

Star World - The Moves v1.0

Stats

Helm (Reflexive/graceful): command presence, quick-thinking under pressure, leadership ability

Comms (Persuasive/assertive): talking to others, reading their emotions and interests,

Tactics (Aggressive/Forceful): familiarity with combat, identifying threats and perceiving dangers

Engineering (Calculating/Methodical): thinking critically, redefining existing technology, innovating solutions to problems, recovering damaged or lost resources

Science (Inquisitive/Exploratory): knowledge of modern science and alien technology, using unfamiliar devices, discovering hidden or obscured knowledge

Basic Moves

- When you **hold steady**, roll+Helm.
 - On a 10+, you keep your cool. Ask the MC one question about the situation, and carry 1 forward when you act on the answer. On a 7-9, you flinch, stumble, or hesitate: the GM will offer you a worse outcome, hard bargain, or ugly choice.
- When you **fight with honor**, roll+Helm
 - Trade harm as established. On a 10+, pick 3. On a 7-9, pick 1.
 - you take little harm (+2forward on your Harm roll)
 - you take the high ground
 - you disarm your opponent
 - you impress onlookers
- When you **try to get a read on someone**, roll+Comms.
 - On a 10+, hold 3. On a 7-9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:
 - Is your character telling the truth?
 - What's your character really feeling?
 - What does your character intend to do?
 - What does your character wish I would do?
 - How could I get your character to do _____ ?
- When you **try to manipulate someone**, tell them what you want and roll+Comms
 - For NPCs: on a hit they ask you to promise something first, and do it if you promise. On a 10+, whether you keep the promise is up to you, later.
 - For PCs: on a 10+, both. On a 7-9, choose 1:
 - if they do it, they mark experience
 - if they refuse, they have to act under fire

- When you **fight to win**, roll+Tactics.
 - On a hit, choose options. On a 10+, pick 3. On a 7-9, pick 1:
 - you dismay or frighten your enemy
 - they take great harm (-2 forward on their harm roll)
 - you don't make an enemy
 - you don't lose a friend

- When you **assess a dangerous situation**, roll+Tactics.
 - On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 1:
 - Where is my best escape route / way in / way past?
 - Who is the biggest threat?
 - What should I be on the lookout for?
 - What is my enemies' true position?
 - Who is really in control here?

- When you **utilize advanced technology**, roll+Engineering
 - On a 10+, pick 2 features off the advanced tech list for the item you are using. On a 7-9, pick 1 feature.

Advanced Technology Samples

- Tricorder (advanced tech)
 - do a medical scan (carry 1 forward on a Medpack roll)
 - scan for sentient life nearby
 - detect latent energy signatures
 - identify advanced technology

- Medpack
 - heal two minor or one major harm condition
 - the Medpack is still usable
 - give target a carry 1 forward to next roll (stimulant)
 - put a target to sleep for 8 hours (sedative)

- When you **tap your scientific knowledge**, roll+Science.
 - On a 10+, the MC will tell you something interesting and useful about the subject relevant to your situation. On a 7-9 the MC will only tell you something interesting—it's on you to make it useful. The MC might ask you "How do you know this?" Tell them the truth, now.

Harm Moves

- When you are **stunned** (i.e. stun weapons, fists, etc.), roll+Armor.
 - On a 10+, you shrug it off.
 - On a 7-9, choose one minor effect.
 - On a miss, choose one minor, MC chooses one minor.
 - On snake eyes, MC chooses both minor effects.

- When you **take a hit from a lethal weapon** (i.e. guns, lasers, knives), roll+Armor
 - On a 10+, choose one minor effect, MC chooses another .
 - On a 7-9+, choose one major effect, MC chooses one minor effect.
 - On a 6-, choose one major effect, MC chooses one major effect.
 - On snake eyes, MC chooses both major effects.

- When you **are going to be vaporized** (i.e. ship weaponry, large explosions), roll+Armor
 - On a 10+, choose one major effect, MC chooses one minor effect.
 - On a 7-9, choose one major effect, MC chooses one major effect.
 - On a miss, choose one severe effect.
 - On snake eyes, choose two severe effects.

Minor Harm Conditions:

- You're a mess: bruised, swollen, bleeding
- You're stunned, numb, or winded (you have to hold steady to act until you shake it off)
- You lose your footing
- You lose your grip on whatever you're holding
- You're dazed for a moment: you can't be sure of the events of the last few seconds
- You lose track of someone/something or miss noticing something important

Major Harm Conditions:

- Bleeding heavily: your condition will deteriorate rapidly without medical care
- Nasty wound, one that won't heal naturally
- A limb is broken, maimed, cut off, or disabled
- Blinded, deafened, or otherwise knocked senseless (-1 ongoing)
- Out of action: unconscious, trapped, useless

Severe Harm Conditions:

- Shattered (-1 Helm)
- Disfigured (-1 Comms)
- Crippled (-1 Tactics)
- Broken (-1 Engineering)
- Total system shock (death)

Recovering from Harm Conditions:

You can recover minor harm conditions through changing fictional conditions, but the MC may require you to *hold steady* in order to do so. For example, you can get back up off the ground if you *lose your footing*, but the MC may require you to *hold steady* to keep from getting knocked back down.

Recovering from major harm conditions requires the use of advanced medical technology (Medpacks, moves from the Doctor playbook). Characters may be able to recover a single major harm condition at the start of the session with standard medical care. Without medical care, major harm conditions usually don't improve.

Severe conditions are usually permanent.