you have sex with someone, you establish a connection with them. Until either of you breaks that connection, by having sex with someone else, add +1 to all rolls made to defend them.

## ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

**Experience**  
○○○○○

Get +1 Hard (max +3)

Get +1 Sharp (max +3)

Get +1 Cool (max +3)

Get +1 Attuned (max +3)

Get a new Guardian move

Get a new Guardian move

Get a squad (detail) and

**squad commander**

Get a capital ship (detail)

and **salary**

Get a move from another playbook

Get a move from another playbook

**After 5 advances you can 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

## GUARDIAN MOVES

- Call on the Force:** when you call on the force, take 1-harm ap and roll+attuned. On a 10+, hold force-3. On a 7-9, hold force-1. On a miss, you may hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll. While you have hold, you cannot recover from the harm you took using this move.

### FORCE-HOLD

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

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

- Leave no one behind:** In battle, when you help someone who's rolling, don't roll+Hx. You help them as though you'd hit the roll with a 10+.

- Defender:** while you have a lightsaber ignited and are defending others, not fighting, you and they get +1 armour.

- Lightsaber duelist:** when you go into battle with your lightsaber ignited, roll +hard. On a 10+ hold 3, on a 7-9 hold 1. On a miss, hold 1, but take -1 ongoing. Spend your hold during the battle, 1 for 1, to:
  - name a character blasting at you or at someone within your reach. You redirect the bolt back to the shooter, to someone within your reach or to anything around (including nowhere - the ground, a wall, the sky).
  - ignore any harm to yourself from an incoming attack.
  - name a character on the scene, but outside your reach. You cross the distance between you before they have time to adjust or react.

### OTHER MOVES

## DAMAGE

### VITALITY STUNNED

○○○○○

○

### WOUNDS DEBILITIES

○○○○○

STABILIZED

Shattered -1 Cool

Crippled -1 Hard

Disfigured -1 Hot

Broken -1 Sharp

## HOLD

**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 droid

**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 1-3 wounds: roll+stock spent. On a hit, they will stabilize and heal all wounds, but the MC will choose 1 (on a 10+) or 2 (on a 7-9):

- they need to be physically stabilized before you can move them.
- even narcostabbed, they fight you; you're acting under fire.
- 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 at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-wound instead.

To use it to speed the recovery of someone with vitality damage, don't roll. Spend 1-stock to heal 2-vitality. This can only be used on a character once every 24 hours.

To use it to revive someone who's died (at 4-wounds): roll+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, and they're still dead.

**STOCK**

**CRED**

Introducing

# THE MEDIC

**Jedi:** "You did a great thing today. You cured an incurable disease. Saved a life."

**Doc:** "Even better - I saved someone famous. That's the kind of story the Journal of Xenomedicine loves."

-The Hero of Tython and Doc

A character playbook for

## STAR WARS WORLD

**Additional Rules**

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

**Infirmary**

When you go into your infirmary and dedicate yourself to working on a person, decide what you're trying for 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 fuckton 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 & patient) to serious danger;
- you're going to have to add \_\_\_ to your infirmary 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."

**SHIP:**

**CLASS/SIZE:**

<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>SHIELDS</b> ○○○○○○		<b>HULL</b> ○○○○○○		<b>DISABLED</b> ○
<b>TAGS</b> <input style="width: 90%;" type="text"/>				



# THE MEDIC

To create your Medic, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

 (Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Medic moves.

### GEAR

You get:

- med-kit
- 1 small practical weapon
- 1-cred
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

### HX

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

\_\_\_\_\_...put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.

\_\_\_\_\_...has been beside you and has seen everything you've seen. Tell that player Hx+2.

\_\_\_\_\_...you figure is doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx+1. You're an open book.

On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

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

## NAME

### SPECIES, LOOK, & OUTLOOK

## STATS

<i>ATTUNED</i>
----------------

<ul style="list-style-type: none"> <li>▪ Trust Your Instincts</li> </ul> <input type="checkbox"/> Highlighted
---

<i>COOL</i>
-------------

<ul style="list-style-type: none"> <li>▪ Act Under Fire</li> </ul> <input type="checkbox"/> Highlighted
---

<i>HARD</i>
-------------

<ul style="list-style-type: none"> <li>▪ Threaten</li> <li>▪ Assault</li> </ul> <input type="checkbox"/> Highlighted
--

<i>HOT</i>
------------

<ul style="list-style-type: none"> <li>▪ Seduce or Manipulate</li> </ul> <input type="checkbox"/> Highlighted
---

<i>SHARP</i>
--------------

<ul style="list-style-type: none"> <li>▪ Read a Stitch</li> <li>▪ Observe a Person</li> </ul> <input type="checkbox"/> Highlighted
--

## MOVES

## HISTORY

<i>HELP OR INTERFERE, SESSION END</i>
---------------------------------------

## SPECIALS

When you die, choose one character who is injured and heal them of all wounds and vitality harm. At your option, your new character starts with a first-aid kit, it acts like a med-kit with a capacity of 2-stock.

When you have sex with someone, your Hx with them on your sheet goes immediately to +3, and they immediately get +1 to their Hx with you on their sheet. If that brings their Hx with you to +4, they reset it to +1 instead, as usual, and so mark experience.

## ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- |  |  |
|--|--|
| <p style="text-align: center;"><b>Experience</b></p> <p style="text-align: center;">○○○○○</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Get +1 Sharp (max +3)</li> <li><input type="checkbox"/> Get +1 Hard (max +3)</li> <li><input type="checkbox"/> Get +1 Hard (max +3)</li> <li><input type="checkbox"/> Get +1 Cool (max +3)</li> <li><input type="checkbox"/> Get +1 Attuned (max +3)</li> <li><input type="checkbox"/> Get a new Medic move</li> <li><input type="checkbox"/> Get a new Medic move</li> <li><input type="checkbox"/> Get 2 gigs (detail) and moonlighting</li> <li><input type="checkbox"/> Get a move from another playbook</li> <li><input type="checkbox"/> Get a move from another playbook</li> </ul> | <p style="text-align: center;"><b>After 5 advances you can select:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Get +1 to any Stat (max +3)</li> <li><input type="checkbox"/> Get +1 to any Stat (max +3)</li> <li><input type="checkbox"/> Retire your character (to safety)</li> <li><input type="checkbox"/> Change to a new playbook</li> <li><input type="checkbox"/> Create a second character to play</li> <li><input type="checkbox"/> Advance 2 basic moves</li> <li><input type="checkbox"/> Advance 2 basic moves</li> <li><input type="checkbox"/> Advance 2 basic moves</li> </ul> |
|--|--|

## DAMAGE

<p><b>VITALITY</b></p> <p>○○○○○</p> <p><b>WOUNDS</b></p> <p>○○○○○</p> <p><input type="checkbox"/> STABILIZED</p>	<p><b>STUNNED</b></p> <p>○</p> <p><b>DEBILITIES</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Shattered -1 Cool</li> <li><input type="checkbox"/> Crippled -1 Hard</li> <li><input type="checkbox"/> Disfigured -1 Hot</li> <li><input type="checkbox"/> Broken -1 Sharp</li> </ul>
--	---

## HOLD

## MEDIC MOVES

- The body never lies:** when you spend time examining a patient, alive or dead, roll +sharp. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:
  - who examined this last before me?
  - how long ago did this body die? or how long until it dies naturally?
  - what strong emotions have been most recently nearby this?
  - what has been done most recently with this body, or to it?
  - what's wrong with them, and how might I fix it?

- Infirmary:** you get an infirmary, a workspace with life support, a drug lab and a crew. Get patients into it and you can work on them like a Gearhead on tech.

- Professional compassion:** you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.

- Battlefield grace:** while you are caring for people, not fighting, you get +2 armour.

- Touched by death:** whenever someone in your care dies, you get +1 attuned (max +3).

- A higher standard:** at the end of the session, when you would normally choose a character who knows you better, instead, consider each of the other players' characters and decide whether or not, in your eyes, they were good people. All that were, tell them to add +1 to their Hx with you on their sheet. You can tell none of them, any of them, or all of them, as you see fit. If this brings them to Hx+4, they mark experience and reset to Hx+1, as always.

### GEAR

### OTHER MOVES



**Gracious weapons (choose 1):**

- hold-out blaster (2-harm close reload loud energy concealable)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)

**Deluxe gear (choose 2):**

- gorgeous wardrobe (worn valuable)
- government stipend (3-cred)
- spectacular tattoos (implanted)
- a pet (valuable alive) Your choice and yours to detail.
- a space shuttle with crew and pilot.
- a speeder car and driver.
- a bodyguard who knows his biz (3-harm 1-armor).

**GEAR**

**CRED**

**SHIP:**

**CLASS/SIZE:**

<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
□	□	□	□	□
<b>SHIELDS</b> ○○○○○○	<b>HULL</b> ○○○○○○	<b>DISABLED</b> ○		
<b>TAGS</b> <span style="border: 1px solid black; display: inline-block; width: 200px; height: 15px;"></span>				

Introducing

# THE NOBLE

*“Do not expect to be applauded when you do the right thing, and do not expect to be forgiven when you err. But even your enemies will respect commitment – and a conscience at peace is worth more than a thousand tainted victories”*

-Bail Pestor Organa

A character playbook for

# STAR WARS WORLD

**Additional Rules**

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- it costs 1-cred more than you'd expect.
- it's available, but only if you meet with a guy who knows a guy.
- damn, I had one, I just sold it to this guy named \_\_\_\_\_, maybe you can go get it off him?
- sorry, I don't have that, but maybe this will do instead?

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached



# THE NOBLE

To create your Noble, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

 (Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Noble moves.

### GEAR

You get:

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

### HX

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

\_\_\_\_\_...is your friend. Tell that player Hx+2.

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

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

On the others' turns:

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

## STATS

ATTUNED
---------

## MOVES

<input type="checkbox"/> Trust Your Instincts <input type="checkbox"/> Highlighted
---

## HISTORY

HELP OR INTERFERE, SESSION END

COOL
------

<input type="checkbox"/> Act Under Fire <input type="checkbox"/> Highlighted
---

HARD
------

<input type="checkbox"/> Threaten <input type="checkbox"/> Assault <input type="checkbox"/> Highlighted
---

HOT
-----

<input type="checkbox"/> Seduce or Manipulate <input type="checkbox"/> Highlighted
---

SHARP
-------

<input type="checkbox"/> Read a Stitch <input type="checkbox"/> Observe a Person <input type="checkbox"/> Highlighted
---

## SPECIALS

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

When you have sex with someone, choose one:

- You take +1 forward and so do they
- They must give you a gift worth at least 1-cred
- You can use **provocative** on them as though you'd rolled a 10+, even if you haven't chosen to get the move

## ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

Experience  
○○○○○

After 5 advances you can select:

- Get +1 Hot (max +3)
- Get +1 Sharp (max +3)
- Get +1 Cool (max +3)
- Get +1 Attuned (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
- 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

## DAMAGE

VITALITY STUNNED

○○○○○ ○

WOUNDS DEBILITIES

○○○○○

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

STABILIZED

## HOLD

## NOBLE MOVES

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

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

- Intelligence network:** when you want to know something about someone important (your call), roll+hot. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
  - how are they doing? what's up with them?
  - who do they know, like and/or trust?
  - when next should I expect to see them?
  - how could I get to them, physically or emotionally?

- Influential:** when you help someone who's making a roll, add +2 to their roll instead of +1. When someone helps you when you're making a roll, they add +2 to your roll instead of +1.

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

## OTHER MOVES

### Capital Ship and Crew

- A **Frigate** (3-harm, 1-armour, medium shields-2 hull-4 +hyperdrive)
- A crew of 30-50 members.
- For surplus, income for your crew and ship and basic maintenance. (Surplus +1cred want: +anxiety).
- A squad of 15-20 marines to command (3-harm squad 1-armour small +undisciplined).
- Your ship and crew belong to a military body (want +obligation).

### Your ship and crew includes...(choose 2)

- A **Cruiser** instead of a **Frigate** (3-harm, 1-armour, large, shields-2 hull-3 +hyperdrive).
- your ship is heavily armoured (+1 armour).
- your ship has state of the art shielding (+2 shields).
- your ship has triple layered bulkheads (+2 hull).
- heavy garrison. your squad is medium instead of small, about 30 or so troops.
- a well-disciplined and experienced squad. Drop +undisciplined.
- you and your crew have served together for years and they trust your command. Drop +anxiety.
- your ship includes a squad of starfighters and pilots (+1 harm).
- your command crew are skilled advisors and not afraid to speak their mind when asked. Surplus +insight.
- your government's military funding is very generous. Surplus: +1cred.

### Your ship and crew suffers from...(choose 1)

- a violent and brutish crew. Surplus: +violence
- your ship is old and should have been retired long ago. +unreliable
- your ship's shields are outdated and in need of constant attention -1 shields
- a poorly equipped squad, your squad gets -1 harm.
- your squad members are a pack of cut-throats, murderers and outlaws. +savagery
- you and your crew are newly assigned to this ship. Want: +judgement
- your government funding is inadequate at best. Surplus: -1cred.

### SHIP: CLASS/SIZE:

<b>HARM</b>	<b>ARMOUR</b>	<b>CREW</b>	<b>SURPLUS</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b>	○○○○○○	<b>HULL</b>	○○○○○○
<b>TAGS</b>	<input type="text"/>		
<b>WANT</b>	<input type="text"/>		

### SQUAD: SIZE:

<b>HARM</b>	<b>ARMOUR</b>	<b>WOUNDS</b>
<input type="text"/>	<input type="text"/>	○○○○○○
<b>TAGS</b>	<input type="text"/>	

Introducing

# THE OFFICER

*"To fight to the death, and never surrender, is to deny oneself useful alternatives. Together we can use these traits to draw the enemy into a trap from which he will never escape."*

-Admiral Gial Ackbar

A character playbook for

# STAR WARS WORLD

### Additional Rules

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

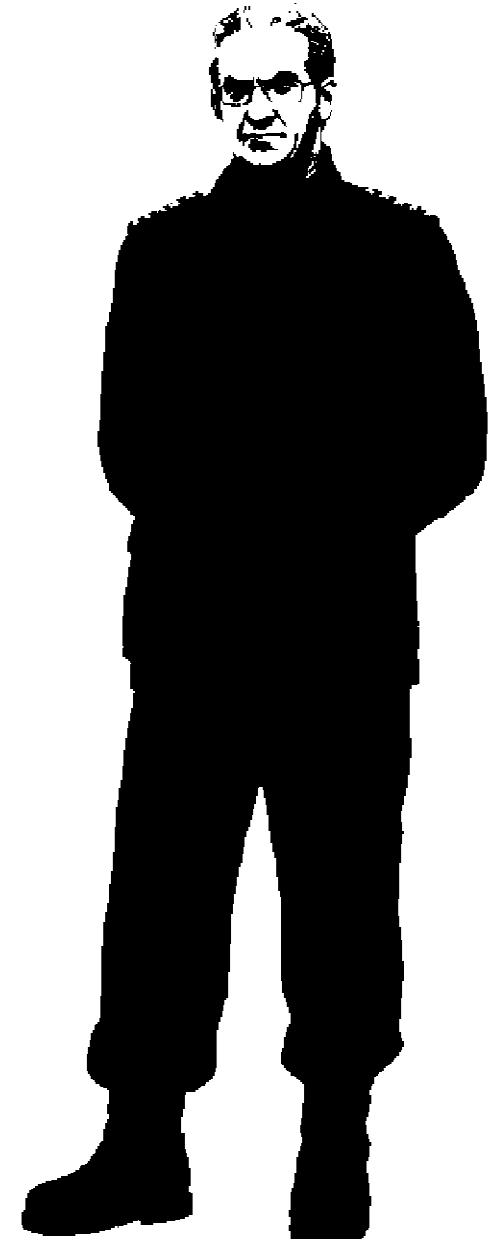
When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- it costs 1-cred more than you'd expect.
- it's available, but only if you meet with a guy who knows a guy.
- damn, I had one, I just sold it to this guy named \_\_\_\_\_, maybe you can go get it off him?
- sorry, I don't have that, but maybe this will do instead?

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

### Insight

When you use your people for insight, ask your people what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.



# THE OFFICER

To create your Officer, choose name, look, stats, moves, gear, ship and crew, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get *Leadership* and *Salary*.

### GEAR

You get:

- 2-cred
- any personal piece or three of normal gear or weaponry.
- a capital ship and crew (detail)

### HX

Go around for Hx. On your turn, choose 1 or none;

\_\_\_\_\_...once disobeyed one of your orders and got others killed. Tell that player Hx-2.

- If any of them are members of your crew or squad, tell them Hx+2
- Tell everyone else Hx+1. You're a prominent figure and many people know you.

On the others' turns, choose 1 or both:

\_\_\_\_\_...has been with you since before. Whatever number that player tells you, give it +1 and write it next to the character's name.

\_\_\_\_\_...once betrayed you or stole from you.

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

### MOVES

### HISTORY

*ATTUNED*

▪ Trust Your Instincts  
 Highlighted

*COOL*

▪ Act Under Fire  
 Highlighted

*HARD*

▪ Threaten  
▪ Assault  
 Highlighted

*HOT*

▪ Seduce or Manipulate  
 Highlighted

*SHARP*

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

*HELP OR INTERFERE, SESSION END*

### SPECIALS

When you die, choose a character and give them 3 hold. They may spend this hold to have your old ship and crew, or remnants thereof, on hand and ready for action, with our without any clear explanation why.

When you and another character have sex, you can give the other character gifts worth 1-cred, at no cost to you.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

- Experience  
○○○○○
- After 5 advances you can select:*
- Get +1 Hot (max +3)
  - Get +1 Sharp (max +3)
  - Get +1 Hard (max +3)
  - Get +1 Attuned (max +3)
  - Get +1 Cool (max +3)
  - Choose a new option for your ship and crew
  - Choose a new option for your ship and crew
  - Erase an option for your ship and crew
  - Get a move from another playbook
  - Get a move from another playbook
  - 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

### DAMAGE

**VITALITY**  
○○○○○

**STUNNED**  
○

**WOUNDS**  
○○○○○  
 STABILIZED

**DEBILITIES**  
 Shattered -1 Cool  
 Crippled -1 Hard  
 Disfigured -1 Hot  
 Broken -1 Sharp

### HOLD

## OFFICER MOVES

- Leadership:** when your squad fights for you, roll+hot. On a 10+, hold 3. On a 7–9, hold 1. Over the course of the fight, spend your hold 1 for 1 to make your squad:
  - make a hard advance
  - stand strong against a hard advance
  - make an organized retreat
  - show mercy to their defeated enemies
  - fight and die to the last
 On a miss, your squad turns on you, tries to hand you over to your enemy, panics/flees, or surrenders to your enemy.

- Salary:** if your ship and crew are functional and your rank held, at the beginning of the session, roll+hot. 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, as follows. If surplus lists cred, like 1-cred or 2-cred, that's your personal share.

### GEAR

### CREC

### OTHER MOVES

### Custom blasters

**Base** (choose 1):

- blaster pistol (2-harm close reload loud energy)
- blaster carbine (2-harm close area loud energy)
- sporting blaster rifle (2-harm far reload loud energy)

**Options** (choose 2):

- ornate (+valuable)
- antique (+valuable)
- semiautomatic (-reload)
- 3-round burst (close/far)
- automatic (+area)
- hi-powered (+1harm)
- scoped (+far, or +1harm at far)
- big (+1harm)

### Custom 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

### GEAR

### CRED

Introducing

# THE OPERATIVE

**Shada:** "It will be more complicated yet if they blow us out of the sky"

**Karrde:** "Shada, when will you learn to trust my instincts? When have I ever gotten you killed?"

**Shada:** "You have a point there, I suppose"

-Talon Karrde and Shada D'ukal

A character playbook for

# STAR WARS WORLD

### Additional Rules

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- it costs 1-cred more than you'd expect.
- it's available, but only if you meet with a guy who knows a guy.
- damn, I had one, I just sold it to this guy named \_\_\_\_\_, maybe you can go get it off him?
- sorry, I don't have that, but maybe this will do instead?

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached



# THE OPERATIVE

To create your Operative, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Operative moves.

### GEAR

You get:

- 2 custom weapons
- 2-cred
- fashion suitable to your look, including at your option fashion worth 1-armor or armor worth 2-armor +clumsy (you detail)

### HX

Go around for Hx. On your turn, choose 1 or none:

\_\_\_\_\_...is your lover, or you'd like them to be. Tell that

player Hx+2.

- Tell everyone Hx-1. You keep yourself out of public view.

On the others' turns, choose 1 or both:

\_\_\_\_\_, you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

\_\_\_\_\_...has inadvertently screwed up a job for you, knowingly or not. Whatever number they tell you, add +1 to it.

- Everyone else, write whatever number they tell you next to their character's name.

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

### MOVES

### HISTORY

**ATTUNED**

▪ Trust Your Instincts  
 Highlighted

**COOL**

▪ Act Under Fire  
 Highlighted

**HARD**

▪ Threaten  
▪ Assault  
 Highlighted

**HOT**

▪ Seduce or Manipulate  
 Highlighted

**SHARP**

▪ Read a Sitch  
▪ Observe a Person  
 Highlighted

*HELP OR INTERFERE, SESSION END*

### SPECIALS

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)".

If you and another character have sex, you can request some favour from the other character as though you had rolled 10+ on a manipulate move, and requiring no leverage on your part. They also get -1Hx with you. Guess they don't know you as well as they thought.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

#### Experience

#### After 5 advances you can select:

- Get +1 Cool (max +3)
- Get +1 Sharp (max +3)
- Get +1 Hard (max +3)
- Get +1 Attuned (max +3)
- Get +1 Hot (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
- 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

### DAMAGE

#### VITALITY STUNNED

#### WOUNDS DEBILITIES

    
 STABILIZED  Shattered -1 Cool  
 Crippled -1 Hard  
 Disfigured -1 Hot  
 Broken -1 Sharp

### HOLD

## OPERATIVE MOVES

- Dangerous & sexy:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- Ice cold:** when you **threaten** an NPC, roll+cool instead of roll+hard. When you **threaten** another player's character, roll+Hx instead of roll+hard.
- Merciless:** when you inflict harm, inflict +1 harm.
- Methodical :** When you get the chance to spend some time planning and coordinating before an op, roll +cool: On a 10+ hold 3, on 7-9 hold 2. You can spend your hold 1 for 1 to take +1 on a roll during that op (decide before rolling). On a miss, something's gonna go wrong, the MC decides what and when.
- Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- Impossible reflexes:** the way you move unencumbered counts as armor. If you're wearing non-armor fashion, you have 1-armor. If you're wearing armour, use it instead.

### SHIP:

### CLASS/SIZE:

POWER	MANEUV.	HARM	ARMOUR	WEAKNESS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b> ○○○○○○	<b>HULL</b> ○○○○○○	<b>DISABLED</b> ○		
<b>TAGS</b> <input type="text"/>				

### OTHER MOVES

### Gigs (profit / catastrophe)

#### Choose 3 paying gigs:

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

#### And choose 1 obligation gig:

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

### 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.

### CREW

### GEAR

Introducing

# THE SCOUNDREL

**Comm Voice:** "We're sending a squad up"

**Han:** "Uh negative, negative. We have uh, a reactor leak here, uh, now. Give us a few minutes to lock it down. Uh, large leak, very dangerous"

**Comm Voice:** "Who is this? What's your operating number"

**Han:** "Uh..." [ZAP!] "Boring conversation anyway"

-Han Solo

A character playbook for

# STAR WARS WORLD

### Additional Rules

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- it costs 1-cred more than you'd expect.
- it's available, but only if you meet with a guy who knows a guy.
- damn, I had one, I just sold it to this guy named \_\_\_\_\_, maybe you can go get it off him?
- sorry, I don't have that, but maybe this will do instead?

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached



# THE SCOUNDREL

To create your Scoundrel, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

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

### GEAR

You get:

- blaster pistol (2-harm close loud energy) or a signature weapon (detail with the MC)
- 2-cred
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- space transport

### HX

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

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

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

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

On the others' turns:

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

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

NAME

SPECIES, LOOK, & OUTLOOK

### STATS

ATTUNED

### MOVES

▪ Trust Your Instincts

Highlighted

COOL

▪ Act Under Fire

Highlighted

HARD

▪ Threaten  
▪ Assault

Highlighted

HOT

▪ Seduce or Manipulate

Highlighted

SHARP

▪ Read a Sitch  
▪ Observe a Person

Highlighted

### HISTORY

HELP OR INTERFERE, SESSION END

### SPECIALS

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

When you have sex with another character, hold 1. If they get into trouble, either you or they can spend your hold and you are there.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

Experience  
○○○○○

After 5 advances you can select:

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

### DAMAGE

VITALITY STUNNED

○○○○○ ○

WOUNDS DEBILITIES

○○○○○  
 Shattered -1 Cool  
 Crippled -1 Hard  
 Disfigured -1 Hot  
 Broken -1 Sharp

### HOLD

## SCOUNDREL MOVES

**Moonlighting:** you get 3-juggling. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your gigs to work. Choose no more than your juggling. Roll+cool. On a 10+, you get profit from all the gigs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The gigs you aren't working give you neither profit nor catastrophe. Whenever you get a new gig, you also get +1 juggling.

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

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

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

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

### SHIP:

### CLASS/SIZE:

POWER	MANEUV.	HARM	ARMOUR	WEAKNESS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SHIELDS ○○○○○○		HULL ○○○○○○		DISABLED ○
TAGS <input type="text"/>				

### OTHER MOVES

### CRED



## LIGHTSABER

Your lightsaber starts with this profile: (3-harm ap hand). It's a buzzing laser sword, bright blue or green, that cuts through pretty much anything. Choose 1 option:

- double-bladed: versatile and impressive.
- collection: you have a few spare. They're absolutely standard, but there's a handful of them.
- legendary: its blade has a very distinctive color and people know that blade has history.
- master crafted: a superb piece of craftsmanship. Add +precious.

## THE FORCE

- **Telekinesis:** while you have force-hold, you can use the force to move and manipulate simple unattended objects (it may still be doing something dangerous, though). You may spend Hold to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area)
- **Mind Trick:** while you have force-hold, you can use the force as leverage when manipulating the weak minded (MC's call). You may spend your hold to implant an illusion in the minds of others. When you do, choose 2:
  - It extends broadly across many minds
  - It extends deeply, holding up against close scrutiny
  - It will last for some time after you stop maintaining it
- **Empathy:** While you have force-hold, when you read a person you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.
- **Force Senses:** While you have force-hold, when you read a charged situation you gain one extra question. You may spend hold instead to ask questions as if you'd rolled a 10+ without rolling.

## CRED GEAR

SHIP:		CLASS/SIZE:		
<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>SHIELDS</b>	<b>HULL</b>			<b>DISABLED</b>
○○○○○○○	○○○○○○○○○			○
<b>TAGS</b> <input style="width: 100%;" type="text"/>				

Introducing

# THE SENTINEL

**Bastila:** "The fact that you are so strong in the Force and have had such relatively little training could have terrible consequences. For you, and for everyone around you."

**Revan:** "You could warn me when I do something bad. Blink once for dark side, twice for light"

-Bastila Shan and Revan

A character playbook for

# STAR WARS WORLD

## Additional Rules

When you **suffer wounds**, after the smoke has cleared roll+your current wounds. On a 10+, the MC chooses 2. On a 7-9, the MC chooses 1:

- you're out of action: unconscious, trapped, incoherent or panicked.
- it's worse than it seemed, take an additional 1-wound.
- you lose your footing.
- you lose your grip on whatever you're holding.
- you lose track of someone or something you're attending to.
- you miss noticing something important.

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you **call on the Dark Side of the Force** and you have the **Force-trained** move, by allowing your anger, fear, frustration or hatred to influence you. You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add an extra harm to an attack, heal all your Vitality damage, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.



# THE SENTINEL

To create your Sentinel, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

(Distribute 2 to these. Max +3)

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

### MOVES

You get **Force-trained**, and then choose 1 more Sentinel move.

### GEAR

You get:

- 1 lightsaber (detail)
- 2-cred

### HX

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

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

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

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

On the others' turns:

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

**ATTUNED**

### MOVES

▪ Trust Your Instincts

Highlighted

**COOL**

▪ Act Under Fire

Highlighted

**HARD**

▪ Threaten  
▪ Assault

Highlighted

**HOT**

▪ Seduce or Manipulate

Highlighted

**SHARP**

▪ Read a Stitch  
▪ Observe a Person

Highlighted

### HISTORY

HELP OR INTERFERE, SESSION END

### SPECIALS

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

When you have sex with someone, if they are a PC then they get +1 Hx with you. PC or NPC, they take 1 hold over you, because you have to work through what it means to you and all. They can spend the hold anytime to give you +1 or -1 forward.

### DAMAGE

#### VITALITY



#### STUNNED



#### WOUNDS



#### DEBILITIES

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

STABILIZED

### HOLD

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

#### Experience



After 5 advances you can select:

- Get +1 Sharp (max +3)
- Get +1 Attuned (max +3)
- Get +1 Hard (max +3)
- Get +1 Cool (max +3)
- Get +1 Hot (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
- 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

## SENTINEL MOVES

- Call on the Force:** when you call on the force, take 1-harm ap and roll+attuned. On a 10+, hold force-3. On a 7-9, hold force-1. On a miss, you may hold force-2 by giving into your fear, anger or hatred, along with the usual consequences of a missed roll. While you have hold, you cannot recover from the harm you took using this move.

### FORCE-HOLD

- Battle meditation:** when near or amidst a battle, you can enter a meditative state which increases the combat effectiveness of your allies while impeding your enemies. When you do, take 1-harm ap, roll+attuned and mark experience. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1 but lose all Vitality and are stunned when coming out of it. This lasts as long as you maintain it or until the battle is over.
  - your allies take +1 ongoing.
  - your allies inflict an additional harm.
  - your allies will fight on till the bloody end. No matter how much harm an allied squad suffers they will not break or flee.
  - your enemies inflict one less harm.
  - your enemies lose their nerve easily. Treat the wounds of enemy squads as one higher for the purposes of whether they continue to fight or break.

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

- Acute senses:** when you **asses a situation**, on a hit, in addition to your other questions, you may ask this:
  - Are there any dark side presences here? if so, where?
 When you **observe a person**, on a hit, in addition to your other questions, you may ask this:
  - Is your character force sensitive? If so, does the dark side have any hold on you?

- Blade of the heart:** When you use your lightsaber to **threaten**, roll+sharp instead of roll+hard.

- The Force is with you:** when you highlight stats, the MC doesn't get to highlight one. Instead, you choose one to highlight for yourself.

### OTHER MOVES

**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)

**GEAR**  **CRED**

**SQUAD MEMBERS**

**SQUAD:**

**SIZE:**

<b>HARM</b>	<b>ARMOUR</b>	<b>WOUNDS</b> ○○○○○○
<input type="text"/>	<input type="text"/>	
<b>TAGS</b> <input style="width: 100%;" type="text"/>		

**SHIP:**

**CLASS/SIZE:**

<b>POWER</b>	<b>MANEUV.</b>	<b>HARM</b>	<b>ARMOUR</b>	<b>WEAKNESS</b>	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>SHIELDS</b> ○○○○○○		<b>HULL</b> ○○○○○○		<b>DISABLED</b> ○	
<b>TAGS</b> <input style="width: 100%;" type="text"/>					

Introducing

# THE TROOPER

*"I'm not a warrior, I'm a soldier. There's a difference. Warriors attack and conquer, they prey on the weak. Soldiers defend and protect the innocent – usually from warriors"*

-Carth Onasi

A character playbook for

# STAR WARS WORLD

**Additional Rules**

**When a squad suffers...**

- 1-harm: a few injuries, one or two serious, no fatalities.
  - 2-harm: many injuries, several serious, a couple of fatalities.
  - 3-harm: widespread injuries, many serious, several fatalities.
  - 4-harm: widespread serious injuries, many fatalities.
  - 5-harm and more: widespread fatalities, few survivors.
- Squads have 6-wounds, regardless of size.
- With a strong, present leader, a squad will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a squad taking harm, how much harm the PC takes depends on her role in the squad. If she's a leader or a prominent, visible member, she suffers the same harm the squad does. If she's just someone in the squad, or if she's intentionally protecting herself from harm instead of fighting with the squad, she suffers 1-harm less.

**MED-KIT**

To use it to stabilize and heal someone who has suffered 1-3 wounds: roll+stock spent. On a hit, they will stabilize and heal all wounds, but the MC will choose 1 (on a 10+) or 2 (on a 7-9):

- they need to be physically stabilized before you can move them.
- even narcostabbed, they fight you; you're acting under fire.
- 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 at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-wound instead.

To use it to speed the recovery of someone with vitality damage, don't roll. Spend 1-stock to heal 2-vitality. This can only be used on a character once every 24 hours.

To use it to revive someone who's died (at 4-wounds): roll+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, and they're still dead.



# THE TROOPER

To create your Trooper, choose name, look, stats, moves, gear, and Hx.

### NAME

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

### LOOK

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

### STATS

 (Distribute 2 to these. Max +3)

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

### MOVES

Choose 2 Trooper moves.

### GEAR

You get:

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

### HX

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

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

\_\_\_\_\_...once left you bleeding and did nothing for you.

Tell that player Hx-2.

\_\_\_\_\_...is the prettiest character. Tell that player Hx+2.

Tell everyone else Hx=0.

On the others' turns:

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

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

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

## NAME

### SPECIES, LOOK, & OUTLOOK

### STATS

### MOVES

### HISTORY

ATTUNED

▪ Trust Your Instincts

Highlighted

COOL

▪ Act Under Fire

Highlighted

HARD

▪ Threaten

▪ Assault

Highlighted

HOT

▪ Seduce or Manipulate

Highlighted

SHARP

▪ Read a Sitch

▪ Observe a Person

Highlighted

HELP OR INTERFERE, SESSION END

### SPECIALS

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

When you have sex with someone, you take +1 forward. At your option, they take +1 forward too.

### ADVANCEMENT

Whenever you roll a highlighted stat, reset your Hx with someone, or when a move tells you to, mark an XP circle. When you mark the fifth, level-up and erase. Each time you level-up, select an option from the list below. Check it off, you can't choose it again.

#### Experience

○○○○○

- Get +1 Hard (max +3)
- Get +1 Sharp (max +3)
- Get +1 Cool (max +3)
- Get +1 Attuned (max +3)
- Get a new Trooper move
- Get a new Trooper 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 advances you can 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

### DAMAGE

#### VITALITY

○○○○○

#### STUNNED

○

#### WOUNDS

○○○○○

#### DEBILITIES

- Shattered -1 Cool
- Crippled -1 Hard
- Disfigured -1 Hot
- Broken -1 Sharp

#### STABILIZED

### HOLD

## TROOPER MOVES

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

- make a hard advance
- stand strong against a hard advance
- make an organized retreat
- show mercy to their defeated enemies
- fight and die to the last

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

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

**Combat medic:** you have a well-stocked and high quality first aid kit. It counts as a med-kit with a capacity of 2-stock.

**Ruthless:** whenever you inflict harm, inflict +1 harm.

**Commanding presence:** when you give someone an order or a warning, roll+hard. On a hit, they choose:

- They do it, following your order or heeding your warning.
- They freeze.
- They back away, hands where you can see them.
- They attack you.

On a 10+, take +1 forward against them as well. On a miss, they do what they like and you take -1 forward against them.

**Not worth dying for:** name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7–9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

## OTHER MOVES

## HARM AND HEALING MOVES

When you or a vehicle you're piloting **suffer wounds or hull damage**, once the smoke has cleared, roll+wounds/hull suffered. On a 10+, the MC will choose one. On a 7-9, the MC will choose one and you will choose one :

- *it's worse than it seemed (increase wounds/hull damage by 1)*
- *the damage can't be treated or fixed easily, or threatens to be permanent*
- *the damage will hamper future action in a serious way (e.g. disabled limb, hyperdrive out of commission)*
- *your situation will rapidly get worse if not attended to immediately (heavy bleeding, something aboard overheating)*
- *something valuable or useful has been damaged or lost*
- *collateral damage: someone or something which really shouldn't have been involved in this has been hurt or destroyed*
- *you've expended the last of an important resource (eg. ammunition/fuel/medical supplies/battery power)*
- *in the heat of action, you've lost track of or missed noticing something important*
- *you come out of the action in a precarious position or on an untenable course (heading into an asteroid field, hanging off a ledge)*

When you **inflict harm on another player's character**, the other character gets +1Hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you **heal another player's character's harm**, you get +1Hx with them (on your sheet) for every wound you heal or for every 2 vitality you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

## PERIPHERAL MOVES

### Call Upon The Dark Side

When you **call upon the Dark Side of the Force** by allowing your anger, fear, frustration or hatred to influence you and you have either **Call Upon the Force** or **Force Ritual**. You can give the dark side a hold on you to do one of the following: hold force-2 if you use **Force-trained** and miss, add 2 to your next roll, add +1harm to an attack, use the Force as a weapon (2-harm ap close). The MC can spend dark side hold to **manipulate** you down a dark path as if they rolled a 10+.

### Insight

When you use your people for insight, ask your people what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

Introducing

# THE MOVES

**Leia:** "This is some rescue. You came in here and didn't have a plan on getting out?"

**Han:** "He's the brains, sweetheart!"

-Leia Organa and Han Solo

A playbook for

# STAR WARS WORLD

## CRED MOVES

When you **give 1-cred to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **make known that you want a thing and spend cred to speed it on its way**, roll+cred spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

When you **go into a city's bustling market**, looking for some particular thing to buy, and it's not obvious whether you should be able to just go buy one like that, roll+sharp. On a 10+, yes, you can just go buy it like that. On a 7-9, the MC chooses one of the following:

- *it costs 1-cred more than you'd expect.*
- *it's available, but only if you meet with a guy who knows a guy.*
- *damn, I had one, I just sold it to this guy named \_\_\_\_\_, maybe you can go get it off him?*
- *sorry, I don't have that, but maybe this will do instead?*



# THE MOVES

## BASIC MOVES

### Do Something Under Fire

When you **do something under fire**, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice.

Advanced: On a 12+, you accomplish your goal and then some. Whatever you were trying to do, you master the challenge, transcend the danger.

### Threaten

When you **threaten** someone, roll+hard. On a 10+, they have to choose: force your hand and suck it up, or cave and do what you want. On a 7–9, they can instead choose 1:

- *get the hell out of your way*
- *barricade themselves securely in*
- *give you something they think you want*
- *back off calmly, hands where you can see*
- *tell you what you want to know (or what you want to hear)*

Advanced: On a 12+, they must choose to cave and do what you want.

### Assault

When you **assault**, roll+hard. On a hit, inflict and receive harm. On a 10+, choose 2:

- *suffer one less harm*
- *inflict one additional harm*
- *achieve a goal of objective*
- *frighten or scatter your enemy*

On a 7-9, choose 1:

- *inflict one additional harm*
- *achieve a goal of objective*

Advanced: On a 12+, choose all 4 from the 10+ list and 1 for double-effect.

### Seduce or Manipulate

When you try to **seduce or manipulate** someone, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

- *if they do it, they mark experience*
- *if they refuse, it's **acting under fire** (no experience for rolling highlighted)*

What they do then is up to them.

Advanced: On a 12+, if they are an NPC, they become an **Ally**. Choose what kind of ally they will become.

- *ally: friend (impulse: to back you up)*
- *ally: lover (impulse: to give you shelter & comfort)*
- *ally: right hand (impulse: to follow through on your intentions)*
- *ally: representative (impulse: To pursue your interests in your absence)*
- *ally: guardian (impulse: to intercept danger)*
- *ally: confidante (impulse: to give you advice, perspective, or absolution.)*

### Observe a Person

When you **observe a person** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what's your character really feeling?*
- *what does your character intend to do about \_\_\_?*
- *what does your character wish I'd do?*
- *how could I get your character to \_\_\_?*

Advanced: On a 12+, ask any 3 questions, not limited to the list.

### Read a Charged Situation

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- *where's my best escape route / way in / way past?*
- *who/what here is not what they seem?*
- *which enemy is most vulnerable to me?*
- *what is the biggest threat to me?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*
- *what happened here recently?*

Advanced: On a 12+, ask any 3 questions, not limited to the list.

### Trust Your Instincts

When you **trust your instincts**, roll +attuned. On a hit, take +1 forward and the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them; On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that.

Advanced: On a 12+, you learn something definitive and world-shattering. In addition, ask the MC any question, they will answer it honestly. Whenever you're acting on the MC's answer, take +1.

### Help or Interfere

When you help or interfere with someone who's making a roll, roll+Hx. On a hit, they take +1 (help) or -2 (interfere) now. On a 7–9, you also expose yourself to fire, danger, retribution or cost.

### Session End

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience) and you must tell them something new about your character; a secret, a vulnerability, or a meaningful moment from your past.

## VITALITY AND WOUNDS

- Harm is damage dealt by weapons, hazards and traumas. When a character suffers harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armour rating of the character's armour. This is called harm as established. When taking harm, a character first marks the harm off of their Vitality track, when that track is full, they then mark harm off of their Wounds track.
- Vitality represents light scrapes, bruises, grazes, and fractures bones. These harm segments recover at a rate of 1 per hour. Wounds represent significant physical trauma, heavy internal or external bleeding, brain damage, etc. At 1 wound-segment, a character is injured but their condition will neither improve nor degrade with time. At 2-3 wound-segments, a character gets worse with time, unless stabilized. At 4 wound-segments, a character is dead but can still be revived. Any harm past that and the character is dead for reals.
- When a character suffers wounds beyond 1 wound, the player can choose to mark a debility. If she does, she gets the debility, but the harm stops sharp at 1 wound. Once she's at 1 wound, she can choose to take a debility instead of any new wound.

## SQUADS, VEHICLES & HARM

### When a squad suffers...

- 1-harm: a few injuries, one or two serious, no fatalities.
  - 2-harm: many injuries, several serious, a couple of fatalities.
  - 3-harm: widespread injuries, many serious, several fatalities.
  - 4-harm: widespread serious injuries, many fatalities.
  - 5-harm and more: widespread fatalities, few survivors.
- Squads have 6-wounds, regardless of size.

○ ○ ○ ○ ○ ○ ○ ○	<b>HARM</b>	<input type="checkbox"/>	<b>ARMOUR</b>	<input type="checkbox"/>	<b>SIZE</b>	<input type="checkbox"/>
○ ○ ○ ○ ○ ○ ○ ○	<b>HARM</b>	<input type="checkbox"/>	<b>ARMOUR</b>	<input type="checkbox"/>	<b>SIZE</b>	<input type="checkbox"/>
○ ○ ○ ○ ○ ○ ○ ○	<b>HARM</b>	<input type="checkbox"/>	<b>ARMOUR</b>	<input type="checkbox"/>	<b>SIZE</b>	<input type="checkbox"/>

With a strong, present leader, a squad will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

If a PC is a member of a squad taking harm, how much harm the PC takes depends on her role in the squad. If she's a leader or a prominent, visible member, she suffers the same harm the squad does. If she's just someone in the squad, or if she's intentionally protecting herself from harm instead of fighting with the squad, she suffers 1-harm less.

**When a vehicle suffers harm**, mark harm off it's shields first, like vitality, and it's hull afterwards, like wounds. When a vehicle suffers harm to it's hull, the passengers also suffer harm equal to the harm minus the ship's armour rating. (ie. If a ship with 1-armour suffers 3-harm to it's hull, the passengers all suffer 2-harm). Shield points return at a rate of 1 per hour. Hull points never repairs on their own, it must be repaired by a technical expert with a repair kit. (see gearhead)

## INTRODUCING THE MC

That's you, the Master of Ceremonies, Star Wars World's GM.

## 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 four key tools you can use to disclaim responsibility: you can put it in your NPCs' hands, you can put it in the players' hands, you can create a countdown, or you can make it a stakes question.

## NPCS

Gnarly, Fleece, White, Lala, Bill, Crine, Mercer, Preen, Shan, Isle, Ula, Dremmer, Rufe, Ba, Mice, Hugo, Roark, Monk, Pierre, Norvell, H, Omie Wise, Corbett, Jeanette, Rum, Brain, Matilda, Rothschild, Wisher, Partridge, Brace Win, Bar, Krin, Parcher, Millions, Grome, Foster, Mill, Newton, Tao, Missed, Ill, Princy, East, Harrow, Kettle, Twice, Clarion, Abondo, Mimi, Fianelly, Pellet, Li, Harridan, Rice, Do, Winkle, Fuse, Visage, Barker, Imam, Bowdy, 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, Aerena, 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 human 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 clits & dicks, 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.



# THE MASTER OF CEREMONIES

# THE MASTER OF CEREMONIES

## AGENDA

- Make Star Wars World seem fantastical.
- Fill the characters lives with adventure.
- Play to find out what happens.

## ALWAYS SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

## THE PRINCIPLES

- Spew forth techno jargon.
- Address yourself to the characters, not the players.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Make your villains sympathetic.
- Name everyone, make everyone real.
- 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 badness.
- Announce future badness.
- Inflict harm (as established).
- Take away their stuff.
- Make them buy.
- Activate their stuff's downside.
- Tell them the possible consequences and ask.
- 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?"

## A FEW MORE THINGS TO DO

- Make maps like crazy.
- Turn questions back on the asker or over to the group at large.
- Digress occasionally.
- Elide the action sometimes, and zoom in on its details other times.
- Go around the table.
- Take breaks and take your time.

## BASIC MOVES

When you ***do something under fire***, or dig in to endure fire, roll+cool.

When you ***threaten*** someone, roll+hard.

When you ***assault***, roll+hard.

When you try to ***manipulate*** someone, tell them what you want and roll+hot.

When you ***read a charged situation***, roll+sharp.

When you ***observe a person*** in a charged interaction, roll+sharp.

When you ***trust your instincts***, roll+attuned.

When you ***help or interfere*** with someone who's making a roll, roll+Hx.

At the end of every session, choose a character who knows you better than they used to.

## PERIPHERAL MOVES

When you ***inflict harm on another player's character***, the other character gets +1Hx with you for every segment of harm you inflict.

When you ***heal another player's character's vitality or wounds***, you get +1Hx with them for every segment of harm you heal.

When you use your people for ***insight***, ask your people what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.

## CRED MOVES

When you ***give 1-cred to someone, but with strings attached***, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you ***go into a holding's bustling market, looking for some particular***

***thing to buy***, roll+sharp.

When you ***make known that you want a thing and spend cred to speed it on its way***, roll+cred spent (max roll+3).

## 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). Choose 1:
  - master crafted: a superb piece of craftsmanship. Add +precious.
  - double bladed: versatile and impressive
  - collection: you have a few spare. They're absolutely standard, but there's a handful of them.
  - legendary: its blade has a very distinctive colour and people know that blade has history.
  - dual-phase blade: you can double the length of your lightsaber blade with the simple flick of a switch. (hand/close)

## SIZES

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

**Medium** (corvette, frigate, heavy tank, 30 or so warriors)

**Large** (destroyer, cruiser 60 or so warriors)

**Huge** (battle cruiser, small space station, colony ship, 150 or so warriors)

**Massive** (dreadnaught, large space station, 300 or so warriors)

## SHIPS

- **Speeder car and bike** (power +1, maneuverability +2, 1-armour, weakness +0, 2-harm, tiny, +atmospheric) Shields-0 Hull-3
- **Shuttle** (power +1, maneuverability +1, 2-armour, weakness +1, 2-harm, small, +spacious +hyperdrive) Shields-2 Hull-3
- **Starfighter** (power+2, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive) Shields-3 Hull-2
- **Space transport** (power+1, maneuverability +1, 1-armour, weakness+2, 3-harm, small, +hyperdrive +cargo) Shields-2 Hull-4
- **Bomber** (power+1, maneuverability +0, 1-armour, weakness+2, 2-harm, small, +hyperdrive +1-harm ap vs. capital ships) Shields-3 Hull-3

## CAPITAL SHIPS

- **Corvette** (1-armour, 3-harm, medium shields-3 hull-2)
- **Frigate** (1-armour, 3-harm, medium shields-2 hull-4)
- **Cruiser** (1-armour, 3-harm, large shields-2 hull-3)
- **Destroyer** (1-armour, 3-harm, large shields-3 hull-3)
- **Battle Cruiser** (1-armour, 3-harm, huge shields-3 hull-4)
- **Dreadnought** (1-armour, 3-harm, massive shields-3 hull-4)

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