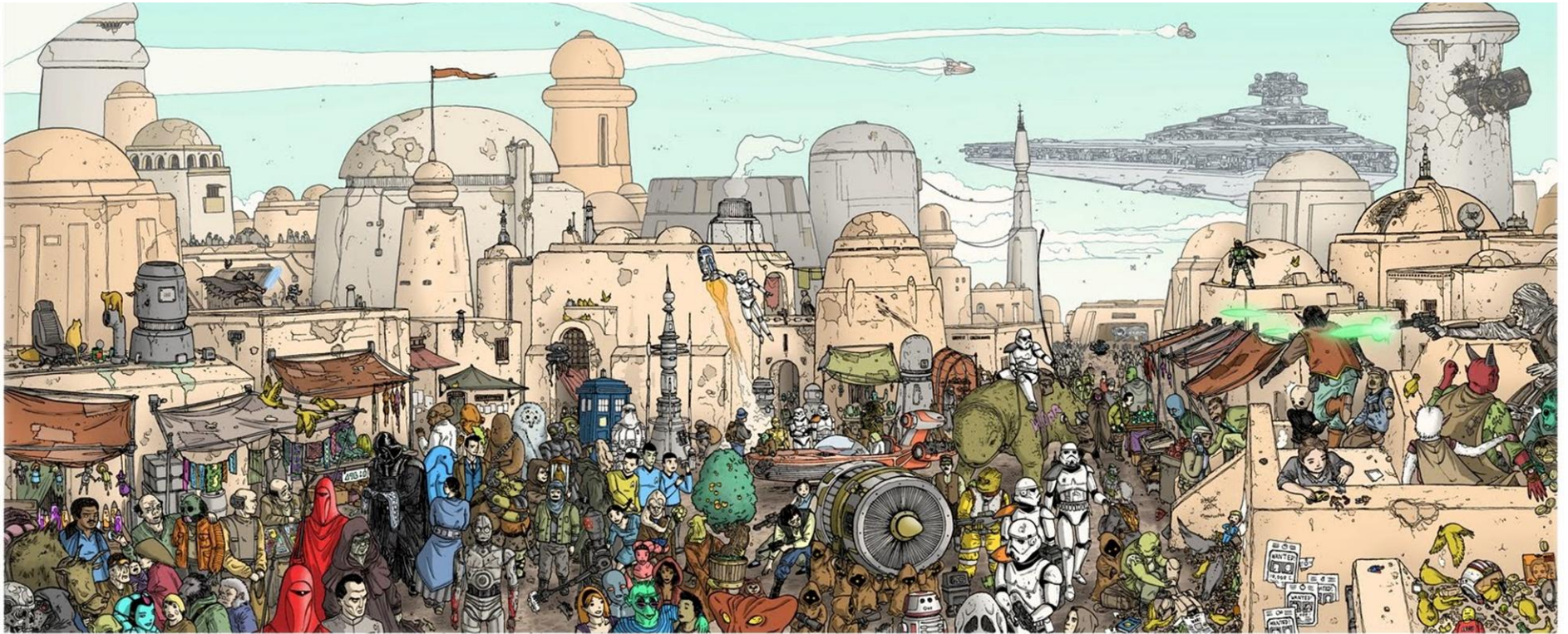


# STAR WORLDS



## STREETS OF MOS EISLEY PLAYSET

A Sentient Creation by Zwolfa the Hutt

Based on Streets of Marienburg and Far, Far Away by Darth Gremlin | Built with the World of Dungeons Engine by John Skyharper  
Inspired by the Sage Kobold Media Conglomerate and the Lumpley Scientific Expedition

## **A LONG TIME AGO, IN A GALAXY FAR, FAR AWAY...**

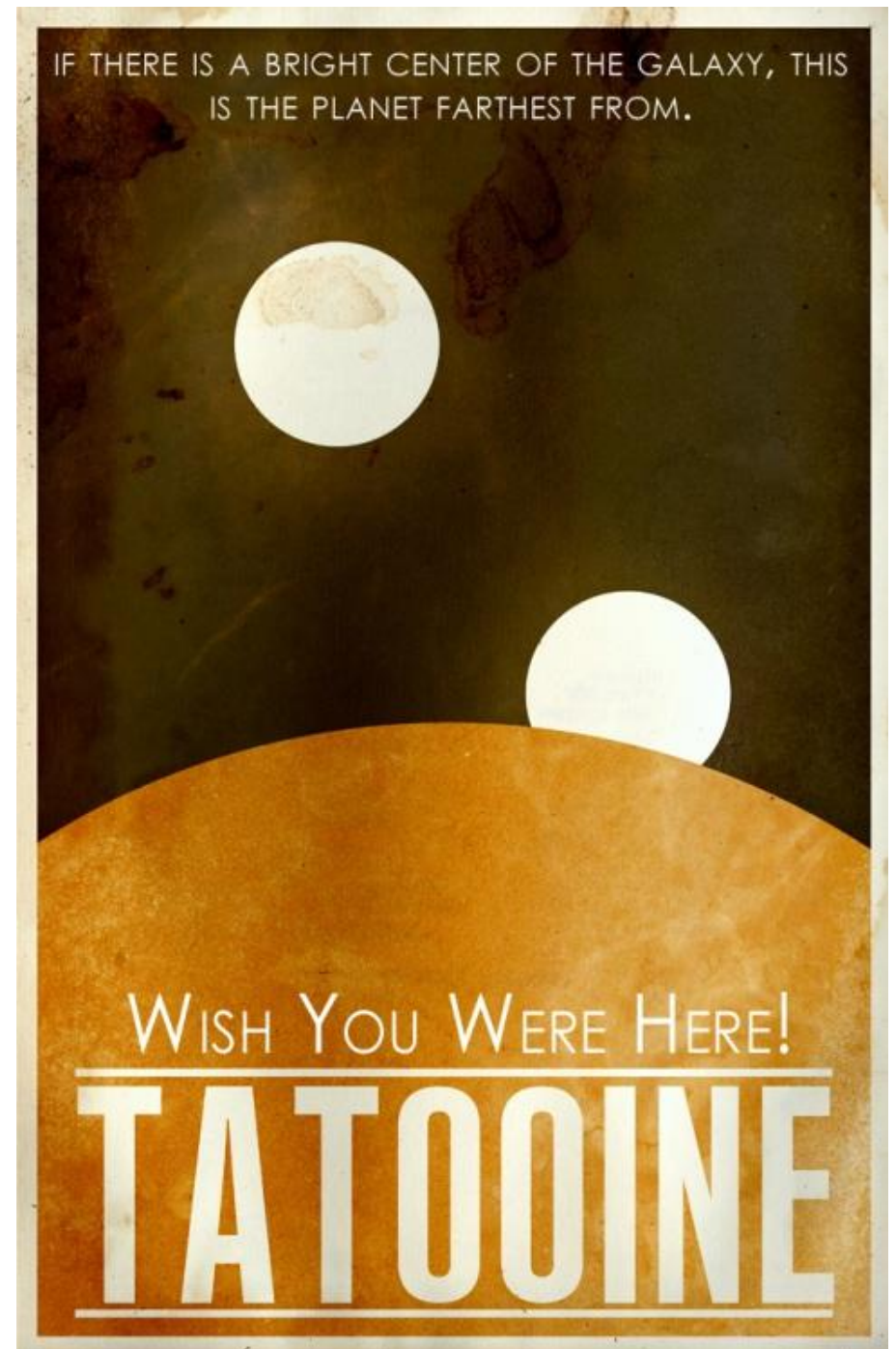
It is the height of the galactic civil war and a dark time for the galaxy. The tension between the Galactic Empire and the Rebel Alliance continues to escalate into the year. The Battle of Yavin and the destruction of the death star are critical successes for the rebellion. A new hope is born. Infuriated by the defeat, Emperor Palpatine viciously lashes out against many of the Outer Rim worlds thought to be harboring people loyal to the rebel cause. The dusty desert planet of Tatooine is no exception. In the city of Mos Eisley, celebration erupts in the streets as news of the rebel victory at Yavin leaks out, but Imperial Storm Troopers open fire on the raucous crowd, inciting a riot that gets out of control and spreads throughout the whole city.

An Imperial police crackdown falls into effect immediately, but the Storm Troopers are highly outnumbered despite the presence of a fully staffed garrison base in the center of the spaceport. The chaos in the city creates for an opportunity rebel militia and criminal elements in the area. The local gangs and mercenary houses use the confusion of the riot to strike at each other, spurred by various feuds and grievances. At the same time, local rebel forces begin to skirmish with the imperial occupancy while recruiting with more and more disgruntled people to the cause. It's a turbulent time in Mos Eisley and the power players are making their moves, so look sharp, keep your blaster close, and never strike a deal with a Hutt. Oh, and may the force be with you.

## **MOS EISLEY - THE ARMPIT OF THE GALAXY**

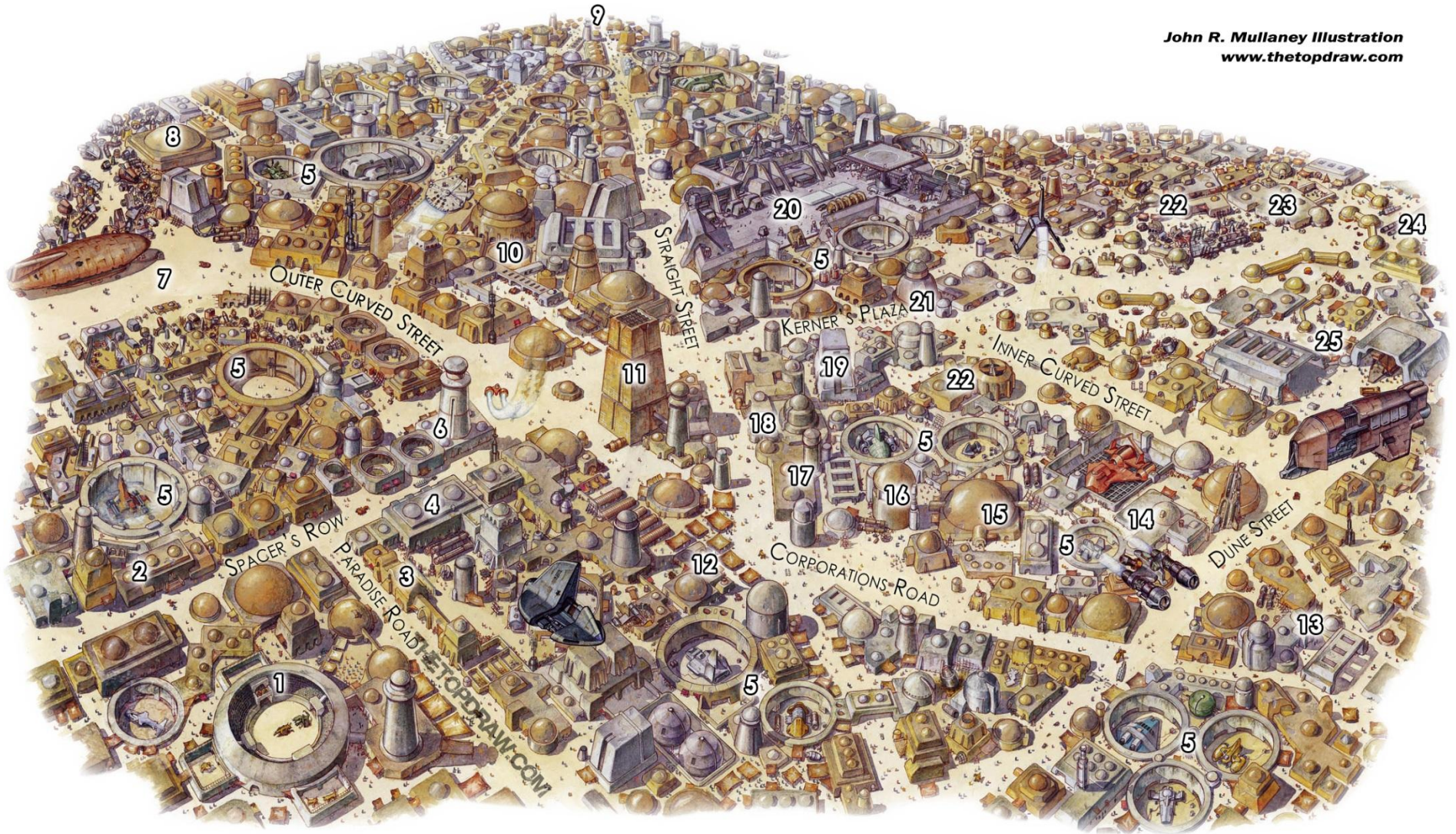
Roughly eighty kilometers north of the city of Anchorhead, in a dry-bed valley to the southeast of the Jundland Wastes is the unruly spaceport known as Mos Eisley. It is an expansive urban sprawl infamous for being a haven of smugglers, scoundrels, thieves, gamblers, mercenaries, and rebels. From a distance, the city appears as a haphazard sprawl of low-grade duracrete, stone and plastoid structures that spread outward from a central power and water distribution plant. However, true to Mos Eisley's shady reputation, much of the city is actually located underground, technically making it the largest settlement on Tatooine with a surprising population of nearly sixty-thousand residents.

The city was built with commerce in mind. The "Old Quarter" was originally wheel-shaped, surrounding a massive market that dominated . A century of development and urban sprawl lead to the creation of the "New Quarter", which spreads out to the south with a less concentric layout, designed to wrangle tourists. The city lacks a main landing facility, instead relying on 362 individual hangars to facilitate the largest trade operation on the planet. The city hosts a number of interesting locations, including the rough and tumble Tar Mass neighborhood, Jaba's Disilijic Complex, the Jango Fett arena, Chand dozens of open markets selling everything under the sun.



# MOS EISLEY SPACEPORT

John R. Mullaney Illustration  
www.thetopdraw.com



“You will never find a more wretched hive of scum and villainy. We must be cautious.”

- Obi-Wan Kenobi

# MOS EISLEY POINTS OF INTEREST

- 1. The Desilijic Complex and Jango Fett Arena** – This sprawling enclave is home to Jabba the Hutt's lavish townhouse and personal landing platform, as well as the massive combat arena within the complex that was named in honor of the famous bounty hunter.
- 2. Spaceport Express** – A interplanetary delivery service run by a Quarren named Omon Gantum. Secretly a front for a smuggling business. Right near Gep's Grill which serves simple, local junk food like bantha burgers and dewback sandwiches.
- 3. Arms Emporium** – Across from Jabba's complex is a famous weapon and armor store run by the gruff Tatooinian Masse Goskey.
- 4. Water Distribution Plant** – A key facility for this area of the city that pumps water to and from most buildings in the New Quarter.
- 5. Docking Bays** – Mos Eisley hosts 362 individual docking bays, each fitted with timelock devices by order of the imperial occupation. Docking fees are generally cheap, except during peak times of the year when trade-meets and conferences dominate the city. Arriving and departing spacecraft must get clearance from the spaceport flight control, but only after passing a customs inspection and paying all dock fees, including storage fees which are charged every half day.
- 6. Quebe-Luxfause Systems HQ** – The corporate headquarters of the corporation known for producing low-quality "queblux" power unit.
- 7. Outer Curved Street** – Leading into the city is the Outer Curved Street where merchant stalls and junk haulers often congregate to catch tourists and visitors upon entering Mos Eisley. Ships big and small are often seen illegally parked in this area.
- 8. Mos Eisley Correctional Compound** – This is the city's rowdy and overcrowded prison. Many infamous criminals and killers are housed here.
- 9. The Hub** – The central point of the Old Quarter. This area of the city is mostly industrial facilities, water processing plants, power stations, and warehouses.
- 10. Hutt Mall** – A commercial center owned exclusively and catering specifically to the many Hutts that make their home in and around Mos Eisley. At the center of the Hutt Mall is the famous exotic restaurant known as Court of the Fountain. At the edge is a former pod racer sales yard later turned into Borvo the Hutt's swoop yard. Here, swoop racers from all over Tatooine gather to tune up their swoops, trade parts, and prepare for the races that take place just outside the city.
- 11. Ubrikkian Trade Tower** – This is the headquarters of Ubrikkian Transports, a subsidiary of Ubrikkian Industries. It focuses on producing various civilian and military-grade star ships and repulsor-lift vehicles.
- 12. Mo'Moolee Rah Market** – A bustling market full of covered merchant stalls. Here, locals sell all types of merchandise. Of course, it supports an incredibly active black market with most of the illicit activities taking place in the many buildings and structures that encircle the market proper.
- 13. Tar Mass Neighborhood** – A rather rough and tumble neighborhood troubled by constant gang activity. Watch out at night.
- 14. Methane Fix Cantina** – This dark and dingy cantina sits smack dab in the middle of the Tar Mass neighborhood and is a common watering hole for local ruffians and mercenaries.
- 15. Spaceport Traffic Control** – This large domed building contains an array of communication equipment and personnel serving the entirety of Mos Eisley's incoming and outgoing air-born and space-born traffic.
- 16. Custom's House** – This building houses the offices of the local officials who process the paperwork for the import and export of goods into and out of the spaceport.
- 17. Lup's General Store** – Owned by two Shistavanen, Kal Lup and Tar Lup. You can find a plethora of merchandise here, including tools, provisions, supplies, machinery, and equipment. Sometimes they have inexpensive speeders for sale.
- 18. Spaceport Prefect's Office** – The main administration building for the city and its import/export management.
- 19. Kerner Tenement Block** – A large, inexpensive apartment tower that overlooks Kerner's Plaza.
- 20. Imperial Garrison Base** – The primary military and police complex where the Galactic Empire makes it base of operations in Mos Eisley. The facility is managed by Defense Officer Omar Vallex. It also houses an imperial recruiting station. The main gate is located on Straight Street. The base houses AT-STs, AT-ARs, Omega-class freighters and a TIE lander. The landing platform and the base itself is defended by turbolaser turrets.
- 21. Dim-U Monastery** – The monastery is home to a sect of bantha-worshipping Dim-U monks. The temple is run by Abbot Drayk in strict military style, but rumors abound that the monastery is just a front for a secret illicit transponder-slicing business.
- 22. "Community" Junk Yard** – A large open air yard where everyone dumps their old tech, appliances, and scrap metal. It's attracts a variety 'treasure hunters'.
- 23. Chalmun's Spaceport Cantina (Double C)** – One of the most iconic locations in all of Mos Eisley, this cantina is owned by a Wookiee named Chalmun. Behind the bar, you'll usually find
- 24. Used Droid Lot** – A bustling pre-owned droid exchange specializing in refurbished and scavenged droids.
- 25. Industrial Complex** – A neighborhood full of construction hangers, factories, and warehouses.

## Other Interesting Places

Feel free to use these places as inspiration and sprinkle them where ever is convenient:

- ☉ **Asmos-Arghuul** – One of the only up-scale night clubs in the city.
- ☉ **Bargoon Tatooni** – Trading post popular with jawas.
- ☉ **Buzzee's** – Restaurant that serves entirely insect-based cuisine.
- ☉ **Cutting Edge Clinic** – Shady chop-shop specializing in cybernetics run by "Doctor" Cornelius.
- ☉ **Dewback Stables** - Large ranch sheltering Dewbacks owned by a local family.
- ☉ **Dockside Café** – Small street-food vendor with a few tables just outside a docking bay.
- ☉ **Foamwander Spa** – Spa adjoining a Hutt restaurant. Frequented by Mon Calamari.
- ☉ **Gardulla Oola** – Cheap hotel and casino featuring the city's most famous dancer.
- ☉ **Jawa Traders** –Store specializing in vehicle-repairing droids. Popular with smugglers.
- ☉ **Jeh Bonegnawer** – Restaurant serving both live and prepared food, including a Corellian menu.
- ☉ **Kayson's Weapon Shop** – Weapon shop ran by a grizzled alien with black market sources.
- ☉ **Krayt Dragon Lounge** – Shady bar frequented by smugglers and pirates.
- ☉ **Lucky Despot** – Large cargo ship turned into a stationary hotel and casino.
- ☉ **MoistureWorks Corporation** – Company specializing in moisture farming equipment.
- ☉ **Mos Eisley Inn** – Hotel owned and operated by a Mon Calamari.
- ☉ **Motus Nebulous** – Seedy nightclub, cantina, and low-cost hotel with a giant aquarium.
- ☉ **Notsub Shipping** – HQ of the largest company on Tatooine. Also owns Notsub Security
- ☉ **Rebel Hideout** – Secret meeting place for local rebels. Moves all the time. Usually underground..
- ☉ **Ruillia's Insulated Rooms** – Hostelry near Chalmun's run by an alien named Ruillia.
- ☉ **Shalo's Cantina** – Another popular cantina in the city. Mostly a human crowd.
- ☉ **Spaceport Hotel** – Three-star hotel run by a Sullustan.
- ☉ **Tatooni Booka** – Store specializing in digital media and storage units.
- ☉ **U Wanna Wanna** – Biggest outdoor market in the city with food stalls and crafters.
- ☉ **Woodoo Dunes** – Run-down cantina frequented by ruffians and spice-peddlers.
- ☉ **Zygian's Banking Concern** – HQ of a large corporation in control of many financial businesses.

# CHARACTER CREATION

Characters have six Attributes. When you make a character, choose to either assign scores totaling +4 to the Attributes of your choice, or gamble and generate them randomly to determine their score by rolling 2D6 in order. If the total bonuses don't add up to at least +1, roll again from scratch. The default maximum for each Attribute is +3. When you roll:

- ☉ On a 2, the value is -1.
- ☉ On a 3-6, the value is +0.
- ☉ On a 7-9, the value is +1.
- ☉ On a 10-11, the value is +2.
- ☉ On a 12, the value is +3.

These are the six Attributes that all heroes possess: **Menace (MEN)** is being aggressive, tough, combative, aggressive, or intimidating. **Daring (DAR)** is being courageous, acting under pressure, reacting quickly to danger, or pulling off a stunt. **Guile (GUI)** is being tricky, subtle, manipulative, sneaky, savvy, or witty. **Acuity (ACU)** is being smart, sharp, perceptive, knowledgeable, or technically proficient. **Presence (PRE)** is being charming, influential, diplomatic, or seductive. Finally, **Spirit (SPI)** is being determined, gritty, grounded, wise, and attuned to the force.

Choose a Species from the list on the next page, gaining whatever benefits are described for that Species. Note that some species have different maximums for different Attributes. If one of your Attributes is above the species maximum, you cannot pick that species. Choose a name from those available or make up a fitting one. Choose any other skill, so you should start with two skills total. Next, choose a Class. You can be a Jedi, a Soldier, an Outlander, a Scoundrel, or a Noble. From your chosen class, select two Abilities from those listed, except for Jedi who start with a light saber and select one Ability from their list. You begin with 2d6x100 Credits with which to purchase your Equipment, the important tools, items, weapons, and armor that you need to survive a life of adventure. Your Vitality starts at 10 plus your Menace score.

# HERO POINTS

When you achieve something heroic, portray your character in a fun and interesting way, or just do something plain awesome in the game, the GM will award you with Hero Points. You spend these during the game to get special benefits. Here are some ways you can spend them during the game:

- ☉ Reroll on any Attribute roll and take the result you like best
- ☉ Evade 1d6 damage from an attack on you
- ☉ Do an extra 1d6 damage with an attack
- ☉ Recharge an Ability that you've already expended that day
- ☉ Use an Ability from your class that you don't have yet

Track your Hero Points on your character sheet by filling in the dots or use some kind of token to represent them, like poker chips, beads, gems, or coins. You can have a maximum of twelve Hero Points at any one time. You can share Hero Points with other players by describing how you help, directly, indirectly, or via retcon.

When you spend a Hero Point, mark a box on your Experience Track. When you mark all twelve boxes, you Level Up. Your newfound expertise will grant you access to more Skills and Abilities, increase your Damage and Vitality, and give you extra bonuses for Attributes. When you level up, consult the chart below to determine what rewards you receive at your new level. You don't level up on the spot - you must rest for a while and spend some time training or reflecting to actually Level Up.

With the GM's approval, you can also choose to **Multi-Class**. When you Level Up and earn a new Skill, you can forgo taking that Skill in exchange for gaining access to a new Class's Abilities. From then on, you can pick up Abilities from either of those classes. You can multiclass twice, so ultimately you could gain access to a total of three classes and their abilities.

LEVEL	VITALITY	ATTRIBUTES	SKILLS	ABILITIES	DAMAGE
1	12+MEN	Roll or Assign	Species +1	Per Class	Base
2				+1	
3			+1		
4	+4	+1 (max 3)		+1	
5			+1		+1d6
6				+1	
7	+4	+1 (max 3)	+1		
8				+1	
9			+1		
10	+4	+1 (max 3)		+1	+1d6



## SPECIES

When you create a character, choose a Species. They may affect your Attribute maximums and give you skills. There are some example names below each.

- ☉ **Bothan:** Guile max +4, Menace max +2, Pick Stealth or Deception  
*Askuk Fey'Iya, Borsk Melan, Deruk Kre'fey, Karka Ab'Ion, Koth Breil'Iya, Murok Nel'Iya, Tav Bey'Ion, Tereb Enay'Iya*
- ☉ **Cerean:** Guile max +2, Acuity max +4, Pick Academics or Alertness  
*Ap Kapo Bordu, Ki-Ando Hando, So Leet Mundi, Sylvn Dondo, Ti-Dal Bannda, Maj-Odo Hundu*
- ☉ **Duros:** Pick Piloting or Tech  
*Baniss Keeg, Dardo Bodd, Ellor Gim, Fomm Hrub, Kadlo Treeb, Kir Vantai, Lai Wuum, Monnda Tebbo, Robmu Bin*
- ☉ **Human:** Choose any one Skill as your Species Skill.
- ☉ **Ithorian:** Menace max +2, Spirit max +4, Pick Alertness or Survival  
*Lato Vado, Both Bendon, Ronro Mozi, Buldurzo, Corobb Boben*
- ☉ **Kel Dor:** Daring max +4, Lowlight Vision, Requires Rebreather  
*Belo Pal, Dorn Tlo, Gel Aal, Kal El, Kor Lon, Kur Mol, Retar Flo, Tam Lod, Torin Dol*
- ☉ **Mon Calamari:** Menace max +2, Acuity max +4, Special Skill (Aquatic)  
*Atlap, Bant, Cilghal, Dashat, Ibtisam, Jesmin, Kortish, Mabalain, Oro, Perit*
- ☉ **Quarren:** Presence max +2, Special Skill (Aquatic), Pick Deception or Stealth  
*Bloort, Falish, Kelmüt, Naminn, Seggor, Tessek, Tsillin, Vekker, Vuhlg, Zuukt*
- ☉ **Rodian:** Guile max +4, Spirit max +2, Special Skill (Tracking)  
*Andoorni, Beedo, Beerga, Chack, Chido, Doda, Greata, Kelko, Navik, Neela, Neesh, Wald*
- ☉ **Sullustan:** Infrared Vision, Alertness  
*Airl Nunb, Bomb Riv, Drebi Brun, Grii Suub, Morn Nunb, Rurin Soro, Sian Tevv, Syub Snunb*
- ☉ **Trandoshan:** Daring max +2, Menace max +4, +1 to Stamina Dice  
*Aarshk, Berask, Chiish, Fusset, Krussk, Lrask, Orsk, Ssuurg, Tusserk, Vratsk*
- ☉ **Twi'lek:** Presence max +4, Spirit max +2, Pick Deception or Influence  
*Bib Surool, Deel Komad, Firith Me, Giga Fortuna, Koyi Doneeta, Lyn Doonda, Oola Nooma, Tott Hambi*
- ☉ **Wookiee:** Menace max +4, Acuity max +2, Pick Athletics or Survival  
*Cherawr, Chework, Gorwooken, Groznik, Lowbacca, Ralrra, Rarrerik, Roworr, Salporin, Shrerook*
- ☉ **Zabrak:** Pick Alertness or Navigation  
*Aagh Odok, Eeth Koth, Kooth Aan, Maash Boon, Olas Haas, Reenda Muth, Samsi Fik*

# THE JEDI

The Jedi are an ancient order of knights who wield the force in order to pursue harmony and balance in the universe, sometimes acting as law enforcers for the Republic. Jedi begin with a light saber and pick one Ability from the following list.

- ⊕ **Blade Master:** When you inflict damage with your light saber, roll an extra damage die and keep the better of the two results.
- ⊕ **Consular:** You can enter negotiations, bargain, or parley, even with the most disagreeable of people, as long as they are intelligent enough to understand. Also, you can attempt to use a mind trick to deliberately alter someone's thoughts or plant an idea, fooling them into getting confused or distracted.
- ⊕ **Force Acrobatics:** You can defy gravity by using the force to leap, flip, tumble, and climb with superhuman agility.
- ⊕ **Force Control:** You possess a powerful telekinetic ability. You can attempt to Force Push or Pull, as well as levitate heavy objects and even crush matter into itself.
- ⊕ **Gray:** You walk the line between light and darkness. You can attempt to force choke or force lightning a nearby victim at the risk of becoming corrupted by the Dark Side.
- ⊕ **Guardian:** When you have your light saber out, your protective techniques help keep you safe from you incoming damage, granting +1 Armor.
- ⊕ **Mend:** Once per day, by spending a few minutes meditating, you can remove a Condition from yourself or an ally you make physical contact with using the Force.
- ⊕ **Sentinel:** You are particularly sensitive to the presence of the dark side, and can hone in on the location of dark side activity with speed and accuracy. Also, with some concentration, you can mask your presence from other force-sensitive beings.





## THE SOLDIER

Soldiers are fighters, marksmen, criminal enforcers, commandos, mercenaries, bounty hunters, raiders, or gunslingers. They begin with the Athletics skill, and choose one Ability from the list below.

- ☉ **Bounty Hunter:** You are licensed and trained in the pursuit and apprehension of beings with bounties on their head. When fighting or subduing them, add +1 die to damage, discarding the lowest result.
- ☉ **Brawler:** When outnumbered by enemies, you get +1 to armor.
- ☉ **Hardened:** Add +6 to your Vitality.
- ☉ **Interceptor:** Once per day, as long as you're nearby and you can explain it in the fiction, you can intercept an attack made against an ally, taking the damage instead of them.
- ☉ **Commando:** Get +3 to all ranged attack damage when you are firing from a superior position on the field. Also, the weight of your armor should never have a negative effect on your ability to move stealthily.
- ☉ **Tactical Defense:** Any Hirelings under your command get +1 to Armor as long as they can see and hear you.
- ☉ **Slugger:** Your unarmed attacks become light melee weapons and, when wielding a heavy melee weapon, you get +2 damage to attacks.
- ☉ **Tank:** The weight of your armor will never change your speed to less than Fast. You can also carry an extra heavy item.



# THE OUTLANDER

Outlanders are explorers, fortune hunters, rangers, road wardens, pathfinders, or wanderers. They begin with the Survival skill, and choose one Ability from the list below.

- ⊗ **Bush Pilot:** You can use Daring when piloting a ship as opposed to Acuity. Also, once per day, you can reroll any roll having to do with piloting a ship, using the ship's weapons, or using the ship's communications systems.
- ⊗ **Dodge:** Once per day, ignore the damage from a single attack.
- ⊗ **Expertise:** Pick another Skill.
- ⊗ **Gearhead:** You have a sizable workshop in a permanent location with a Specialist on retainer. Outside of the workshop, Also, you can make temporary repairs in a fraction of the time it takes a normal person using scavenged parts.
- ⊗ **Jack of All Trades:** You dabble in just about everything. Get +1 to any Attribute rolls in where you are not using a Skill.
- ⊗ **Scout:** When you take the lead in a dangerous location or wilderness area to scout ahead, you always spot your targets before they spot you.
- ⊗ **Stalker:** Add +3 damage to ranged attacks when the target doesn't see you. Also, when you attempt to track something or someone, you can do so quickly while on the move.
- ⊗ **Survivalist:** Once per day, you can ignore the damage or effects of an environmental hazard. Also, you always find enough food and water for yourself while surviving in the wilderness.





## THE SCOUNDREL

Scoundrels are thieves, swindlers, consultants, seductresses, smugglers, thugs, pirates, miscreants, gamblers, bandits, troublemakers, or other ne'er-do-wells. They begin by choosing two Abilities from the list below.

- ☞ **Duck and Cover:** You are an expert at using the environment for your protection, getting +1 to your armor against ranged attacks as long as you're not out in the open.
- ☞ **Getaway:** Once per day, you can automatically flee a location sprinting, dodging, and ducking to avoid pursuit.
- ☞ **Opportunist:** When you and your allies overpower your opponents, you inflict +2 damage.
- ☞ **Quickness:** As long as you're wearing light or no armor, you always act first and can react when suddenly surprised. Your Speed is always Sprint in light armor.
- ☞ **Sleaze:** When you pick locks or disable security mechanisms, you can do so quite quickly and unnoticed while in plain sight.
- ☞ **Slicer:** You can use the Technology Skill to hack into computers and take control of networks.
- ☞ **Smuggler:** You can attempt to hide things in plain sight. In addition, once per day, even after getting thoroughly searched, you can produce a small, inexpensive and useful item from your person.
- ☞ **Trader:** Once per day, you can halve the price of a purchase thanks to the different connections you have with distributors, merchants, tradesman, and smugglers. Also, you can tell the approximate value of artwork and trade goods once you've inspected them without having to roll.

# THE NOBLE

Nobles are the idle rich, dilettantes, wealthy merchants, robber barons, politicians, government officials, notable representatives, Imperial or Republic magistrates, or related to royalty. They begin by choosing two Abilities from the list below.

- ⊗ **Advisor:** When you spend a few minutes explaining to someone how to perform a task for which you have an applicable Skill, they can roll as if they had that Skill for that one attempt.
- ⊗ **Bolster:** Once per day, give a word of confidence and encouragement to increase an ally's morale. They immediately heal 1d6 Vitality.
- ⊗ **Connected:** You can attempt to obtain favors from other Nobles, whether getting a loan, an invitation to a party, or introductions to other important people.
- ⊗ **Entourage:** You have two body-guard Hirelings that accompany you at all times. They count as Goons. If they die, you can hire new ones, but you only have to pay the initial fee – after that they stay on permanently.
- ⊗ **Guarded:** Once per day, you can redirect any attack against you to one of your Hirelings as long as they are nearby and you describe it in the fiction.
- ⊗ **Immunity:** Your status has awarded you with some level of diplomatic immunity. You have legal documents or more shady leverage saying you cannot be arrested by local authorities and must be handed over to your superiors.
- ⊗ **Linguist:** You can speak and read all common languages, and interpret rare ones. Also, once per day, you can reroll an Presence roll when dealing with a species other than your own.
- ⊗ **Strategy:** When you take a few minutes to formulate a battle plan, allies get +1 to any rolls that follow that plan.



# SKILLS

Each Species comes with a choice of skills when you create your character. You also get to pick any skill of your choice at first level. There are thirteen available Skills, briefly described below.

- ④ **Academics:** You are well-read in politics, histories and cultures, both local and foreign.
- ④ **Athletics:** Training to increase your fitness, mobility, and resistance to fatigue.
- ④ **Awareness:** A keen perceptiveness, curiosity, and an eye for detail.
- ④ **Deception:** Quick wits, cunning, a love of exaggeration and a knack for cheating.
- ④ **Influence:** You have an ear for gossip, the gift of gab, and a knack for appeasing foul moods and hurt feelings.
- ④ **Leadership:** You have a commanding presence and an iron-clad confidence.
- ④ **Navigation:** Training in the charting of courses across the land, sea, air, or space via maps or astronavigation software.
- ④ **Piloting:** Controlling or driving any type of vehicle in stressful situations or when trying to pull off stunts.
- ④ **Stealth:** You have a light foot, quick hand, and an ability to intrude where you do not belong.
- ④ **Survival:** You are well familiar with orienteering and living in the wilderness unaided.
- ④ **Tech:** Training in various technologies, such as electronics, software, mechanics, and engineering.
- ④ **Treatment:** You know how to diagnose illnesses, tend to wounds, and soothe pains with ointments and medicines.

## Using a Skill

If you have an applicable Skill, you can't Fail. A roll of 6 or less counts as a **Close-Call** instead, which means you still manage to barely manage to pull it off (as opposed to completely fail). However, the GM will throw even bigger complications at you than if you got a Problem.

## Special Skills

Some rare items and special equipment can grant you narrow, unlisted, specialty skills that only apply in certain situations. For example, you might get your hands on some high-tech climbing gloves that give you the Scale Sheer Walls skill. Or a strange device that gives you the Breath Underwater skill. Or maybe you find an ancient artifact that gives you the Command Krayt Dragon skill. These work like normal skills, except that they only serve very specific fictional circumstances.

# CONDITIONS

Conditions are negative status effects gained from dealing with danger and misfortune. When you get a Failure, the GM may impose a Condition on you as a result of the fictional consequences of your action. The GM is encouraged to create fitting custom conditions for the situation at hand, but here are some standard sample conditions:

- ④ **Blinded** – You have lost your ability to see properly. Get -3 to any actions where sight is a major factor until your blindness is treated, by healing it naturally, using a bacta tank, or even getting a cybernetic replacement.
- ④ **Dazed** – You are temporarily stunned. Get -1 to your next action.
- ④ **Dead** – If left untreated after getting the Dying condition, your character will die in 1d6x10 minutes.
- ④ **Deafened** – You have lost your ability to hear properly. Get -2 to any actions where sound or vocalization is a major factor until your deafness is treated by healing it naturally or even getting a cybernetic ear.
- ④ **Dying** – When your character becomes Wounded and then endures any further physical trauma, they fall unconscious and begin Dying. They can still be resuscitated but will need intensive care for at least a week.
- ④ **Exhausted** – You are physically spent and your stamina can carry you no further. You'll need rest and eat or you'll remain weakened. Get -2 to any actions where physical exertion is a factor until you get some food and rest.
- ④ **Flat-Footed** – You are caught off-balance or your movement reliability has been compromised. Get -2 to any actions where balance and speed are a factor until you fix whatever threw you off balance.
- ④ **Frightened** – You are scared or awed by something terrifying, maddening, or traumatizing. Get -1 to all actions until your fear is quelled.
- ④ **Lost a Limb** – If the fiction is right, the GM might declare that you lost a limb instead of getting the Dying condition when you take damage after being Wounded. Maybe you'll get both! You'll need to get a cybernetic replacement to remove this condition. Without that limb, you might move slower or only be able to do things with a single arm. This is mostly imposed in the fiction.
- ④ **Out-Cold** – You have been knocked unconscious and are vulnerable. You'll need to be revived or you'll otherwise wake up in a few minutes.
- ④ **Sick** – You are sickened with disease, poison, nausea, or anxiety. Get -1 to all actions until your sickness is treated.
- ④ **Wounded** – You get this Condition when your Vitality drops to 0 or below. Your character is mortally wounded and you can barely move without intense pain. Get -3 to all actions. Any further damage and your character will start dying. You'll need to rest and recuperate to regain your Vitality in order to get rid of the Bloodied condition.

# RULES SUMMARY

When you attempt something risky or opposed, roll 2d6 and total the results, adding one of your Attribute scores based on the action you're taking. The GM will tell you some of the possible risks before you roll, so you can decide if it's worth the chance or if you want to revise your action.

- ⊕ A total of 6 or less is a **Failure**; things don't go well, and the GM will describe the consequences. If you can use a Skill, it's a **Close-Call** instead.
- ⊕ A total of 7 - 9 is a **Problem**; you do it, but there is some cost, compromise, retribution, harm, etc.
- ⊕ A total of 10 - 11 is a **Success**; you do it without any complications.
- ⊕ A total of 12+ is a **Critical**; you do it perfectly and receive some extra benefit or advantage.

## Armor and Speed

When damage is inflicted on you, subtract your Armor value from it from before decreasing your Vitality. Armor also determines your Speed, which is how fast you can move and react. Whenever a question of "who goes first" or "who runs the fastest" comes into the play, refer to the Speed of the characters first, and then a Daring roll if it's a tie.

## Vitality and Damage

Be it by expertise, rolling with the punches, blind luck, trust in the Force, or heroic destiny, Vitality represents your character's ability to avoid damage when really they should have gotten hurt. Think of it as 'plot armor' – your character is so important to the story that they get to have a buffer before they get seriously injured. Vitality loss is represented in the fiction as minor bumps, bruises, scrapes, cuts, and scratches – surface level damage that doesn't hold you back much.

Your max Vitality starts at 10+CON and increases as you Level Up. When you take damage, it decreases your current Vitality. When your Vitality hits zero (stop subtracting - it doesn't go negative), your character gets the Wounded Condition. Further damage results in your character getting the Dying Condition.

When you inflict damage, roll the dice listed for your weapon, and add any applicable bonuses to the result. When you suffer damage, reduce it by your armor score, and subtract the remainder from your current Vitality until you hit zero.

## Recovery

If you can arrange a scene within the game where your character can get something to eat and good night's rest, you can remove the Wounded condition and recover your Vitality back to full as long as you're not Dying. If you have the Dying Condition, a full week's rest is required to remove the condition and recover your Vitality to full. This can be cut down to a few days if submerged in a bacta tank.

Other conditions can be removed simply by resting, per the GM's discretion. For example, rest almost always removes the Exhausted condition. You can also remove Conditions by taking care of the problems in the fiction directly, such as getting medicine to cure a Sickness or even just coming to after getting knocked Out-Cold for a while. Sometimes you might even lose a limb (lightsabers are good for that) and you'll need to get a cybernetic prosthesis to replace it.

# PROBLEMS AND FAILURES

When your roll results with a Problem or a Close-Call, the GM will use a setup move to escalate the situation. When you get a Failure, the GM will use a hard and direct move that hits you consequences immediately. The severity will depend largely on the fiction – what you were trying to accomplish, what was opposing you, and what was happening nearby. What follows are some general examples of appropriate consequences.

## Problems & Close-Call Examples (Soft and Setup Moves)

- ⊕ **Counter their action with another** – the enemy attacks them at the same time, a socialite throws a fit when they confront her, another speeder cuts them off.
- ⊕ **Delay their next action** – they are stunned from a sharp blow to the head, they have to stop and gather dropped items, one of the crew is lagging behind.
- ⊕ **Distract them** – they don't immediately notice the tripwire up ahead, a dancer draws their attention away from an assassin, an enemy uses a flash bang.
- ⊕ **Disturb their sensibilities** – reveal how their mistakes had a negative effect on the world, expose them to terrible truths, show them the desperation of the rebellion.
- ⊕ **Escalate the situation** – a fire spreads to a neighboring building, a crowd starts to run in panic, the ship starts a self-destruct mechanism.
- ⊕ **Exaggerate what they experience** – make things seem more terrible than they are or, conversely, safer..
- ⊕ **Impair their abilities or actions with minor Conditions** – look at the fiction and see if there are any minor conditions that the player should incur.
- ⊕ **Impose a compromise on their success** – they can only succeed IF they allow something else to happen, too.
- ⊕ **Provoke them into action** – taunt them into attacking, introduce some danger and ask "What do you do?"
- ⊕ **Temporarily take their stuff** - knock away a useful tool or weapon, have them drop a key item into a dangerous or hard to get to location.

## Failure Examples (Hard and Direct Moves)

- ⊕ **Capture them** – kidnap them, drop them in a pit, have a one of them arrested
- ⊕ **Conceal something important** – they find nothing of interest in the room...because it was hidden!
- ⊕ **Control their actions, directly or indirectly** – an ally is mistaken for an enemy, they are blackmailed into inaction.
- ⊕ **Corrupt their minds or bodies** – exposure to the Dark Side taints their soul, they contract a noxious disease or fall victim to a deadly poison.
- ⊕ **Defame their actions or intent** – they are mistaken for thugs, their words are misconstrued by the court magistrate.
- ⊕ **Inflict harm or effects** – they take some Vitality damage or get a Condition
- ⊕ **Destroy something important to them** – a weapon is broken in the middle of a fight, a loved one is murdered during the night.
- ⊕ **Overwhelm them with great force, while leaving an opportunity** – a strike hits them for great damage but leaves the attacker vulnerable, a mob rushes at them but makes it easier to slip away in the fray.
- ⊕ **Prevent them from doing something** – a sophisticated lock keeps a door barred, Imperials destroy the bridge they want to cross.
- ⊕ **Reinforce the enemy** – the enemy Storm Troopers are joined by elite Crimson Guard, the Sith Warrior gains power from killing an innocent.
- ⊕ **Separate the characters** – a cave-in splits them into two smaller groups, Storm Troopers put them into different detention cells for questioning.

# EQUIPMENT

## Melee Weapons

Unnamed Attack	D6-2 Damage
Light Weapon (25c)	D6 Damage, Light, Throw
Stun Weapon (50c)	D6+2 Stun
Martial Weapon (75c)	D6+1 Damage
Reach Weapon (100c)	D6+1 Damage, Two-Handed, Reach
Heavy Weapon (200c)	D6+2 Damage, Two-Handed, Heavy
Lightsaber (3000c)	D6+3 Damage, Deadly, Jedi

## Ranged Weapons

Blaster Pistol (250c)	D6 Damage, Light, Close
Blaster Carbine (500c)	D6+1 Damage, Close
Blaster Rifle (1000c)	D6+1 Damage, Ranged, Two-Handed
Repeating Blaster (2000c)	D6+2 Damage, Ranged, Two-Handed, Heavy
Bowcaster (1500c)	D6+1 Damage, Ranged, Two-Handed, Deadly
Flame Thrower (1000c)	D6 Damage, Close, Burn
Ion Blaster (1000c)	D6+2 EMP

## Explosive Weapons

Frag Grenade (200c)	D6+2 Damage, Throw, Blast
Stun Grenade (200c)	D6+2 Stun, Throw, Blast
Ion Grenade (250c)	D6+3 EMP, Throw, Blast
Thermal Defonator (2000c)	D6+3 Damage, Throw, Blast, Deadly

## Armor

No Armor	Max Speed Sprint
Light Armor (250c)	+1 Armor, Max Speed Run
Heavy Armor (1000c)	+2 Armor, Heavy, Max Speed Jog, Restrictive

## Weapon and Armor Effects

- ⊕ **Armor** – Indicates how much damage you soak with this armor.
- ⊕ **Blast** – Damages the target and everyone adjacent to it.
- ⊕ **Burn** – Does damage for three turns unless extinguished.
- ⊕ **Close** – Can be fired accurately at nearby targets, but lacks real distance.
- ⊕ **Deadly** – When you roll a 6 on damage, roll again and add the new result.
- ⊕ **EMP** – Only damages electrical equipment and droids.
- ⊕ **Heavy** – You can only carry as many Heavy items as your MEN score.
- ⊕ **Jedi** – Must be a Jedi in order to use properly.
- ⊕ **Light** – Can be offhand weapon. If the damage from your primary weapon is too low, reroll with your offhand weapon and take the new result.
- ⊕ **Max Speed** – Determines how fast you while wearing this armor.
- ⊕ **Ranged** – Can be fired at targets from a long distance.
- ⊕ **Reach** – Has an advantage against non-reach melee weapons in combat.
- ⊕ **Restrictive** – Get a -1 to Daring checks while wearing this bulky armor.
- ⊕ **Stun** – Does Vitality Damage, but will never kill a target.
- ⊕ **Throw** – Can be thrown accurately at nearby targets.
- ⊕ **Two-Handed** – Requires both hands to use properly.



# GEAR

## Clothing

Vagabond's Clothing (1c)  
Commoner's Clothing (10c)  
Tradesman's Clothing (25c)  
Quality Clothes (50c)  
Latest Fashions (100c)  
Official Vestments (200+c)  
Elegant Fashions (500+c)

## Tools

All-Temperature Cloak (100c)  
Aquatic Rebreather (350c)  
Bandolier (100c)  
Holster, Concealed (75c)  
Binder Cuffs (50c)  
Breath Mask (200c)  
Comlink, long-ranged (250c)  
Comlink, short-ranged (25c)  
Com-Scrambler (400c)  
Cybernetic Prosthesis (5000c)  
Datapad (1000c)  
Electrobinoculars (1000c)  
Energy Cell (10c)  
Flight Suit (1000c)  
Fusion Lantern (25c)  
Glow Rod (10c)  
Helmet Package (4000c)  
Holorecorder (100c)  
Holster, Hip (50c)  
Jet Pack (500c)  
Liquid Cable Dispenser 15 Meters (10c)  
Medical Kit (600c)  
Medpac (100c)  
Portable Computer (4000c)  
Power Generator (1000c)  
Power Pack (25c)  
Power Recharger (250c)  
Ration Pack (5c)  
Security Kit (750c)  
Sensor Pack (1500c)  
Space Suit (2000c)  
Surgery Kit (1000c)  
Syntherope 45 Meters (20c)  
Targeting Scope (100c)  
Tool Kit (500c)  
Utility Belt (250c)

# SERVICES

Dining, Luxurious (150c)  
Dining, Upscale (50c)  
Dining, Average (10c)  
Dining, Budget (2c)  
Lodging, Luxurious (200c)  
Lodging, Upscale (100c)  
Lodging, Average (50c)  
Lodging, Budget (20c)  
Bacta Tank Treatment, Per Hour (300c)  
Hospital Care, Per Day (300c)  
Taxi Service, Per Half-Hour (10c)  
Space Passage, Steerage, Per Five Days (500c)



# VEHICLES AND SPACECRAFT

Your character will inevitably get their hands on some kind of vehicle or spacecraft. Most everybody can operate any vehicle to a limited extent, able to casually steer the vehicle in calm, routine situations. However, any time you pull off a risky maneuver or pilot under pressure, you'll need to roll.

- ⊕ **Speeder Bike (7000c)**  
10 Vitality, Fast, Dangerous, Land Vehicle, Optional Light Mounted Blaster (1d6, +1000c)
- ⊕ **Swoop (12,000c)**  
10 Vitality, Very Fast, Dangerous, Land Vehicle, Optional Light Mounted Blaster (1d6, +1000c)
- ⊕ **Land Speeder (18,000c)**  
20 Vitality, +1 Armor, Land Vehicle, Passengers, Optional Medium Mounted Blaster (1d6+1, +2000c)
- ⊕ **Air Speeder (30,000c)**  
25 Vitality, +1 Armor, Atmospheric Flight Vehicle, Optional Medium Mounted Blaster (1d6+1, +2000c)
- ⊕ **Hauler Truck (22,000c)**  
25 Vitality, +2 Armor, Slow, Cargo, Land Vehicle, Optional Medium Mounted Blaster (1d6+1, +2000c)
- ⊕ **Service Walker (50,000c)**  
15 Vitality, Heavy Lifter, Land Vehicle, Optional Light Mounted Blaster (1d6, +1000c)
- ⊕ **Combat Walker (Military - NFS)**  
30 Vitality, +2 Armor, Land Vehicle, Heavy Mounted Blaster (1d6+3)
- ⊕ **Star Fighter (Military - NFS)**  
60 Vitality, +2 Armor, Space Flight Vehicle, Blaster Cannons (2d6), Proton Torpedoes (3d6 Blast)
- ⊕ **Star Freighter (100,000c)**  
100 Vitality, +2 Armor, Space Flight Vehicle, Blaster Cannons (2d6), Hyperspeed
- ⊕ **Smuggler's Star Freighter (150,000c)**  
100 Vitality, +1 Armor, Hiding Spots, Blaster Cannon Turrets (2d6, x2), Hyperspeed
- ⊕ **Capital Ship (Military - NFS)**  
500 Vitality, +5 Armor, Space Flight Vehicle, Massive Arsenal, Hyperspeed



# HIRELINGS

Many heroes use their reputation and wealth to take on Hirelings. When you have a Hireling in your service, they'll do pretty much whatever you ask as long as it is a reasonable request. If you ask them to do something they probably wouldn't really want to do, you'll need to roll.

## ☉ Grunt

100c/day, 5 Vitality, Blaster Pistol, Vibrodagger, Light Armor  
*Grunts are simple mercenaries and guns for hire.*

## ☉ Marksman

200c/day, 8 Vitality, Blaster Rifle, Light Armor  
*Marksmen are ranged combat experts who carry heavier blasters than grunts.*

## ☉ Trooper

400c/day, 10 Vitality, Blaster Rifle, Heavy Armor  
*Troopers are heavy combat support.*

## ☉ Engineer

100c/day, 8 Vitality, Blaster Pistol, Tools, Tech Skill  
*Engineers are tech specialists, able to build and repair with the best of them.*

## ☉ Expert

150c/day, 6 Vitality, Blaster Pistol, 2 Skills  
*Experts are specialists in a particular field or task. Choose two skills for them.*

## ☉ Guide

200c/day, 6 Vitality, Vibrodagger, Blaster Pistol, Survival and Navigation Skills  
*Guides are hired to assist with travel and act as pathfinders.*

## ☉ Messenger

50c/message + 10c/day of travel, 5 Vitality, Blaster Pistol, Speeder Bike  
*Messengers deliver packages over long distances.*

## ☉ Entertainer

250c/day, 5 Vitality, Musical Instrument, Performance Skill  
*Entertainers are talented performers for hire.*

## ☉ Servant

200c/month contract, 4 Health, Domestic Skill  
*Servants wait on your hand and foot, cook, clean, and other domestic chores.*

## ☉ Spy

1000c/week contract, Blaster Pistol, Stealth Skill  
*Spies collect information or shadow targets to track their whereabouts for you.*





## ADVERSARIES

Here are some example enemies the heroes might encounter on Tatooine. The GM is encouraged to create new ones as well.

- ☉ **Wamp Rat**  
3 Vitality, Claw Attack (1d6-1), Survival Expert  
*Wamp rats try to gang up on enemies. Otherwise, they'll run and hide if outnumbered.*
- ☉ **Tusken Raider**  
5 Vitality, Raider's Staff (1d6), Survival Expert  
*Tusken raiders travel in packs and will howl loudly to call backup if they feel threatened.*
- ☉ **Bounty Hunter**  
12 Vitality, Blaster Carbine, Flame Thrower, Thermal Detonator, Heavy Armor, Tracking Expert  
*Bounty Hunters usually travel solo and always ambush their targets.*
- ☉ **Imperial Storm Trooper**  
8 Vitality, Blaster Rifle, Heavy Armor  
*Storm Troopers work in fire teams. As long as they have communication with their captain, they get +2 to damage rolls.*
- ☉ **Imperial Agent**  
6 Vitality, Blaster Pistol, Light Armor, Stealthy  
*Imperial Agents usually work alone or in small groups of two or three. They try to avoid fair fights, preferring to arrange traps or get an advantage before attacking.*
- ☉ **Sith Inquisitor**  
12 Vitality, Lightsaber, Light Armor, Jedi Hunting Expert  
*Sith inquisitors are specialists in tracking down and eliminating rogue Jedi. They travel solo or in groups of two.*
- ☉ **Acid Lizard**  
10 Vitality, Acid Spit (1d6+1), Bite (1d6+2), Light Armor  
*These large, fat lizards live underground in dens of two or three. They have mottled, purple, scaly hides and giant acid sacks under their jaw. They are carnivorous and aggressive.*
- ☉ **Krayt Dragon**  
20 Vitality, Bite/Whip (1d6+3), Heavy Armor, Giant, Deadly  
*These giant, ancient creatures lair in the high mountains of Tatooine. They have powerful jaws and whip-like tails that they use to hunt prey like banthas and dewbacks.*
- ☉ **Criminal Goon**  
5 Vitality, Blaster Pistol, Vibrodagger, Light Armor  
*Mos Eisley is rife with crime, and most criminals are just goons. These guys are generally aggressive and unforgiving, but not the sharpest tools in the shed.*
- ☉ **Criminal Boss**  
10 Vitality, Blaster Rifle, Repeating Blaster, Thermal Detonator, Light Armor  
*Criminal goons are smart enough to prosper by themselves; they almost always work under a boss. As long as the boss is around, he/she and their gang get +1 to armor.*

# STAR WORLDS

Class		Species		Name	
Attributes		Skills			
MEN	ACU				
DAR	PRE				
GUI	SPI				
Equipment		Abilities			
Vitality		Damage	Armor	Speed	
Conditions					
Notes					
Hero Points ○○○○○○○○○○○○○○○○			Experience Points ○○○○○○○○○○○○○○○○		

# STAR WORLDS

Class		Species		Name	
Attributes		Skills			
MEN	ACU				
DAR	PRE				
GUI	SPI				
Equipment		Abilities			
Vitality		Damage	Armor	Speed	
Conditions					
Notes					
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