

Welcome to version 2.0 of my particular brand of Risus Star Wars. The original version is available at my web site. Within the .doc file you will find links to those I "blame" as the guilty parties. I gotta get those on the web page one of these days... This is largely just cut and pasted out of my wiki so there may be some weird formatting anomalies.

Risus Star Wars: Clone Wars

There are no Ewoks

Risus/There is no Try

Imagine there is no Skywalker

Risus Clone Wars

*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. With Version 2.0 I've gone back in time to Darrel Miller's inspired work for Prestige Cliches and Vehicle Rules. The original site is gone; if you are interested try The Wayback Machine at archive.org

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 P.C.s all play Jedi fighting to preserve the Republic during the Clone Wars. 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. I make reference to this rule in a later section as well. If you don't use this rule you will have to adjust the later section accordingly.

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 [6] in Episode V & VI being an exception to the rule.

Tinted Risus

As I said, I assume every player 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 by *players*.

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). If there isn't an appropriate Cliché then the GM may rule that the Force Cliché may be rolled by itself.

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. Unless they have a Cliché that implies specialization in a field.

Lucky Shots are the Force Points of other Star Wars games. The G.M. is encouraged to give them out as rewards for good RP and as a supplement to Risus' usual method of advancement. They do not work any different from the standard however.

The following list of Clichés includes several that may not be appropriate to Jedi P.C.s and is by no means exhaustive. It is intended to jump start the imaginations of both the players *and* the G.M.

"There's too much of his father in him, Owen."

Or, The Obligatory List of Clichés.

No Risus setting is really complete with out a healthy list of Clichés "The Anatomy of a Cliché" is encouraged if not required reading. This alone is worth the purchase of the

Risus Companion, but don't take my word for it go [\[LINK HERE\]](#), and read it for your self.

Remember Jedi and Sith are not *usually* a Clichés, but titles or descriptors. Jedi and other force users must take the [Force] Cliché. An exception might be...

Sith Alchemist (all manner of things likely to horrible to mention here, but not limited to illusion, mutation, toxicology, and the crafting of Sith swords)

Two elements integral to the Star Wars milieu are Aliens and Droids. Easily handled with out devoting a Cliché to *just* your species or frame and manufacturer.

“Alien Species...”(good for the sorts of things members of that species are famous for)

Wookie Technician or Soldier

Twī'lek Scout or Gambler

“...Droid...” (Droids can not have the [Force] Cliché.)

Astromech Droid Pilot or Techician

Protocol Droid Smuggler or Linguist

The following list is by no means exhaustive and lacks color. *Always* liven things up with descriptors of some such, or combine Clichés by verbing one or more. For example, “Wizened old smugglin' & gamblin' scout with absolutely no luck with the ladies (3).”

Smuggler (hiding almost anything, getting into trouble, connections, skullduggery, shooting first)

Gambler (losing starships, winning mining colonies, wooing the preferred sex and species, looking good at all times)

Technician (fixing, building, and on occasion breaking)

Vagabond (connections, knowing scattered and seemingly unrelated things about little known parts of the galaxy)

General (an apparently largely ceremonial honorific)

Pilot (flying, dodging, shooting, getting into trouble, defying orders)

Duelist (mastery of some melee weapon or another, looking in control, steady nerves)

Healer (as opposed to medic, not necessarily force-sensitive “holistic” mender of ills)

Seer (seeing the future either for fun and profit or at the direction of the Force, rarely both)

Gunner (being cocky, blasting the Force out of most anything with big guns)

Swashbuckler (looking good, not quite as good as the Duelist, Smuggler, Pirate, or Gambler)

Republic Loyalist (faith in the political system and old order, often blind devotion to Palpatine)

Separatist Sympathizer (lack of faith in the political system and desire for a new order, often clueless)

Noble (political aspirations, uncanny marksmanship, looking phenomenal, charismatic)

Scout (not being lost, finding places, people, and on occasion things, surviving under harsh conditions)

Soldier (shooting, brawling, marching, eating anything, surviving inspections)
Fringer (scrounging, surviving, avoiding legal entanglement, squatting on other peoples property)
Martial Artist (who needs a weapon when the Force provided you with X number of appendages, eerie and often inappropriate calm, improvised weaponry)
Bounty Hunter (finding, intimidating, capturing, transporting, etc. people, often licensed to kill, getting paid for behavior that normally gets one arrested)
Linguist (speaking and/or understanding the languages of ridiculous numbers of species)
Apprentice (learning, impatience, disbelief in ones own abilities)
Master (teaching, patience, belief in the abilities of their apprentices)

“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).

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

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 (or when any Cliché is 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 (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 Episodes IV & V, the cartoon, Darkhorse's Tales and Infinities titles, and Knights of the Old Republic as your primary inspirations. Ignore Episode I and any references to mido-chlori-W.T.F.s 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 Episodes II & III, 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 P.C.s 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). Imagine a split in the Separatist Movement between Liberty-minded Jedi who see through Dooku's charade and the Sith.

"Episode III: Fall of the Jedi Order and the Rise of the Empire" The Republic seems to have the Separatists on the ropes, but the Jedi are painfully aware of how thin their numbers are spread. A grievous new Trade Federation general is cutting a swath through the Jedi ranks, and what is the mysterious Order 66? One of the P.C.s may become Sidious' new apprentice, a Dark Lord of the Sith, and lead the New Galactic Order's Stormtroopers in the quest to extinguish the Jedi once and for all. The "Revenge of the Sith" is at hand.

“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 P.C.s 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 P.C.s’ 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 P.C.s 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. And an old enemy in familiar armor with a grudge returns to haunt our heroes...

“Return of the Jedi Order” might be a better title now. Yoda calls the P.C.s 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 P.C.s 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.

“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 gifting

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. Probably the result of Sith Alchemy anyway.)

Shield-mates: In the cartoon it looked like he had a legion of black IG 88s at his command, soooo... 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

Seperatists

General Grievous, Cyborg Jedi-hunter and General of the Trade Federation

Trade Federation Super-general (5) Leading legions of incompetent droids to victory.

Omnidextrous Sith Trained Lightsaber Duelist (5) Is he actually wielding one of those *three* sabers with his foot?

Four-armed Cyborg Lightsaber Dervish (4) Ooook. Lightsaber trophy collecting.

Insect-like Cotortionist (4) climbing walls, running across ceilings on anywhere from 2 to all six limbs.

Dark/Light: 7/3

Shield-mates: Trade Federation Droid Armies (6)

Tools of the Trade: Lightsabers, Blasters, etc.

Questing Dice [] [] [] [] [] (Killing or escaping from Jedi)

Sometimes, even a Jedi can end up in the dreaded Red Shirt.

Sometimes the good die young. Sometimes you might be pressed for time and not feel like fleshing out a complete Jedi NPC that you know is just going to get their behind shot off by a Clonetrooper. It's ok to describe such an NPC as: Jedi Red Shirt [3]. As the GM you are *obligated* to bend and break rules for the sake of the narrative and game play. That being the case, consider this advice rather than a rule.

“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.

"Strike me down and I shall become more powerful than you can possibly imagine."

Or, Prestige Clichés: Clichés with Class

(Originally conceived of by Wizards of the Coast and Darrel Miller)

A Prestige Cliché is earned during play and advancement. It adds +1 Bonus Die to a

specific type of action. The Prestige Cliché is limited to 6 dice rather than 5. Yes, this means up to 7 dice (maxed out at 6, +1 bonus die).

- GM sets Prestige Cliché prerequisites.
- A Prestige Cliché is not a Double-pump Cliché, but is purchased as one (double cost.)
- A Prestige Cliché is purchased when all the prerequisites would normally advance. Instead these dice are used to purchase the initial dice of the Prestige Cliché.
- Damage to the Prestige Cliché is instead dealt to the appropriate prerequisite Clichés.
- Once a prerequisite Cliché is reduced to zero the Prestige Cliché may no longer be used for this purpose. Prestige Clichés do not take damage.
- When all a character's Clichés (except the Prestige Cliché) are reduced to zero they are still out of the conflict.
- The 5-die cap does not apply to Prestige Clichés.
- The +1 Bonus Die only applies to rolls versus the Prestige Cliché.

More so than in either of the sources for this idea, a Prestige Cliché should make a character truly unique. It isn't enough to call Obi-Wan in Episode IV a "Jedi Knight." He is "The Crazy old Wizard of the Wastes." A good example from the movies would be, the elder Anakin's "Darth Vader, Dark Lord of the Sith." The hardest part really is deciding what the bonus die applies to.

"You've never heard of the Millenium Falcon?"

I had intended at one time to tinker with and expand Darrel Miller's vehicle rules, but more recent Risus meditations have lead me down a diferent path.

A vehicle - whether it be a pod racer or a capital ship- is still just a Cliché or set of them. Pilots of said vehicles act as the "leader" and the vehicles act as team members. That's it. That's more or less what Mr. Miller says, but it doesn't hurt repeating it.