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RISUS is property of S. John Ross. A copy of RISUS: THE ANYTHING RPG, can be nabbed at: www.io.com/~sjohn/blue.htm.

RISUS is a COMPLETELY FREE RPG. Never will you be required to spend a dime!

STAR WARS is property of George Lucas. This is a work of FAN ORIGIN, and in NO way is meant for profit, only fun.

INTRODUCTION v 1.0

Although RISUS is a comedy game, THIS is a SERIOUS suppliment for that game. It has been constructed, because the current STAR WARS: RPG, is WAY to complicated for my needs.

RACES

If you don't want to be human (and who does!) the following section details other races, and their special benefits in the RISUS system.

Trandoshan (Large, smelly, ugly, reptilians) you can see in the dark (whoopy! No penalty when in the dark to any cliche.)

Ewoks (Small, smelly, ugly, mammalians) you sound weird (+1 die whenever you are trying to convince someone you are not a sentient species!).

Wookie (Large, smelly, ugly, whiny) you are strong. (+1 die when lifting or throwing things)

Droid (NOTE: cannot be a Jedi or Force Adept) (shiny, tall or short, noisy) (Character can never be truly destroyed: UNLESS you forgot to back up your hard drive!)

Sullstan (taller than ewoks, but still small, mammals?) See in the dark (As with Trandoshan)

Twil'ek (slimy, short or tall, fat or thin, head tails) An excellent manipulator. (+1 die whenever you are trying to manipulate people)

Mon Calamari (squiddish, big eyes, slimy) Excellent swimmer. (+1 die whenever you are trying to swim.)

Cerean (large head, double heart) Really smart. (+1 die when trying to use you head. Even if it is just to knock someone down.)

Ithorian (brown skin, double mouths, only 3 toes!) the original hippy (+1 die whenever you use the natural world around you.)

NOTE: Have you ever noticed that STAR WARS makes humans appear very nicely? SOUNDS a little HOMOSAPENTRIC to me!

STAR WARS CLICHES

Yes, Star Wars is very cliched (sorry I can't get that little ' above the "e".) So it fits nicely in the RISUS mold. Below are some of the very basic INITIAL cliches that your character can have. Feel FREE to pick other ones, IF your GAME MASTER allows them.

Cliches:

Scoundrel (Stealing, cheating, lying, cussin, talking, lying, cheating, stealing, buying)

Scout (Look around, living in the wilderness, not being lost, finding places)

Fringer (tinkering, surviving, being rugged)

Jedi (swinging lightsabers, using the Force, being serious, following the Jedi Code)

Force Adept (using the Force, finding ancient relics, learning more about the Force)

THESE are the basic HEROIC cliches. (which were directly lifted from the CURRENT wizards of the coast STAR WARS: RPG) YOU can choose any other cliches you want, just use ones you already know. They could be anything, for example:

artist, writer, animal handler, biologist, entertainer, dancer, starship pilot,.......

STAR WARS: PRESTIGE CLICHES

Allright, Allright. This is an almost direct idea from the CURRENT Star Wars RPG by Wizards of the Coast. And I make no bones about it. ALL of these Cliches are based on the PRESTIGE CLASSES listed in the STAR WARS: CORE RULE BOOK, GAMER, and DARK SIDE SOURCE BOOK. (copyright George Lucas and Wizards of the Coast copyright 2001.)

BUT they have been RISUSITIZED, to fit RISUS, THE ANYTHING RPG!!! So enjoy.

SOME NOTES ABOUT PRESTIGE cliches

- Each cliche has requirements that must be met, BEFORE you can began attaining dice in that cliche.
- Prestige cliches INITIALLY cost twice the die as normal cliches. (i.e. 2 die for 1 die)
- After this, advancement in the PRESTIGE CLICHES is as described in RISUS core rules.
- A character can BEGIN in a prestige cliche, only if they spend die in such a fashion that meets the requirements for the cliche.

PRESTIGE CLICHES

CLICHE	REQUIREMENT	SPECIAL SKILL/ABILITY
Slicer	Any techincal cliche(2)	+1 die whenever dealing with computers
Charlatan	Any selling/busines cliche(2)	+1 die whenever lying
Emperor's Hand	Emperor Chooses you, All current cliches (2)	+1 die whenever tracking your prey
Dark Side Devotee	Jedi or Force Adept (2)	+1 die to Force attacks
Dark Side Marauder	Any Combat Cliche (3), Force Adept/Jedi (2)	+1 die to Physical attacks
Sith Lord	Any Combat cliche(2), Force Adept/Jedi (3) or Sith Acolyte (2)	+1 die to Force and Physical attacks
Sith Acolyte	Any Combate Cliche (1), Force Adept/Jedi (2)	+1 die to Force or Physical attacks
Shaman	Force Adept (2)	+1 die when healing people
Bounty Hunter	Scout (2), Scoundrel (1)	+1 die when trying to escape imprisonment
Ace Pilot	Starship Pilot (2)	+1 die when piloting your vehicle
Crimelord	Scoundrel (3)	+1 die when try to get illegal goods
Privateer (legal pirate)	Scout (2), Scoundrel (2)	+1 die to ANY cliche when dealing with "illegal" pirates.
Royal Guard	Scout (4)	+1 die to ANY cliche when following ROYAL orders
Jedi Battle Master	Jedi (4)	+1 die to ANY cliche when protecting the innocent

THE FORCE
General Notes

It binds us, it connects us, it makes us puke! It's the FORCE, that all powerful ENERGY FIELD. Who knows what it is, who cares. SOME can use it, MOST ignore it. AND that is what makes it dangerous. There are some who choose to use it for GOOD, and others who use it for their own EVIL purpose. BEWARE, once you turn down the DARK SIDE, forever will it dominate your destiny.

Game Mechanics

Okay, in game terms, any one can call upon the FORCE. This means that they may roll one extra die when they do so. (A character can do this ONCE in an adventure) HOWEVER, anyone with a FORCE USING cliche, may actually use the Force CONSCIOUSLY.

HOW they use the Force determines whether they are GOOD or EVIL.

Since RISUS is a SIMPLE rpg, the rule for deciding if using the FORCE is evil or good is as well.

WHENEVER THE FORCE IS USED TO BENEFIT YOUR CHARACTER AT THE EXPENSE OF ANOTHER CHARACTER (npc OR pc) YOU HAVE USED THE FORCE FOR EVIL.

This may be difficult to determine, and would indicate that the "JEDI MIND TRICK" is actually evil, but that is the RULE. This is important, because using the DARK SIDE has serious consquences, THOUGH NOT AT FIRST.

Have the character note every time they call upon the DARK SIDE. Once the character's "DARK SIDE POINTS" equal his/her FORCE USING cliche (pick one if more than one), the character is in serious trouble. BECAUSE for EVERY dark side point gained thereafter, the character must roll 1 die. If the number on that die equals or is less than the number of dark side points above the FORCE USING cliche, the character loses 1 level in another cliche. For example:

Phoebous has gained 5 dark side points. His Force Adept cliche is (2). He therefore has 3 dark side point above his FORCE USING cliche. Now he rolls a die. He rolls the die, and gets a "2". This means that he now looses 1 die in a cliche of his choosing. Phoebous chooses to loose 1 die in his Medic cliche.

Destructive power is HARD to control, and in the end, even the most POWERFUL dark sider will be consumed by it. (AND you know what happens whenever any CLICHE is reduced to ZERO!!)

Tempting the characters

DECEPTION and FORCE are tools of the Dark Side. Use them well. As the GM you are responsible for making your Force users decide their goal in life, and this choice can be very difficult. (Compounded by your playing the Devil's Advocate.;)

In terms of game play, to draw unwitting characters into the yawning abiss of the DARK SIDE, you can grant bonus dice to agressive or hateful actions, or take away dice (If they just insist on being nice. But don't take away dice unless they actually have DARK SIDE POINTS, because the dark side doesn't yet have access to the character.). BE creative, and you will find interesting opportunities to ROLEPLAY!!

STAR WARS: SPACE COMBAT

This is really simple, so hang on it will be quick.

Just like characters, vehicles, space or otherwise, have a cliche. For example:

X-WING
Starship (2)

Vehicle cliches work JUST LIKE character cliches.

Vehicles, their drivers, and any droids used as support, work as a TEAM. (The only time they don't is 1) if the driver is dead or 2) driver has ejected). TEAMING rules are described in the CORE RISUS rules.

EVEN if the Vehicle has a higher CLICHE than the driver, it cannot be the leader, unless it has a brain. HOWEVER a droid or the driver could be the leader, this is left up to those playing the game.

ALSO, if the vehicle is reduced to ZERO, it is destroyed. (Meaning the driver and droid, will take damage, espcially if in space) If the Driver is reduced to ZERO, the ship is dead in space, UNLESS a droid is designated as the LEADER.

BASIC VEHICLES (SPACE AND OTHERWISE)

X-WING
Starship (2)

TIE FIGHTER
Starship (1)

LIGHT STOCK FREIGHTER (like the Millenium Falcon)
Starship (2)
Freighter (3)

A-WING
Starship (1)

IMPERIAL STAR DESTROYER
Starship (12)
Troop Transport (3)

QUEEN AMIDALA'S SHIP
Starship (3)
Freighter (2)
Royal Flagship (2)

TRADE FEDERATION DROID SHIP
Starship (3) (NOTE: PC's can't use these, and they only have 3 dice. Because they are robots, with brains.)

NABOO CRUISER
Starship (2)

POD RACER
Dragster (2) (NOTE: This is for a basic Pod)

SPEEDER
Speeder (2) (NOTE: This is for a Land Speeder)

SPEEDER BIKE
Speeder (1)

AT-AT
Troop Transport (2)
Ground Assault (7)

AT-ST
Reconissance (4)

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Sail Barge (Like Jabba's)
Pleasure Yacht (2)
Assault Vehicle (4)
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Vehicle Creation

This, being RISUS, is also very simple.

Just like characters, vehicles have cliches. The above basic vehicles, are just that, basic. When creating a vehicle, you may modify the basic vehicles, or construct a totally new vehicle. Here are some guidelines.

Land Vehicles (anything used to move on the land, this includes: AT-ATs, AT-STs, Land Speeders, Jawa Barges, Sail Barges, blah blah blah..) I would suggest the following die allocation: Small LVs: 2-3 die; Medium LVs: 4-6 die; Large LVs: 7-10 die.

Starships (those used in dogfights and small explosions) probably should not have more than 5-6 dice to distrbute to cliches.

Freighters (those designed to haul illegal, or some times legal, goods across the galaxy) should have between 7-9 dice.

Capital Ships (really big ships: Imperial Star Destroyers, Custom Corvettes,....) 10-15 die would be a good number. (Any more than this and you will probably not be able to count that high.)

NOTE: Starship is a general cliche that indicates a vehicles ability to function in space, and includes shields, weapons, sensors and the like.

Pod Creation Creating a pod racer is just like creating any Risus character or vehicle. Pick a cliché that you think is appropriate and provide it with dice.

In general Pod Racers have three categories.

> D4 - these are quick and light pod racers, but easily damaged
> D6 - these are the average size and speed of pod racers
> D8 - these are the slower but stronger type of pod racers

Generally d12 pods are not allowed at races, they are far too strong to compete. And Tracks generally have rules as to the maximum power of each category of Pod Racers are allowed in the race. (see sample tracks below)

RULES

Pod Races can be very exciting as a totally minds-eye experience, but it is really fun as a table top experience. (I can testify to this because in my classroom we set up our large science tables as a track while we study our States and Capitals.) That being the case, the table top rules used here are adapted from David Masad's Risus: The Wargame.

The movement of a Pod is determined by its cliché. For every cliché the pod may move 1 section of track. That would mean a Pod Racer (2) would be able to move through 2 sections of track on its turn. THIS IS PROVIDED that the player beats the Difficulty of each section. (see rules later)

The pod racer and the pilot form a team, with the pilot being the leader. Teaming rules are described in the RISUS core rules. If at any time the pod racer is reduced to zero, it is out of the race.

If a pod racer doesn't make it passed a section of track on its turn it is considered damaged in someway, and therefore loses a cliche. Ramming can occur only when you end your turn in the same section of track as the Pod you wish to ram. Ramming is a normal attack with the loser taking damage via losing a cliché.

Track Creation

Decide how many section your track will have. For a straight drag race type track try 10-12, for a lap type race maybe 5-8. You can draw these sections as a simple line drawing, or actually create a 3-D model. (I use long science tables because they are what I have, they work great!)

Next, you will need to decide the difficulty for each section of track. This can be done in two ways.

> First Option: Figure a difficulty number for each section of track. In this way Section One of the Odo Pass Track may have a difficulty of 5, Section Two may have a difficulty of 10 and so on.

> Second Option: For each section of track assign a cliché, and roll every time using this cliche. (Though a section of track cannot lose its cliché, only the pod racer.) So Section One of Odo Pass Track could be Lots of Obstacles (2), Section Two could be Deep Lava Pits (4) If a track section has multiple cliches they work as a team according the core RISUS rules. The only thing that must be done is decide who the leader is, and this is determined by the highest cliché. (See example below)

The following are two tracks using these two different sets of track creation options.

> Cloud Nine 5 sections (lap track) Pod Racer Limits up to 4d4, 2d6, 1d8 Pod Racers

> > Section 1: difficulty 5
> > Section 2: difficulty 5
> > Section 3: difficulty 15

Section 4: difficulty 15
Section 5: Difficulty 5

Zooti Canyon Chase 9 sections (drag track) No d8 or d12 pods, no more than 3 ranks in any cliche

Section 1: Lots of ramps (2)
Section 2: Rock Strewn (1)
Section 3: Narrow Canyon (3)
Section 4: Deep drop off (2) Rock Strewn (1)
Section 5: Snipers (1)
Section 6: Snipers (1) Pillars of Rock (1)
Section 7: Steep Slope (3)
Section 8: Steep Drop Off (4)
Section 9: Flat and Smooth (1)

Pod Racing Prestige Cliches

Cliche	Requirments	Benefit
Daredevil	Ace Pilot (2)	+1 die when doing crazy stunts
Rammer	Pilot (1), Mechanic (2)	+1 die when ramming another pod racer
Speedster	Pilot (1), Pod Racer (2)	+1 die push to Pod Racer per race
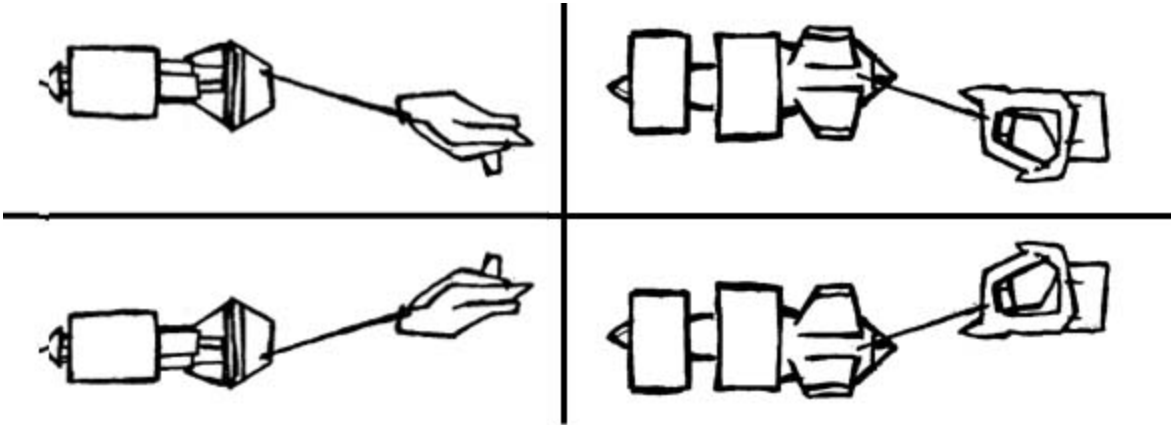
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Have you ever been without the words to describe an action scene? Me too! Having trouble finding the right words the moment your player's Crooning Bard (3) assaults his opponent with his mandolin? (Which by the way is a more to be desired fate!)

Well Never fear, after perusing this document, you will have the starts anyway for adding some variety to your damage descriptions.

ON the appropriate table below, roll 1d10 whenever one of your players damages a foe, another player, or himself (if some of your players can do these things to themselves, boy are they talented!)

Lightsaber (or sword, dagger, or any other piercing or slashing) (d10)

1- Your swing knocks your foe onto his/her/their butt, but does not harm him/her/them. (Opponent(s) can't take any actions next round, no cliché level lost.)

2- Vaulting into the air, you spin, and slash downward. Your blade sticks deep into your opponent's shoulder.

3- Sliding onto the ground, you arc your weapon upward and cut a gash in the upper thigh of your opponent.

4- Your opponent's weapon flies above you as you skillfully duck and swipe. Your weapon penetrates your opponent's belly.

5- Blocking your opponents swipe, you bring the butt of your weapon into your opponent's jaw. A tooth and saliva splatter upon the ground from your assault.

6- Sidestepping the onslaught of your opponent, you make a horizontal swing at his/her/their shoulder. Your blade meets bone as it cleaves the skin.

7- Your blade slashes your opponent's ankles, and with your remaining momentum you push your opponent down.

8- Swinging with all your might your slightly downward sweep cracks across your opponents knee caps.

9- With surprise you smack your opponent's weapon hand, causing him/her/them to drop his/her/their weapon. (Until opponent has regained weapon, opponent operates at 1/2 cliché dice.)

10- Catching your opponent's weapon hand in yours, you bring your blade up in one fluid movement to sever his/her/their arm from his/her/their shoulder. Stepping back you let the severed appendage drop to the ground, with a sickening thud. (1 extra dice in damage)

ON the appropriate table below, roll 1d10 whenever one of your players damages a foe, another player, or himself (if some of your players can do these things to themselves, boy are they talented!)

Blaster (or bow, crossbow, sling, or other projectile weapons!) (d10)

1- Your bolt grazes your opponents (pick a body part). (Opponent is stunned, cannot take any action next round, no cliché level lost.)

2- Jumping from your weapon the bolt flies through the air and smashes into the shoulder of your opponent, sending him/her/them into the ground.

3- With practiced ease you send a volley of bolts towards your enemy. With poor effort your opponent manages to get passed most of them. But one slams into his/her/its head sending his/her/it flying backwards.

4- Firing your weapon your opponent is pierced in the lower calf, sending chunks of skin shrapnel a few feet behind him/her/it.

5- Spinning your rapidly place a shot off. It smacks your opponents forearm, ripping open a large gash.

6- Snapping off a shot, your bolt slaps your opponent in the knee cap, forcing him/her/it to the ground.

7- With a dull thud your bolt crashes into your opponent's chest.

8- Dodging your opponents onslaught, you slip sideways and get off a shot. Your bolt shatters your opponent's foot.

9- Your bolt splatters against your opponent's weapon hand, causing him/her/it to drop his/her/its weapon. (opponent operates at 1/2 cliché until weapon is regained.)

10- With blinding speed and ferocious power your bolt pierces your opponent's chest, puncturing one of his/her/its lungs. (1 extra die in damage.)

Oh yeah, this little document will make you the envy of all those other game masters. Go ahead, rub it in their faces. Risus is the property of S.John Ross Star Wars is the property of George Lucas All this junk is copy right 2001 This supplement was created by Darrel Miller I wrote this on my X-mas break. I didn't have anything else to do.

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Star Wars if full of some great, if not cliched, characters. A great breeding ground for RISUS the Anything RPG. So stop by, I will update this page with pics and stats every now and then. And if there is someone you really want to see, don't hesitate to whip of his/her/their stats and send them to me!

ORIGINAL FLAVOR (Major Characters have 10-15 die, Minor Characters have 6-8 die)

DARTH VADER (tall, dark, and MEAN!)
savage sith lord (5)
sith acolyte (2)
desert warrior (1)
unskilled force adept (1)
angry jedi padawan (2)
accomplished Pilot (3)
NOTE: Vader has +1 die to all non-force rolls (cybernetics)

BEN KENOBI (wise, caring, and bearded)
jedi master (5)
old geezer (3)
wise mentor (3)
interested scout (2)
NOTE: Kenobi gains +1 die when trying to evade detection

BOBA FETT (not talkative, cool armor, lots of devices)
effecient bounty hunter (4)
surly scout (3)
incorrigible scoundrel (3)
vengeful kid (2)
NOTE: Fett gets +1 die whenever he is trying to escape

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RISUS d20, because I hate rolling 6-sided dice all the time.

GAME MECHANICS: SO WHAT CHANGES?

Nothing really. A Snotty Archer (3) instead of roll 3 six sided dice, would do this:

roll ONE 20-sided dice and add the cliche as a bonus. (so in this case a +3)

However you need not only apply this rule to 20-sided dice, but to any type of dice. Therefore, the Snotty Archer (3)could be rolling 4-sided, 6-sided, 8-sided, 12-sided, or n-sided die. This would provide different levels of opponents, based merely on the type of die rolled.

Here is an example of play:

Frodo (Ringer Bearer (3)) is at the Volcano in Mt. Doom. Suddenly the RING attacks him, trying to force him to put it on. So the player playing Frodo rolls ONE 20-sided dice. She rolls a 13. Under the Risus d20 edition, she then adds 3 to her roll of 13 for a total of 16. Sadly not enough, Frodo dons the ring, and Samwise is surprised and angered that he has disappeared.

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Here it is the VAULTED Star Wars RISUS Character sheet, you have been asking for, nay begging for (looks familiar doesn't it?). Anyway, here it is. I wanted a different kind of sheet, so instead of numbers fill in the circles to show how many levels you have in each cliche. I hope to have this up as a PDF file soon too. But until then just copy this and paste it into your favorite word processing document. You should be able to paste a couple of times. This way you don't waste a perfect sheet of paper. (Though some would say that this IS a waste of paper!)

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