HUNTER AGENDA

• Act like you're the hero in this story (because you are).
• Make your own destiny.
• Find the damn bounty and catch them.
• Play your hunter like they're a real person.

BASIC MOVES

Kick Some Sheb

When you get into a fight and kick some sheb, roll +Tough.

On a 7+, you and whatever you're fighting inflict harm on each other. The amount of harm is based on the established dangers in the game. That usually means you inflict the harm rating of your weapon and your enemy inflicts their attack's harm rating on you.

On a 10+, choose one extra effect:
• You gain the advantage: take +1 forward, or give +1 forward to another hunter.
• You inflict terrible harm (+1 harm).
• You suffer less harm (-1 harm).
• You force them where you want them.

Advanced: On a 12+ instead pick an enhanced effect:
• You completely hold the advantage. All hunters involved in the fight get +1 forward.
• You suffer no harm at all.
• Your attack inflicts double the normal harm.
• Your attack drives the enemy away in a rout.

Act Under Pressure

When you act under pressure, roll +Cool.
On a 10+ you do what you set out to.
On a 7-9 the Keeper is going to give you a worse outcome, hard choice, or price to pay.
Advanced: On a 12+ you may choose to either do what you wanted and something extra, or to do what you wanted to absolute perfection.

Help Out

When you help another hunter, roll +Cool.
On a 10+ your help grants them +1 to their roll.
On a 7-9 your help grants them +1 to their roll, but you also expose yourself to trouble or danger.
Advanced: On a 12+ your help lets them act as if they just rolled a 12, regardless of what they actually got.

Investigate A Hunt

When you investigate a hunt, roll +Sharp.
On a 10+ hold 2, and **on a 7-9** hold 1. One hold can be spent to ask the Keeper one of the following questions:
• What happened here?
• What sort of bounty is it?
• What capability does it have?
• What can make it vulnerable?
• Where did it go?
• What was it going to do?
• What is being concealed here?
Advanced: On a 12+, you may ask the Keeper any question you want about the hunt, not just the listed ones.

Manipulate Someone

Once you have given them a reason, tell them what you want them to do and roll +Charm.

For a normal person:
• **On a 10+,** then they'll do it for the reason you gave them. If you asked too much, they'll tell you the minimum it would take for them to do it (or if there's no way they'd do it).
• **On a 7-9,** they'll do it, but only if you do something for them right now to show that you mean it. If you asked too much, they'll tell you what, if anything, it would take for them to do it.
• **Advanced: On a 12+** not only do they do what you want right now, they also become your ally for the rest of the hunt (or, if you do enough for them, permanently).

For another hunter:
• **On a 10+,** if they do what you ask they mark experience and get +1 forward.
• **On a 7-9,** they mark experience if they do what you ask.
• **On a miss,** it's up to that hunter to decide how badly you offend or annoy them. They mark experience if they decide not to do what you asked. Bounties and minions cannot normally be manipulated.
• **Advanced: On a 12+** they must act under pressure to resist your request. If they do what you ask, they mark one experience and take +1 ongoing while doing what you asked.

Protect Someone

When you prevent harm to another character, roll +Tough.
On a 7+, you protect them okay, but you'll suffer some or all of the harm they were going to get.
On a 10+ choose an extra:
• You suffer little harm (-1 harm).
• All impending danger is now focused on you.
• You inflict harm on the enemy.
• You hold the enemy back.
Advanced: on a 12+ both you and the character you are protecting are unharmed and out of danger. If you were protecting a bystander, they also become your ally.

Read a Bad Situation

When you look around and read a bad situation, roll +Sharp.
On a 10+ hold 3, and **on a 7-9,** hold 1. One hold can be spent to ask the Keeper one of the following questions:
• What's my best way in?
• What's my best way out?
• Are there any dangers we haven't noticed?
• What's the biggest threat?
• What's most vulnerable to me?
• What's the best way to protect the victims?
If you act on the answers, you get +1 ongoing while the information is relevant.
Advanced: On a 12+ you may ask the Keeper any question you want about the situation, not just the listed ones.

Use Tech

When you use tech, say what you're trying to achieve and how you use the tech, then roll +Tech.
On a 10+, the tech works without issues: choose your effect.
On a 7-9, it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.
Advanced: On a 12+ the Keeper will offer you some added benefit.

Effects
• Inflict harm (1-harm armor-piercing/ap).
• Enhance a weapon. It gets +1 harm and +quality or +capability—what is it?
• Do one thing that is beyond human limitations.
• Bar or gain access to a place or vehicle.
• Trap a specific person, creature, minion, or bounty.
• Override computer or mechanical controls on a thing or location.
• Program or reprogram a droid.
• Decipher, decrypt/encrypt information.
• Use sensors, communicators, and other communications tech.
• Repair 1-harm from damage, or restore a quality or a capability.
• Create something, provided resources, time, and help is available. Making or using a schematic will act as +1.

Glitches
• The tech is fragile.
• The tech is of short duration.
• It takes more energy or effort to use.
• The tech draws immediate, unwelcome attention.
• It has a problematic side effect.

The Keeper may say that...
• The tech requires rare materials.
• The tech will take longer than normal time (clock segments to use: 1-6) to use.
• The tech requires specialized training to create or use.
• The tech requires you to use a schematic to create or use.
• You need one or more additional people to help use the tech.
• You need to use special credentials or circumstances to create or use the tech, such as biometrics or beliefs.

Big Tech

Use Big Tech when a hunter needs to work with tech on a larger scale or scope. The Keeper will say either "Sorry, it can't be done." Or "Sure! But..." Then some of the following:
• You can do it with a 3-6 tick scene clock.
• You can do it with a 3-6 tick episode clock.
• You can do it with a 3-6 Season Clock.
• You will need the expertise or assistance of ___ .
• You will need to destroy/dissect ___ .
• You will need to travel to _ first for ___.
• You will need to ___ first.
• It's going to be dangerous.
• You'll have to get/build/fix/take apart/figure out ___ first.
• It's going to cost you a favor to the wrong kinds of people.
• The best you'll be able to do is an unreliable, less effective, or weak version.
• It's going to take a lot of trial and error to perfect it.

• If it's for a scene, check a tick on the clock when you take a successful action that moves you towards your goal.
• If it's for an episode, check a tick on the clock when you perform a scene that moves you towards your goal.
• If it's for a season, check a tick on the clock when you complete an episode and have shown that you have worked on your tech.

If a player is going for something that has far-reaching consequences or is trying something that is more outside of their character's expertise, the Keeper has the option to either say "No, sorry. It can't be done," or make it very challenging and require the help of other hunters or some NPCs. Use your various types of clocks for pacing, just be sure to select requirements that not only make sense, but would also provide enough fun material for a scene or two with some interesting stakes. If a player is going for something that steps outside of the scope or themes of your game, talk to them on the player level, to see if there is a reasonable compromise you can reach.

It's worth noting that if a hunter takes the Haven: Workshop Move, you can't tell them "No" anymore, so long as they are still working in their field of expertise. The hunter should be ambitious and creative with the sorts of problems or mysteries they try to solve with their workshop.

Gear Up Swipe–Montage

Use this if you don't want to spend game time to play through scenes to acquire something important (or as a flashback): roll +Charm for people, roll +Cool for plans, roll +Sharp for info, roll +Tough for tactics, roll +Tech for equipment; **10+** you get it, **7-9 with cost. Advanced: On a 12+** you get it with +1 quality or capability.

HARM

Whenever you suffer harm, the Keeper will tell you what effect it has.

Injury severity depends on how much harm you have suffered:

• 0-3 harm wounds have only minor, short term effects.
• 4-7 harm wounds are serious and unstable. They will get worse unless treated. Mark the "Unstable" box.
• 8+ harm or more will kill a normal person, including a hunter.

Armor reduces the harm suffered by the number of points it is rated for.

Bounties may not be defeated until you use their vulnerability against them, and this applies to some minions as well.

Recovery

Recovery from Harm:
• 0 harm wounds are considered healed right away.
• 1-3 harm wounds improve when you receive first aid, and later when you rest. Heal 1 when you do.
• Unstable wounds require first aid to become stable. While unstable, they may get worse.
• 4+ harm wounds require a healing move, time in an infirmary, bacta, or hospital. At hunt's end, you have a chance to heal.
• If no chance to rest, heal 1 harm.
• If there is plenty of time, heal all harm.
Recovery from Stress:
If there is an encounter where taking stress rather than harm makes more sense, do that. This includes excessive violence, torture, loss, sanity-breaking, soul-crushing moments. Too much stress will lead to a loss in stats if left unchecked. Recovery of stress is 1 per session without additional stress-inducing events.

LUCK

When you spend a point of Luck, pick 1:
• Decrease a wound you have suffered to 0 harm.
• After you roll, retroactively change the result to a 12.
When you have no luck left, bad things will happen to you—see We're Doomed

We're Doomed

Every time you spend a Luck the Keeper adds a Hold for the group of Hunters. When Luck = 0, a Hard Move is made.

LEVELING UP

Mark an experience point whenever your roll totals six or less, or when a move tells you to.

Whenever you mark the fifth experience box, level up. Erase all five marks and choose an improvement from your list.

After you have leveled up five times, you may choose from the advanced improvement list as well.

END OF SESSION

At the end of each session, the Keeper will ask the following questions:

• Did we conclude the current hunt?
• Did we save someone from certain death (or worse)?
• Did we learn something new and important about the world?
• Did we learn something new and important about one of the hunters?

If you get one or two "Yes" answers, mark one experience. If you get three or four, mark two.

BOUNTY OF THE WEEK

ADDITIONAL MOVES

Opening Session Move –
In Media Res of a Hunt

Use this move at the point of confronting a bounty at the beginning of a session for the setup of the encounter.

Questions to ask the hunters:

• **Bounty:** Who are you hunting? What's something that you've heard about (true or false) them? Is this a low, medium, or high payment?

• **World:** What system and world does this take place on? What are their policies about bounty hunting? Who do you know that might make things interesting should they cross your path while hunting the bounty?

• **Status:** Where is the bounty? What's their state of mind? How did you come across this information?

When you have your answers for the setup, roll +Sharp (plus any modifiers if any):

• **On a 10+** the bounty feels safe, however, they have a plan of escape or a bribe ready for you if you are desperate enough.

• **On a 7-9** the bounty is alert or ready for you if you are down on your luck and an ambush or firefight (hunters' choice) is a likely outcome.

• **On a miss,** the bounty has backup and is ready to take out the hunters in an ambush or firefight (Keeper's choice), and answer one of the following questions to modify the scene:

• What gave me away to the bounty?
• What did I miss on my investigation that's now apparent?
• What did I leave behind on my ship that I could really use right now?
• What about my position in the ambush or firefight puts me at greater risk of harm?
• What am I prepared to give up to get out of this alive?

Advanced (for Investigate a Hunt used this way): On a 12+, the bounty feels safe from being caught, however, they are in a precarious situation and are at your mercy.

More Machine Than Alive

Use this move instead of Medic or First Aid when performing medical procedures which replace damaged organs and limbs with tech ones. Access to resources will alter the results by +1 to -2. When ready, then roll +Tech. (Use the Effects and Glitches from Use Tech for options.)

On a 10+, the surgery happens without complications: choose your effect.

On a 7-9, it happens imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.

On a miss, it happens with complications, you get the bare use of the organ or limb, however, take two glitches and take 1d6 harm from the ordeal.

Advanced: On a 12+ the Keeper will offer you some added benefit.

Downtime

When your hunters spends time relaxing after a Job or cooped up in your ship while traveling between stars, each player describes how they spend their downtime, and shows a short scene or vignette related to it. The Keeper or another player not in the scene may ask you some questions about your downtime, answer them. If you:

• Confront another hunter or passenger with a grievance, disagreement, or desire, you each may write a note related to the outcome.

• Work on a personal project, mark 1 Tick on it as a project clock.

• Spend time getting closer to a hunter, you each may choose to have a +1 Forward or recover from being Traumatized.

Trauma Recovery Roll 2d6: If the personal project can be interpreted as helpful to recovery then –1 to the roll. If one or more other hunters are sincerely spending time with you then –2 to the roll. If both, then –3 to the roll.

• **On a 6–** you find your way through—uncheck the box.

• **On a 7-9** you begin your work to recover—mark only one appropriate Stat with –1 until next session.

• **On a 10+** your trauma changes you—add a Trauma Move and uncheck the box.

DEALING WITH STRESS

Stress is different from Harm in that it can be gained not only from physical injuries by absorbing Harm, but also from surviving terrible or strange encounters that would break the will and mind of lesser beings, and from pushing oneself above and beyond your normal capabilities. However, too much stress can take down even the hardiest hunter at inopportune times.

Using & Taking Stress

• Ignoring a psychologically, emotionally, mentally, mystically difficult situation in order to do what you need to do.

• Absorbing a point of Harm as if narrowly avoiding some of the damage.

• Pushing oneself up one level of success, so 10+ to 12+, 7-9 to 10+, or 6– to 7-9.

Whenever a hunter takes a new point of Stress, **have them roll a d6.** If the number rolled is greater than the new total, the hunter is okay. If the number is equal to or less than their Stress then mark the Traumatized box and note that all Stats are now at –1 ongoing until the hunter can recover from being traumatized (see Downtime). **Note:** Hunters can still use any remaining boxes of Stress until filled up. After that, Stress is no longer helpful.

Recovering Stress

At least a day of full rest away from stressful situations mixed with whatever a hunter does to relax will wipe away all Stress, but won't undo the Traumatized condition.

Trauma Moves

Paranoid: Someone or something is out to get you. Successful Read a Bad Situation to know for certain, maybe.

Fight/Freeze/Flee (choose one): You're now hardwired to react in all stressful situations, including when not hunting. Successful Act Under Pressure to react differently.

Nightmares: You always begin a session with at least 1 Stress marked and a feeling of dread for others you care about from bad dreams (choose a character for each day). Successful Protect Someone to alleviate the feeling for now.

SUGGESTED NAMES

The Veteran (may include rank, call sign)
Farley, Inisa, Forim, Crev, Dace, Kaleb, Melvar, Marlon, Errol, Adi, Cachi, Salek, Imbet, Moolis, HK-51, T7-Ak, R8-Q1, Herron, Jitto, Kehel, Lesa, Noval, Kelan, Gean, Vuul, Mya, Nils, Rhynna, Miko, Rundo, Ori, Jana, Lyra, Broc, 8B-H1, F1-R3, Vonk, Wakeman, Kargin, Kartak, Keeler, Grekkor, Crille, Noor, Raek, Trey, Nangle, Huwall, Morano, Tal, Bogen, Imsatad, Asyr, Tren, DD-94, LJ-78, HK-37

The Expert (may include title)
Tai, Koon, Dro, Adnan, Nils, Burdick, Pedric, Tornik, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Salm, Moss, Whitmont, Cullen, Spector, J7-GA, Y1-T3, Doyle, Fisher, Sterling, Liliuum, Aawaia, Tresk, Caer, Dorn, Tara, Natasha, Lana, Mallory, Dou, Bon, Boo, Kal, Bai, Char, Jav, Wei, Jay, Nee, Kim, Lan, Di, or Dez, Doc, Buzz, Gabe, Biz, Line, Inch, Grip, Setter, U7-C1, 0B-VZ, I4-B0

The Designed (may include designation)
Vision, Dust, Plono, Sorol, Dom, Ganner, Naroon, Mace, Min, Ewted, Gem, Valin, Forma, Jaster, Marl, Leo, Torc, Deel, Aari, Nomar, Cab, Gades, Yana, Esven, Kael, Ralla, Snow, Crimson, Shadow, Azure, Midnight, Scarlet, Violetta, Amber, Damson, Sunset, Emerald, or Ruby, Raksha, Kite, Monsoon, Smith, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree, Y7-B3, 0B-8B, K7-B1, Gemini

The Knight (may include given, earned)
Tor, Doule, Blag, Mega, Deg, Summit, Zuto, Kray, Gigg, Tahiri, Lorn, Kaia, Jeanida, Arlan, Maki, Amaza, Locke, Xuenti, Kam, Jango, Sera, Zan, Fianna, Aeris, N4-V1, L9-X1, G8-K8, Zack, Dane, Gades, Aerex, Kasari, Shir, Nobuu, Pacer, Hermit, Volu, Hala, Killric, Lorah, Coyt, Anolo, Feris, K'avel, Sage, Dagmar, Lucia, Bishop, Shayl , Gracus, Phoenix, Galvin, Navarre, Aeon, Ellona, Zanatos

The Trainee (may include real, alias)
Mercury, Dune, Heron, Orchid, Midnight, Hyde, Frost, Tern, Gazyll, Grace, CP-39, SP-22, LP-P0, Malachai, Mirror, Revelation, Sinjun, Vanir, Wisher, Ashen, Cassilda, Damien, Grady, Hali, Hecate, Isaac, Naysay, Nix, Samara, Venice, Hazel, Berg, Kurn, Lafferty, Ebbs, Pressin, Dolarhyde, Anea, Bendrix, Steed, Nero, Amalia, Katinka, Dagny,, Faaloo, Clover, Illeana, Draff, Raith, Bail, J7- L9, B2-B1, C3-L6

THE BOUNTY HUNTERS' GUILD

About
The Bounty Hunter Guild is a vast connected network of individuals across the galaxy.

Your group gets input on what the Guild is like, how they operate at the beginning and during play of the game.

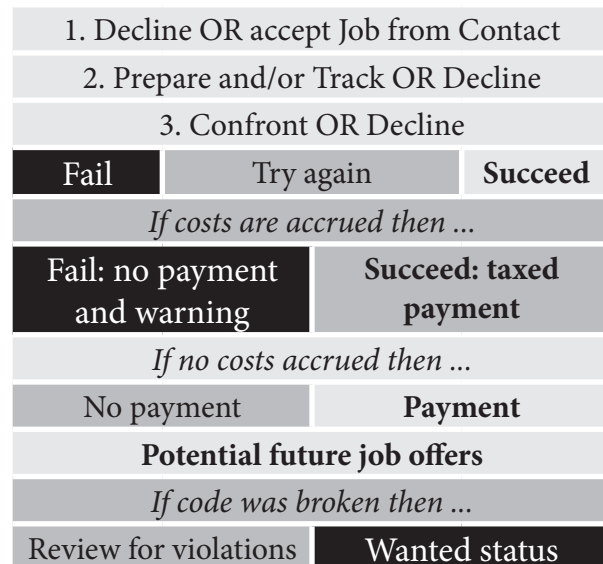*Pick two resource tags for the Guild, and two red tape tags:*

Resources (pick two):
- ☐ Well-armed
- ☐ Well-financed
- ☐ Rigorous training
- ☐ Official pull
- ☐ Cover identities
- ☐ Safehouse use
- ☐ Offices all over the place
- ☐ Good intel
- ☐ Recognized authority
- ☐ Weird tech gadgets
- ☐ Medical support
- ☐ Support teams

Red Tape (pick two):
- ☐ Dubious motives
- ☐ Bureaucratic
- ☐ Secretive hierarchy
- ☐ Cryptic missions
- ☐ Hostile superiors
- ☐ Inter-departmental rivalry
- ☐ Deniability
- ☐ Take no prisoners policy
- ☐ Live capture policy

Bountyflow
This is the workflow for a typical bounty hunter job.

1. Decline OR accept Job from Contact
2. Prepare and/or Track OR Decline
3. Confront OR Decline

Fail	Try again	Succeed

If costs are accrued then ...

Fail: no payment and warning	Succeed: taxed payment

If no costs accrued then ...

No payment	Payment

Potential future job offers

If code was broken then ...

Review for violations	Wanted status

The Code
Arrange the bounty job with the contact for the payment and terms (warm, cold, otherwise) for the job. No questions. Sharing with other members is acceptable as arranged. Breaking the arrangements is subject to review and/or declared Wanted. A hunter with a status of Wanted means they are no longer a member of the Guild until their status changes. Warnings, violations, job completion and reputation, and more are part of a hunter's record with the Guild.

Payment
At the end of each session, the Keeper will ask the following questions:

Job Status
• Did we succeed as agreed upon the terms? No then no pay, or 2nd chance with risk (-1 ongoing). If yes then pay=0
• Did we accrue more costs (using help through a Guild Resource) or heat (unwanted attention from locals or Agencies)? If yes, then pay-1 or more
• Did we acquire something valuable for the Guild? If yes, then pay+1 or more

If you get one or two "Yes" answers, mark one experience. If you get three or four, mark two. If you failed on a job and accrued more costs or heat, all characters on a job -1 Luck.

Payment Options
• **Light:** Small or inexpensive weapons and supplies — may include a swoop
• **Medium (~ x4 Light):** Regular or standard weapons and supplies — may include a speeder or droid
• **High (~ x4 Medium):** Larger or more powerful weapons and supplies — may include a shuttle or workshop
• **Serious (~ 4x High):** Rare, exotic, complicated, huge weapons and supplies — may include a starship or small base of operations

BOUNTY OF THE WEEK