

STAR WARS

Episode 1: The Shattered Ring

- <http://www.jrgibson.com/starwars/> -

SETTING

A large part of the impetus for this story came from my disappointment with The Phantom Menace and Attack of the Clones. In particular, it felt like those two movies were entirely inconsistent with the history referred to in the original Star Wars.

In this game, I've decided to recreate the 50 years BSW (Before Star Wars) which lead up to Episode 4: A New Hope. This includes changing the concept a little of what a Jedi is and how the Jedi Council is structured to something which resembles a mixture of the feudal samurai society in Japan or the collection of Kung-Fu schools in the 1800's in China.

You as the players will be fighting alongside Obi-Wan Kenobi and Anakin Skywalker in the Clone Wars. You'll be learning the ways of the force. And you'll be shaping the destiny of a galaxy.

QUICK HOUSE RULES

- 1) **Have Fun:** The goals are for us to all have fun and collaboratively tell a story.
- 2) **Looking for Obscure Rules:** If it's taking more than 5 minutes to look up a rule, anyone can ask me to just make an immediate ruling and look up the actual rule later.
- 3) **Player Character Death:** I understand the pain of losing a character in whom you've invested a lot of time and energy, however I also feel that the potential of death lends a certain gravity to the decisions that characters make. If a character dies, the player will be allowed to create a new character with 1/2 the experience points that the first had accumulated. Though this new character is controlled by the same player, it will not be considered familiar to the party (e.g. we should never hear "Hey Bill, here's your lucky blaster back," after a reincarnation. Here's an example of how this works out: (based upon the initial character attaining the level just before dying)

Initial Char Level	1	2	3	4	5	6	7	8	9	10	11	12	13
New Char Level	1	1	2	3	3	4	5	5	6	7	7	8	9

4) **Critical Success Bonus** - Once a character has achieved critical success 10 times with a specific weapon or skill, the character gains +1 to any check with that weapon type or skill (critical success means a critical hit or a natural 20).

Critical Successes	10	30	60	100	150	210	280	360	450	550
Skill/Weapon Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

5) **Ammunition** - Don't bother to track ammunition. Running out of ammo is one of the possibilities on the critical miss table.

6) **Absent Players** - If the player misses a only single session, I will play their character for that session and make sure nothing particularly eventful happens to them. If a player is going to be absent for an extended period, we'll temporarily remove their character from the story in a way that makes sense.

7) **Time** - We might at times skip days, months, or years in this campaign in order to hit the critical points in the story. I will award some experience for the skipped time.

8) **No Initial Jedi Classes** (Wait Until Later) - Part of this campaign will include the introduction of your characters into the ways of the Jedi, so I'm not letting anyone start out with Jedi Consular or Jedi Guardian. I might consider Force Adept, but you need to give me a good reason. :-)

OPENING SCROLL

STAR WARS

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This is an age of turmoil, thinly veiled by the peace which has lasted for millenia. The Jedi Council, once a bastion of hope for the rest of the galaxy is becoming increasingly factionalized as various knights support the different politicians vying for power in the Galactic Senate.

Supported by unknown forces, the Trade Guild has become increasingly hostile towards the Senate, ignoring trade embargoes and operating beyond the reach of the law. Obi-Wan Kenobi, a young Jedi Knight, has been ordered by his Master, Yoda, to investigate the cause of this change in Guild policy.

----- 48 b.s.w. -----

We see two young boys walking along in the desert settlement of Tosche Station. Their clothes would be rags, were they not held together with patches, lovingly placed over many years. The eldest, Ben (12), is small for his age, but walks with a grace and confidence which seems beyond his years.

BEN

"You gotta be careful, Wen. 'S not often you get a whole cuppa water to take with ya."

The younger brother, Wen (4), is whip thin, with wide, happy eyes. He is carefully balancing a full cup of water in his hands, trying desperately not to spill a single drop. They get into the shade of a adobe structure, and he looks up, smiling. Even in the shade, the water seems to evaporate out of the cup.

BEN

"You musta been real good fer old man Tosche to give ya that."

WEN (smiling proudly)

"Didn do nuthin. Just said I was yer brother."

Ben rubs his brother's hair, careful not to jostle him.

JAAFI (M.O.S. (Mike Off Screen))

"Hey, I thought Jawas were puny, look at this guy."

KAREL (M.O.S.)

"Yeah Jaafi, that there's the puniest alien I ever seen."

Ben looks up to see five older boys, crowded around a small, hooded shape.

JAAFI

"Ugly too. What'cha doin' out here, alien?"

KAREL

"I never seen a Jawa baby. Maybe that's what this here is."

CHUURI

"Nah, stupid, look at the wrinkles. This things old; old 'n worn out."

KAREL

"I'm not stupid, this damn alien's stupid."

Ben pushes his brother gently behind him and against the wall. He walks towards the boys.

BEN

"Hey, stop it!"

JAAFI (looking up)
"Oh, you. What do you want, freak?"

The older boys now surround Ben, towering over him.

BEN (quietly)
"I said stop it."

JAAFI
"Why, what you gonna do about it, freak?"

KAREL
"Yeah, freak."

BEN
"Nuthin', it's just..."

JAAFI
"What?"

BEN
"Ain't yer daddy never told you, you get sick from touchin' aliens?"

The boys pause, thinking.

CHUURI
"Awwww, man, Jaafi, the little freak's right."

KAREL
"Yeah, Jaafi, I heard this one kid touched an alien, and he was like ta die he were so sick."

JAAFI
"A'right, maybe. But we ain't gonna get sick from givin' *you* a beatin', freak."

Jaafi, grinds his fist into his palm in anticipation.

KAREL
"But Jaafi, what about..."

JAAFI
"Shut up! Freak just got lucky last time. You ain't gonna get lucky twice."

ALIEN (M.O.S.)
"In my experience, there's no such thing as luck."

The boys whirl to face, the alien. Though short of stature, he now stands regally before them.

JAAFI

"The hell...?"

ALIEN (to the boys)

"You do not wish to fight."

JAAFI

"I don't wanna fight."

ALIEN

"To home, you wish to go."

JAAFI

"Come on, guys, let's get outta here."

Ben watches them leave, puzzled by their sudden change. He looks back at the alien.

BEN (pauses for a while, unsure what to say, then quickly)

"I know aliens don't carry disease."

The alien looks him over.

BEN

"An' I weren't scared. I coulda taken 'em. But that woulda caused trouble though."

The alien continues to study him, silently. Then.

ALIEN

"Yes, yes. The truth you speak."

BEN

"I, I'm Ben, Ben Kenobi. This here's my brother Wen."

They look over to see Wen, stunned, still standing by the wall.

BEN

"Sorry, he ain't never seen no alien b'fore."

ALIEN

"Worry not. Come here, little Wen."

The alien pulls back his hood to reveal a very wrinkled, green head with wisps of white hair and large, pointed ears. Wen gasps and accidentally drops the precious water. The cup falls towards the ground, water spilling out of it. Suddenly, just centimeters above the ground, the cup and the water stop. The cup rights itself and begins floating slowly towards the alien, various water droplets orbiting it on the way. The water swirls around the cup until it centers and finally settles back inside. Then the cup gently floats back to Wen's hands.

BEN (awed)
"You...yer a Jedi?"

YODA
"Yes, yes."

BEN
"But...then, why didja let 'em pick on you like that?"

YODA
"A Jedi uses the Force for knowledge and defense, never for attack."

Ben nods, absorbing this.

YODA (after a beat)
"Yes, and I wished to see how you would handle the situation. Master Yoda, you may call me."

BEN
"Wow, yer a Jedi Master? What're you doin' here?"

YODA
"Yes, yes. For seven hundred years have I trained Jedi. (Beat) All will become clear in time. Come, to your house we must go."

Wen follows closely behind his brother as they make their way back to the Kenobi homestead.

----- Later that day -----

Ben peers out the window of a gleaming starship as it leaves Tatooine. It could not be more different from the dusty, worn planet that he's leaving behind.

YODA
"Worry not, Obi Wan. Return you will...in a time of great change."

Despite his reassurances, Yoda himself looks worried.

----- 26 b.s.w. -----

This is where we'll start, 22 years later. Obi Wan Kenobi is now 36 years old, still rather young for a Knight. None of your characters will know him or know of these events, but I thought you might want some backstory.