

# Star Wars Bronze Age

## When

About 3000 BC. This is definitely pre-republic era. Think ancient Egypt about 5000 years ago. No droids, no gadgets, just the Sith with their black magic, and the Clueless population.

## Where

There is this long river in the middle of the desert. There are lots of small kingdoms along the river, but no Pharaoh yet. There is an Oracle about the coming of the Scorpion King, a Jedi who will unite the kingdoms along the river. Unfortunately nobody knows what a Jedi is. (There is only Sith and Clueless.)

The river comes from the jungle. The jungle with the mountains and the mining cities. The monsters of the jungle are much more nasty than the monsters of the desert.

There are other rivers too, one can get to them on caravans or on ship down our river and over the sea. Both ways are dangerous and very necessary: trade is of utmost importance. This is the bronze age, every city and kingdom needs copper and tin. There is also silk, spices, narcotics, hardwood and gold trade.

## Specials

The Sith Cliche can be taken only triple pumping (2 Character points for each Cliche die) when you pump your Sith Cliche you can sacrifice only 1 die, but you get 3 extra in exchange.

Siths have a special Cliche called the Force. At character creation and every time you level up roll you Sith pool. This score will be your Maximum Force score. Any time you suffer damage you have the option to subtract it from your Force score instead of the damaged Cliche. Most of the population has a Max Force score of 0. They are the Clueless. Monsters have Max Force >0.

As long as your Max Force > 0, the damage you cause will be 1+ the number of temporary dice you gained with the pumping. So if you pumped with the Sith Cliche and pumped, you cause 4 damage. If you double pump lets say an assassin Cliche for 2 dice you will gain 4 dice for next turn, so you cause 5 damage.

The Force heals slowly: it needs healing spell, or it heals naturally 1 point/day spent resting or with recreation.

The Sith Chain: Every Sith can have one apprentice. The master-apprentice relation lasts until one of them dies. The survivor inherits the dead one's apprentice or master if any. If the characters decide they have the Sith Cliche, they will have a Master but no apprentice yet. At the head of each city there is normally a Sith grandmaster.

## Weapons

**Bow:** they use bronze tipped arrows.

Clueless vs Clueless: you shoot against targeting difficulty, if you hit your opponent is out of action.

Clueless shooting at Sith: always fails, but if the Sith can beat the archery score, he bounced back the arrow, the archer is out of action.

Sith shooting at Sith: this will be Sith score against Sith score and the winner damages the opponent. Sith can shoot an arrow much farther than a Clueless.

**Armor:** shield only. Only the Clueless use shield. It adds 5-10 points to the difficulty of an archery shot and 1 points to each dice on a melee attack roll.

**Spear:** always bronze tipped. Only the Clueless use spear.

**Sickle Sword:** this is either bronze edged or completely made of bronze. Only the Sith has the power to wield 2 handed bronze

sickle sword. This is their weapon of choice. Every time a Sith levels up he can add one more hieroglyph to his blade. (Needs Scribe[1] and Metalworker[1] or equivalent). Using these magic writings he can perform powerful spells. If he looses his blade he has to start over with an empty blade, adding one new hieroglyph only when he gains new dice to his Sith Cliche. Therefore loosing a sickle sword is a major loss. No Sith has the capacity to use the sickle sword of another Sith. (But the Jedi will be able to do so, according to the Oracle.)

## Sith Magic

If a 1<sup>st</sup> level D20 spell can do it, some of the Sith can do it better. Some spells come naturally, such as: *Alarm, Anti detection spells, Cause Fear, Charm Person, Comprehend Language, Confusion, Detection spells, Disguising spells, Erase, Expeditious Retreat, Feather Fall, Force Lightning, Grease, Hypnotism, Identify, Jump, Longstride, Pass without trace, Sleep, Throw debris, Ventriloquism, etc....* Interpret the spell names generously and with Sith effects.

Higher level spells will work only if the Sith etched the hieroglyph of the spell on his sickle sword (1/Sith Cliche Pool), and these might have a maximum number of use/day. Healing Force score is the most difficult spell, it is limited in all respect.

The strength of the spells: if the targets are all Clueless, then the spell hits them the way it is supposed to. If it is a Sith (or the leader of the team is a Sith) then this is a Sith contest, and the looser (or the loser's team) will be affected. In case of damage: each point knocks out a Clueless or takes 1 damage in a someone's Force score. The only exception is "throw debris" which never backfires: lost Sith contest has no effect for the attacker. High level spells might have their own Cliches like characters do.

## Cliche Ideas

Scribe, Merchant, Camel Rider, Spear Man, Archer, Priest, Nobleman, Spy, Assassin, Traveler, Sailor, Slave, Freed Slave, Miner, Metal Worker, Fisher, Hunter. Only Siths can have double pumping Cliches, they don't like single pumping ones, but almost anything can be double pumping, spell casting (psionic) Cliche for a Sith.

## Adventure Ideas

- Your master is in alliance with the King of the neighbor city. You and your team is sent to set up a base of operations there *Your base should be set up like a character, from 10 points, with Hooks & Tales.* From this base will you go for quests assigned to you by your master or his ally.
- You are sent to give support to a caravan, and on your way back try to locate and fetch an important item/material/person.
- Catch the spies of the Sith lord of the neighbor city, spy on him and sabotage his operations in his own city.
- Go under cover as a Clueless to infiltrate a rebel group.
- Your Sith Chain has been eradicated in a war, you are the only survivor. Run, hide, save yourself!