

What you need to print out yourself:
Nothing.

Components you will receive at Fastaval:

Game rules and Scenario

7 Scratch card sheets

5 Index cards, of which 3 are blank

1 hand-out with the crawl

3 dice

1 bag of skull tokens

1 bag of Dark pips

What you could bring yourself:

A handful of coins, in case the players don't have any.

Welcome to Star Wars: A New Home.

“Star Wars is bickering in space”
-James D’Amato

The Game Rules

GAME SYSTEM

The game is intended to be a highly collaborative story-telling experience, with more emphasis placed on the drama between the characters than on any outside influences. To support this goal the main character drives are listed on the sheets as Secrets and Missions. Missions are by design fairly easy to achieve, so that by the end of the game everyone should have had a chance finish them. Once a character has finished their mission, they get to scratch off the Level Up track which will always grant them an extra die for every roll.

In a nutshell the system is based around the concept of “PCs don’t fail unless they want to, as their success might have consequences”. The game uses d12s with light and black pips on them (the force dice from FFGs Star Wars system). There are an equal amount of black and light pips, but they are spread unevenly to give a slightly higher chance of rolling blacks.

ROLLING THE DICE

When a PC rolls to achieve something (only PCs ever need to roll dice) they roll the amount of dice shown on their Level Up Track (with the exception of Luke everyone starts with 1). Then the GM asks them if any of their Skills apply, and how. Generally speaking the GM should not say “no” to any justification of the use of a Skill. Not everyone is adept at the creative use of Skills and they need to be allowed to have fun. Next the PC adds the amount of dark side pips and light side pips rolled to the number of Light or Dark circles next to the Skill. The result is expressed as X light and Y dark pips.

The standard difficulty of achieving anything is always **2 light pips**. This means that any character who uses a Skill CAN succeed at any roll if they want to, as they are able to take Consequences.

TAKING CONSEQUENCES

If the PC is faced with a result of less light pips than they wanted, they can turn ALL their black pips in to light pips, but to do so they must scratch off the top available Consequence slot and do whatever it says. This represents *giving in* to the Dark Side of the Force, so encourage the player to use that in the narrative when they describe the outcome.

The options for Consequences are:

- someone adds a complication
- someone adds an emotion
- the character levels up
- something very unique to the character.

If the PC is ever in a situation where they’ve scratched all their consequences, the only available consequence is glorious self-sacrifice.

FAILING

Our heroes don't always succeed. With any given roll a PC can choose the path of the Light Side and deliberately fail what they wanted to achieve rather than giving in to the Dark Side. When they do this, the Dark Side tempts them a little bit anyway, and they are rewarded with a token (black poker chips work well) that represent one Dark Side pip. A PC can cash in these tokens (as many as they wish) to add Dark Side pips to any roll before or after they see the result of the roll. Don't be surprised if some players decide to hoard these points for their one big final moment. Roll with it if that's when the player wants their moment of dark glory to occur.

OPPORTUNITIES

It is possible that a PC ends up with more light pips than they need or want to use on any given roll. Let the PCs use these extra successes to create minor advantages for themselves. For example: "this stormtrooper has the key card needed to get through the locked door we found" or "There's a button that can be pressed to let a giant spiked grate come crashing down". Accept these opportunities if they are things that *set up actions* that can be taken later, but don't accept "I see a button and press it and now the rancor is dead" as that is not setting up for future actions/drama. You may need to guide the PCs towards the opportunity that *sets up action*.

COMBAT AND WOUNDS:

Combat is very simple. NPC units have a value that symbolises how numerous or how tough they are. The PCs always go first in any order they please, and at the end of a round the NPCs act. Any actions taken against the NPCs, whether it be growling fiercely, shooting, lightsaber chopping, trickery or force pushing, cause one reduction to that Unit Value for every light side pip used.

After all the PCs have taken their actions, any remaining NPCs deal wounds equal to the score they have left. Use your judgement for what is most fun if multiple potential targets are available and spread them out as much as you want. Wounds are scratched off the characters' Wound Area, and either give the player a new Dark Side skill, nothing, or provide the GM with a skull. If they have scratched off all Wound Areas already and take any further wounds, they just scratch the top Consequence instead. Based on playtesting this is an unlikely occurrence, as the characters are designed to be hyper-competent.

SKULLS

The GM starts with a number of Skulls, and gains more through certain PC Consequences and from PC wounds. They are used by the GM as a currency for adding dramatic elements to the game. In the scenario ideas are presented for how Skulls can be used, but this are not an exhaustive list by any means, and is intended only as general a guideline.

The GM should make a big show of using Skulls. They are a tool for creating tension at the table. While your role as a GM is not meant to be adversarial, the players need to feel that there's something working against them, and the Skulls are a very good physical representation of that.

The Scenario

The scenario in a nutshell:

- A group of pirates pretending to be rebels have landed and intend to steal something valuable in the town of New Alderaan.
- An Alderaanian Imperial commander hears of this and lands to stop the pirates, in a very heavy-handed manner.
- The PCs hear of the Imperial invasion of New Alderaan and race to the rescue of the city, not knowing that the rebels sending the signal are in fact the pirates.

Act 0: Rules Explanation (10-30 minutes depending on how fast the players settle/focus)

Before the game really starts, ease the players in.

- Start by clarifying that this game is not about what Lucasfilm or Wookipedia think Star Wars is, this is OUR Star Wars experience and cannon/legend/gate-keeping can go suck it. The goal is for everyone at the table to feel they have valid input in to the story, no matter what their level of fandom might be.
- Ask each player individually what Star Wars is to them, what makes it worth spending the next couple of hours pretending to be in this universe. Don't push people to give an answer if they are struggling, instead ask easier questions like "when did you first watch Star Wars" or "What is your first memory of Star Wars" or similar. This should give you some hints as to what the individual player is seeking out of this game, and will enable you to get to know the players a little bit.

Introduce the Sheets.

Lay out the sheets so that everyone can see them (if you lay them out before this point, people will be distracted by them, so avoid that if possible) and ask everyone to pick one. For this Scenario it is important that Luke, Leia, Han and the droids* are picked, whereas Lando, Chewbacca and Wicket are purely side characters and if not picked, don't play any part in this story.

*Note for Fastaval 2018, I submitted this game as a 3-6 player game, so if you only have 3 players you should NPC the droids and make sure C3POs goal of interrupting the tense moment is fulfilled.

- Go through the basic rules that are printed on the flaps of each character sheet, and ask if there's any questions.
- Ask the players to lift up the Secrets flap on their sheet and have them privately read their Secret and Mission, if they have any questions about either, answer them discretely. Also tell them that the "Stuff" section is only for inspiration, and by no means a complete inventory list.
- The sheets are scratch cards, and the scratching is done throughout the game. From experience players tend to be itching to scratch right from the get go, so ask them to scratch the first (left-most) field on the Level Up track.
- Show the players that you have taken 8 skulls, and tell them that these are for your nefarious purposes; you will be using them to throw obstacles in their way.
- Pregame is now complete, so it's time to jump straight in to the action and present the Crawl (hand out 1), and read it out loud in your best announcer voice.

Act 1: Introduction to system and characters via space battle (15 minutes)

STAR WARS
Episode VI.II
A NEW HOME

The rebels have dealt a crippling blow to the EMPIRE by destroying both the Death Star and the Emperor in one fell swoop.

While the rest of the rebellion is facing off against fanatic loyalists who still favour the old Regime at a planet called Jakuu, Princess Leia has received a distress call from the newly formed settlement of New Alderaan.

Leia, Han and Luke, along with a trusted group of rebel heroes, rushes to the aid of the settlement only to be met with heavy imperial resistance high above the planet....

Either read the following text, or come up with your own version. Sound effects and hand gestures add to the players' experience if you are brave enough to do them:

The Millennium Falcon roars in front of the camera, pursued by 6 tie fighters spitting lasers. The camera follows the Falcon as it blasts right past a star destroyer engaged with a rebel cruiser. In from the right zooms a very familiar X-wing, and the keen-eyed in the audience spot R2D2 sitting in the droid bay. The X-wing flies towards the top of the screen and we wipe to C3P0 tottering along inside the Falcon, while in the background we hear Han Solo yelling "I'm doing it, I'm doing it, just you focus on what you're doing!"

- Luke and R2D2 are seated in the X-Wing
- The rest of the group are in the Falcon.
- The Star Destroyer and Cruiser are scene dressing, they don't play an active role unless you or any of the players decide to use them in the narrative.
- Spend 4 skulls and tell them that aside from the 6 Tie Fighters pursuing the Falcon, another set of 4 (6 if you have 6 players) Ties come screeching in, in hot pursuit of the X-wings.
- Ask the players...what do you do!?

The players all get to take one action each in whatever order they please, then you describe the outcome of NPC actions.

Repeat until they've taken out all the Tie Fighters (in playtesting this happened during the second round of PC actions every time, but don't worry if it lasts longer or shorter).

If you find that the players have destroyed all the Ties before all players have taken an action, you can spend more 🦴 to add more Tie fighters. 2 Ties per skull is a fair price.

Example of how this could play out can be found in the examples of play at the last sheet.

Act 2: Going through the city, and Introduction to city via collaborative index carding (1 hour, take time from here if players were slow to start)

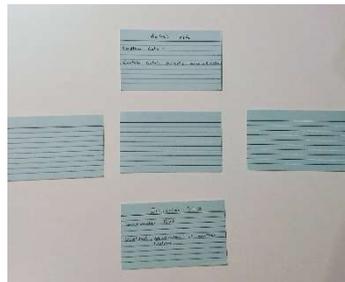
2.1 Describe the descent down to the planet and give one detail about the city. If you are short of ideas yourself here are a couple to choose from

- Lush Green fields surround the gleaming marble city
- Large domed structures strewn around an inhospitable landscape form the semblance of a city that is still finding its feet.
- Set between two mountains, this stretched-out city is marked by its long parallel streets.

2.2 Take out the 5 index cards and place them on the table in a cross formation like this, with the text facing towards the PCs:

Each card is a location the PCs can visit.

The PCs will land in the Rebel Camp.



As a group come up with locations for the 3 empty cards. If short for ideas, here are a few you can throw out there:

- A spaceport currently on lockdown
- The Alderaan Memorial Museum
- The city centre with fountains
- The slums riddled with gambling dens
- An upmarket casino nearly empty

Each player should add one detail to two of the five cards. This is important as it invests your players in the city. Details I've seen include:

- Spaceport, has some very swanky space ships (for that particular game I then decided that it was those the pirates were after)
- The commander speaks with an outrageous Scottish accent
- The slums have a curfew, *and then another player added*, but children are still out in the street
- The Shield Generator's power comes from this location

2.3 Read the text in the box below out loud. (Note that the gender and species of the commander and rebel leader have been purposefully left blank. If your players haven't filled in anything, you decide)

The Falcon lands in the rebel headquarters as Luke and R2D2 disembark from the X-wing. There is a lot of activity in the camp as equipment is being readied for an advance in to the city. In the distance the domed shield from the Imperial HQ can be seen humming away and far above you in space the cruiser and Star destroyer are still duking it out.

The stranger that walks towards the docking port of the Falcon present themselves as the leader of this rebel cell...

Ask the player which of them goes to greet the rebel leader, and what they do now.

Note that because you and your players will have chosen an unpredictable path from this point, guidance from hereon in will be more vague.

This part of the game will challenge your improvisation skills, as you will be inventing NPCs on the fly, setting scenes using the key words on the index cards and making sure everyone is participating as much as they need and want to. Let the PCs visit the locations they want to visit and embellish on the key words the players have written on the index cards. Be as Star Wars as you can during this section; use funky screen swipes to move from scene to scene, have stormtroopers goof around, and describe people and aliens in robes all over the place.

These are the things that need to happen during act 2 in order of importance:

1. Leia needs to tell Luke that she is pregnant, while avoiding Han who wants to talk about the same thing. Luke wants to talk about the growing darkness inside, and finally C3PO has to interrupt all this talking. Everything above is led by the players. If they seem too focused on “the plot” rather than their respective Missions gently remind them to read their Missions again. If they still don’t engage with the Missions, then it may be that this player group is not interested in internal drama and just want to see some Star Wars action...indulge them and have a great time with them on this by focusing on getting to act 3 and prolong that section a bit.
2. The players have to get through the shield to the Imperial HQ to confront the Commander somehow. There is no set way of doing it. If the players come up with a plan then THAT is the best way to do it. Don’t waste time trying to disrupt their plan. Instead throw in some resistance in the form of small groups of stormtroopers, doors that can be lightsabered/ shot open etc.
3. The pirates want to steal something, if the players latch on to this plot it is important, otherwise throw it to the wind. I find that having the pirates hauling around heavy crates of weird machinery is usually enough to arouse suspicion from players.

Things you can spend skulls on during act 2:

☠ - Introduce a squad of storm troopers or similar. The Unit Value is equal to twice the amount of people participating in the scene (so for example if Han and Chewie have gone to shut down the power generators and get jumped by stormtroopers, the unit value will be 4).

☠ - Make an NPC in a scene turn hostile. This does not necessarily mean aggressive, think Watto or Lando’s betrayal.

☠☠ - Add a complication to an action before a player rolls dice, increasing the difficulty to 4 Light pips. For instance, if the Players were stuck in a trash compactor and wanted the droids to turn them off, a complication could be that C3PO had forgotten to turn the transponder on. Its most fair to do this once characters have levelled up at least once.

Act 3: Resolution, climactic end scene (15 minutes)

When some or all of the PCs enter the Imperial Headquarters location the game needs to start concluding. Whether that is in an epic confrontation with the Imperials or the Pirates or both is dependent on what has happened in your game so far.

Note for Fastaval 2018:

If you only have 20 minutes left of the session, spend half of your skulls and have the players be ambushed and kidnapped in whatever way seems narratively fitting (Think of scenes like the betrayal in cloud city or the "rebel scum!" scene by the shield generator on Endor). This is taking narrative control away from the players, so do it gently and in a way that makes the players still feel empowered. An example of this could be that you have "too many stormtroopers" show up and round up the players, but being stormtroopers they don't notice the characters hiding their gear on themselves. Remember, this is a tool to initiate the final showdown, not to protract the game with extra scenes of them breaking out of prisons etc.

The key to a good ending for the players, is to have resolution and to tie up loose ends. Use whatever remaining skulls you have left, to give the epic final villain a unit value of twice the number of skulls. For example if you have 6 skulls left, the boss will have a value of 12. A Unit Value of less than 6 is a bit of an anti-climax, so it's probably best to aim for having around the same amount of skulls as you have players left at this point.

In one playtest my players had split up the party and half were fighting the Commander, and the other half was busying themselves with the pirates, so I just split up the Unit values so each had their own epic fight. It is very Star Wars to have two groups doing things at the same time, so do encourage this.

Once the players are victorious choose an appropriate ending scene and then describe (or sing) the joyous end credit music and roll credits. Ideas for ending scenes:

- Crowds of Alderianians flock to the PCs with shouts and cheers, music and dancing.
- The Pirates are sent packing, with hanging heads.
- The Imperial Commander leaves the planet, either beaten or as an unforeseen ally.

Debrief Questions/Scratch the rest (5+ minutes)

Now the game is over, take a deep breath. Thank everyone for being at the table and creating this game with you.

This game should have been light-hearted, so I don't anticipate the need for too much safety debriefing at this time, but there are a few things in the game that could be triggers (like the pregnancy). Make sure everyone is ok before you let them move on to their next thing.

Do encourage them to scratch any unscratched areas of their sheet. Everything that I've made for this game is freely downloadable from my dropbox, just drop me a line at Dowkeen@gmail.com and I'll send you the link. I'm fluent in both Danish and English so do give me a shout whoever you are.

There's two ways to do the scratch card sheets.

The first way, and the way I originally inspired the game and that I used in the playtests, is to laminate the sheets. then use a mixture of 1 part washing up liquid to 4 parts acrylic paint. Don't stir very violently or you will make bubbles, and you most likely need to give the cards two layers of the paint mix.

The other way, that I ended up using for Fastaval 2018 is to use "scratch-off sticker sheets" by silhouette... This is not cheap however. One a4 sheet which is enough to cover one set, is about 4 quid on amazon. Then again how often do you need to make more than one set 😊

The scenario and game was written by me, Stefan Lerbech

Edited and proof read by Carl White

Play tested by a lot of awesome people, you know who you are, thank you!

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The design of the dice belongs to Fantasy Flight Games

Example of combat

GM: What do you do!?

Luke: Erm, can I shoot the tie fighters?

GM: Of course, describe to me how you do that, roll your dice and add any relevant skill.

Luke: I fly towards the Tie Fighters near the Millennium Falcon and shoot them using Gunning.

The player rolls 2 dice as that is the amount shown in the Level Up track at the top of their sheet. One comes up with 2 Light Side pips, the other with a Dark pip, so with Luke's one Light Side score in gunning the total result is 3 Light pips and 1 Dark.

GM: Great, you take out 3 tie fighters in one fell swoop. Would you like to describe it for me?

Luke: YEAH! I fly in from the top and...(the player excitedly describes the scene)

GM: Now who has something they want to do?

Leia: I'm in the Millennium Falcon, I guess I can't do anything?

GM: Sure you can. If you look at your Skills, they might give you some inspiration. I think you are quite good at bossing people around, am I right? How might that result in some Tie Fighters being taken out?

Leia: Oh yes I am! OK, so I yell at Chewbacca "Keep this bucket of bolts steady! Han can't shoot things when you swerve about like a maniac!"

The players roll and in total gets 2 Light and no Dark.

GM: Chewbacca growls at you but steadies the ship and Han blasts two Ties out of the sky!

Han interjects: Han totally takes credit for that. "Did you see that? THAT'S how it's done!" Can I take my turn now, or did that count as my go as well?

GM: No, by all means take your turn. Just remember, no matter how much Han thinks that he did it, those Ties were taken out because of Leia's action.

Han: Fair enough. I turn the turret around and blast the ones on Lukes tail! Hmm, I don't really have any suitable Skill for that. I guess I could use Overconfident? "I can take these guys out one handed!"

Player rolls and gets 2 black pips and seeing as Overconfident has a black dot next to it the total roll is 3 dark pips.

Han: Wow...I can't fail at this, so I'm going to scratch off my first consequence to convert all those Dark pips to Light ones.

The Consequence is him having to brag, for the rest of the scene. Han Solo's player is FINE with that.

GM: That's another 3 Ties smoked, tell me how things are looking?

The players turns continue until all the PCs have had a chance to take an action, then the GM responds with the NPCs actions.

GM: There are two Tie Fighters still chasing the X-wing. They get off a couple of good shots that strafe R2D2 and rattle the X-wing around. Luke and R2D2 please scratch off a Wound each. There is also still one Tie circling back around to open fire on the Falcon. Who in the Falcon would like to scratch off a Wound as the shooting shakes you about? Now Im going to use two of my skulls, and pouring out from the Star Destroyer, a whole lot of extra tie fighters come swarming out. Your cruiser takes out a few of them, but 4 more Ties still make it and intercepts you. OK, it's back to you guys, there is now 7 tie fighters flying around trying to hurt you out there, what do you do?

Example of non-combat action

Droids: C3PO would like to try and smooth things over with the mean looking alien bodyguard. He knows over 6 million forms of communication, so this should be fairly easy.

Player rolls 3 Light pips in total, one more than what is needed for a success.

Droids: Woohoo! I would like my advantage to be that not only does the guard back off, but he also gives me the key card to the locked door.

GM: The advantage needs to be something that people can take actions on later. How about C3PO spots the fact that that the bodyguard has the key card and points it out to Wicket and Han instead?

Droids: That sounds fair, I motion to Wicket to grab it.

Wicket: No problem, that key card as good as mine.

Player rolls 1 Light and 2 Dark.

I fail, Wicket just straight up walks over and starts grabbing for the key card without any attempt at stealth.

GM: He he, great, because you failed here grab a Dark Side token, you can use that later for adding one dark pip to any roll. The bodyguard brushes Wicket off as just some cute little pet and Wicket doesn't get the card.

Game Rules

When the GM asks you to make a roll, roll the amount of ◻ in your level up track.
If a skill is appropriate to the roll, add in any ○ and ● that are next to that skill to the result.
For a normal success ○○ is required, but don't fear if you only got ●...you can give in to the darkside!

Giving in to the dark side converts all ● in a roll to ○ but you have to face the consequences. Scratch the top line of the "consequences" track and do what it says.

When taking damage, scratch as many damage fields as the amount of damage you took. If you would take damage and dont have any unscratched fields left, you must scratch a consequence instead. Any 🧠 revealed are for the GMs nefarious schemes, they will know what to do with them

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Princes Leia



		Pain 
		Suffering 

Level Up track



Skills		
	Diplomacy	
	Shooting with pistols	
	Bossing people around	
	Good Education	
	Lie to someones face	
	Being tough	
	Stubborn	
	Aldaraan	

Consequences	
1	The player to your right chos a negative emotion that you must give in to or the Gm gains 
2	Before the end of the scene, Leia must DEMAND that another PC does something they don't want to do, else GM gains 
3	The player to your left chos a complication to your action GM gains 
4	GM chos a complication to your action
5	Level up! Scratch the next available section of the level up track. Gm gains 
6	The player across from you chos a negative emotion that you must give in to or the Gm gains 
7	Glorious Sacrifice (resulting in death) What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Space for Glueing on secrets flap

Secret

You are pregnant, but for some reason you haven't told Han Solo about it. It has just not seemed like the right time yet.

Mission

Maybe you should talk to Luke about your secret before telling Han, if only you could catch him alone and have a quiet word.
If you tell Luke before you tell Han, you will level up by scratching the next available section on the level up track.

Stuff

Blaster Pistol
Governor's robe
Hairbuns
Annoyingly overprotective bodyguard

Luke Skywalker



	Pain 	Suffering 
		

Level Up track



Skills

Description of use

	Lightsaber	
	Use the Force	
	Gunning	
	Flying	
	Staying Calm	
	Getting angry	
	Stubborn	

Consequences

1	<i>Give in to the DARK SIDE!</i> The GM choses an emotion that you must give in to. GM gains 
2	<i>Calm your feelings Luke!</i> Narrate a scene or flashback with Obi-Wans ghost guiding your way through the current situation you are in. You get a pass on consequences...this time
3	<i>Yeeees, I feel your emotions.</i> The player to your right choses a negative emotion that you must give in to. The player to your left choses a complication to your action The GM gains   
4	<i>DO IT!</i> The player to your left choses a negative emotion that you must give in to. The player to your right choses a complication to your action The GM gains   
5	<i>Glorious Sacrifice (resulting in death)</i> What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Space for Glueing on secrets flap

Secret

You sense a growing darkness in your sister (Leia). It started a short while ago and you are afraid the darkside might be growing stronger because of it. Maybe Han will know the best way to aproach her?

Mission

Avoid the subject of your secret until its dramatically aproprate. Once you have revealed your secret you level up by scratching the next section of the level up track.

Stuff

Lightsaber
X-wing
Tool belt

Han Solo



		
Pain 		Suffering 

Level Up track



Skills

	Space Navigation	
	Smooth Talking	
	Slight of hand	
	Shooting	
	Flying	
	Find a loophole	
	Know a gangster	
	In Debt	
	Over-confident	

Consequences

1	Brag mercilessly for the rest of the scene about Solo himself or something he just did, or GM gains 
2	Level up! Scratch the next available section of the level up track. Gm gains 
3	The player to your left choses a complication to your action GM gains 
4	The player to your right choses a complication to your action GM gains 
5	GM choses a complication to your action
6	<i>Glorious Sacrifice (resulting in <u>death</u>)</i> What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Space for Glueing on secrets flap

Secret

Leia is pregnant, you know it...but she has not told you! Why is she being so secretive about it!? It's driving you *nuts*... but of course, you can't let her know that.

Mission

Without letting her know that YOU know that she is pregnant, get Leia to tell you. Subtlety is your game, poutface is your name.

If she tells you, you will level up by scratching the next available section on the level up track.

Stuff

Blaster
Cool smugler outfit
Attitude for days
Millennium Falcon

C3PO and R2D2



	Suffering ●	
Pain ●		

Level Up track

Skills		
○○	6 million forms of communications	C3PO
○	Etiquette	C3PO
○	Dumb Luck	C3PO
○	Servile	C3PO
○○	Slicing and Computers	R2
○	Space navigations	R2
○	Being smart	R2
○	Small	R2
○	Droid	Both

We are Doomed!	
1	Ow, my circuits! Describe how after completing your action the active droid is taken out for the rest of the scene. You lose access to that droids skills
2	Restraining bolt! The player to your left decides a part of your programming that you must act out the rest of this scene, or GM gains ☠☠
4	R2 its all your fault! The player to your right chos a complication to your action, GM gains ☠
5	Bad Motivator! GM chos a complication to your action
6	Glorious Sacrifice (resulting in death) What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Space for Glueing on secrets flap

Secret

C3PO: He hasnt been praised in far too long, why are the masters so preoccupied with all this rebel buisness?

R2D2: Droid Lives Matter!
Why are we droids treated like machines!? We think therefore we are, its about time we show them who is the REAL hero around here.

Mission

C3PO: Intervene when two other characters are having a dramatic or close moment together. When you do this scratch the next part of the level up track.

R2D2: Excell at a task that you set for yourself, you dont need a master to tell you what to do! When you do this scratch the next part of the level up track.

Stuff

Cool Chrome plating
Various internal tools

Chewbacca



Level Up track



Consequences	
1	Threaten a fellow PC over something that gets chewie irrationally angry. Make them back down or the GM gains 🐼🐼🐼
2	The player to your right choses a complication to your action GM gains 🐼
3	Level up! Scratch the next available section of the level up track. Gm gains 🐼
4	Glorious Sacrifice (resulting in death) What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Skills		
○○	STRONG!	
○	Mechanic	
○	Bowcaster	
○	Piloting	
○	Tough	
○	Very Hairy	
	Threatening	●
	Grunting noices	●
	Rage	●

		Pain ●
		Suffering ●

Space for Glueing on secrets flap

Secret

Han, Leia and Luke have all been walking on knifeedge lately, they are grumpy but won't talk to each other. ITS.. SO... FRUSTRATING! It makes you angry and mad, you need to take some of this pent up aggression out on someone...

Mission

GRRRRUUAARRRRRRRRRR

Do something extremely violent, tear someones arms off, be rageful and dangerous. When you do this, you will level up by scratching the next available section on the level up track.

Stuff

Bowcaster BLAM
Millennium Falcon
Cool Bandolier
Tools

Lando Calrissian

Level Up track   



Skills		
<input type="radio"/>	Cheating others	●
<input type="radio"/>	Business dealings	●
<input type="radio"/>	Natural Charmer	●
<input type="radio"/>	Piloting	
<input type="radio"/>	Sneaking	
<input type="radio"/>	Using Connections	
	Greed	●●

Consequences	
1	GM gains   OR gamble: Roll one  . If <input type="radio"/> GM gains nothing. However if <input checked="" type="radio"/> GM gains   
2	You Lucky Devil , nothing happens
3	Level up! Scratch the next available section of the level up track. Roll one  . If <input type="radio"/> GM gains nothing. However if <input checked="" type="radio"/> GM gains 
4	OUT of luck: First the player to your left, and then to your right chose a complication for you, then GM gains   
5	GM gains   OR gamble: Roll one  . If <input type="radio"/> GM gains nothing. However if <input checked="" type="radio"/> GM gains   
6	Glorious Sacrifice (resulting in death) What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good

Space for Glueing on secrets flap

Secret

With the Final battle of Jakku underway, the empire is surely finished.

Rebellion has been fun and all, but isn't it time for LANDO to get richer again?

Mission

Reveal to the other PCs a double crossing or underhand deal you've done (You can invent it yourself) that might not make you very popular.

If you do this, you will level up by scratching the next available section on the level up track.

Stuff

No weapons, mans got styyyyle.

Credits, lots and lots and lots of them.

Cape for swishing and looking good

Faithful Minion

Wicket



	Suffering ●	
☠☠	☠	Pain ●

Level Up track



Skills			Consequences
○○	Rambo Guerrilla		1 The player to your right choses a negative emotion that you must give in to to or the Gm gains ☠☠
○○	Cuteness overload		2 The player to your left choses a complication to your action GM gains ☠
○	Poking with a stick		3 GM choses a complication to your action
○	Being small		4 Level up! Scratch the next available section of the level up track. Gm gains ☠
○	Making music		5 Glorious Sacrifice (resulting in death) What a hero! You sacrifice yourself for the greater cause. Whatever you were trying to do is wildly succesful, but ends in your inevitable demise. Make the narration good
	Eating a lot	●	
	Primitive background	●	
	Curious	●	

Space for Glueing on secrets flap

Secret

Hooray, your shiney lord and master C3PO has taken you with him on adventures!
There is so much to do in space, so much environment to weaponize and oh so much food to be eaten.
Cute and cudley teddy on the outside, but ferocious guerrilla fighter on the inside.

Mission

Those guys in white hard stuff....Grrrr they make your blood boil. Catch a stormtrooper in a trap or snare that you've made and you will level up by scratching the next available section on the level up track.

Stuff

Primitive Spear
Leather Clothing
"Food" stashed somewhere on your body