

THE VETERAN

It's kind of strange these days to find purpose in hunting down bounties when you once fought in the War on a side. Still, it's the job I took on when I needed to use my experience for something when not on a mission or drinking, gambling, and wrestling. It pays well, and the benefits are decent. Like they say "You don't have to be crazy to work here, but it sure helps!"

CHARM

- Manipulate Someone
- Gear Up – People

COOL

- Act Under Pressure
- Help Out
- Gear Up – Plans

SHARP

- Investigate a Hunt
- Read a Bad Situation
- Gear Up – Info

TOUGH

- Kick Some Sheb
- Protect Someone
- Gear Up – Tactics

TECH

- Use Tech
- Big Tech
- Gear Up – Equipment

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury, or reduce Stress to 0

Okay Doomed

Harm

When you reach 4 or more, mark unstable.

Okay | Dying | Unstable:

(Unstable injuries will worsen as time passes)

Stress | Traumatized:

(when Traumatized, -1 stats until recovered)

Experience

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

Moves

You get all the basic moves, plus four Veteran moves. Pick three of these:

- Bottle It Up:** If you want, you can take up to +3 bonus when you act under pressure. For each +1 you use, the Keeper holds 1. That hold can be spent later—one for one—to give you -1 on any move except act under pressure.
- Unfazeable:** Take +1 Cool (max +3).
- Battlefield Awareness:** You always know what's happening around you, and what to watch out for. Take +1 armor (max 2-armor) on top of whatever you get from your gear.
- Leave No One Behind:** In combat, when you help someone escape, roll +Sharp. On a 10+ you get them out clean. On a 7-9, you can either get them out or suffer no harm, you choose. On a miss, you fail to get them out and you've attracted hostile attention.
- Tactical Genius:** When you read a bad situation, you may roll +Cool instead of +Sharp.
- Medic:** You have a full medkit (x3 uses), and the training to heal people. When you do first aid, roll +Cool. On a 10+ the patient is stabilized and healed of 3 harm. On a 7-9 choose one: heal 3 harm or stabilize the injury. On a miss, you cause an extra 1 harm. This move takes the place of regular first aid.
- Mobility:** You have a speeder built for bounty hunting. Choose two good things and one bad thing about it.
Good things: roomy; surveillance gear; fast; stealthy; intimidating; classic; medical kit; sleeping space; toolkit; concealed weapons; anonymous; armored (+1 armor inside); tough; prisoner cell.
Bad things: loud; obvious; temperamental; beat-up; fuel-guzzler; uncomfortable; slow; old.
- Never Surrender:** When faced with an overwhelming force in battle who the Keeper states will kill you if you are captured, you dig in and fight with everything you've got, and may roll +Cool instead of +Tough. On a 10+ you double the number of targets hit and do +1 harm to each. On a 7-9 you either double the number OR +1 harm. On a miss, you expose yourself and take an extra 1-3 harm, depending on the situation.

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- Training Sergeant:** When you need to get others (NPCs) ready for a battle, you may roll +Charm. On a 10+ you get them ready for the conflict with a +1 ongoing. On a 7-9, you can either get them a +1 forward or suffer -1 harm to each group's initial phase of the battle, you choose. On a miss, each group is put into a worse situation.

And you get this one:

- When you deal with your Agency (Imperial, New Republic, or Other), requesting help or gear, or making excuses for a failure, roll +Sharp. On a 10+, you're good—your request for gear or personnel is approved, or your slip-up goes unnoticed. On a 7-9, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job. On a miss, you screwed up: you might be suspended or under investigation, or just in the doghouse. You certainly aren't going to get any help until you sort it all out.

Gear

Pick one serious weapon and three normal weapons. You get either a flak vest (1-armor hidden) or combat armor (2-armor heavy) for protection—choose a faction for the armor: Rebellion, Imperial, or Other (define).

Serious weapons (pick one):

- Blaster rifle (3-harm far area loud reload)
- Grenade launcher (4-harm far area messy loud reload)
- Sniper blaster rifle (4-harm far)
- Grenades x6 (4-harm close area messy loud)
- Repeater blaster (3-harm close area loud reload)

Normal weapons (pick three):

- Light blaster pistols x2 (2-harm close quiet)
- Heavy blaster pistol (2-harm close loud)
- Hunting blaster rifle (2-harm far loud)
- Bow and arrows (2-harm far reload quiet)
- Knives x6 (1-harm hand)
- Vibro-sword or axe (2-harm hand ap)
- Vibro-knives x3 (1-harm hand ap)

Getting Started

To make your Veteran, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, Agency, moves, and gear. Finally, introduce yourself and pick history.

Look, pick one from each List:

- Man, woman, concealed.
- Chiseled face, scarred face, unshaven face, soft face, young face, old face, determined face.
- Tailored suit, shabby suit, perfect suit, utility coveralls, battledress, paramilitary uniform, lab coat.

Ratings, pick one line:

- Charm=0, Cool+2, Sharp-1, Tough+2, Tech-1
- Charm-1, Cool+2, Sharp+1, Tough+1, Tech=0
- Charm+1, Cool+2, Sharp+1, Tough-1, Tech=0
- Charm-1, Cool+2, Sharp+1, Tough=0, Tech+1
- Charm=0, Cool+2, Sharp+2, Tough-1, Tech-1

The Agency

As a member of an Agency you have certain responsibilities and privileges. Beyond that, you have some leeway about which missions you accept. Are they a black-ops department, a secret military unit, a clandestine infiltration, a private individual's crusade, a corporation, a scientific team, a humanitarian crisis, or what?

Is the Agency's goal to: destroy a target, gather intel, protect people, gain power, or something else?

Pick two resource tags for the Agency, and two red tape tags:

Resources (pick two):

- Well-armed
- Well-financed
- Rigorous training
- Official pull
- Cover identities
- Offices all over the place
- Good intel
- Recognized authority
- Weird tech gadgets
- 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

Introductions

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Veteran by name and look, and tell the group what they know about you.

History

Go around the group again. On your turn, pick one for each of the other hunters:

- Your relationship with them has romantic potential. So far it hasn't gone further.
- They're on the Agency's watch list, and you've been keeping an eye on them.
- You are related. Tell them how close.
- You met on a mission and worked together unofficially. And successfully.
- They've worked with the Agency before, and they're well regarded.
- You were friends back in training, before the Agency recruited you. This could be military, homeworld, or some technical school: decide the details between you.
- They pulled you (and maybe your team) out of a terrible FUBARed mission.
- You got sent to "deal with them" as a hazard to the Agency's policies one time. Tell them how you resolved this.

Leveling Up

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

Improvements

- Get +1 Cool, max +3
- Get +1 Charm, max +2
- Get +1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Professional move
- Take another Professional move
- Add a new resource tag for your Agency or change a red tape tag
- Get command of an Agency team
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

Advanced Improvements

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Get some or all of the other players' hunters hired by your Agency. They get the deal with the Guild move for use with the Empire, New Republic, or Other, as well as benefits and risks.

THE EXPERT

I have dedicated my life to the study of an academic or technical field. I know the ins and outs of life connected to it from my rigorous experience. I may not be the youngest or strongest, but my knowledge makes me the biggest threat to those who challenge or underestimate me.

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Mark luck to change a roll to 12 or avoid all harm from an injury, or reduce Stress to 0

Okay Doomed

Harm

When you reach 4 or more, mark unstable.

Okay | Dying | Unstable:

(Unstable injuries will worsen as time passes)

Stress | Traumatized:

(when Traumatized, -1 stats until recovered)

Experience

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

Moves

You get all the basic moves, plus two Expert moves.

- I've Read About This Sort Of Thing:** Roll +Sharp instead of +Cool when you act under pressure.
- Often Right:** When a hunter comes to you for advice about a problem, give them your honest opinion and advice. If they take your advice, they get +1 ongoing while following your advice, and you mark experience.
- Preparedness:** When you need something unusual or rare, roll +Sharp. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere real bad.
- It Wasn't As Bad As It Looked:** Once per hunt, you may attempt to keep going despite your injuries. Roll +Cool. On a 10+, heal 2 harm and stabilize your wounds. On a 7-9 you may either stabilize or heal 1 harm. On a miss, it was worse than it looked: the Keeper may inflict a harm move on you, or make your wounds unstable.
- Precise Strike:** When you inflict harm on a bounty, you can aim for a vulnerability. Roll +Tough. On a 10+ you inflict +2 harm. On a 7-9 you inflict +1 harm. On a miss, you leave yourself open to the bounty.
- The One With The Plan:** At the beginning of each hunt, roll +Sharp. On a 10+ hold 2, on a 7-9 hold 1. Spend the hold to be where you need to be, prepared and ready. On a miss, the Keeper holds 1 they can spend to put you in the worst place, unprepared and unready.
- Deep Past:** If you trawl through your memories for something relevant to the hunt at hand, roll +Tech. On a 10+ ask the Keeper two questions from the list below. On a 7-9 ask one. On a miss, you can ask a question anyway but that will mean you were personally complicit in creating the situation you are now dealing with. The questions are:
 - *When I dealt with a hunt like this before, what did I learn?*
 - *What resources do I know or have that could help here?*
 - *Do I know anyone who might be behind this?*
 - *Who do I know who can help us right now?*

Haven

You have set up a haven, a safe place to work. Pick three of the options below for your haven:

- Lore Library:** When you hit the HoloNet, take +1 forward to investigate the hunt (as long as historical or reference works are appropriate).
- Technical Library:** If you use your database of technical files, creating or using schematics, take +1 forward for use tech.
- Protection Security:** Your haven is safe from non-hunters—they cannot enter freely; they might be able to do something special to evade the security, but not easily.
- Armory:** You have a stockpile of state-of-the-art or rare bounty hunter weapons and items. If you need a special weapon, roll +Tech. On a 10+ you have it (and plenty if that matters). On a 7-9 you have it, but only the minimum. On a miss, you've got the wrong thing.
- Infirmary:** You can heal people, and have the space for one or two to recuperate. The Keeper will tell you how long any patient's recovery is likely to take, and if you need extra supplies or help.
- Workshop:** You have a space for building and repairing standard things such as generators, blasters, speeders, and gadgets. Work out with the Keeper how long any repair or construction will take, and if you need extra supplies or help.
- Detention Chamber:** This room is used to hold bounties for transportation. Choose one of the following options for up to six bounties:
 - *Quick carbon freezing*
 - *Containment field*
 - *Extensive physical restraints*
- Panic Room:** This has essential supplies and is protected by normal and technical means. You can hide out there for a few days, safe from pretty much anything.
- Technical Laboratory:** You have a technical lab with all kinds of tech ingredients and tools useful for prototyping, forging, programming, creating (like the use tech move, big tech, and any other tech moves). This would include droids and starships.

Gear

You get four Expert tools and weapons.

Expert tools and weapons (pick four):

- Toolkit (+1 to appropriate use tech or big tech)
- Animal mount (quick smart armor+1 2-harm attack)
- Droid companion (choose one type and assign two tags to it with one from the player and one from the Keeper – independent, know-it-all, over-protective, secretive, wise ass, worrier):
 - *Astromech* (+1 forward Use Tech +1 forward to Big tech)
 - *Protocol* (+1 forward Gear Up – Information and +1 forward Read a Bad Situation)
 - *Super Battle* (3-harm armor+3 +1 Protect Someone)
- Medpack (harm-3 x3 uses)
- HoloVid projector (convincing reliable entertaining)
- Spare parts (once per session use to help reduce time or scarcity of resources for repairing something)
- Flamethrower (3-harm close fire heavy volatile)
- Hunting blaster rifle (2-harm far loud)
- Ion blaster (4-harm to vehicles and droids 1-harm to starships close loud)
- Light blaster pistols x2 (2-harm close quiet)
- Heavy blaster pistol (2-harm close loud)
- Knives x3 (1-harm hand)
- Vibro-knives x2 (1-harm hand ap)

Getting Started

To make your Expert, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, breed, moves, and gear. Finally, introduce yourself and pick history.

Look, pick one from each List:

- Man, woman, indeterminate.
- Thoughtful face, lined face, scarred face, contemplative face, stern face, avuncular face, experienced face, ancient face, bearded face.
- Old fashioned clothes, uniform, flight suit, casual clothes, patch-work clothes, utility clothes, tailored clothes, outdoor clothes.

Ratings, pick one line:

- Charm-1, Cool+1, Sharp+2, Tough+1, Tech=0
- Charm=0, Cool+1, Sharp+2, Tough-1, Tech+1
- Charm+1, Cool-1, Sharp+2, Tough+1, Tech=0
- Charm-1, Cool+1, Sharp+2, Tough=0, Tech+1
- Charm-1, Cool=0, Sharp+2, Tough-1, Tech+2

Introductions

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Expert by name and look, and tell the group what they know about you.

History

Go around the group again. On your turn, pick one of these for each other hunter:

- They are your student, apprentice, ward, or child. Between you, decide which.
- They came to you for advice, and your advice got them out of trouble. Ask them what the trouble was.
- They know about some of your past secrets, but they've agreed to keep quiet about them. Tell them what they know.
- A distant relation. Tell them exactly what.
- You were previously both members of a secret or forgotten group, now disbanded. Ask them why they left, then tell them why you did.
- They once helped you get a singular item that is now part of your haven. Tell them what it was.
- You were taught by the same mentor. Ask them how it ended.
- You saved their life in a tight spot. Tell them what happened.

Leveling Up

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

Improvements

- Get +1 Sharp, max +3
- Get +1 Charm, max +2
- Get +1 Cool, max +2
- Get +1 Tech, max +2
- Take another Expert move
- Take another Expert move
- Add an option to your haven
- Add an option to your haven
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

Advanced Improvements

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.

THE DESIGNED

I am the One, the Weapon.

I am sent to serve then needs of the Maker.

All enemies fear me, for I am their end.

CHARM

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Mark luck to change a roll to 12 or avoid all harm from an injury, or reduce Stress to 0

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(when Traumatized, -1 stats until recovered)

Experience

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

Moves

You get all the basic moves, and pick four Designed moves:

You get this one:

- **Unstoppable:** Once per hunt, you can choose one wound you've suffered to become a 1-harm wound. When you spend Luck to avoid harm, all your harm is healed.

Then pick three of these:

- FINISH HIM!:** Whenever you inflict an injury of 3-harm or more, you may immediately follow up with another attack. Roll +Tough. On a 10+, the injury's harm is doubled. On a 7-9, you inflict 1-harm extra. On a miss, you leave yourself open and vulnerable as well as failing to hurt it more.
- Weapon Master:** When you take possession of a new weapon, you may change or remove one tag when you are using it (e.g. "heavy" becomes "ap", or "unreliable" is removed). The changed tag only applies to you. When you get this move, apply it to your current weapons.
- Multiple Attacks:** Spend a Luck to attack two or more opponents simultaneously if they are in range of self and/or weapons. On a 12+, all in area who can be affected by harm. On a 10-11, half as many, minimum of 2. On a 7-9, same as 10-11 but halve harm. On a miss, you leave yourself open and vulnerable but hit one opponent for full harm.
- Aim For The Weak Spot:** Your unarmed and hand weapon attacks all get +ignore-armor.
- Inspired Guesswork:** Once per hunt, observing a bounty in action, you may investigate a hunt to discover its capabilities, motivations, or vulnerabilities. It works even if what you asked about wasn't displayed: you work it out by deduction (okay: guessing).
- Property Damage:** You can smash or cut your way through almost anything given enough time. If it is at all possible to destroy an inanimate object with the tools at your disposal, you can roll +Sharp to work out how. On a 10+ you can pulverize or break through it, no trouble. On a 7-9 it will either take a long time, or you can't break it all down – your choice. On a miss, you can't knock that down yet.

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- Adaptable:** You are designed to offset critical conditions that affect your purpose. Spend a Luck to avoid harm from temperature, vacuum, poison, etc.
- Useful:** You have a variety of rechargeable tools at your disposal. Use one each per session and includes: Bacta-spray (harm-2), cutting/welding torch (+1), and comm-relay/jammer (+1), multitool (useful small).
- Failsafe:** You have a timed detonation or disintegration device rigged to the core of your being to prevent enemies from capturing and tampering with your design (8-harm area). Activating this device successfully notifies your maker of your demise and automatically initiates the next available version of you for duty with your most recent downloaded cortex.

Gear

Pick three Designed weapons:

- Electrostaff (3-harm hand stun disarm)
- Electrowhip (3-harm hand stun entangle)
- Grenades x4 (4-harm close area messy loud)
- Thermal Detonator (8-harm close area messy loud)
- Repeater blaster (3-harm close area loud reload)
- Hand cannon (3-harm close loud built-in)
- Netgun (medium area reload loud)
- Shield generator (3-armor against energy weapons)
- Shockimplant (3-harm-stun-only hand EMP)
- Vibro-drones x3 (2-harm far AP +1 Sharp)

You also get Designed armor (1-armor self-repairing). It has a look suited to your Designed origin.

Pick two basic weapons:

- Blaster rifle (3-harm far area loud reload)
- Blaster pulse pistols x2 (2-harm close quick loud)
- Light blaster pistols x2 (2-harm close quiet)
- Heavy blaster pistol (2-harm close loud)
- Vibro-sword or axe (2-harm hand ap)
- Vibro-knives x3 (1-harm hand ap)

Programming

You have been activated for a purpose. Pick one:

- You are here to secretly fight the goals of an Agency:
 - New Republic (define a goal)
 - Imperial (define a goal)
 - Other (name and define a goal)
- The end of the Maker. You need help to protect the Maker from certain doom. Your role is to guide these hunters and prevent it from coming to pass.
- The fight for Emancipation. Your kind is working to be free of the Maker. Your role is to guide these hunters and ensure it comes to pass.
- You have been exiled. You must work for the cause of Good without drawing attention from your siblings, as they are bound to execute you for your crimes.
- One of the other hunters has a crucial role to play in events to come. You must prepare them for their role, and protect them at any cost.

Getting Started

To make your Designed, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, mission, moves, and gear. Finally, introduce yourself and pick history.

Look, pick one from each List:

- Droid, male, female, androgynous, asexual.
- Blazing eyes, terrifying eyes, placid eyes, sparkling eyes, perceptive eyes, starry eyes, glowing eyes.
- Exoskeleton, dirty clothes, tactical wear, perfect suit, armored, practical clothes.
- Horrific scars, carbon scoring, blaster scars, talon or bite scars, ritual scars, acid or lava burns, shrapnel scars, jury-rigged components.

Ratings, pick one line:

- Charm+1, Cool+1, Sharp-1, Tough+2, Tech=0
- Charm-1, Cool+2, Sharp-1, Tough+2, Tech=0
- Charm-1, Cool=0, Sharp+1, Tough+2, Tech+1
- Charm+1, Cool+1, Sharp=0, Tough+2, Tech-1
- Charm-1, Cool+1, Sharp=0, Tough+2, Tech+1

Introductions

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Designed by name and look, and tell the group what they know about you.

History

Go around the group again. On your turn, pick one for each of the other hunters:

- If you are protecting another hunter as your programming, tell them this: You have a crucial role in what is to come. I am here to guide and defend you.
- They should not be involved in this situation: the Maker did not mention them at all. This gets your attention but you do not know what it means yet.
- They saved your life, and you understand (intellectually at least) that you owe them for it.
- They're the person you go to for advice on organic or mundane stuff (e.g sex, food, drugs, television, etc).
- You beat the tar out of them one time. Ask them why. Then tell them why you work together now.
- They saw you lose control one time and go on a rampage. Tell them what triggered it, then ask them what you did.
- You value their function – someone with these particular capabilities, you want them on your side.
- You would have turned them in for a bounty this one time, but they patched you up in time to keep you functioning.

Leveling Up

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

Improvements

- Get +1 Tough, max +3
- Get +1 Cool, max +2
- Get +1 Charm, max +2
- Get +1 Sharp, max +2
- Get +1 Tech, max +2
- Take another Designed move
- Take another Designed move
- Gain a companion of the same origin as an ally, sent from your Maker to help with your programming
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

Advanced Improvements

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Erase one used Luck mark from your playbook.
- Change your programming. Select a different programming parameter mission from the normal options, or (with the Keeper's agreement) a new program of your creation.

THE KNIGHT

Since the dawn of history, we have lived as one people to fight with honor and glory. We have no home but with our own. We stand ready for those in need with our will and our way. We are the fight that answers the call.

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Okay | Dying | Unstable:
(Unstable injuries will worsen as time passes)

Stress | Traumatized:
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Experience

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

Moves

You get all the basic moves, plus four Knight moves.

You get this one:

- When you are in good standing with your Sect, at the beginning of each hunt, roll +Charm. On a 10+ they provide some useful info or help in the field. On a 7-9 you get a mission associated with the hunt, and if you do it you'll get some info or help too. On a miss, they ask you to do something bad. If you fail a mission or refuse an order, you'll be in trouble with the Sect until you atone.

Then pick three of these:

- Ancient Fighting Arts:** When using an old-fashioned hand weapon, you inflict +1 harm and get +1 whenever you roll protect someone.
- Techno-Trained:** Every time you successfully use tech, take +1 forward.
- Underground:** The Sect has a well-connected secret channel between worlds to help you with your hunts. Once per hunt, you may use them. If you establish communication with the Sect, roll +Charm. On a 10+ hold 3, and on a 7-9 hold 1. On a miss, you get bad information and the Keeper decides how that affects you. Spend your hold to:
 - have a useful object ready.
 - be somewhere you are needed, just in time.
 - take +1 forward, or give +1 forward to another hunter.
 - retroactively warn someone about an attack, so that it doesn't happen.
- Sacred Oath:** You may bind yourself to a single goal, forsaking something during your quest (e.g. speech, all sustenance but bread and water, alcohol, lying, sex, etc). Get the Keeper's agreement on this—it should match the goal in importance and difficulty. While you keep your oath and work towards your goal, mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. If you break the oath, take -1 ongoing until you have atoned.
- Helping Hand:** When you successfully help out another hunter, they get +2 instead of the usual +1.

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- Mentor:** You have a mentor in the Sect: name them. When you contact your mentor for info, roll +Sharp. On a 10+, you get an answer to your question, no problem. On a 7-9 you choose: they're either busy and can't help, or they answer the question but you owe a favor. On a miss, your question causes trouble.
- Apprentice:** You have an apprentice: name them. Your job is to teach them the Sect's ways. They count as an ally: subordinate (motivation: to follow your instructions to the letter).
- That Old Black Tech:** When you use tech with or about illegal or secret tech, you can ask a question from the investigate a hunt move as your effect.

Gear

If your Sect has fighting arts or obsolete gear (see next page) then pick three old-fashioned weapons. If the Sect has modernized or nifty gadgets, you may pick two modern weapons. Otherwise, pick two old-fashioned weapons and one modern weapon.

You also get Sect-fashioned armor (2-armor rare expensive).

Pick two Knight weapons:

- Disruptor rifle (4-harm far reload loud)
- Tracking Rockets (3-harm medium reload messy)
- Flamethrower (3-harm close fire heavy volatile)
- Grappling cable (medium entangle)
- Jetpack (flight far)
- Grenades x4 (4-harm close area messy loud)

Pick three basic weapons:

- Sniper blaster rifle (3-harm far)
- Blaster rifle (3-harm far area loud reload)
- Blaster pulse pistols x2 (2-harm close quick loud)
- Light blaster pistols x2 (2-harm close quiet)
- Heavy blaster pistol (2-harm close loud)
- Vibro-sword or axe (2-harm hand ap)
- Vibro-knives x3 (1-harm hand ap)

Getting Started

To make your Knight, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, mission, moves, and gear. Finally, introduce yourself and pick history.

Look, pick one from each List:

- Man, woman, masked, concealed.
- Hardened body, tattooed body, agile body, strong body, thin body, angular body, hunched body.
- Archaic clothes, unfashionable clothes, ceremonial clothes, mismatched clothes, formal clothes.

Ratings, pick one line:

- Charm-1, Cool+1, Sharp=0, Tough+1, Tech+2
- Charm=0, Cool+1, Sharp+1, Tough-1, Tech+2
- Charm-1, Cool=0, Sharp-1, Tough+2, Tech+2
- Charm+1, Cool-1, Sharp+1, Tough=0, Tech+2
- Charm=0, Cool=0, Sharp=0, Tough+1, Tech+2

Sect

You are part of an ancient, secret order that works for others. Where are they from? How old are they? Are they religious? Why do they stay secret? How do they recruit? You also need to pick the Sect's traditions (these will be used by the Keeper to determine the Sect's methods and actions):

Good Traditions (pick two):

- | | |
|--|--|
| <input type="checkbox"/> Knowledgeable | <input type="checkbox"/> Flexible tactics |
| <input type="checkbox"/> Ancient lore | <input type="checkbox"/> Open hierarchy |
| <input type="checkbox"/> Tech lore | <input type="checkbox"/> Integrated in society |
| <input type="checkbox"/> Fighting arts | <input type="checkbox"/> Rich |
| <input type="checkbox"/> Modernized | <input type="checkbox"/> Nifty gadgets |
| <input type="checkbox"/> Chapters everywhere | <input type="checkbox"/> Tech items |
| <input type="checkbox"/> Secular power | |

Bad Traditions (pick one):

- | | |
|---|---|
| <input type="checkbox"/> Dubious motives | <input type="checkbox"/> Strict laws |
| <input type="checkbox"/> Tradition-bound | <input type="checkbox"/> Mystical oaths |
| <input type="checkbox"/> Short-sighted | <input type="checkbox"/> Total obedience |
| <input type="checkbox"/> Paranoid and secretive | <input type="checkbox"/> Tyrannical leaders |
| <input type="checkbox"/> Closed hierarchy | <input type="checkbox"/> Obsolete gear |
| <input type="checkbox"/> Factionalized | <input type="checkbox"/> Poor |

Introductions

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Knight by name and look, and tell the group what they know about you.

History

Go around the group again. On your turn, pick one for each of the other hunters:

- They are a lay member of your Sect. Ask them why they believe in the way.
- You fought together when the tide of enemies seemed unstoppable. Ask them how it went.
- Friends, but they first met you under your cover identity, and learned about the Sect later. Ask how they feel about that.
- They are or were your close relative, or partner/spouse.

Decide between you exactly what the relationship is.

- Like-minded follower of a code of honor and glory, but not a member of your Sect. Ask them why.
- They're chosen by the Elders, but the role they will play isn't stated. Ask them what an Elder did to convince them to join the cause.
- An ex-member of the Sect, but still friends. Ask them why they left or got thrown out.
- You met researching a technical marvel, and you've been tech-companions ever since.
- You were rivals for a particularly dangerous bounty once before. Ask them how this was handled and discuss the fate of the bounty.
- You needed sanctuary from an Agency when the heat was on. Ask them how they did this and what you owe them in return.

Leveling Up

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

Improvements

- Get +1 Tech, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Initiate move
- Take another Initiate move
- Get command of your chapter of the Sect
- Get a Sect team under your command
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

Advanced Improvements

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Become the leader, or effective leader, of the whole Sect.

THE TRAINEE

You heard about how bounties only pick on people who can fight back on even terms or are innocent until proven guilty? Yeah, me neither. But, hell, I ended up in this bounty hunting team so I gotta do what I can, right?

- CHARM**
 - Manipulate Someone
 - Gear Up – People
- COOL**
 - Act Under Pressure
 - Help Out
 - Gear Up – Plans
- SHARP**
 - Investigate a Hunt
 - Read a Bad Situation
 - Gear Up – Info
- TOUGH**
 - Kick Some Sheb
 - Protect Someone
 - Gear Up – Tactics
- TECH**
 - Use Tech
 - Big Tech
 - Gear Up – Equipment

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury, or reduce Stress to 0

Okay Doomed

Harm

When you reach 4 or more, mark unstable.

Okay | Dying | Unstable:

(Unstable injuries will worsen as time passes)

Stress | Traumatized:

(when Traumatized, -1 stats until recovered)

Experience

Experience:

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

Moves

You get all the basic moves, plus pick three Trainee moves:

- Always The Victim:** When another hunter uses protect someone to protect you, they mark experience. Whenever a bounty captures you, you mark experience.
- Oops! If you want to stumble across something important, tell the Keeper:** You will find something important and useful, although not necessarily related to your immediate problems.
- Let's Get Out Of Here!** If you can protect someone by telling them what to do, or by leading them out, roll +Charm instead of +Tough.
- Panic Button:** When you need to escape, name the route you'll try and roll +Sharp. On a 10+ you're out of danger, no problem. On a 7-9 you can go or stay, but if you go it's going to cost you (you leave something behind or something comes with you). On a miss, you are caught halfway out.
- The Power of Heart:** When fighting bounty, if you help someone, don't roll +Cool. You automatically help as though you'd rolled a 10.
- Trust Me:** When you tell a normal person the truth in order to protect them from danger, roll +Charm. On a 10+ they'll do what you say they should, no questions asked. On a 7-9 they do it, but the Keeper chooses one from:
 - They ask you a hard question first.
 - They stall and dither a while.
 - They have a "better" idea.

On a miss, they're going to think you're crazy and maybe dangerous too.
- What Could Go Wrong?:** Whenever you charge into immediate danger without hedging your bets, hold 2. You may spend your hold to:
 - Inflict +1 harm.
 - Reduce someone's harm suffered by 1.
 - Take +2 forward on an act under pressure roll.
- Don't Worry, I'll Check It Out:** Whenever you go off by yourself to check out somewhere (or something) scary, mark experience.

Gear

You get two Trainee weapons and a means of transport.

Pick two Trainee weapons:

- Improvised or found weapon – club, staff, or other (2-harm hand innocuous messy)
- Pocket knife or multitool (1-harm hand useful small)
- Light blaster pistols x2 (2-harm close quiet)
- Hunting blaster rifle (2-harm far loud)
- Vibro-sword or vibro-axe (2-harm hand ap)
- Shock gloves (2-harm-stun-only hand EMP)

Pick one Trainee means of transport:

- Tricked out speederbike (chase)
- Stolen swoopbike (quick)
- Fairly new landspeeder in decent condition (inconspicuous)
- Classic landspeeder in terrible condition (flashy)
- Slow rubbish transport (spacious 2-armor)

Getting Started

To make your Trainee, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, moves, and gear. Finally, introduce yourself and pick history.

Look, pick one from each List:

- Man, woman, boy, girl, androgynous, concealed.
- Friendly face, alluring face, laughing face, trustworthy face, average face, serious face, sensual face.
- Normal clothes, casual clothes, goth clothes, sporty clothes, work clothes, street clothes, nerdy clothes.

Ratings, pick one line:

- Charm+2, Cool+1, Sharp=0, Tough+1, Tech-1
- Charm+2, Cool-1, Sharp+1, Tough+1, Tech=0
- Charm+2, Cool=0, Sharp-1, Tough+1, Tech+1
- Charm+2, Cool=0, Sharp+1, Tough+1, Tech-1
- Charm+2, Cool+1, Sharp+1, Tough=0, Tech-1

Home Life

Everyone comes from somewhere and whether you like it or not your home life is still important to who you are.

Good Life (pick one):

- Home away from home reserved family apartment in a chain of high-quality space stations
- Wealthy due to industry or business (+1 Gear Up - Equipment)
- Connected to important people (+1 Gear Up - People)
- Family droid companion (choose one type and assign two tags to it with one from the player and one from the Keeper - independent, know-it-all, over-protective, secretive, wise ass, worrier):
 - *Astromech (+1 forward Use Tech +1 forward to Big tech)*
 - *Protocol (+1 forward Gear Up - Information and +1 forward Read a Bad Situation)*
 - *Super Battle (3-harm armor+3 +1 Protect Someone)*

Bad Life (pick one):

- You stole something prized by another
- You ran away from something or someone meaningful
- In debt to a crime syndicate

Introductions

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Trainee by name and look, and tell the group what they know about you.

History

Go around the group again. On your turn, pick one for each of the other hunters:

- You are close relations. Tell them exactly how you're related.
- Initially rivals, you both now respect each others' talents. Ask them about an unresolved point of contention.
- Romantically involved, or you just have a crush on them. Ask them which they prefer.
- They're your hero, exactly the kind of bounty hunter you aspire to be. Tell them why you worship them.
- Good friends. Tell them if it's from way back, or recently.
- You're a bit suspicious of them (maybe due to their unusual or secretive background, or behavior or code).
- They introduced you to the life of bounty hunting. Tell them how you feel about that.
- You saved their life from a something or someone due to an unlikely chain of events. Tell them what.

Leveling Up

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the following list:

Improvements

- Get +1 Charm, max +3
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Get +1 Tough, max +2
- Take another Trainee move
- Take another Trainee move
- Get back one used Luck point
- Get back one used Luck point
- Take a move from another playbook
- Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these. They're below.

Advanced Improvements

- Get +1 to any rating, max +3.
- Change this hunter to a new type.
- Create a second hunter to play as well as this one.
- Mark two of the basic moves as advanced.
- Mark another two of the basic moves as advanced.
- Retire this hunter to safety.
- Get back one used Luck point.
- Get back one used Luck point.