

The Farmkid

NAMES

Choose a name from the list below, or create your own.

Luke, Mark, Billie, Jenny, Lita, or Jessie

SECRET

- ☐ You really do an incredible number of impressions.
- ☐ For all the complaining you do, you love working on a farm.
- ☐ You HATE womp rats.

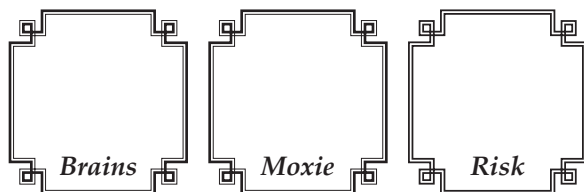
GOAL

- ☐ To do what's right
- ☐ To be just like your father, who you don't know anything about
- ☐ To help someone redeem themselves

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -1, +1 | +2, +0, +0 | -1, -2, +0 | -2, +0, +2



You're from a galactic backwater, a place where sand is coarse and gets everywhere. A place where the work is hard, but your hair is feathered, and you do occasionally get a chance to go pick up some power converters with the few friends you have.

BELONGINGS (+2)

- ☐ An outfit that's a little dated
- ☐ Power converters
- ☐ Blaster (Gun 2 +pew pew)
- ☐ Laser sword (Knife 2 +vraam)
- ☐ A sensible cloak (+it billows)
- ☐ An outfit that's very slimming
- ☐ An outfit that makes you look a little short
- ☐ A rugged backpack
- ☐ A locket with the burnt photo of a deceased loved one
- ☐ A really impressive scar you got in that one fight
- ☐ A slightly unhealthy crush on your best friend Biggs
- ☐ Always enough powdered blue milk for a drink
- ☐ A robotic limb that needs to be updated
- ☐ A flight suit from your time in the military
- ☐ A book you've been trying to finish for years
- ☐ A little hut out of the way (Location)
- ☐ A farm that's heavily in debt (Location)

HOOKS (+2)

- ☐ You are related to this Role, and you'll find this out when it's least convenient for you.
- ☐ This Role has been regularly showing you that what you thought was true is, in fact, all wrong. You keep coming back to learn more.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ You tell everyone you can't stand this Role, but really, you can't stop thinking about them.
- ☐ This Role always seems to show up when you need them around the least.
- ☐ You hate this Role more than almost anyone else in the entire Galaxy.
- ☐ This Role has some sort of sorcerous hold over you, yet you keep trying to get away from them.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ This Role is hiding something from you, you can feel it.
- ☐ This Role has been promising you more and more things that seem too good to be true.
- ☐ You will exact your revenge on this Role now that you know they're alive.
- ☐ This Role regularly tells you that you're destined for greater things.

Role Actions (+2)

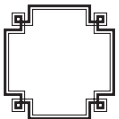
Twin Suns

Whenever you reference life on the farm, roll+Moxie.

On a 10+, add a +1 to the next roll someone else in this Scene makes after you explain how farm life prepared you for this.

On a 7-9, add a +1 to the next roll someone else makes in this Scene and take a -1 to your next roll, even if it's not in this Scene.

On a 6-, tell the Director how you're convinced that the only way to handle what's going on is to do it how you'd do it back home. The problem is that you're about to make things worse for everyone in the Scene.



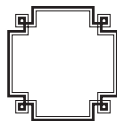
Whiny Is a Force Power

Whenever you whine about something, roll+Risk.

On a 10+, good news, you've just convinced someone in this Scene to do something that will make things better.

On a 7-9, in order to change the situation, the Director will offer you a terrible choice where the options are all going to lead you to do something risky.

On a 6-, not only has the whining not helped at all, it's annoyed someone so much that you're about to get into a fight or argument before the end of this Scene.



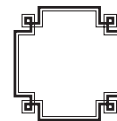
That's Impossible

When you find out something's true, and you refuse to believe it, roll+Brains.

On a 10+, tell the Director how it makes the current Scene better.

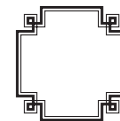
On a 7-9, you'll believe it only after you say or do something reckless that may harm yourself or a Role you have a Hook with.

On a 6-, not only do you not believe it, you'll try to convince anyone you talk to that it's wrong before the end of the Movie, even when that makes any situation worse.



Picking up Power Converters

Add a +1 to any Motivation (Brains, Moxie, Risk).



The Scoundrel

NAMES

Choose a name from the list below, or create your own.

Harry, Han, Tryst, Jean, Dafne, or Sammie

SECRET

- ☐ You feel really guilty about being such a rogue and are trying to change.
- ☐ You're setting money aside to retire and be a nerf herder.
- ☐ Whenever you get in over your head, you'll always go back to what you're good at.

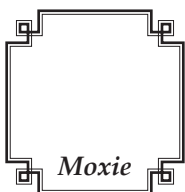
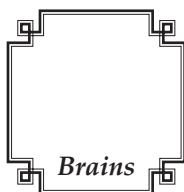
GOAL

- ☐ To fall madly in love
- ☐ To keep scheming as long as you can to get as much as you can
- ☐ To make lifelong friends

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

-1, +1, +1 | +2, +0, +0 | -1, +1, +1 | +2, +0, +0



From one side of the Galaxy to another, you've seen plenty of things you can and can't explain. But, on the bright side, the credits are good, assuming you can avoid Imperial entanglements when necessary. It's a hard life, but a good one, moving from job to job, staying one step ahead of all the promises and debts you have no intention of keeping.

BELONGINGS (+2)

- ☐ A blaster (Gun 2 +pew pew)
- ☐ A fedora you'll wear one day
- ☐ A little black book of all the debts and tabs you're running up
- ☐ A small religious statue you got from your mother
- ☐ A stolen uniform that you swear you'll return one day
- ☐ A large box of tools for emergencies
- ☐ A nice vest and pants for dressy occasions
- ☐ A growing stack of fines and tickets
- ☐ A datapad that only occasionally works
- ☐ Enough credits to get a one-way ticket to the edge of the Galaxy
- ☐ A memento from a failed relationship who swore they'd kill you if you crossed paths again
- ☐ A decent outfit that makes you look like a politician or professor
- ☐ A tattoo that reads "No Time For Love"
- ☐ A small knife (Knife 1 +tiny)
- ☐ A cheap disguise that hasn't failed you yet
- ☐ A ramshackle place you call home that others find shoddy (Location)
- ☐ A usual table at a local cantina (Location)

HOOKS (+2)

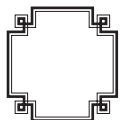
- ☐ This Role keeps involving you in situations you barely make it out of in one piece, and you're starting to worry that your luck is running out.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ You tell everyone you can't stand this Role, but really, you can't stop thinking about them.
- ☐ You look up to this Role, but you'd never admit that to them.
- ☐ You've been avoiding this Role for a long time over something that happened in the past.
- ☐ You cheated this Role out of something important, and today they'll try and get it back.
- ☐ What people say about this Role is true, from a certain point of view.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ This Role is going to reveal something to you that will change both your lives forever.
- ☐ The last time this Role saw you, you made a promise that they think you've been keeping this whole time.

Role Actions (+2)

I Know

When a Role you have a Hook with confesses something to you, choose 1:

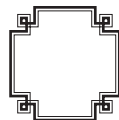
- Tell the Director what you do to make the Role love you just a little bit more, then say “I know” and go do it.
- Tell the Director what you do to involve another Role into this situation, then say “I know” and go do it.
- Tell the Director what you accidentally do to make this situation worse for both of you, then say “I know” and live with the consequences.



Life Debt

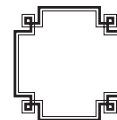
You have a trusted friend and confidante. They (choose 1)

- Can intimidate someone one time in the Movie into giving you what you want.
- Can assist you (and you alone) in a single fight in the Movie (they add a +1 to all Fight It Out rolls you make in one fight).
- Are your best friend who you routinely put into harm's way, and it is almost always because of their actions that you get out of most scrapes alive.



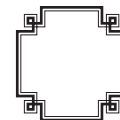
Never Tell Me the Odds

Whenever you attempt what someone else would call reckless or stupid, add a +1 to the roll.



Evasive Maneuvers

Shrug off the first point of Injury you suffer in the Movie.



The Royal

NAMES

Choose a name from the list below, or create your own.

Carrie, Natalie, Dirk, Taylor, Mickey, or Fran

SECRET

- ☐ You've been lying about your planet being destroyed and being an orphan.
- ☐ You're mortified of commitment and turning out like your parents.
- ☐ You're adopted. You're only just now starting to suspect something.

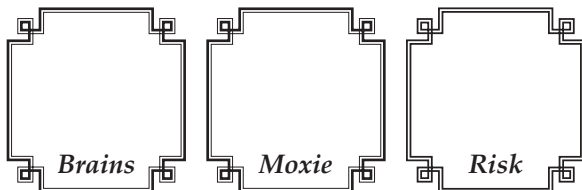
GOAL

- ☐ To resist any oppression you can find
- ☐ To find out what a nerf actually is and why they need herding
- ☐ To have at least one moment you'll never forget

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -1, +1 | +1, -1, +0 | -1, -2, +1 | -2, +0, +2



It's up to you whether or not you shrug off the mantle of royalty or wear it proudly, but you measure your life in dinner parties, receptions, and protocol. It has its perks – you've never had to worry about money, the servants can be really helpful or useful, and getting chauffeured is a pretty nice way to see the Galaxy. It's only lately that you've started asking yourself if there's more to life than this or what you're going to do when the money runs out.

BELONGINGS (+2)

- ☐ A surprisingly dainty blaster (Gun 2 +pew pew)
- ☐ The paperwork for a fake identity
- ☐ An outfit that you wear often, even when it's incredibly inappropriate
- ☐ Half a picture of an ex from your one and only one-night stand
- ☐ A proper set of boots for kicking ass
- ☐ A journal where you've been trying to write a novel for years
- ☐ A small knife you got someone to buy you (Blade 1 +concealable +sharp)
- ☐ An article of clothing from your last relationship
- ☐ Enough money wadded up to do something reckless
- ☐ A piece of jewelry you kept from a one-night stand
- ☐ An intimate picture of your ex
- ☐ A piece of rock that you falsely believe to be from a destroyed planet
- ☐ An unfinished poem about something traumatic when you were young
- ☐ Your dead parent's little black book of old debts and IOUs
- ☐ The keys to a disused vacation home by the lake (Location)
- ☐ A luxury vehicle you can hide in (Location)

HOOKS (+2)

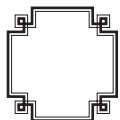
- ☐ You're sick of this Role always telling you that you're their only hope every time they have a problem.
- ☐ You are related to this Role, and you'll find out when least convenient.
- ☐ You love this Role. They know.
- ☐ This Role has been regularly showing you that what you thought was true is, in fact, all wrong. You keep coming back to learn more.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ You say you can't stand this Role, but you can't stop thinking about them.
- ☐ This Role always seems to show up when you need them around the least.
- ☐ What people say about this Role is true, from a certain point of view.
- ☐ This Role has some sort of sorcerous hold over you, though you try to escape it.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ This Role promises more and more things that seem too good to be true.
- ☐ The last time you saw this Role, you stole something from them. Today you hope they don't remember.
- ☐ The last time this Role saw you, you made a promise that they think you've been keeping this whole time.

Role Actions (+2)

You're My Only Hope

Whenever you Talk It Out and need to convince someone to help you, take a +1 when they say yes, but you also end up making their life much, much harder first.

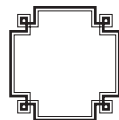
If they reject your offer, tell the Director what you do to make trouble for them right here and right now.



Lone Survivor

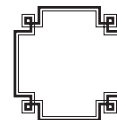
Add +1 to any Motivation. If ...

- You add +1 to Brains, once per Movie you can re-roll 1 Check It Out.
- You add +1 to Moxie, once per Movie you can re-roll 1 Talk It Out.
- You add +1 to Risk, once per Movie you can re-roll 1 Fight It Out.



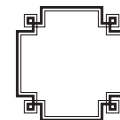
Chainmail Bikini

If you're able to get into a fight after trying to Talk It Out First, take a +1 to all Fight It Out rolls.



Aren't You a Little Short?

Whenever you judge another Role, take a +1 to your next roll in the Scene.



The Sage

NAMES

Choose a name from the list below, or create your own.

Ben, Alec, Ahsoka, Laura, Brit, Denis, or Krissy

SECRET

- ☐ You regret the fight you had with your mother before she died.
- ☐ You write a lot of very bad poetry under a very popular pen name.
- ☐ You once killed a man in a bar fight, and you'd do it again in a heartbeat.

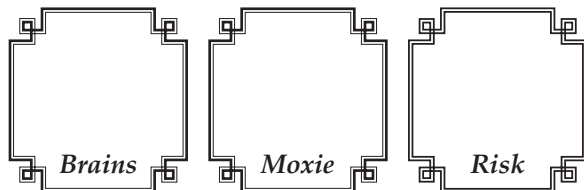
GOAL

- ☐ To start a music career
- ☐ To make someone admit their true feelings
- ☐ To have the high ground morally

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+1, -2, +1 | +2, +0, +0 | -1, -2, +0 | -1, +0, +2



You'd think being a smart person in what's so often a not-so-smart Galaxy wouldn't be so bad, but more and more you're finding out that no matter what your point of view, every star system seems to have more than a fair share of nimrods. Thankfully, you're smarter than just about everyone in any room, no matter where you go, and you're not shy about telling people.

BELONGINGS (+2)

- ☒ A laser sword (Knife 2 +vraam)
- ☐ A surprising inventory of cloaks (+they billow)
- ☐ A picture of an ex you still pine for
- ☐ A box of junk you've scrounged up from all the people you've inadvertently hurt
- ☐ A very distinguished outfit for public appearances
- ☐ A series of well-rehearsed lies
- ☐ The keys to a vehicle you long since got rid of
- ☐ Something you stole from a friend of yours when you were younger
- ☐ A growing assortment of trashy books you've been collecting
- ☐ A picture of you and another Role from when you were kids
- ☐ A flask of homemade wine
- ☐ A blaster (Gun 2 +uncivilized)
- ☐ A piece of jewelry you kept from a one-night stand
- ☐ A dingy home that's too far away for anyone to get to (Location)
- ☐ A decent home that you barely visit and keep just as a place to either hide or store your stuff (Location)

HOOKS (+2)

- ☐ This Role regularly tells you that you're destined for greater things.
- ☐ This Role has been regularly showing you that what you thought was true is, in fact, all wrong. You keep coming back to learn more.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ You once offered this Role a great sum of money to get lost. They didn't, and you didn't get your money back, either.
- ☐ There's maybe one or two people you hate more than this Role.
- ☐ What people say about this Role is true, from a certain point of view.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ This Role is hiding something from you, you can feel it.
- ☐ You will exact your revenge on this Role now that you know they're alive.
- ☐ You've been lying low hoping this Role doesn't notice you, but today the past catches up with you.
- ☐ The last time you saw this Role, you stole something from them. Today you hope they don't remember.
- ☐ The last time this Role saw you, you made a promise that they think you've been keeping this whole time.

Role Actions (+2)

More Powerful Than You Can Possibly Imagine

When you suffer your first Injury, take +1 to any Fight It Out rolls you make for the rest of this Movie.

When you suffer your second Injury, re-roll any Fight It Out roll. Deal with the consequences.

Note: These DO NOT stack.

Old Hermit

When you attempt to go unnoticed, roll+Moxie.

On a 10+, no one's going to notice you unless you get into a fight.

On a 7-9, you'll go unnoticed only after 1 Role or Person interacts with you, and it won't be good for you.

On a 6-, everyone notices you, but you'll swear you're invisible.

Valiant Sacrifice

Whenever you can risk yourself to save someone else, roll+Risk.

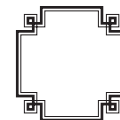
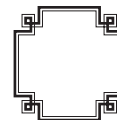
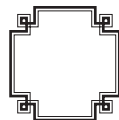
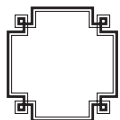
On a 10+, what was going to happen to them now happens to you.

On a 7-9, tell the Director how your heroism comes a split second too late, and now, what was going to happen to them happens to both of you.

On a 6-, the Director will tell you how you messed up so badly that what was going to happen to them gets worse.

From a Certain Point of View

Add +1 to any Talk It Out roll if you're able to completely confuse and bullshit the other person.



The Menace

Just like how you hate sand for being coarse and rough, you're not a big fan of people either. Good thing you're never paid for your people skills. It's a tough world out there, and you're determined to be the toughest. Though you never understand why some people think you're just a whiny kid in a nice suit. You'll show them ... one day.

NAMES

Choose a name from the list below, or create your own.

Hayden, David, James, Sienna, Lyndsay, or Margie

SECRET

- ☐ You keep a dream journal.
- ☐ You're really into pod racing.
- ☐ You spend a lot of time helping senior citizens in your off hours.

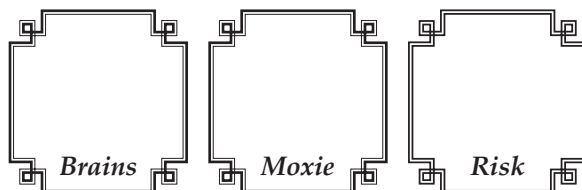
GOAL

- ☐ To make someone fall in love with you
- ☐ To make someone obey
- ☐ To be in charge

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -1, +1 | +2, +0, +0 | -1, +2, +0 | -2, +0, +2



BELONGINGS (+2)

- ☐ A laser sword (Knife 2 +vraam)
- ☐ A black cape (+it billows +majestic)
- ☐ Several vices and habits you refer to as "your life support system"
- ☐ A choker your ex left behind
- ☐ An only slightly creepy memento you kept from a one-night stand
- ☐ Really expensive black leather gloves
- ☐ A picture of you in a mask from when you were a kid
- ☐ A prized piece of sports memorabilia
- ☐ A picture of you and another Role from when you were kids
- ☐ A small knife (Knife 1 +tiny)
- ☐ A whole lot of intense guilt and teenage feelings about your life
- ☐ An intimate picture of your ex
- ☐ Promises you never worry about having to keep
- ☐ A stronghold you inherited, devoid of servants and furniture (Location)

HOOKS (+2)

- ☐ This Role regularly tells you that you're destined for greater things.
- ☐ You are related to this Role, and you'll find this out when it's least convenient.
- ☐ This Role has been regularly showing you that what you thought was true is, in fact, all wrong. You keep coming back to learn more.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ This Role always seems to show up when you need them around the least.
- ☐ There's maybe one or two people in the entire Galaxy that you hate more than this Role.
- ☐ What people say about this Role is true, from a certain point of view.
- ☐ This Role has some sort of sorcerous hold over you, yet you keep trying to get away from them.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ This Role has been promising you more and more things that seem too good to be true.
- ☐ You will exact your revenge on this Role now that you know they're alive.
- ☐ The last time you saw this Role, you stole something from them. Today you hope they don't remember.
- ☐ The last time this Role saw you, you made a promise that they think you've been keeping this whole time.

Role Actions (+2)

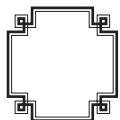
Apology Accepted

Whenever you can make someone apologize, roll+Brains.

On a 10+, tell the Director how you change the situation selfishly for the better.

On a 7-9, the Director will tell you how getting the apology now will get you into trouble later in the Movie.

On a 6-, in order to get the apology you want, you're going to be asked to do something you can't say no to.



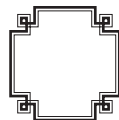
Best Badass in Space

When you roll Fight It Out:

If there's another Role witnessing the fight, take a +1 to your next roll in the fight.

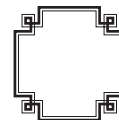
If you get through the fight unhurt, take a +1 to your next roll, whatever it may be.

If the other person gives up and leaves the fight, take a +1 to your next roll AND tell the Director the version of the events that you want spread around as gossip.



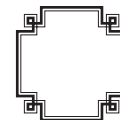
More Impressive

Whenever you Help Out another Role, make sure you tell everyone that it was really all you, and not the other Role.



Not a Space Samurai Yet

Any time you suffer an Injury, add +1 to whatever your next roll is.



The Herald

NAMES

Choose a name from the list below, or create your own.

Kenny, Anthony, Tara, Millie, Alexa, Wong, or Boris

SECRET

- ☐ You're planning on blackmailing a lot of people.
- ☐ You enjoy causing accidents so other people get hurt.
- ☐ You love to knit.

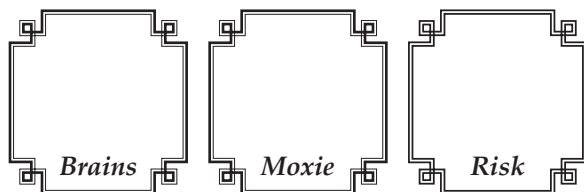
GOAL

- ☐ To avoid getting hurt
- ☐ To make sure someone gets what's coming to them
- ☐ To take credit for something that you didn't do

MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

+0, -1, +1 | -1, +2, -1 | -2, +2, -1 | -2, +0, +2



You're never sure what your lot in life is. Is it to suffer? To be someone's servant? To work tirelessly in the background and get such little recognition? Whatever it may be, you're getting sick of it. Today sounds like a great day to do something about it. Maybe that'll make you the hero, maybe that'll mean you become a person you never thought you could.

BELONGINGS (+2)

- ☐ A small multitool you always carry
- ☐ A set of lockpicks
- ☐ A key to a storage locker
- ☐ A stack of intimate photos you found in the trash
- ☐ A small flask of bad homemade wine
- ☐ The marriage license from when you got left at the altar
- ☐ A pair of broken handcuffs from when you were arrested
- ☐ A small gun (Gun 2 +concealable +only 3 bullets)
- ☐ A picture of a recently deceased family member
- ☐ A picture of you and another Role from when you were younger
- ☐ A promise to get a sibling out of jail
- ☐ An intimate picture of someone else's ex
- ☐ A small shack out by where people dump garbage (Location)
- ☐ The childhood home of your ex, which you maintain, hoping they'll come back one day (Location)
- ☐ A lifetime of neuroses

HOOKS (+2)

- ☐ You love this Role. They know.
- ☐ This Role has been regularly showing you that what you thought was true is, in fact, all wrong. You keep coming back to learn more.
- ☐ This Role will risk everything for you by the end of this Movie.
- ☐ You tell everyone you can't stand this Role, but you can't stop thinking about them.
- ☐ You once offered this Role a great sum of money to get lost. They didn't, and you didn't get your money back either.
- ☐ There's maybe one or two people in the entire Galaxy that you hate more than this Role.
- ☐ What people say about this Role is true, from a certain point of view.
- ☐ This Role has some sort of sorcerous hold over you, yet you keep trying to get away from them.
- ☐ You will risk everything for this Role, and it looks like it's not going to go well for either of you before the end of this Movie.
- ☐ You've been lying low hoping this Role doesn't notice you, but today the past catches up with you.
- ☐ The last time you saw this Role, you stole something from them. Today you hope they don't remember.
- ☐ The last time this Role saw you, you made a promise that they think you've been keeping this whole time.

Role Actions (+2)

Used to Fly, Can't Anymore

Whenever you remember the past, roll+Brains.

On a 10+, both of the below occur.

On a 7-9, choose one of the following:

- Another Role in this Scene takes a +1 to their next roll, AND you take a -1 to your next roll.
- You can re-roll any ONE roll before the end of the Movie, but another Role in this Scene must use a 6- on a roll before the end of the Movie.

On a 6-, your recollection is completely wrong, and the Director will tell you how it immediately gets you into trouble.

Swiss Army Tool

When someone else needs something, roll 2d6.

On evens, tell the Director how you happen to have exactly the thing they need.

On odds, tell the Director how you have something almost as good, and then the Director will tell you how it'll work out now, but be a huge problem when least convenient later.

Faulty Circuits

When you suffer an Injury to help or defend another Role, they take a +1 to their next roll.

Alright, Shut Up

When a Role in a Scene you're in rolls Talk It Out, you can add +1 to their roll if they agree to let you do the talking.

