

INTRODUCTION

WHAT IS THIS THING?

Star Wars World: *Rebel Ops* is a hack-of-a-hack of *Apocalypse World* /Powered by the Apocalypse games, aimed at Star Wars gaming. It started life as a couple extra play books for Star Wars World (the PtBA Star Wars game this one branched off from and from which it borrowed the most DNA). There's also stuff in here from *Uncharted Worlds*, *Monster of Week*, *Undying*, *Urban Shadows*, *Monsterhearts*, *Dungeon World*, *Masks*, *AW2*, and about two dozen open hacks from pretty much every genre out there. Off the top of my head, these include *Beyond*, *Mass Effect Apocalypse*, *Mouse World*, *Offworld*, *Strange New Worlds*, *The Regiment – Colonial Marines*, and at least one Fate Codex issue (Vol 2, Issue 2, *Corruption*, by Clark Valentine).

Since it's all of those things, it should be somewhat obvious this isn't a stand-alone RPG. I'm assuming you know the basics of Powered by the Apocalypse games. (Make moves, roll 2d6 plus the appropriate stat. On a 10+, you do it, on a 7-9 you do it but there's a cost, on a 6-, the GM makes a Hard Move.) Basically, this document focuses on what's *different*, which means Playbooks, Moves, Corruption, the Force, and so forth.

This game doesn't really "do" games where a hyper-competent team solves issues and everyone follows orders to the letter and people rarely change (use Fate for that, if you want – I used to, and it's good for that kind of thing). It handles games where events snowball a bit out of control, then everyone either comes together and solves it, or crawls away to lick their wounds and try again in the third movie.

There are official Star Wars games out there. There are also dozens of unofficial games out there. No infringement is intended on anything Star Wars, and no infringement is intended on anything taken from *Apocalypse World* or any other Powered by the Apocalypse game – if you want credit for some bit I'm using and I missed mentioning it already, just ask; if you want me *not* to use it, just say so. Likewise, borrow anything out of here you like; I'm over at doyce@doycetester.com if you have questions or comments.

WHAT'S DIFFERENT FROM SWW?

Fair question! Since I started with Star Wars World at the outset and kept a lot of it, talking about what's different is probably easiest. So:

MOVES

- Suffer Wounds is gone. Fights/harm are brutal enough without it, and I can't think of any matching examples from the source fiction.
- Face Death kicks in when you need to mark harm and can't.
- Heal Up doesn't leave you incapacitated for days at a time when you take Wounds. See Suffer Wounds notes for why. Most healing moves are gone.
- Bribe Someone is gone. At least three ways for +1 forward on *Apply Leverage*; roll bribery into those. If we must throw money at a problem, *Put the Word Out*.
- Mark Experience: You also mark experience for 6- rolls.
- Draw On Your Training is gone; redundant to Force-related playbook moves. Non-force users who want to use Deep, *Trust Your Feelings*.
- Go In Blazing works more like Stand in Defense, or *DW Hack & Slash*.
- Ported in Spout Lore from *DW*.
- Ported in Cramped Quarters from *Uncharted Worlds*.
- Ported in Luck from *Monster of the Week*. Detailed in each playbook.

PLAYBOOKS

- Building the Ace starship is different.
- Call on the Force and Doing Something New with the Force is different. Basically the Force is a different. See Dark Side Points for the GM, and Corruption rules.
- Adept Force Talisman choices are different.
- Adepts need one more class move. I'll get to it.
- Bounty Hunters got new moves... and lost one? New BH drama death move.
- Droid Playbook is new.
- Gearhead is pretty much the same. Wow.
- All Jedi playbooks combined into one, with long list of class moves to customize your space wizard.
- Noble got *Strike Team*. Noble's 'mark experience for...' list changed a bit.
- Officers are gone. They don't factor in the era/stories/scope Rebel Ops is for. Also, Nobles can handle "captain of a big ship" pretty well.
- Operatives got a few/several new moves. I like them.
- Partisan playbook is new.
- Changed how to build Scoundrel ships. Scoundrel also got Pickpocketing, because Scoundrel. And I just decided they get an advancement option to replace spent Luck, because why the heck not.
- Slicer playbook is new. It's okay.
- Trooper class moves changed a bit. If you want a squad, nab it from the Noble.

BASIC MOVES

ACT UNDER PRESSURE

When you race against the clock, act while in danger, or act to avoid danger, roll +Cool. On a 10+, pull it off without a hitch. On a 7–9, the GM will offer a worse outcome or hard choice.

- ❑ Advanced: On a 12+, whatever you were trying to do, you transcend it.

ASSESS

When you closely study a person, place or situation, or when you quickly size up an opponent or a charged situation, roll +Canny. On a 10+, get 3 hold. On a 7-9, get 1 hold. In the ensuing action, spend 1 hold at any time to ask the GM a question from the list below, if your assessment could have revealed the answer. The GM may ask questions to clarify your intent. Take +1 forward when acting on the answers.

- What potential complication do I need to be wary of?
 - What do I notice despite an effort to conceal it?
 - How is _____ vulnerable to me?
 - How can I avoid trouble or hide here?
 - What is my best way in/way out/way past?
 - Where can I gain the most advantage?
 - Who or what is my biggest threat in this situation?
 - Who or what is in control here?
- ❑ Advanced: On a 12+, ask any 2 questions, not limited to the list.

TRUST YOUR FEELINGS

When you Trust Your Feelings, roll +Deep. On a hit, gain new insight into your current situation and take +1 forward acting on it. On a 10+, the information is clear and decisive. On a 7-9, it's vague and foreboding: you've got a *baaad* feeling about this.

- ❑ Advanced: On a 12+, you see things for what they truly are. The GM will tell you what's going on and how you might deal with it.

HELP OR INTERFERE

When you Help or Interfere another character, roll +Bonds. On a hit, they take +1 or -2 forward, your choice. On a 7–9, you are implicated in the other character's move, and expose yourself to danger, retribution or cost.

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

GO IN BLAZING

When you Go In Blazing, roll +Rugged. On a hit, inflict harm and suffer harm in return. On a 10+, choose 2. On a 7-9, choose 1:

- You inflict terrible harm
 - You suffer little harm in return
 - You expose or create a weakness
 - You take something from your opposition
- ❑ Advanced: On a 12+, choose all 4

STAND IN DEFENSE

When you Stand In Defense of a person, place or thing, roll +Rugged. On a hit, suffer harm in its place. On a 10+, choose 2. On a 7-9, choose 1:

- You suffer little harm
 - You inflict harm on your attackers
 - You see what you're defending to safety
 - Your efforts inspire or frighten others
- ❑ Advanced: On a 12+, choose all 4, PLUS increase the effect of 1.

APPLY LEVERAGE

When you Apply Leverage (political, financial, physical, or personal) on someone to get them to do what you want, roll +Suave. On a 10+, NPCs'll do it for little to no cost, PCs can only refuse you if they offer you something of value. On a 7-9, NPCs'll do it, but only after you agree to something big and/or provide concrete assurances; PCs mark experience if they do it.

- ❑ Advanced: On a 12+, NPCs will do what you want and help you see it to its end; PCs must do what you're asking.

SPOUT LORE

When you consult your accumulated knowledge about something, roll +Canny. On a 10+, the GM will tell you something interesting and useful about the subject. On a 7-9, the GM will only tell you something interesting; it's on you to make it useful. Be prepared to explain how you know this.

SECONDARY MOVES

FACE DEATH

When you need to mark harm and you're out of Harm boxes, you are incapacitated and dying rapidly. Without outside aid or a miracle, you will die shortly. Good luck!

SUFFER A DEBILITY

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

HEAL UP

Vitality Damage (the first 1-3 harm taken) will improve when you've had a chance to rest, or get some first aid. 1 Vitality will come back quite quickly; the rest will come back in a few hours, barring treatment.

Serious wounds (actual wounds, not vitality) require treatment. For these serious wounds, medkits heal one harm, max. Rest will also heal wounds, but it will take considerably more time than for Vitality damage. Bacta tanks are your (incredibly expensive) friends, in this situation, and speed healing up immensely. Using a medkit does not require a roll or any kind – it's just standard practice.

What counts as treatment will usually be one of the following:

- A player's healing move. (The move will detail how much is healed.)
- Time in an infirmary or bacta tank.
- A visit with a medic, doctor, or hospital.

COME UNDER FIRE (SHIP)

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

- 1-harm: minor shielding or light hull damage
- 2-harm: major shielding or minor hull damage; one or two systems compromised
- 3-harm: serious hull damage; several systems disabled or compromised
- 4-harm: major hull damage; most systems disabled, several destroyed.
- 5-harm: complete breakdown; all systems disabled; most people on-board are exposed serious danger
- 6-harm or more: total destruction; everyone on-board is exposed to serious danger Harm may blow through to passengers/crew, GM's call.

CRAMPED QUARTERS

When you've been trapped in cramped quarters with the same people for a significant amount of time (a leg of an interstellar journey, et cetera), choose a character trapped here with you and Roll +Bonds.

On a 10+, describe how the two of you bonded over the past few days. On a 7-9, reveal/discover the answer to their question about and aspect of yourself or your past. On 6-, you or the GM describes what caused the drama, hurt feelings, or bad blood between you.

PUT THE WORD OUT

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

HIT THE DURACRETE

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

MARK EXPERIENCE

You have four Drives at the start of play. The first time you fulfill a given drive during a session, or whenever you roll a 6- on a move, mark experience. When you've marked your last experience box, erase the track and check off an advance. You cannot choose the same advance twice.

If you *Resolve* a Drive is resolved (a scene where you definitively reject the drive, or determine it's no longer relevant to the character), *cross the drive off and mark 3 XP*. You can never earn XP from fulfilling that drive again.

END OF SESSION

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

If you have Resolved a Drive during the session, replace that Drive with a new one (see the Drive List at the end of the document).

MOVES IN PLAY

MAKING MOVES IN PLAY

The most important thing to keep in mind about moves is this: to do it, you do it.

Every move has both a mechanical element—rolling the dice and charting the results as a full hit, partial hit, or miss, and then determining what happens based on the move and any relevant fictional elements—you shoot at someone, or con someone, or what have you. You can't get one without the other! To do it, you do it.

No move ever triggers without the associated fictional action. Want to Go In Blazing? You have to rush into a fight, guns blazing! Want to Stand In Defense? You have to throw in between danger and someone else! Want to Read Someone? You've got to be watching them for signs of what's going on with them! Want to Help Someone? You've got to actually say or do something helpful!

Sometimes you'll look at a move and say, "I want to do that thing." You realize that what you really want to happen, right now, are the mechanical results of Go In Blazing, so you want to trigger that move. That's awesome! But you don't get to roll because you want to roll. You have to take some action in the fiction that triggers the move.

The GM, at the same time, is watching for moments when a move triggers. Sometimes you describe yourself doing something, and the GM tells you that it sounds like you're triggering a move—and that's awesome, too! If you like, you can focus on just saying what your character says or does, and rely on the GM to help call it out when you trigger a move.

The final thing to keep in mind is that just because there's no move for it doesn't mean you can't do it! Using moves is triggering these specific combinations of fiction and rules, but you can still do things in the fiction, even if there isn't a corresponding move for it.

HOLD, +1 FORWARD, AND +1 ONGOING

Some moves describe your character getting hold as a result of the move, such as "hold 1" or "hold 3." These are temporary points you can spend according to the move, often with the phrase "spend hold one-for-one," meaning "spend one point of hold for one effect as the move describes."

Usually hold has to be spent during a given conversation or scene, but moves tell you how long you have before the hold expires. If there's ambiguity, ask the GM for clarification.

Other moves describe your character "taking +1 forward" or "taking +1 ongoing." +1 forward means your character gets +1 to the next applicable roll; +1 ongoing means your character gets +1 to all applicable rolls moving forward, as the move describes. The move always indicates how long these bonuses last.

HOW DO CHARACTERS WORK?

Everyone grabs a playbook. No one grabs the same playbook. Follow the instructions therein – basically finish and customize the template by making selections/decisions (select moves, allocate attribute points, etc.), then write out Bonds to the other PCs after you go around and tell each other about your characters.

Note: At the start of play, each playbook is unique: you can only have one PC that is a Gearhead, one that is an Ace, etc.

Yes, that means just one Jedi. If you want to rock out in the Old Republic or some other Jedi-thick era, grab the original Star Wars World, with multiple Jedi playbooks – this is *Rebel Ops*. Call it the Rise of the Empire or Age of Rebellion, it doesn't matter: Jedi are rare as an honest game of Sabacc.

THE ACE

NAME

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

LOOK

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

DEMEANOR

Arrogant, Quiet, Professional, Friendly

STATS

(distribute 3 to these, max 3)

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

MOVES

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

GEAR

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

BONDS

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

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



"Of course I can fly it. I can fly anything."

STARSHIP

You have a starship. Tell the GM how you got it, and pick its three advantages and one disadvantage.

- Advantages: small, large, fast, maneuverable, long range, heavily armed, strong defenses, smuggling rigged, good sensors, medbay, mining rig, research lab, reliable, lap of luxury
- Disadvantages: in debt, under orders, stolen, unreliable, slow, easily recognized, notorious

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do any of the following, mark experience:

- Pilot a vehicle into or out of danger
- Your desire for recognition draws unwanted attention.
- Take a stupid risk
- Express genuine concern for a shipmate or squad mate
- Fail a roll with 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

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

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

ACE MOVES

- Devil In The Cockpit: When piloting a vehicle in a high stress situation, roll with Canny. On a 10+, hold 3. On a 7-9, hold 2. Spend your hold, 1-for-1, to do one of the following:
 - Ignore all harm from an incoming attack
 - Pull off a death-defying stunt
 - Quickly close the gap between yourself and a target
 - Pull someone's ass out of the fire

On a miss, hold 1, but something goes terribly wrong before this is all over.

- Jump First, Think Second: If you go straight into danger without hedging your bets, you get +1armour. If you happen to be leading a squad or convoy, it gets +1armour too.
- Can't Have Just One: You get 2 additional ships, detail them.
- Jacked-Up Senses: When you are piloting a vehicle and Trust Your Feelings, you may roll with Canny instead of Deep.
- The Best There Is: When you Read a Person just after talking yourself up, you may treat a miss as a 7-9, and a 7-9 as a 10+.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed



VITALITY WOUNDS

DEBILITIES:

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

THE ADEPT NAME

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

LOOK

- Ambiguous, Female, Male, Transcendent, Alien
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Casual Clothing, Mismatched, Camouflage, Ceremonial Clothing

DEMEANOR

Volatile, Calm, Savage, Despondent

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose 1 Adept Move.

GEAR

2 simple weapons

1-cred

Your Force Talisman (detail)

BONDS

Fill in as many as you like (fill in at least one)

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

"Stop thinking, and end your problems. Other people are bright? I am dim. Other people are sharp? I am dull. Other people have purpose; I have no set path. I drift like dune in desert, I blow aimless as the wind."



THE FORCE

When you call on the Force, roll +Deep. On a 10+, hold 3 Force Points. On a 7-9, hold 1. On a miss, choose: you're either too distracted or unsettled to concentrate right now, or you act out of anger, frustration, fear, hubris, et cetera; if so, hold 3 Force Points and the GM holds 1 Dark Side point (to be used immediately or banked for later). You can ALWAYS opt not to roll and take the miss option, and may even opt for the miss option after rolling 7-9. *Quicker the Dark Side is. Easier. More seductive.*

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

- Telekinesis: While you hold force points, you can use the force to move and manipulate simple unattended objects (though you may be Acting Under Pressure). Spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- Mind Trick: You can spend a force point to trick or deceive a weak-minded person for a few moments.
- Force Senses: When you *Read a Person* or *Check Out the Scene*, you can spend a force point to ask an additional question from the list.

YOUR FORCE TALISMAN (CHOOSE ONE)

Defense: +1 to rolls made to defend yourself from a Force-based attack.

Reserve: Once per session, +1 forward for *Calling on the Force*.

Clarity: While you hold force points, +1 to *Trust Your Feelings*.

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Say something weird and/or cryptic
- Do something that reinforces that you're an outsider
- Use the Force in an overt way
- Let someone see your softer side
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

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

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

CLASS MOVES

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

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

◆◆ ◆◆
VITALITY WOUNDS

DEBILITIES:

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

THE BOUNTY HUNTER

NAME

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

LOOK

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

DEMEANOR

Arrogant, Intense, Professional, Friendly

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two class moves.

GEAR

1 serious weapon

1 versatile weapon

1 backup weapon

1-armor and a jet-pack, or 2-armor +clumsy

1-cred

A space shuttle (3-harm, small, hyperdrive, cramped)

BONDS

Fill in as many as you like (fill in at least one)

- I've hunted _____ in the past but they slipped through my fingers.
- _____ is well regarded by the Guild.
- I want to get to know _____ better but I'm nervous around them.
- _____ just... gets on my nerves.
- _____ scares me. Few others do.
- _____ knows their way around a firefight and I feel I can depend on them when things get dangerous.

"I only work for people I like, or people who pay me a lot of money. Right now, you're neither."



SERIOUS WEAPONS

- Sporting blaster rifle (3-harm far loud)
- Blaster carbine (2-harm close area loud energy)
- Heavy blaster pistol (3-harm close reload loud energy)
- Dual blaster pistols (2-harm close area loud energy, OR -area when using only one)
- Grenade tube (4-harm close area reload messy)
- Vibro sword (3-harm hand messy powered)

VERSATILE WEAPONS

- Ion gun (s-harm OR 2-harm-ap (vs. droids)) close loud energy
- 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)

BACKUP WEAPONS

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

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Escalate a non-violent situation through violence or force
- Recount the tale of a former hunt
- Protect someone with or without their knowledge
- Adhere to your code of honor, even if it complicates the situation
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

When you die, you can choose to vanish from play and reappear at some later point in the story. You can allocate advances on your new character to “back from the grave”- once you have allocated three advances to this Advancement, your bounty hunter can return to the story. Say how they survived, what scar(s) they now carry, and what body parts or appearance have changed.

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

CLASS MOVES

- I Wouldn't Do That:* When you successfully *Interfere* with someone, subtract 3 from their roll instead of 2 and mark experience.
- No Good to me Dead:* When you inflict harm, you can choose to inflict any amount of harm you like, less than or up the harm of your attack, including stun-harm. Decide at the moment you would inflict harm.
- Perfect Instincts:* When you Check out the Situation and act on the GM's answers, take +2 forward instead of +1.
- Moth to the Flame:* At the beginning of the session, roll with Rugged. On a 10+, hold 2. On a 7-9, hold 1. At any time during the session, you or the GM can spend a hold to have you appear in a scene where violence has or is about to break out. On a miss, the GM holds 1 and can spend it at any time to put you in a bad spot.
- Membership Has Its Perks:* When you search the guild's database for info on someone, roll with Canny. On a 10+, ask 2. On a 7-9, ask 1:
 - o Where can I most likely find them?
 - o Who is close to them, someone they trust?
 - o Is there a bounty on their head? If so, for how much?
 - o Who is one of their known rivals?
 - o Who will retaliate if I act against them?

On a miss, their file has been deleted and you've triggered a fail-safe of some kind.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

◆◆ ◆◆
VITALITY WOUNDS

- DEBILITIES:**
- 1 Canny
 - 1 Cool
 - 1 Rugged
 - 1 Suave

THE DROID

NAME

FA-4, T3-H8, T0-2R, ZZ-4Z, R5-D2, M-3PO, FLO, TC-14, Mr. Bones, R3-S6, 8D8, Sparky, 2D6, RGR-2, IG-89, C-21, WAC-4U

LOOK

- Humanoid, Barrel body, Boxy body, Round body, Multi-limbed
- Humanoid features, Machine features, Intimidating features, Innocuous features
- Shiny finish, worn finish, matte finish, dark finish, battered finish

DEMEANOR

Diplomatic, Impertinent, Ruthless, Friendly, Insulting, Obsequious

STATS

(distribute 4 to these, max 3)

Canny 1, Cool 0, Deep -2, Rugged 0, Suave 0

MOVES

You get Primary Function and Overload, and choose one more.

GEAR

Integrated tools/resources related to primary function (toolkit, language database, blaster(s), medkit, et cetera, as appropriate)

BONDS

Fill in as many as you like (fill in at least one)

- _____ is my master, I see them as a _____.
- _____ was once my master, these days, we are _____.
- I don't think _____ can be trusted.
- I've known _____ longer than anyone suspects.
- I've proven to _____ that I'm a reliable ally.



"Sir, I don't know where your ship learned to communicate, but it has the most peculiar dialect."

PRIMARY FUNCTION

Preserve life, Gather intelligence on [subject], Destroy [targets], Obey orders from [being], Diplomatic liaison, _____

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- When you achieve a goal while following your primary function.
- When you find a loophole to act against (or around) your orders.
- When you follow your orders despite grave personal peril.
- When you fail a roll on a 6-.

Experience:

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Rugged (max +3)
- Get +1 Cool (max +3)
- Get +1 Suave (max +3)
- Get a new Droid move
- Get a new Droid move
- Get a move from another playbook
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may 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

DRAMA MOVES

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

When you die, you cease functioning until you are repaired or you download your memory banks into a new chassis. A droid can be repaired by a technician in a workshop by spending 1-credit for every 2 boxes of wounds or overload. Field repairs can be made with a tool kit by spending 2 credits to heal one box of wounds or overload.

If the character successfully fixes you, they mark XP, and either or both of you can add a related Bond.

DROID MOVES

- *Primary Function:* When you pursue your Primary Function, take +1 ongoing. If you achieve a goal pertaining to it, mark xp.
- *Overload:* Take 2 Harm (ap) to re-roll.
- Combat model:* Your hardened combat chassis gives you 1-armor. Your bare hands are a weapon (2-harm hand).
- Designed to assist:* When you aid someone who's rolling a non-combat move, the bonus stacks with aid from another PC.
- Technician:* When you interface with a machine, roll+Canny. On a hit, you take control of the system, gather information, and/or deny the enemy access. On a 7-9 also, the GM will choose one: cost (gear/credits/time), exposure, or compromise.
- Analysis:* When you have time and access to a lab appropriate to the task, roll +Canny. On a 10+, ask the GM 3 questions about the subject of your analysis. On a 7-9, ask 2. On a miss, ask 1.
- Hidden Compartment:* You have covert storage space inside yourself. Describe it. Only a very detailed search will reveal it.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed



VITALITY WOUNDS

DEBILITIES:

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

THE GEARHEAD

NAME

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

LOOK

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

DEMEANOR

Distant, Volatile, Awkward, Calculating

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Gearhead moves.

GEAR

3-cred

Workspace (detail)

Any personal piece or two of normal gear or weaponry

BONDS

Fill in as many as you like (fill in at least one)

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



"If we don't patch this up, the propulsion tank will overflow and flood this ship with poisonous gas!"

WORKSPACE

Choose 3 of the following which your workspace includes: a starship dock, a controlled growing environment, skilled labor, a junkyard of raw materials, a space transport, holoconsoles, 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 GM. The GM 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 handled the necessities, you can go ahead and accomplish the thing itself. The GM will stat it up, or spill, or whatever it calls for.

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Create or work on something using your Workspace
- Use techno jargon to explain something
- Show enthusiasm for a piece of tech
- Share something meaningful about yourself
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

- Get +1 Canny (max +3)
- Get +1 Cool (max +3)
- Get +1 Deep (max +3) (force user)
- Get +1 Rugged (max +3)
- Get +1 Suave (max +3)
- Get a new playbook move
- Get a new playbook move
- Get a base of operations and *Salary*
- Get a move from another playbook
- Get a move from another playbook

After 5 Advancements, you may 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

DRAMA MOVES

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

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

GEARHEAD MOVES

- Technical Savant:* You have an inherent knowledge of machines and tech. When you spend some time studying a piece of equipment, roll with Canny. On a 10+, ask 2. On a 7-9, ask 1:
 - For what purpose was this created?
 - How can I safely dismantle or replicate this?
 - Who or what created this?
 - Is something wrong with this? If so, how can I fix or exploit it?
 - What is this, really?
 - What is its true worth?

On a miss, something unexpected goes wrong with your study or the equipment.

- Durasteel Wingman:* You have a faithful droid companion. When you Act Under Pressure with the help of your droid, roll with Canny instead of Cool.
 - I've Got Your Back:* When you Help someone, treat a miss result as a 7-9 and a 7-9 as a 10+.
 - Craftsperson:* You can ignore one requirement set by the MC while using your Workspace.
 - Tech Wiz:* When you put your technical know-how to use in the field, roll +Canny. On a 10+, choose both. On a 7-9, choose 1:
 - You create a golden opportunity for yourself and/or others
 - Take definite hold of something vulnerable or exposed
- On a miss, you make a mistake or false assumption that gets you or someone you're working with into a tight spot.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

<input type="checkbox"/> ♦ <input type="checkbox"/> ♦ <input type="checkbox"/>	<input type="checkbox"/> ♦ <input type="checkbox"/> ♦ <input type="checkbox"/>
VITALITY WOUNDS	

- DEBILITIES:**
- 1 Canny
 - 1 Cool
 - 1 Rugged
 - 1 Suave

THE JEDI NAME

Plono, Sorol, Dom, Ganner, Naroon, Min, Ewted, Valin, Forma, Jaster, Marl, Leo, Torc, Deel, Aari, Nomar, Cab, Gades, Yana, Esven, Ralla; Connor, Doyle, Liluum, Aawaia, Tresk, Caer, Dorn, Tara, Emma, Lana; Gades, Aerex, Kasari, Shir, Liza, Volu, Hala, Killric, Coyt, Anolo, Feris, K'avel, Lucia

LOOK

- Ambiguous, Female, Male, Transcendent, Alien
- Hard Features, Soft Features, Normal Features, Exceptional Features
- Jedi attire, Everyday clothing, Ceremonial robes, Casual Clothing

DEMEANOR

Professional, Diplomatic, Caring, Distant; Calculating, Friendly, Overbearing; Charming, Reflective, Insidious

STATS

(distribute 2 to these, max 3)

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

MOVES

Choose two Jedi moves.

GEAR

2-cred

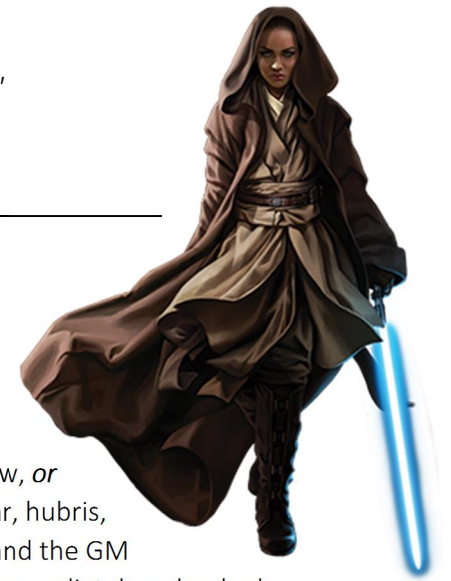
Lightsaber (2-harm ap hand). Choose 1 option:

- Double-bladed or matched pair: +2-handed +area
- Collection: Unremarkable, but there's a handful of them.
- Legendary: A distinctive color and/or notable history. +valuable
- Masterwork: +1choice on Stand in Defense
- Unconventional: Work out the details with the GM.

BONDS

- _____ is strong in the Force; I would guide them to knowledge.
- _____ is a trusted friend.
- I can count on _____ to keep their cool when things get hairy.
- _____ is a mystery to me.
- I sense a kindred spirit in _____, I hope they feel the same way.
- I don't understand _____ and don't really want to.
- I have strong feelings for _____ but do not let myself dwell on it.
- I've seen a darkness in _____ that concerns me.
- I've had a disturbing vision about the future of _____.
- _____ has a secret only I know.

"My ally is the Force."



THE FORCE

When you call on the Force, roll +Deep. On a 10+, hold 3 Force Points. On a 7-9, hold 1. On a miss, choose: you're either too distracted or unsettled to concentrate right now, *or* you act out of anger, frustration, fear, hubris, et cetera; if so, hold 3 Force Points and the GM holds 1 Dark Side point (to be used immediately or banked for later). You can ALWAYS opt not to roll and take the miss option, and may even opt for the miss option after rolling 7-9. *Quicker the Dark Side is. Easier. More seductive.*

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

- Telekinesis: While you hold force points, you can use the force to move and manipulate simple unattended objects (though you may be Acting Under Pressure). Spend a force point to move something massive, move people harmlessly, propel yourself up to a great height or forward at great speed, or use telekinesis as a weapon (1-harm ap close area).
- Mind Trick: You can spend a force point to trick or deceive a weak-minded person for a few moments.
- Force Senses: When you *Read a Person* or *Check Out the Scene*, you can spend a force point to ask an additional question from the list.

THE NOBLE NAME

Almec, Aral, Ameer, Stass, Passel, Beed, Connix, Lok, Embo, Fode, San, Jeric, Puc, Lyn, Po, Rin, Ozz, Quid, Zen, Yarren

LOOK

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

DEMEANOR

Distant, Volatile, Intense, Arrogant, Friendly

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Noble moves.

GEAR

3-cred

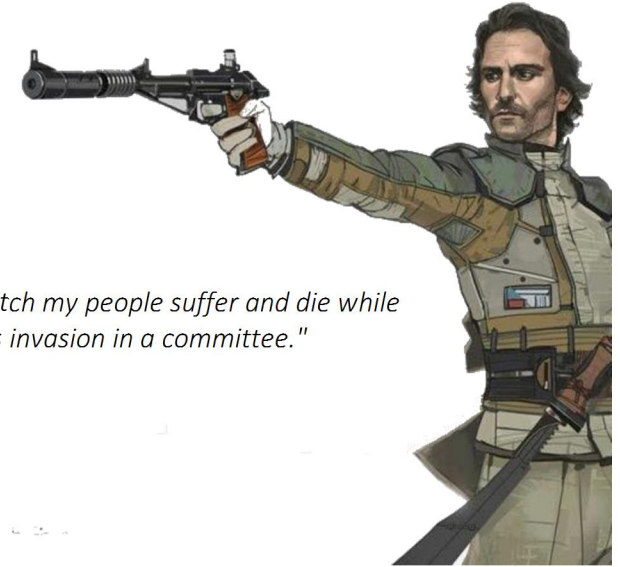
1 elegant weapon

2 deluxe gear

BONDS

Fill in as many as you like (fill in at least one)

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



"I was not elected to watch my people suffer and die while you discuss this invasion in a committee."

ELEGANT WEAPONS

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

DELUXE GEAR

- 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
- An competent, loyal bodyguard (3-harm 1-armor)

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Improve your standing or impair a rival's standing within _____
- Take charge and issue orders
- When your identity complicates the situation
- Resolve a charged situation without violence
- Fail a roll on a 6-.

Experience: □□□□□□

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

When you die, something or someone you'd been looking for is found and brought to your allies, by those working at your behest, no strings attached.

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

NOBLE MOVES

- Inspirational:* When you Help someone, add +2 to their roll instead of +1. When someone *Helps* you, they mark experience.
- We Have Powerful Friends:* When you reach out to your influential friends for a favor, declare what you're after and roll +Suave. On a 10+, they grant it to you, no strings attached. On a 7-9, it'll either be something close or it'll come with serious strings attached, your choice. On a miss, you've pissed someone off or attracted very unwanted attention, GM's choice.
- Grace Under Fire:* When you Go In Blazing or Stand in Defense with an elegant weapon, roll +Suave instead of +Rugged.
- Natural Leader:* When you give another player's character an order that puts them at risk and they follow it, they mark experience.
- Crime Lord:* You run a criminal organization, detail it with the GM. When you place demands on your organization, roll +Suave. On a 10+, they obey with minimal backlash. On a 7-9, you'll need to make a sacrifice first; victimize a member, drop cred from your personal account, attract unwanted heat, or your reputation suffers. On a miss, someone makes a public or secret play against you, GM's choice.
- Strike Team:* You get a small squad (2-harm 1-armour, small, +unruly). When your squad fights for you, roll +Rugged. On a 10+, hold 3. On a 7-9, hold 1. During battle, spend your hold 1 for 1 to make your squad:
 - Make a hard advance
 - Stand strong against a hard advance
 - Make an organized retreat
 - 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, GM's choice.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => □□□□□□ => Doomed

VITALITY WOUNDS

DEBILITIES:

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

THE OPERATIVE NAME

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

LOOK

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

DEMEANOR

Detached, Charming, Professional, Angry

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Operative moves.

GEAR

Two custom weapons

2-cred

BONDS

Fill in as many as you like (fill in at least one)

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

"I love assassinating assassins. They always look so surprised."



CUSTOM WEAPONS

BLASTERS

Base (Choose 1):

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

Options (choose 2):

- Ornate (+valuable)
- Antique (-energy)
- Automatic (+area)
- Hi-powered (+1harm)
- Scoped (+far, or +1harm at far)
- Big (+1harm)
- Silenced (remove +loud)

HAND WEAPONS

Base (choose 1):

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

Options (choose 2):

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

*counts as 2 options

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Break into somewhere you don't belong
- Share a moment of camaraderie with someone
- Charm someone to get something from them
- Attack someone who isn't expecting it
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

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

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

CLASS MOVES

- Agent of a Larger Cause*: At the beginning of each mission, you may roll +Cool. On a 10+, your Superiors ask you to do something simple. On a 7-9, they ask you to do something complicated or difficult. In either case, you get to ask them one of the questions from the Check Out the Scene move right now. On a miss, you are required to do something terrible. If you do not accomplish what they've ordered, you cannot use this move again until you have made up for your failure.
- Assassin*: When you shoot at an unsuspecting target, do +2 Harm.
- Best Laid Plans*: When you work out a plan with someone, roll +Canny. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1, regardless of distance, while the plan is being carried out to:
 - Add +1 to someone's roll (choose after rolling)
 - Dismiss all harm someone suffers from a single attack
 - Ensure your people have the exact gear they need on hand
 On a miss, hold 1, but your plan goes sideways at the worst moment.
- Impossible Reflexes*: If you're wearing non-armor fashion, you have 1-armor. If you're wearing armor, use it instead.
- Infiltration Specialist*: When you infiltrate a place of power, roll with Cool. On a 10+, choose 2. On a 7-9, choose 1:
 - You discover an important secret or item
 - You arrive in a superior position
 - You leave no trace of your entry
 On a miss, you're caught off-guard, pinned down, or surrounded, GM's choice.
- See the Angles*: When you case a joint and Check Out The Scene or Trust Your Feelings, roll with Cool instead of Canny/Deep.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => *Doomed*

◆◆ ◆◆

VITALITY WOUNDS

- DEBILITIES:**
- 1 Canny
 - 1 Cool
 - 1 Rugged
 - 1 Suave

THE PARTISAN NAME

Almec, Amee, Stass, Passel, Beed, Connix, Lok, Embo, Fode, San, Jeric, Puc, Lyn, Po, Rin, Ozz, Quid, Zen, Yarren

LOOK

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

DEMEANOR

Distant, Volatile, Intense, Arrogant, Friendly

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Partisan moves.

GEAR

1-cred

A piece or two of normal gear or weaponry (armor and blaster?)

BONDS

Fill in as many as you like (fill in at least one)

- I've been keeping a wary eye on _____ for some time now.
- _____ and I worked a together in the past.
- I've slept with _____ before, but it didn't mean anything to one of us.
- _____ has my back, no matter what goes down.
- _____ keeps trying to shape me up; they have a lot to learn.

"Disobedience is a demand for change."



GRAB WHAT'S HANDY AND GO TO WAR

You can cobble together working weapons for you or your compatriots out of little more than spare parts and the hope for a better future. When cobbling together a weapon with available parts, roll+Canny. On a 10+, choose three advantages and 1 disadvantage. On a 7-9, choose two advantages and 1 disadvantage. On a miss, still choose two advantages; the GM chooses two disadvantages, and tells you one of them.

Base Weapon: (2-harm, close, energy, loud OR 1-harm hand messy)

- Advantages: dangerous (+1 harm), large (+1 harm), quick, longer range (add next highest range) (can be taken twice), area, concealable, energy/non-energy (reverse whatever it currently is), reliable
- Disadvantages: explodes unintentionally (+area at a bad moment), fragile, illegal, unreliable, slow, bad reputation, traceable

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- When you harm _____ or their interests.
- Perform a public act of rebellion.
- Choose violence to solve a problem when a non-violent option exists.
- Share a moment of camaraderie.
- Fail a roll on a 6-.

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

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

When you open up to someone, you may tell them a secret about your background, a vulnerability of yours, or the reason you joined the cause or continue to fight for them, at this time. If you do, they must do the same.

PARTISAN MOVES

- Bottle It Up:* You can take up to +3 bonus when you Act Under Pressure. For each +1 you take, the GM holds 1. That hold can be spent later—one for one—to give you -1 on any move *except* act under pressure.
- Home-grown 'solutions':* When you have time to improvise a solution to a problem (usually an explosive one), tell the GM what you are trying to achieve and the GM will tell you the cost in time and gear. You may reduce the time cost by spending Credits, or vice versa.
- Safety First:* You have jury-rigged extra protection into your gear, giving you +1 armor (maximum 2-armor).
- Smash and Grab:* You know how to hit a place hard and fast, get what you need, and get out. When you need to make an insertion and secure something, roll +Rugged. On a 10+, choose 2, on a 7-9, choose 1:
 - You don't leave the place wrecked.
 - You don't have to fight to secure it.
 - You don't have to fight your way out.

On a miss, the plan is blown; you're cut off and take -1 ongoing until you get out.

- Stand Together or Fall Apart:* When fighting beside someone, if they take harm, you can take up to 2 of that as AP harm yourself, instead.
- What Does Not Kill Me...* If you have suffered harm in a fight, you gain +1 ongoing until the fight is over.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed



VITALITY WOUNDS

DEBILITIES:

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

THE SCOUNDREL

NAME

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

LOOK

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

DEMEANOR

Charming, Professional, Arrogant, Playful

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Scoundrel moves.

GEAR

Blaster pistol (2-harm close loud energy) or a signature weapon (detail)

2-cred

Space Transport (+cargo, select two advantages, 1 disadvantages)

- Advantages: small, large, fast, maneuverable, heavily armed, strong defenses, smuggling rigged, mining rig, reliable, lap of luxury
- Disadvantages: in debt, under orders, stolen, unreliable, slow, easily recognized, notorious

BONDS

Fill in as many as you like (fill in at least one)

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

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



GIGS

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

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

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Tell someone about a way this situation can/can't be turned to profit
- When your identity or past complicates the situation
- Take your ship into danger
- Show loyalty toward your crew
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may select:

- Get +1 to any Stat (max +3)
- Get +1 to any Stat (max +3)
- Get +1 Luck
- 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

DRAMA MOVES

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

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

CLASS MOVES

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

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

♦♦ ♦♦

VITALITY WOUNDS

- DEBILITIES:**
- 1 Canny
 - 1 Cool
 - 1 Rugged
 - 1 Suave

THE SLICER

NAME

Almec, Ameer, Stass, Passel, Beed, Connix, Lok, Embo, Fode, San, Jeric, Puc, Lyn, Po, Rin, Ozz, Quid, Zen, Yarren

LOOK

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

DEMEANOR

Distant, Volatile, Intense, Awkward, Excitable

STATS

(distribute 3 to these, max 3)

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

MOVES

You get Black Hat and Program. Select 1 additional Slicer move.

GEAR

1-cred

Portable terminal

A piece or two of normal gear or weaponry

BONDS

Fill in as many as you like (fill in at least one)

- I'm working on a private tech project for _____, in my spare time. Do they know? Well...
- _____ can actually keep up with me when I'm talking.
- When I'm in trouble, I usually turn to _____ for help.
- I may have a small crush on _____.
- _____ doesn't know the holonet from a holocron.
- I've sliced _____'s personal files and found something dangerous there.



"There are no dumb questions. No, check that. 'How do you become a slicer?' That's a dumb question."

CAN'T STOP THE SIGNAL

You have a custom portable terminal that allows you to connect to the holonet from nearly any hardline or wireless uplink.

You can Hit the Duracrete without ever leaving your base of operations.

When you Check out the Scene from inside the system, using your terminal, ask 1 additional question.

Your terminal has two tags. Select them from the following list:
+inaccessible hidden drive, +encrypted, +high capacity, +high speed.

NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Discover more information about _____.
- Cripple enemy technology.
- Infiltrate or capture an enemy stronghold.
- Form a personal connection with someone you've never met directly.
- Fail a roll on a 6-.

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

When you die, you can become a holonet ghost. You can connect to anyone using Check out the Scene or Hitting the Duracrete on the holonet, to tell them what you think their best course of action is. If they do it, they and your new character both mark experience.

When you open up to someone, 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.

SLICER MOVES

- *Black Hat:* When you are interfacing with a computer system or network and you need to use it without permission, Roll+Canny: On a 10+, you're in. On a 7-9, you're in, but personnel or electronic defenses are inbound. You cannot slice into a starship without a hard line, yet.
- *Program:* When you have time and space to write a computer program, tell the GM what you want it to do. The GM will tell you how long it'll take (hours, days, weeks). Then, when you execute the program, roll+Canny. On a 10+, it executes as expected. On a 7-9, it works, but there is a bug. You get a lesser version, it takes longer, or it exposes you.
- Everything is on the Holonet:* Roll +Canny instead of +Suave when you Hit the Duracrete.
- I am Invincible!* When performing Stand In Defense or Go In Blazing as part of a virtual technological assault, roll+Canny instead of +Rugged.
- Not as Harmless as I Look:* When you attack someone who's underestimated you, take +1 Forward OR +1 Harm.
- Remote Control:* You can use black hat to slice into an air or ground vehicle remotely at long range, and control it as if you were driving. Extremely Illegal.
- Trace:* After you've accessed someone's personal electronic device(s), you can track their current location as long as you are on the same world as them.
- Void Array:* By broadcasting a tight-beam signal to another starship, you can use Black Hat to access its systems. You have to be *very* near it. Requires *Remote Control*.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

<input type="checkbox"/> ◆ <input type="checkbox"/> ◆ <input type="checkbox"/>	<input type="checkbox"/> ◆ <input type="checkbox"/> ◆ <input type="checkbox"/>	DEBILITIES: <ul style="list-style-type: none"> <input type="checkbox"/> -1 Canny <input type="checkbox"/> -1 Cool <input type="checkbox"/> -1 Rugged <input type="checkbox"/> -1 Suave
VITALITY WOUNDS		

THE TROOPER NAME

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

LOOK

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

DEMEANOR

Intense, Volatile, Friendly, Serious

STATS

(distribute 3 to these, max 3)

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

MOVES

Choose two Trooper moves.

GEAR

1 really big blaster

1 serious blaster

1 backup weapon

2 armor (+clumsy), detail it

1-cred

BONDS

Fill in as many as you like (fill in at least one)

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

"I prefer a good fight to all this sneakin' around."

REALLY BIG BLASTERS

Choose 1:

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

SERIOUS GUNS

Choose 1:

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

BACKUP WEAPONS

Choose 1:

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



NAME AND LOOK:				
CANNY:	COOL:	DEEP:	RUGGED:	SUAVE:

When you do the following, mark experience:

- Get into a fight
- Tell a war story
- Show protectiveness for someone
- Adhere to your code of honor, even when it complicates the mission
- Fail a roll on a 6-

Experience:

ADVANCEMENTS

Start with these:

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

After 5 Advancements, you may 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

DRAMA MOVES

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

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

CLASS MOVES

- Battlefield Instincts*: In combat, when you Check Out the Scene, roll +Cool instead of +Canny.
- Combat Medic*: you maintain a well-stocked and high quality first aid kit. It counts as a med-kit with a capacity of 2-stock, and you can *usually* refill it when you have downtime (ask the GM).
- Commanding Presence*: When you Apply Leverage with physical threats or intimidation, roll +Rugged instead of +Suave.
- Elite Trooper*: When you successfully Stand In Defense or Go In Blazing, choose an additional option from the list.
- Leave No One Behind*: In combat, when you help someone escape, roll +Rugged. On a 10+ you get them out clean. On a 7-9, you can either get them out or suffer no harm, you choose. On a miss, you fail to get them out and you've attracted hostile attention.
- Ruthless*: When you inflict harm, you may choose to inflict +1harm.
- Support Specialist*: In battle, when you help someone who's rolling, don't roll. You help them as though you hit the roll with a 10+, and mark experience.

OTHER MOVES

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay => => Doomed

◆◆ ◆◆

VITALITY WOUNDS

DEBILITIES:

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

BLASTERS

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

BALLISTICS

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

HAND WEAPONS

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

SIZES

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

SHIPS

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

CAPITAL SHIPS

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

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

ADDITIONAL DRIVES

<ul style="list-style-type: none"> <input type="checkbox"/> Lead the team successfully in battle <input type="checkbox"/> Help someone shady/dangerous <input type="checkbox"/> Punch someone you probably shouldn't <input type="checkbox"/> Help a teammate when they most need you <input type="checkbox"/> Take down a threat all on your own <input type="checkbox"/> Pull off a ridiculous stunt <input type="checkbox"/> Save a teammate's life <input type="checkbox"/> Get inebriated with a teammate 	<p>Or, pick another playbook's Drive, or work one out with the GM.</p>
--	--

AGENDA

- Make Star Wars World fantastical and dramatic
- Fill their lives with adventure and excitement
- Play to find out what happens next

THE PRINCIPLES

- Address yourself to the characters, not the players
- Make your move, but misdirect and never speak its name
- Give lesser villains a sympathetic side
- Name everyone, make everyone real, and showcase their culture
- Ask provocative questions and build on the answers
- Respond with adversity and intermittent rewards
- Be a fan of the players' characters
- Think off screen too
- Sometimes, delegate 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
- Inflict Harm or Trade harm for harm (as established)
- Announce off-screen or future badness
- Take away their stuff
- Make them buy
- Activate their stuff's downside
- Offer an opportunity, with or without a cost
- Turn their move back on them
- Make a threat move (from one of your fronts)
- After every move: "what do you do?"

DON'T FORGET TO...

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

CORRUPTION

The Dark Side corruption rules are intended to model several ideas:

- Corruption changes you in a fundamental way.
- Accepting corruption should grant you immediate advantage.
- Risking corruption should allow you occasional advantage without taking on more corruption.
- Corruption sometimes causes you to act against your own interests and better judgment.
- Redemption is possible, at high cost.

HOW CORRUPTION WORKS

When a Force User really wants to succeed, corruption can be the cost they accept to have success. (See the Call on the Force move in the Adept and Jedi playbooks for details on how the GM acquires the Dark Side points that facilitate corruption). You reach out to the dark side, summoning that seductive power to your benefit. It burns a path through your soul, leaving behind its permanent mark. Once you start down that path, it's not easy to give it up.

Accepting corruption fundamentally changes the way you approach conflicts. On your character sheet, find the attribute most closely aligned to whatever move you made where you acquired corruption (the GM will tell you if corruption occurs). Keep the bonus the same, but change the name of that approach, according to this table:

Canny	Fearful
Cool	Arrogant
Deep	Twisted
Rugged	Aggressive
Suave	Treacherous

If the attribute indicated by the GM is already corrupt, choose a different one. In either case, the bonus remains the same, but the name—and the fiction implied by its use—changes.

REDEMPTION

You always have the option of reverting corruption by spending advances. (Not experience points; full advances.) The cost of reverting an attribute to

its uncorrupted state is 1 advance for every currently corrupted attribute; each corrupted attribute must be reverted separately. (So: redeeming three attributes would cost a total of six advances: 3 for the first, 2 for the second, 1 for the third and final. That's assuming no further corruption occurs in the meantime.)

MANIFESTATIONS OF CORRUPTION

As your character becomes more corrupt, look at the corrupted stats you've acquired. Consider what they imply about how you use them; you're no longer Canny so much as you are Fearful, for example. Paranoia? Perhaps. When you're rolling +Aggressive, do you snap at people you don't mean to attack? Does your newfound Arrogance make you smug, or perhaps bitter, toward others? Do you carry physical manifestations of your corruption? Do you begin to look sallow and sickly? Do your eyes acquire an unhealthy hue?

WHEN ALL ATTRIBUTES ARE CORRUPT

So what happens when your final stat goes over to the dark side? (Note: the last stat to go should be Deep.) There are a few ways to play that, and your group should discuss how you'll handle it.

- You can become an NPC villain. This assumes you've gone beyond the point where redemption is possible; you turn your character over to the GM at some appropriate point. Maybe your new character will end up confronting your old one.
- You can continue to play, hoping to redeem yourself at some point. What problems does your character cause? What drives you to seek redemption, or what actions might put you beyond the reach of any aid?

GM: USING DARK SIDE POINTS

The table below lays out general guidelines for using Dark Side Points earned from a force user's Call on the Force move. The table is far from exhaustive, but should give you somewhere to start.

GM Move	Cost in Dark Side Points
Dark vision(s), unexpected behavior	1
Prophetic, doom-filled dreams (prevents wound recovery)	2
Change an XP-earning goal on the character	3
Corrupt an Attribute	5, minus corrupted Attribute total