

ROGUE NAME

ABILITIES

Allocate: 1x +4, 2x +3, 3x +2, 2x +1, 1x +0.

☐

FIGHT

Ranged and melee combat, including certain kinds of defense

☐

KNOW

Facts, trivia, science, history, languages, other non-technical lore

☐

MOVE

Dodge, run, climb, swim, etc

☐

NOTICE

Stay alert, investigate further details What or Why Are You Hiding?

☐

PILOT

Drive or fly any kind of vehicle

☐

SNEAK

Sneak, hide, steal, infiltrate, misdirect Other Aspects

☐

SPEAK

Charm, inspire, intimidate, negotiate

☐

TINKER

Build, repair, manipulate, and effectively utilize technology

☐

WILL

Resist interrogation & mental attack; get "a bad feeling about this"

ASPECTS

High Concept

Trouble

Other Aspects

☐

REFRESH RATE STUNTS

Three free slots, additional reduce refresh by 1.

STAR WARS

CONDITIONS

Check boxes to reduce stress when hit. A condition with a checked box is an aspect which provides a free invoke to your foes in a scene. Arrows indicate the sequence in which some conditions must be taken. When present, recovery must be done in reverse order.

CURRENT (-1)

- ☐ Exhausted
- ☐ Trapped
- ☐ Exposed

☐ Hurt



☐ Wounded



When HIT: Remove 1 stress for each box checked.

To RECOVER: 1 scene or an appropriate skill vs. Good (+3)

LASTING (-2)



☐ Imprisoned



☐ Hunted (by _____)



☐ Maimed (_____)

When HIT: Remove 2 stress for each box checked.

To RECOVER: Requires extensive care (session minimum)

TERMINAL (-4)



☐ Broken

Even if you escape, they got you, broke you, maybe even turned you. What will you become?



☐ Dying

When HIT: Remove 4 stress per box.

Requires immediate attention to avoid permanent change

GEAR

Current (-1)

Lasting (-2)

Everybody gets a couple pieces of significant gear (each providing a stunt benefit). At least one should be a weapon. Additional pieces either have no stunts, or reduce refresh by 1.

Gear provides current (Disarmed, Depleted) and lasting (Broken, Lost) conditions, and may include other aspects and stunts. When conditions are checked, stunts are unavailable.

SCOUNDREL NAME

ABILITIES

Allocate: 1x +4, 2x +3, 3x +2, 2x +1, 1x +0.

☐

FIGHT

Ranged and melee combat,
including certain kinds of defense

☐

KNOW

Facts, trivia, science, history,
languages, other non-technical lore

☐

MOVE

Dodge, run, climb, swim, etc

☐

NOTICE

Stay alert, investigate further details What's Your Escape Plan?

☐

PILOT

Drive or fly any kind of vehicle

☐

SNEAK

Sneak, hide, steal, infiltrate, misdirect Other Aspects

☐

SPEAK

Charm, inspire, intimidate, negotiate

☐

TINKER

Build, repair, manipulate, and
effectively utilize technology

☐

WILL

Resist interrogation & mental attack;
get "a bad feeling about this"

ASPECTS

High Concept

Trouble

Other Aspects

☐

REFRESH RATE STUNTS

Three free slots, additional reduce refresh by 1.

STAR WARS

CONDITIONS

Check boxes to reduce stress when hit. A condition with a checked box is an aspect which provides a free invoke to your foes in a scene. Arrows indicate the sequence in which some conditions must be taken. When present, recovery must be done in reverse order.

CURRENT (-1)

☐

Selfish

☐

Deceitful

☐

Sold Out (to _____) →

☐

Time To Go

☐

Exhausted

☐

Trapped

☐

Exposed

☐

Hurt

☐

Wounded

☐

Maimed (_____) →

☐

Dying

When HIT: Remove **1 stress** for each box checked.

To RECOVER: 1 scene or an appropriate skill vs. Good (+3)

LASTING (-2)

☐

Sold Out (to _____) →

You saw a moment to take advantage for yourself,
and you went for it. You can apologize later, right?

☐

Maimed (_____) →

When HIT: Remove **2 stress** for each box checked.

To RECOVER: Requires extensive care (session minimum)

TERMINAL (-4)

☐

Time To Go

Nobody else matters to you at this point. It's time
to betray your allies & leave, by any means necessary.

☐

Dying

When HIT: Remove **4 stress** per box.

Requires immediate attention to avoid permanent change

GEAR

Current (-1)

Lasting (-2)

Everybody gets a couple pieces of significant gear (each providing a stunt benefit). At least one should be a weapon. Additional pieces either have no stunts, or reduce refresh by 1.

Gear provides current (Disarmed, Depleted) and lasting (Broken, Lost) conditions, and may include other aspects and stunts. When conditions are checked, stunts are unavailable.

DROID NAME

ABILITIES

Allocate: 1x +4, 2x +3, 3x +2, 2x +1, 1x +0.

☐

FIGHT

Ranged and melee combat,
including certain kinds of defense

☐

KNOW

Facts, trivia, science, history,
languages, other non-technical lore

☐

MOVE

Dodge, run, climb, swim, etc

☐

NOTICE

Stay alert, investigate further details

Droid Personality Quirk

☐

PILOT

Drive or fly any kind of vehicle

☐

SNEAK

Sneak, hide, steal, infiltrate, misdirect

Other Aspects

☐

SPEAK

Charm, inspire, intimidate, negotiate

☐

TINKER

Build, repair, manipulate, and
effectively utilize technology

☐

WILL

Resist reprogramming, exert control
over other droids and systems

ASPECTS

High Concept

Trouble

Other Aspects

☐

REFRESH RATE GEAR

You may take up to five pieces of Gear representing modules and systems you have installed (each providing a stunt benefit). Gear provides current (Disarmed, Depleted) and lasting (Broken, Lost) conditions, and may include other aspects. When a piece of Gear's conditions are checked, associated stunts are unavailable. Additional gear beyond your five either has no stunts, or reduces refresh by 1.

Current (-1)

Lasting (-2)

STAR WARS

CONDITIONS

Check boxes to reduce stress when hit. A condition with a checked box is an aspect which provides a free invoke to your foes in a scene. Arrows indicate the sequence in which some conditions must be taken. When present, recovery must be done in reverse order.

CURRENT (-1)

- ☐ Drained
- ☐ Trapped
- ☐ Exposed
- ☐ Dented



☐ Damaged



LASTING (-2)



☐ Powering Down

- ☐ Malfunctioning
- ☐ Hacked

TERMINAL (-4)



☐ Falling Apart



☐ Reprogrammed

When HIT: Remove **1 stress** for each box checked.

To RECOVER: 1 scene or an appropriate skill vs. Good (+3)

When HIT: Remove **2 stress** for each box checked.

To RECOVER: Requires extensive care (session minimum)

When HIT: Remove **4 stress** per box.

Requires immediate attention to avoid permanent change

FORCE USER NAME

ABILITIES

Allocate: 1x +4, 2x +3, 3x +2, 2x +1, 1x +0.



FIGHT

Ranged and melee combat, including certain kinds of defense



KNOW

Facts, trivia, science, history, languages, other non-technical lore



MOVE

Dodge, run, climb, swim, etc



NOTICE

Stay alert, investigate further details

ASPECTS

High Concept

Trouble

Relationship with the Force



PILOT

Drive or fly any kind of vehicle



SNEAK

Sneak, hide, steal, infiltrate, misdirect

Other Aspects



SPEAK

Charm, inspire, intimidate, negotiate



TINKER

Build, repair, manipulate, and effectively utilize technology



WILL

Force abilities, resist mental assault, get "a bad feeling about this"

CONDITIONS

Check boxes to reduce stress when hit. A condition with a checked box is an aspect which provides a free invoke to your foes in a scene. Arrows indicate the sequence in which some conditions must be taken. When present, recovery must be done in reverse order.

CURRENT (-1)

☐ Afraid → ☐ Angry

☐ Exhausted

☐ Trapped

☐ Exposed

☐ Hurt → ☐ Wounded

When HIT: Remove 1 stress for each box checked.

To RECOVER: 1 scene or an appropriate skill vs. Good (+3)

LASTING (-2)

→ ☐ Hatred (of _____) →

→ ☐ Maimed (_____) →

When HIT: Remove 2 stress for each box checked.

To RECOVER: Requires extensive care (session minimum)

TERMINAL (-4)

☐ Turning

First: Take Call of the Dark Side stunt, clear box, change your Relationship with the Force aspect.

Second: Take Turned to the Dark Side, become NPC.

☐ Dying

When HIT: Remove 4 stress per box.

Requires immediate attention to avoid permanent change



REFRESH RATE STUNTS

One free slot (beyond Strong with the Force), additional reduce refresh by 1.

☒ **Strong with the Force (2 slots):** Roll Will vs. Fair (+2) to configure a Force stunt on the fly, as an action. Additional slots may be invested to give additional on-the-fly stunt slots. Each slot has that difficulty. Additional changes to a slot in the same scene increase difficulty by 1 per change. Well-practiced abilities (resulting from multiple successes, or success with style) can be taken as permanent stunts.

☐ **Call of the Dark Side:** When you have an Afraid, Angry, Hatred, or Turning condition, you get one free invoke on that condition in a scene. You do not need to recover your Hatred before recovering Angry or Afraid.

☐ **Turned to the Dark Side:** Hostile invokes on your Afraid, Angry, Hatred conditions provide no benefit. You no longer have a Turning condition.

GEAR

Current (-1)

Lasting (-2)

Everybody gets a couple pieces of significant gear (each providing a stunt benefit). At least one should be a weapon. Additional pieces either have no stunts, or reduce refresh by 1.

Gear provides current (Disarmed, Depleted) and lasting (Broken, Lost) conditions, and may include other aspects and stunts. When conditions are checked, stunts are unavailable.

SHIP NAME

ASPECTS

High Concept

Trouble

Other Aspects

SYSTEMS

This ship has one free System (i.e., Gear) per named NPC or PC crew member, representing systems you have installed on the ship (each providing a stunt benefit). Systems provide current (Depleted, Damaged) and lasting (Broken) conditions, and may include other aspects. When a system's conditions are checked, associated stunts are unavailable. Additional systems beyond your free allotment either has no stunts, or reduces a specified crewmember's refresh by 1.

Depleted (-1) Damaged (-1) → Lasting (-2)

STAR WARS

SCALE

(Personal → Ship → Capital → Titan)

Defender is two steps smaller than the attacker: Current and Lasting conditions provide no stress reduction (but if they're connected by → icons they have to be taken before you can take something that does).

Defender is one step smaller than the attacker: Current conditions provide no stress reduction (but if they're connected by → icons they have to be taken before you can take something that does).

Defender is one step larger than the attacker: Ties provide no boost. Success provides a boost but inflicts no stress. Success with style of any magnitude inflicts only 1 stress.

Defender is two steps larger than the attacker: Ties provide no boost. Success or better inflicts no stress, but does provide a boost.

CONDITIONS

Check boxes to reduce stress when hit. A condition with a checked box is an aspect which provides a free invoke to your foes in a scene. Arrows indicate the sequence in which some conditions must be taken. When present, recovery must be done in reverse order.

CURRENT (-1)

- ☐ On Auxiliary Power
- ☐ Trapped
- ☐ Exposed
- ☐ Scorched → ☐ Damaged

When HIT: Remove 1 stress for each box checked.

To RECOVER: 1 scene or an appropriate skill vs. Good (+3)

LASTING (-2)

→ ☐ Shutting Down

→ ☐ Ruptured

When HIT: Remove 2 stress for each box checked.

To RECOVER: Requires extensive care (session minimum)

TERMINAL (-4)

→ ☐ About to Explode

When HIT: Remove 4 stress per box.

Requires immediate attention to avoid permanent change