

STAR WARS



for

Risus: The Anything RPG

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Star Wars for **Risus** seems a natural concept: the cinematic playstyle of Risus, and the cinematic flavour of the Star Wars movies.

This supplement for **Risus** covers character creation and certain elements of game play, as specifically applies to a Star Wars game. For the most part, the rules as found in the Risus rulebook apply. However, a few new rules need to be added, in five different areas: The Force, The Dark Side, Races, Gadgetry, and Starships.

The new rules in this document rely heavily on the Teamwork rules from **Risus**.

Character Creation

Characters in Risus Star Wars are created with ten six-sided dice. Funky Dice are not used. Characters may have double-pumpable clichés, and one cliché in particular (the Force) may only be purchased double-pumpable. Both Hooks and Tales may be used.

Time Lines

The exact time line being used in the game will, of course, affect a character's style. The Star Wars films provide us with three time lines to play with: The Republic, The Clone Wars, and The Rebellion. In addition, Star Wars comics novels have given us a few more time lines: The Pre-Republic Era, Tales of the Jedi Knights, and The New Republic. These eras are listed chronologically below.

The Pre-Republic Era – Starships are larger, slower, and generally clunkier. Droids are rare, and much larger and more primitive. Most importantly, neither the Jedi Temple nor the Order of the Sith have yet arisen, so any Force wielders will be poorly trained. Lightsabres haven't been invented yet.

Tales of the Jedi Knights – The Old Republic is at its height, and the Jedi have risen as its defenders. However, they are locked in a war with the Sith. Both sides have many Knights, and fight openly against each other. Technology is still rather clunky.

The Republic – The Jedi are dwindling in number, reduced to a role of police, judges and diplomats, but the Sith are believed to have been wiped out. The Republic itself has started to decline, due to internal dissent and corruption.

The Clone Wars – The Republic is coming apart at the seams, due to the influence of the returned Sith. The rebellious worlds, headed up by the Trade Federation, the Banking Clans, and the Techno-Union Army, have started an interstellar war of grand scale.

The Rebellion – Though the Clone Wars have ended, the Republic is now ruled by the Sith Lord Darth Sidious, and only a small number of worlds fight to free the Galaxy and restore the Republic.

The New Republic – With the defeat of the Emperor, the Rebels form the New Republic and begin rebuilding. Some worlds, however, remain loyal to the Empire, splitting the territory of the Old Republic into two opposing interstellar nations.

Some Suggested Cliches

Administrator – filling out paperwork, distributing red tape, analyzing complex forms and regulations

Belter – Piloting through asteroid fields, mining asteroids for precious metals, using vacc suits

Diplomat – compromising, getting everyone to feel like they're getting the best part of the deal, talking in really, really complex terms

Doctor – making sick people well, analyzing new diseases, having really bad handwriting

Farmer – growing things, recognizing plants, spitting

Fighter Pilot – flying fighters, shooting down other fighters, trick flying, attracting members of the opposite sex

Gunfighter – shooting things, quickdraws, trickshooting

Jedi – swinging a lightsabre, affecting people's minds, talking mysteriously, making a simple brown robe look cool

Mechanic - fixing or modifying things, scrounging parts, bitching about poorly-written tech manuals

Merchant – Buying, selling, analyzing the market, appraising goods, trying not to lose his shirt

Moisture Farmer – trying to grow food on a planet with no water

Pirate – using any sort of weapon with minimal training, stealing ships, stealing cargo, stealing virtue

Scientist – making the simple complex, talking confusingly, and, oh yeah, science

Sith Lord – swinging a lightsabre, looking menacing, killing people over the vidscreen, plotting to rule the galaxy

Smuggler – flying freighters, appraising contraband, shooting blasters, making wise-ass remarks

Soldier – firing guns, operating tanks or speeders, taking orders

The Force

The Force is a subtle and powerful ally. As a cliché, it must be purchased double pumpable, so every die in The Force costs two dice to purchase, and no character may start with more than two dice in The Force.

A character with two dice in both The Force and Jedi is considered a Knight; six dice in both Jedi and The Force are required to be a Jedi Master.

The Force may be used in any of the following ways:

- As a sense roll, rather than using any other cliché;
- As a Team Member on any Jedi roll, contributing its sixes;
- As a pool of double-pumpable dice on any other roll.

For example, Luke Skywalker desperately needs to drop a proton torpedo into a small thermal exhaust port on the Death Star. He pumps his Force one die (meaning he'll drop to Force [1] for the rest of the battle), gaining three dice to add to his Fighter Pilot, bringing him to Fighter Pilot (7) for his next attack.

Want to control another's mind with the Force? Roll your Force against the opponent's highest cliché. If you win, the target must do what you ordered him to do. If you lose, the target may do as he likes.

Usually, mind controlling is done subtly. The target thinks he perceives something that he does not, or comes to an incorrect conclusion ('These aren't the Droids we're looking for'). Direct control not only leaves the target aware that something is up, but is considered an evil use of The Force, and causes the Force user to gain a Dark Side die.

There are, of course, many other uses for The Force not covered above. But for the most part, these can be achieved by using The Force to boost another cliché. In a few rare occasions, however, the GM may allow a character to roll The Force as a stand-alone cliché for purposes beyond merely sensing things.

Luke Skywalker

(As of the Battle of Yavin IV)

Concept: Moisture Farmer turned Fighter Pilot and Jedi Knight

Story: See Star Wars Episodes IV to VI

Hook: Darth Vader is his father, and is trying to turn him to the Dark Side

Clichés: Fighter Pilot (4), The Force [2], Farmer (1)

Gadgets: Father's Lightsabre (4)

The Dark Side

The Dark Side is a faster, more seductive and easier road to power. Dice in The Dark Side may be gained during character play, but this is not a good thing! In any game session where the character does something evil, the GM may require the player to make a Dark Side improvement roll. As with standard **Risus**, this means that the player must roll dice equal to his Dark Side cliché, and if all the dice come up even, he gains another.

Should the character wield The Force in a decidedly evil fashion, he will automatically and immediately gain one die in The Dark Side.

Whenever dice are gained in The Dark Side, the player must immediately roll his total Dark Side, including any dice just gained. If *any* of these dice come up ones, the character has fallen to The Dark Side of the Force. The character becomes an NPC under the control of the Game Master. If a character gains a total of six dice in The Dark Side, the fall to the Dark Side is automatic.

The Dark Side may be used in an identical manner to The Force, with the following differences:

- As a non-double-pumpable Cliche, only two dice are gained when The Dark Side is used to pump another Cliche.
- The Dark Side may be used as a stand-alone cliché in actual injuring combat.
- Any use of The Dark Side is considered an evil act, and guarantees an improvement roll at the end of the session, as detailed above.

Eventually, the character's evil actions will turn him to the Dark Side, controlling and absorbing his entire life.

A character may start with one die in the Dark Side at character creation. Doing so will grant him one additional die for use elsewhere on the character. This is in addition to any bonus dice granted by Character Hooks or Character Stories.

However, gaining this die means that the character must immediately roll as per gaining Dark Side dice, above. If the result is a one, the character cannot start with the Dark Side die, and does not gain the bonus die.

Darth Vader

Concept: Sith Lord and fallen Jedi

Story: See Star Wars

Hook: Pawn of Emperor Palpatine

Clichés: Sith Lord (6),
The Dark Side (6),
Fighter Pilot (4)

Gadget: Lightsabre (4)

Races

A horde of alien races exist in Star Wars, ranging from the near human to the totally bizarre. If a player wishes to play an alien Race, the GM must define two things:

- The Race's Cliche;
- The Race's Hook.

A Racial cliché indicates the sort of things that the Race is noted for. As an example, Wookies are noted for being intimidating, for being fierce brawlers, and for being able to build or fix anything mechanical. Racial clichés may be teamed with appropriate clichés (Brawler or Mechanic for a Wookiee, for example).

Racial Hooks are the flaws and problems associated with being a member of an alien Race. Wookies, continuing our example, cannot speak Basic and are considered slaves by the Empire.

Any persons electing to play an alien Race gains the Racial Hook, as well as one bonus die in the Racial cliché.

Droids

It is possible to play a Droid, if the player so desires. The Droid cliché grants the ability to speak the binary language plus an increased tolerance of unpleasant environments – Droids don't need to breathe, eat or drink, though they do need power and lubricants. Droids also frequently have interesting built-in devices, allowing them to perform several different tasks. The player should select the general type of Droid – Protocol, AstroMech, Probe, Medical, just to name a few – and consider that when using such built-in gadgetry.

The downsides to playing a Droid – the Droid Hook – are numerous and considerable, however. First of all, Droids must be owned by someone, usually another party member. Droids are disliked by many. ("We don't serve their kind here.")

Finally, Droids do not recover lost dice in the normal fashion – they must be repaired, requiring a Mechanic roll with a Difficulty of five per die currently missing. Each such roll replaces one lost die. If correctly equipped, a damaged Droid may perform such repairs himself.



Gadgetry

Every die spent into Gadgetry gains two dice for the Gadget. Examples of Gadgetry are Han Solo's Millennium Falcon, or Luke Skywalker's Lightsabre.

Gadgets have their own cliché dice, divided up into whatever clichés the player desires. The Gadget may team up with the player, though never as the team leader, and thus lend its sixes. Gadgets may have Hooks, granting them one additional die.

A character may start with one item of Gadgetry. A player may not spend more than two dice into a Gadget at character creation, meaning no starting Gadget will have more than four dice, five if Hooked.

If at least half of the character's backstory (if the Character Story option is in use) details the gaining of or modification of the Gadget, the player may place the additional Story die into the Gadget, allowing Gadgets of six or even seven dice.

Improving Gadgetry

Gadgetry may be improved. One pip can be added to a Gadget if the character makes a Mechanic roll with a TC of three times the dice value of the Gadget. Three pips equals one die, and must be converted as such; pips are otherwise ignored, but must be recorded for upgrade purposes. Upgrading a Gadget may be done at the end of any session in which the character states that he is spending time upgrading the Gadget. No Gadget may be improved above nine dice.

A new cliché may be added to a Gadget if the GM approves. The difficulty to add a new cliché to a Gadget is equal to eight times the number of clichés the Gadget already possesses. Note that only one cliché may be used at a time on a Gadget, and no Gadget may have the Force, Jedi, or the Dark Side.

Droids Redux

A Droid may be gained as a Gadget, becoming an NPC controlled by the GM, but owned (and required to obey, to the best of its ability) by the character with the Droid Gadget. Droid Gadgets gain three dice per die expended, rather than two, and have both the Droid Hook and one die in the Droid cliché as a free bonus.

However, bear in mind that while the Droid must obey its Master, it can only do so to the best of its ability. Sometimes, its behaviour will be...not what the Master expected. Thus the increase in dice gained for selecting a Droid as a Gadget.

Gaining Gadgetry after Character Creation

A character may be 'loaned' Gadgetry during play, but such things will never permanently belong to the character. At the end of the current adventure, the Gadgets in question will be lost. This covers the Rebel Alliance assigning a starfighter to a pilot, for example; the starfighter is not the pilot's personal property, to use as he sees fit.

If a character, at the end of an adventure, has any "Free" Advancement Points, he may assign them to a new Gadget, as with any other cliché. If a successful Advancement Roll is made for the Gadget, the player may add it to his character sheet. Such a Gadget will, of course, start at one die, or two dice for its clichés. Gaining a Gadget in this manner reflects some amount of effort put into the Gadget, such as a Jedi Padawan building his first Lightsabre.

Gadgets may also be merely purchased, by expending dice in Wealth. This is covered in greater detail below.

Only one new Gadget may be gained per Adventure, and only one Gadget may be used at a time in any event. Each improvement traded in will grant the character one die in his new Gadget. No more than four improvements may be traded in on any single new Gadget.

Losing Gadgetry

A character may choose to expend a Gadget's dice by "Taking The Hit" with the Gadget. However, should a Gadget be reduced to zero (or fewer) dice through such action, the Gadget is destroyed and erased from the character's sheet. Gadgets may be repaired, if not destroyed, requiring a Mechanic roll with a Difficulty of five per die currently missing. Each such roll replaces one lost die.

A Gadget may also be lost as a consequence of a player's action, beyond merely "Taking The Hit". For example, Luke Skywalker loses his father's Lightsabre in Episode V when his hand is cut off. A Gadget lost in such a manner may be replaced by succeeding in one Advancement Roll. No bonus dice are gained for this roll; rather, the Gadget is replaced. The roll is made with the dice invested in the Gadget, not with the dice the Gadget itself possesses.

A Gadget may be marked as 'Expendable'. Such Gadgets are used up after the first time their dice are rolled, successful or not. This halves the cost of the Gadget (or, alternately but equally, doubles the dice you get for selecting the Gadget.) The Gadget may be replaced, as detailed above.

A Gadget may instead be 'Depleting'. Such Gadgets lose one die from their cliché on each use, successful or not. This is considered a Hook, but grants *two* additional dice rather than one. The Gadget may be repaired, as detailed above.

Wealth

Some characters just happen to have a goodly supply of cash; this cliché reflects this. A Wealth roll is required only if the character wishes to buy something quite expensive. Examples include: A blaster (5), a droid (10), a landspeeder (15), a stock light freighter (20), or a starfighter (25). Unlike other rolls, failure does not result in the loss of a die. Rather, success causes the *permanent* loss of one die in Wealth. This loss can be recovered through character advancement.

Wealth can be used to purchase Gadgets, as suggested above. In the event that it is used so, the character gives up one *permanent* die per Gadget Die Cost gained. This is *instead* of the loss given for more mundane items.

Sample Gadgets

Holdout Blaster: Blaster [1], Gadget Cost: 1d

DL-16 Personal Blaster: Blaster (2), Gadget Cost: 1d

DL-44 Heavy Blaster: Blaster [2], Gadget Cost: 2d

S-14 Sporting Blaster Carbine: Blaster (3), Hook: Useless against Armour, Gadget Cost: 1d

E-11 Blaster Carbine: Blaster (4), Gadget Cost: 2d

T-37 Heavy Blaster: Blaster [3], Gadget Cost: 3d

Stormtrooper Armour: Armour (3), Hook: Poor Visibility, Gadget Cost: 1d

Bounty Hunter Armour: Armour (4), Gadget Cost: 2d

Mandalorian Battle Armour: Armour (6), Gadget Cost: 3d

Sonic Grenade: Explosive [2], Expendable, Gadget Cost: 1d

Thermal Detonator: Explosive [6], Expendable, Gadget Cost: 3d

MedKit: Medicine (4), Depleting, Gadget Cost: 2d

Padawan's Lightsabre: Lightsabre [1], Gadget Cost: 1d

Knight's Lightsabre: Lightsabre [2], Gadget Cost: 2d

Master's Lightsabre: Lightsabre [4], Gadget Cost: 4d

Starships

Starships of any sort must be purchased as Gadgets, if they are to be the private possession of a character. However, the rules for creating Starships are a little more strict than for other Gadgets.

A Starship's dice are divided among three clichés: Offensive, Defensive and Cargo. Any of these pools can be zero dice, but if all three are zero, then there's not much point to having the Gadget.

Offensive cliché covers the ship's weapons, and to a lesser degree its hull strength and shielding. It is used when making an attack with a ship.

Defensive cliché covers the ship's shielding and mobility. It can be used in place of Offensive, provided the pilot is not intending to actually damage his opponent. It can also be used for speed checks, when racing or fleeing.

Cargo cliché covers the ship's cargo holds, tractor capability and life support. It can be used to boost a Merchant, Pirate, Smuggler or Diplomat roll.

Like any other Gadget, a Starship will gain two dice to split up among its clichés for each die spent acquiring the Gadget. Starships can be damaged in combat, like any other Gadget. The missing dice can only be replaced by repairing the starship, requiring a Mechanic roll with a Difficulty of five per die currently missing. Each such roll replaces one lost die.

Sample Ships

A-Wing Fighter: Offensive (1), Defensive (3), Cargo (0), Gadget Cost: 2d

X-Wing Fighter: Offensive (4), Defensive (2), Cargo (0), Gadget Cost: 3d

Y-Wing Fighter: Offensive (3), Defensive (2), Cargo (0), Hook: Obsolete by modern standards, Gadget Cost: 2d

TIE Fighter: Offensive (2), Defensive (1), Cargo (0), Hook: Symbol of the Empire, Gadget Cost: 1d

YT-400 Stock Light Freighter: Offensive (0), Defensive (0), Cargo (2), Gadget Cost: 1d

YT-900 Stock Light Freighter: Offensive (0), Defensive (1), Cargo (3), Gadget Cost: 2d

YT-1300 Stock Light Freighter: Offensive (1), Defensive (3), Cargo (4), Gadget Cost: 4d

Character Advancement

Character Advancement in **RISUS** Star Wars is tracked using Advancement Points (AP). Each cliché on the character's sheet can gain Advancement Points. In particular, an individual cliché will gain an AP under each of the two circumstances:

- The first time in the session that a character successfully uses the cliché at a non-trivial moment; and
- The first time in the session that a character rolls all sixes on a cliché roll.

In addition, each character can gain anywhere from one to eight “free” Advancement Points per session. These AP are “free” because they are not automatically assigned to any one cliché; however, before any Advancement Checks are made, the character must have no unassigned AP. AP can be assigned to any cliché with five dice or less, or to a new cliché not currently possessed by the character.

“Free” AP can be gained for the following:

- One for participating in the session;
- One for at least attempting to role-play the character;
- One if the character made a significant discovery;
- One if the character displayed heroic behaviour;
- One if the character solved a significant challenge;
- One to three if a Story was completed, based upon the difficulty of the Story.

The Advancement Roll

At the end of any session, a character may attempt an Advancement Roll for any cliché that has Advancement Points invested into it. This includes for new clichés, which are assumed to have one die for purposes of this roll. The character rolls the cliché's dice, and if he matches or goes under the total AP for the cliché, then the cliché increases by one die, and all AP are removed from the cliché. If, however, the Advancement Roll fails, the character will lose a number of AP from the cliché equal to its current number of dice.

RISUS was created by S. John Ross, of Cumberland Games (<http://www222.pair.com/sjohn/risus.htm>). This document mentions specific rules from **RISUS**, but does not directly quote from the **RISUS** rulebook. As such, it qualifies as a Type A, or **RISUS** Supplemental, document. The author would like to express his gratitude to Mr. Ross for such a neat game.