

**There are no Ewoks  
Risus/There is in Try  
Imagine there is no Skywalker**

**A Hybrid system for games inspired by The Clone Wars Animated Series**

**Blame S. John Ross and Steve Darlington, not me.**

This game (regardless of what I ultimately decide to call it) is really just Risus with two variations inspired by Steve Darlington's There is no Try and his nascent Firefly game. Both are to be found in their larval forms on the RPG.net message boards. Other significant influences include the other posters on the board and the Risustalk list.

*Semi-important Note: You will probably want dice in two colors for this...*

**“There’s no mystical energy field that controls my destiny.”**

Actually, there is. Caveat: My intention with this game is that the PCs all play Jedi. A game where they don't and/or set in another time period could be done, but that is not the goal of this game.

So get your Clonetrooper squad together, strap on your saber, and save the Republic (you fascist puppets you)!

**“There’s no wrong way to play.”**

In addition to the rules described below the following Advanced Options will be used:

- Hooks and Tales
- Pumping Clichés
- Lucky Shots (Force Points) and Questing Dice\*
- Sidekicks and Shield-mates (and Clonetroopers and Jedi Starfighters)\*
- Eye of the Tiger\*
- Boxcars and Breakthroughs\*

Risus/TINT can be played with the free Risus rules with no problems whatsoever. However, those options marked with an \* can be found in the excellent Risus Companion.

One additional optional rule: I generally max out Clichés at 5 dice. This allows me a floating bonus die for things like temporary ship modifications, a Jedi with two lightsabers or a saber and blaster, or even cybernetics.

As a general rule of thumb Force Cliché ratings of 1 or 2 indicate a Padawan. 3 or 4 are Knights, and a 5 indicates a Master. Yoda the Ascetic in Episode V [6] being an exception to the rule.

## Tinted Risus

As I said, I assume every character is a Jedi. So a Jedi Cliché would be redundant. Every character must buy the Force as a Double-Pump Cliché. This Cliché works like the Force trait in TINT or the Matrix trait in TINS. Additionally, this is the only Cliché that can be purchased as a Double-Pump.

You roll it along with whatever other Cliché might be appropriate (as TINT's Force, but only add the sixes (as Risus' preexisting rules for teamwork).

I would say that *most* Clichés other than Force do not include or assume Force skills as part of their description or Tools of the Trade. However, one could take a Cliché like "Lightsaber Master" or "Mystic Healer." That having been said I imagine at least one of each character's clichés will include the word "Jedi."

For the most part, all a character's Force skills will be decided by rolling the Force Cliché by itself. Unless they have a Cliché that implies specialization in a field.

Lucky Shots are the Force Points of other Star Wars games. The GM is encouraged to give them out as rewards for good RP and as a supplement to Risus' usual method of advancement.

### "Quicker, Easier."

The Force is about the conflict between Light and Dark. In a word: Duality. Now, for the most part I think that this conflict is better handled through storytelling and role-playing, but once in a while you want a little crunch. So, with that in mind I present these *Optional Rules*.

This is what I call the Morality Path (easily convertible to any genre by substituting the Words Dark and Light for whatever might be more appropriate).

	1	2	3	4	5	6	7	8	9	10	
Dark Side	9	8	7	6	5	4	3	2	1	0	Light Side

Characters start at 5. When a character uses the Dark Side of The Force, they move along the path towards the Dark Side. Moving towards the Light Side is harder. When the Light Side is used and/or a particularly self-sacrificing action is taken, a Redemption Point is earned (I know. If the character never fell in the first place why are they still called Redemption Points? Because the saga is about Redemption.)

Accumulate Redemption Points equal to your current Dark Side or your current Light Side rating (which ever is *higher*), and move up the ladder back towards the Light. This helps emphasize the narrative fun of coming back from the brink, but keeps the truly enlightened souls to a minimum. In theory. Oh, and the whole fading away thing? Minimum Light Side of 7 or 8 I think is a reasonable assumption.

What constitutes a Dark Side action and a Light Side action is largely a subject for debate in your particular gaming group.

Now, when the Force Cliché is Double-Pumped if the action is Light Side add the current Light Side rating to the total roll (not as additional dice! By the Force, no!) If the action is Dark Side, add the current Dark Side rating. Remember, that increasing that Dark Side rating for future use is as simple as using it now!

The highest Light Side rating is 10, and Dark Side 9 for a number of reasons.

- The Masters are no less tempted, but when they do fall it isn't the temptation of the power, but something else...
- Light Siders come out ahead in the long run.
- From what I've read and seen, the Sith tempt the apprentices and the weaker Force-users. They don't try to convert the preacher, but the congregation (then the choir, *then* the preacher assuming that the Preacher hasn't been the Sith Lord all along).

### **“Begun these Clone Wars have.”**

As you might imagine from the fact that I used a system for comedy RP as the spine and heart of this system, I don't believe in Sacred Cows (well beyond their making good burgers). You would imagine correctly. As two of the possible titles above might suggest I encourage you to spell Canon with an extra n and fire it. Please use the cartoon, Darkhorse's Tales and Infinities titles, and KotoR as your primary inspirations. Ignore Episode I and any references to mido-chlori-WTFs that might have ended up in Episode III (may the Force be with us always \*sneeze\* or at least until the medication kicks in).

What follows are a few story ideas. I like the suggestion of TINS and TINT that games based on movies be run in a similar fashion. Run one-shot “movies” or mini-campaigns (“trilogies”). However, as long as the players are ok with the fact they won't be accumulating experience points or credits go ahead and run a long campaign (a serial). Be a great way to kill a summer, kids! Here are Episode II, the Clone Wars, and The Original Trilogy re-mixed.

“Annie? Who the hell is Annie? Is Daddy Warbucks here, too?” The first thing you must remember, is that there is no Episode I. Imagine the events of Episode II without Anakin Skywalker or The Prophecy. Rewrite Star Wars history to your hearts content. Ignore all that nonsense about their being only two Sith.

“Only in your mind, my very young apprentices.” The PCs are a group of padawans on the cusp of knighthood. Assigned to General Kenobi, they replace Anakin in a number of ways throughout the same events pictured in the *Clone Wars Animated Series*. The players may be

placed in command of a Clone squad of their very own. Assuming they aren't recruited by Count Dooku (that would change the rest of my episodes considerably).

"Meet the new hope, same as the old hope..." Assuming that one of the players wooed and ultimately impregnated (or was impregnated by) a hot young senator, let eighteen years pass before our tale continues. For the Force only knows what reason, Palpatine still drags his ass in dissolving the Senate. The potential younglings of our Jedi and that senator have been smuggled away and hidden from the Emperor for all those years. In the ominous shadow of the Death Star a young senator from Alderaan tracks down General Kenobi and his "Round Table." The Round Table is of course the PCs from the last paragraph, all grown up and on the run. Now they are towing along a pair of eighteen year olds who are strong in the Force, but too old to begin the training. Save the galaxy and protect the senator's daughter from the roaming hands of a lecherous smuggler. Good luck with that.

"He went with the smuggler; he *was* pretty good in a fight." After General Kenobi's death at the hands of Darth Tyrannus and the PCs' valiant destruction of the Death Star the Rebellion is officially underway. We catch up with the Rebel Alliance's greatest Generals (and the last of the Jedi) on Hoth. Han and Luke took off with their reward before the Battle of Yavin (hey, that mission was suicide!) so it is up to the PCs to keep themselves out of cold. Oh yeah. The Princess wants them to go someplace called Bespin to negotiate with a Lando Calrissian for much needed Tibanna gas. Darth Tyrannus (now a Grand Moff with the death of his rival Tarkin) and deadly bounty hunters are hot on their trail, *striking back* at them at every turn.

"Return of the Jedi Order" might be a better title now. Yoda calls the PCs to Dagobah to pick him up. "Come the time has." Is all he'll say. Keep the little green master out of trouble while you help the rebels blow the second Death Star to smithereens and the Emperor along with it. Will the PCs found a new Jedi Academy on Kashyyyk? Will one of them marry a young senator or Alderaanian noble? Oh yeah, just to be extra specific here, "There are no Ewoks." No Endor; Death Star II is constructed over Kashyyyk.

And there you have it. The Star Wars saga as it stands as of this writing.

**"You will never find a more wretched hive of scum and villainy."**

Here are a few sample characters to get us started. This is Obi-Wan just as Episode II ends and the Clone Wars begin. It's worth mentioning that I have taken Obi-Wan's behavior in the bars of Coruscant and Tatooine, plus his apparent street-level connection in the character Dex as an indicator of a shady past, or at the very least unorthodox methodology (must be Qui-Gonn's unfortunate influence). This Obi-Wan has perhaps been called upon to infiltrate criminal organizations to bring the bad guys to justice.

Obi-Wan Kenobi, Jedi Knight and General of the Republic.

*Force [4]*

*Streetwise Vagabond (4)* Connections, knowing your way around seedy dives, well intentioned grifting

*Reluctant Fighter Pilot (2)* Avoiding straight up dogfights, getting from here to there as necessary

*General? Me? (3)* Leading Clonetroopers, asking twice for surrender, cutting down droids like a lawn mower cuts grass

Dark/Light: 6/4

Shield-Mates: ARC Trooper Squad (6) or 4 ARC Troopers (3 each)

Hook: might owe a favor or two to shady underworld types, almost certainly has a death mark on his head.

Tools of the Trade: Jedi Starfighter, Lightsaber, Communicator, dapper robes.

Druge... What the Force is that thing anyway?

*Amorphous Tentacled Horror [4]* they blew its armor off and it... squooged over Obi-Wan.

What would you call it?

*Gadget wielding bounty hunter (4)* Big old Mandalorian suit of tricked out armor...

*Swoop-riding Anti-tank Officer (3)* Taking on huge artillery with what... a force-lance?

*On Dooku's Payroll (2)* Always being able to call on a Sith lord for back up? How cool is that?

Dark/Light: 8/2 (What the hell, go ahead and use this with the Tentacled Horror Cliché.)

Shield-Mates: In the cartoon it looked like he had a legion of black IG-88's at his command, sooo... IG-87 Elite Droid Squad(s) (6)

Tools of the Trade: Swoop, force-lance, heavy blaster pistols (note I made the armor and its accompanying gadgetry part of a Cliché.)

Darth Sidious, Who could that phantom menace be? Wait, that profile!

*Force [6]* Some consider it unnatural, but you can not imagine the power...

*Ambitious Senator (5)* Making the Palpatine name feared throughout the galaxy...Do'h!

*Sith Adept Extraordinaire (5)* Corrupting the youth, turning the noble, being generally cruel and nasty. Hates puppies probably.

*Unctuous Bastard (5)* Yoda and the council were taken in by this guy?!

Dark/Light: 10/0 (He ain't afraid to break all the rules!)

Shield-Mates: Sith Cultists all over the Galaxy (6)

Tools of the Trade: The Grand Army of The Republic, The Senate, Lightsaber, The Separatists

### **“Two snub fighters against a Star Destroyer?”**

How does one handle two unequal clichés with equal dice? For example, an ARC Trooper (3) gets in a fight with a Clonetrooper (3) over who cut who in the mess line. I would assign each a difficulty based on the maneuver they chose to attempt. Who ever beat that difficulty by the greater amount would win the contest. The same would be applicable for an ARC Trooper (2) and a Clonetrooper (3). The ARC Trooper will probably face a TN 10 for the same task the Clonetrooper will have to beat 15.

In fact (warning: boring rules theory follows) I think that rolling opposed clichés versus the difficulty of a maneuver is a great way to add a bit of robustness to the flexibility of the system.