

STAR WARS: RISUS EDITION



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Reimagined by: Shenron



RISUS

THE ANYTHING RPG

by S. John Ross

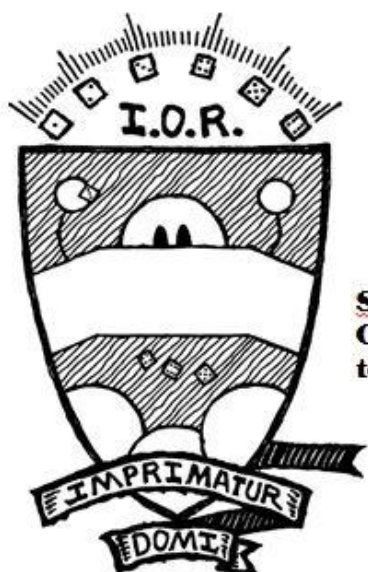


This Game supplement requires the Risus: the anything rpg to play. This rpg can be acquired through a free download at

<http://www.drivethrurpg.com/product/170294/Risus-The-Anything-RPG>

This game supplement was made possible through the great works and dedication of s. John Ross, the entire star wars universe, and George Lucas.

This Risus supplement covers everything from character creation to special rules that relate to the Star Wars universe. For the most part the rules from the Risus Core apply. However, extra rules have been added in regarding the force, the dark side, races, gadgetry, vitality, and starships.



Shenron is member #635 in the International Order of Risus and has never asked S. John Ross to remove his pants.

For Carrie Fisher, who was our princess that advocated awareness about addiction, mental illness, and having a positive body image. She left us drowned in moonlight, strangled by her own bra.



1956-2016

Chapter 1: Timeline of Eras

Choosing an era is important because it decides what type of characters are prominent and general setting information.

The Old Republic

25,000-1,000 years before the Battle of Yavin



The Old Republic was the legendary government that united the galaxy under the rule of the senate. In this era, the Jedi are numerous, and serve as guardians of peace and justice. The Tales of the Jedi comics take place in this era, chronicling the immense wars fought by the Jedi of old and the Empire of the Ancient Sith who fought for domination.

Rise of the Empire

1,000-0 years before the Battle of Yavin



For a thousand years, the Galactic Republic maintained democracy in the galaxy with the Jedi as its guardians of peace and justice. But a Sith plot with a millennia in the making, engulfs the galaxy in the Clone Wars, leading to the ascendancy of the Emperor and the fall of the Jedi. This is the era that contains the prequel trilogy.

Era of the Rebellion

0-5 years after the Battle of Yavin



An outcry of resistance begins to spread across the galaxy in a protest against the Empire's tyranny. Cells of the rebellion fight back and the Galactic Civil War begins. This era begins with the victory that secured the Death Star plans, which is now known as the Battle of Yavin and ends a year after the Emperor's death over the moon of Endor. The Rebellion starts to form itself into a government, first as the Alliance of Free Planets, and later as the New Republic. This is the era that contains the classic trilogy.

The New Republic

5-25 years after the Battle of Yavin



Having defeated the Empire at the Battle of Endor, the Rebel Alliance must now transform itself from a militant resistance into a functioning galactic government. As Imperial territory is claimed, the New Republic suffers from growing pains, having to fend off insurrections, Imperial loyalists, and wayward warlords. Also, Luke Skywalker, one of the last Jedi begins to train new apprentices, rebuilding the Jedi order.

The New Jedi Order

25-30 years after the Battle of Yavin



The Jedi Knights are now a hundred strong. The New Republic has signed a peace treaty with what remains of the Empire and the galaxy is finally enjoying a peaceful respite from decades of war. It's at this time that a horrible alien menace invades the Republic from beyond known space. The Yuuzhan Vong lay waste to entire worlds in their scourge, as depicted in the novels of the New Jedi Order.

Legacy of the Force

37-140 years after the Battle of Yavin



This is the era of Luke Skywalker's Legacy. The Jedi Master has unified the order into a cohesive group of powerful Jedi Knights. Coruscant has begun to undergo reconstruction from the Yuuzhan Vong invasion and the Galactic Alliance weathers internal pressures. However as this era begins, planetary interests threaten to disrupt this time of relative peace and Luke is plagued by visions of approaching darkness.

Chapter 2: Sample Cliché's

Character creation is per the usual Risus core rules but the player can choose to purchase gadgets and other Star Wars specific options. This is not a definitive list of cliché choices.

Administrator - filling out paperwork, distributing red tape, analyzing complex forms and registrations.

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 of the deal, talking in 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 enemy fighters, attracting the opposite sex, trick flying.

Gunfighter - Shooting things, quick drawing, tick shooting

Jedi - Swinging a Lightsaber, affecting people's minds, talking mysteriously, making a simple brown robe look cool.

Mechanic - Fixing or modifying things, scrounging parts, bitching about poorly written manuals.

Force Adept: Practicing and believing in an strange force tradition that is neither Jedi nor Sith.

Merchant - Buying, selling, analyzing the market, appraising goods, trying not to lose his/her shirt.

Moisture Farmer - Trying to grow things on a planet without water.

Pirate - Using any sort of weapon with minimal training, stealing ships, stealing cargo, stealing virtue.

Sith Lord (Warrior, Inquisitor, Apprentice) - Swinging a lightsaber, looking menacing, killing people over the vidscreen, plotting to rule the galaxy, just bearing not very nice.

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

Soldier - Firing Guns, operating tanks and speeders, taking orders.



Chapter 3: Races

A horde of alien races exist in Star Wars. Here are some of the more common alien races that are player character appropriate. Each race as a racial cliché and a hook, feel free to work out the details with you GM.

Bothans



Bothans are furry mammalian anthropoids, about 1.5 meters tall. Hailing from Bothawui and several colonies, Bothans differed in facial appearance and body structure with canine, feline, and equine features. They were known for being master politicians and spies, craving intrigue and subterfuge.

Cereans



Cereans were a sophisticated and cultured humanoid mammalian species that hailed from the planet Cerea in the Mid Rim. They had tall tapering heads, which housed large binary brains, enabling them to focus on many things at the same time. Aside from this unique feature, Cereans were physically similar to Humans, although they possessed an extra heart, which supplied extra blood circulation to support their brains.

Duros



*The **Duros** were a humanoid species native to the planet Duro who were among the galaxy's first space faring civilizations. Their homeworld was located on both the Corellian Trade Spine and at the end of the Duros Space Run, two major hyperspace routes that linked Duro with other important commercial centers.*

Ewoks



Ewoks were curious individuals that stood about one meter tall; they were omnivorous and used spears, slings, and knives as weapons; they also used hang gliders, battle wagons, and bordoks as vehicles. Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks had yet to progress past stone-level technology when discovered by the Empire. They were quick learners, however, when exposed to advanced technology with simple mechanical processes and concepts.

Gamorreans



Gamorreans were porcine humanoids from the lush jungle Outer Rim planet of Gamorr where their technological level was equivalent to lower technology periods that Human civilizations experienced more than 25,000 years before the battle of Yavin. They also colonized the planet Pzob in the K749 system and were the majority sentient species on Lanthrym in the Elrood sector. Their vessels provided only essential amenities as well as shields and weapons. Gamorreans were typically green-skinned with a large powerful physique, and were known to be fierce warriors prized for their great strength and brutality in combat. They were organized into clans headed by a Council of Matrons.

Gungans



*The **Gungans** were sentient amphibian humanoids native to the planet of Naboo. Prior to the Invasion of Naboo, the Gungans were a largely isolationist society. They were able to combine machinery with biology. They lived in large bubble-like domes under water. Gungans had strong leg muscles for swimming, and were aided by their long fin-like ears. Their arms ended in four-fingered hands, and their feet had three stubby toes each. Females tended to be slightly smaller, with sleeker faces. They often tied their long ears back.*

Ithorians



Ithorians were a mammalian herbivorous sentient species from the planet Ithor. They were commonly called "Hammerheads" by less sensitive beings because of their long, curving neck and T-shaped head. They found this nickname offensive. Ithorians had two mouths and four throats, allowing them to speak in stereo. Female Ithorians had two humps on the back of their head, while males had only one. They had glossy, usually brown flesh. They stood roughly between 1.8 to 2.3 meters from eyestalk to toe. Their reflexes and coordination were somewhat slower than that of average humanoids.

Kel Dor



*The **Kel Dors**, sometimes referred to as **Kel Dorians**, were a species hailing from the technological planet Dorin. They required masks to protect them when in oxygen-rich atmospheres. They were also known for the unique Force-using traditions of the Baran Do Sages. One notable Kel Dor was the Jedi Master Plo Koon, who was a member of a famous Kel Dor Jedi family. Sha Koon, a Jedi Knight, was Plo Koon's niece.*

Mon Calamari



On average, a member of the species stood between 1.3 to 1.8 meters tall and also smelled of salt and the sea.. They were a fish-like amphibious humanoid species with salmon-colored skin, webbed hands, high-domed heads and huge, fish-like eyes. They were equally capable of breathing both on land and in water with them being at home in either environment.

Quarren



The Quarren or Qarren, were one of several aquatic sentient species from the planet Dac, called by off-worlders Mon Calamari. The Quarren shared their homeworld with the Mon Calamari, another sentient species hailing from Dac. The Quarren had many conflicts and a tense relationship with the Mon Calamari. However, in order to make their planet prosperous, they were forced to provide resources from the ocean depths so that the Mon Calamari could build star ships for off-worlders.

Rodians



Rodians were a reptilian humanoid species native to Rodia in the Tyrius system. Highly recognizable due to characteristics in facial structure and skin pigment, Rodians were infamous for their violent culture, which sprang from the difficulties of life in the jungles of their homeworld. Though they were often relegated to the fringes of galactic society as bounty hunters or criminal henchmen, Rodians were not merely simple-minded thugs. The Rodian people managed to produce artists, merchants, and politicians who were found even among the upper classes of the Core Worlds.

Sullustans



Sullustans were a species of humanoids from Sullust. As skilled pilots and navigators, Sullustans, also known as Bomewrights, were common sights for spacers and at busy spaceports. The Sullustans played an important role in the Galactic Civil War and were charter members of the New Republic. Notable members of the species include Nien Nunb and Ten Numb.

Trandoshans



Trandoshans (T'doshok in their language) were large, bipedal reptilian humanoids from the planet Trandosha (or Dosha). They had super-sensitive eyes that could see into the infrared range and the ability to regenerate lost limbs, although very slowly, and were anatomically built heavier and stronger than most humanoids, including Humans. They would also periodically shed their skin. Unlike some other reptilian humanoids, such as the Barabels and the Ssi-ruuk, Trandoshans had no tails.

Twileks



Twileks (pronounced /twil?k/) were an omnivorous humanoid species originating from the planet Ryloth. They tended to eat cultivated molds, fungi, and rycrit meat. Their distinctive features included colorful skin, which varied in pigment from individual to individual, and a pair of shapely prehensile tentacles that grew from the base of their skulls. The tentacles, called "brain-tails", "lekku", "tchun-tchin", or "head-tails" were advanced organs used for communication and cognitive functions.

Wookies



The Wookiees' natural habitat was the dense forests of the planet Kashyyyk (though one source does contend that they were immigrants to this planet). Kashyyyk was covered with massive wroshyr trees, in which the Wookiees constructed their homes and cities. Reportedly, Wookiees were descended from tree-climbing mammals.

Zabrak



The Zabrak, also known as Iridonians (when referring to the Zabrak who came from Iridonia), were a carnivorous humanoid species native to Iridonia, a planet located in the Mid Rim known for its inhospitable terrain and fierce predatory life. They were a species known for having a fierce sense of self-determination and an equally dominant need for independence. Zabrak resembled Humans to some degree, but had a number of significant physical characteristics that set them apart from baseline Humanity. The most striking of these were a series of vestigial horns that crowned the heads of both males and females.

Chapter 3.1: Droids

Droids are a “race” option for Star Wars, but follow a handful of special rules. The player should decide what type of droid he player is, such as Protocol, astromech, probe, medical, and combat to name a few.



Racial Cliché: Droid 1 (Represents the droids main programming or use of built in gadgets as well as this cliché can be added with another one of the Droids clichés when resisting elemental hazards [even if this brings the base rating over 6])

Hooks: There are many hardships of being a droid;

- Droids have to be owned by someone, usually by another member of the party.
- Droids are not well liked and are not welcomed in a lot of places.
- Droids do not “heal” or recover their lost dice like normal characters do. They require a mechanic roll at a difficulty of five per die currently missing. Each such roll replaces one lost dice. A correctly equipment droid could make these rolls their self.

Chapter 4: Vitality

Each Player Character and each Major NPC has 7 Vitality. This is considered one’s life force or general physical, mental, and emotional wellbeing. When a character loses a contest and would normal take cliché damage the said character takes Vitality damage instead. A characters maximum cliché dice pool can never be higher than their current Vitality score. So if a character as a cliché rank of 6 but their current Vitality is 4 – then the maximum amount of dice available to them is 4 regardless of cliché used. Vitality is recovered as normal cliché dice are per the core rules. For simplicity – all other opponents follow the usual cliché damage rules.

Chapter 5: The Force and the Darkside

These are special clichés that follow their own set of rules in how they work, how they can be acquired and/or used.

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. No character can start with more the two die in The Force. A character with three dice in both The Force and Jedi clichés is considered a Jedi Knight and a character with six die in both Jedi and The Force is considered a Jedi Master.

The Force may be used in the following ways;

- As a “sense” roll, rather than using any other cliché
- As a Team Member on any Jedi Roll, contributing its sixes to the total
- As a pool of double pumpable dice (must be double pumped to use) to be added to 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)*
- Force effects that target another person (This includes things like the Mind Trick, using The Force to push/pull, throwing objects at a target, and other related Force “Powers”. This usually calls for rolling The Force Cliché against the targets highest cliché).
- Force affects that effect the environment (This includes whatever tricks the Force wielder decides to do such as move heavy objects, etc. The Force cliché is then rolled against a target number that the GM sets for the act the player described. The Target number follows the scale in Page 1 of the Risus Core.)

The Dark Side: The dark side is a faster more seductive road to power because it uses the person’s raw emotions to manipulate the force. Dice in the Dark Side may be gained during game play, but this is not necessarily a good thing. At any point during game play when a character does something evil he immediately gains an advancement point in the dark side. These advancement points are recorded on the character sheet and stay there. These advancement points function just like the normal advancement rolls at the end of the session.

Additionally, if the character uses the force in an evil way (Force Lightning be an example) it immediately adds an advancement point to the Dark Side Cliché and makes an immediate Advancement roll. If a character succeeds in the improvement roll for a certain evil use of the force, the player is immune to future Advancement rolls involving the same evil use of the force.

Whenever an a characters Dark Side rating reaches 6 the character automatically falls to the Dark Side.

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

- As a non-double-pumpable Cliché, only two dice are gained when The Dark Side is used to pump another Cliché.
- 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.

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.



Chapter 5: Gadgetry and Wealth

Every die spent into Gadgetry gains two dice for the Gadget. Examples of Gadgetry are Han Solo's Millennium Falcon, or Luke Skywalker's Lightsaber. 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 equal 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 behavior 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 Lightsaber. Gadgets may also be merely purchased, by expending dice in Wealth. 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 Lightsaber 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.

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 Armor, Gadget Cost: 1d
- E-11 Blaster Carbine: Blaster (4), Gadget Cost: 2d
- T-37 Heavy Blaster: Blaster [3], Gadget Cost: 3d
- Stormtrooper Armor: Armor (3), Hook: Poor Visibility, Gadget Cost: 1d
- Bounty Hunter Armor: Armor (4), Gadget Cost: 2d
- Mandalorian Battle Armor: Armor (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 Lightsaber: Lightsaber [1], Gadget Cost: 1d
- Knight's Lightsaber: Lightsaber [2], Gadget Cost: 2d
- Master's Lightsaber: Lightsaber [4], Gadget Cost: 4d

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 below. 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.

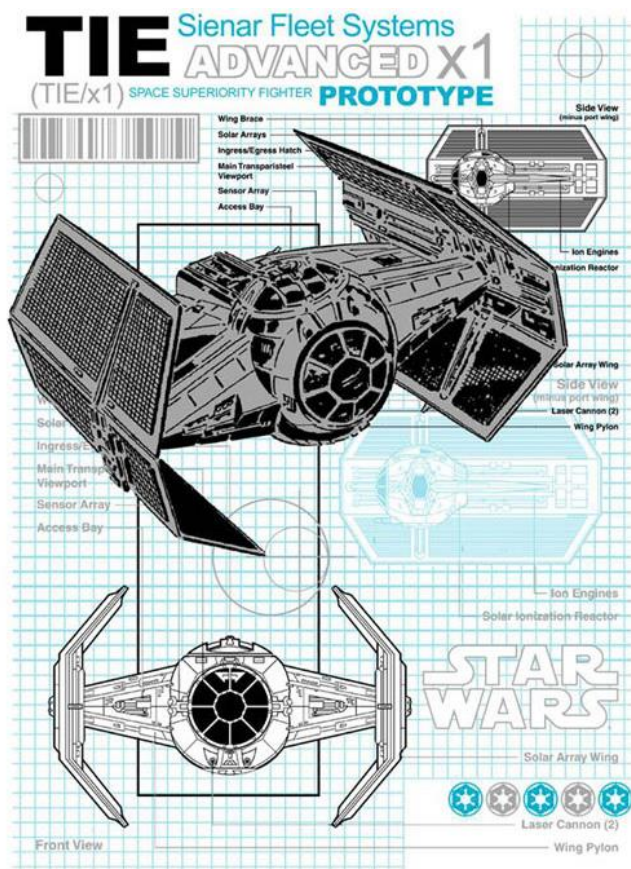
Chapter 6: Starships

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 stricter 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



Chapter 7: 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 the following circumstances:

- The first time in the session that a character successfully uses the cliché at a non-trivial moment
- 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 behavior;
 - 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 is 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.

LEGAL STUFF

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