Jedi Wushu

FEEL like a Jedi

Based on the excellent "**Wushu**" rpg system
created by **Daniel Bayn**.
http://danielbayn.com/wushu/
Seriously, go buy it, it's amazing!

Hacked and Modified by **David Schirduan**
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LEGAL STUFF

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Why Jedi Wushu?

Star Wars has always captured our imaginations. We've spent afternoons dreaming about flying around the galaxy, meeting strange races, smuggling cargo, or putting on Stormtrooper armor.

But ever since that first *snap*-*hum* of a lightsaber, the appeal of being a Jedi has overshadowed all other fantasies.

Many games have tried to provide the excitement and power that being a Jedi might feel like. Some games were more successful than others, but I found their lack of awesomeness... disturbing.
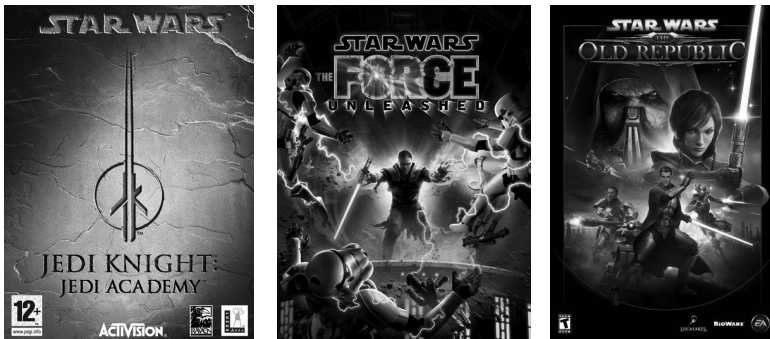
Force points. Cool downs. Bars. Meters. Limited powers. Health packs. Repetitive combat. Grinding levels.

This is more like *controlling* a Jedi. Why not **BE** a Jedi?

An RPG that makes you FEEL like a Jedi

When you play Jedi Wushu, you work together with your friends to create incredible, action-packed fight scenes.

One player will be the Director (sometimes called the GM). They will be responsible for narrating your surroundings and controlling the enemies you'll be facing off against.

You play the game by describing your actions, gaining more dice whenever you add a flashy or exciting detail. The Director will then describe the attacks of your foes.

After you've earned a big pile of dice. you'll roll them to see how the fight turns out.

The game plays like a well-choreographed fight scene, with the camera swooping around the environment, catching the best parts of the action.

In this game, you must train yourself to let go of everything you fear to lose. Let go of your controller buttons, keyboard shortcuts, initiative rolls, attack damage, armor class, and health points. A Jedi craves not these things!

Instead, use the force. Trust your instincts. You know what a good fight looks like. You know how to use the lightsaber, and how to use the living force.

Let the Wushu flow through you.

What you need to play:

- 2-5 Jedi in Training
- A notecard + pencil (for your character sheet)
- A big handful of six-sided dice (10+)
- A pile of coins or chips or something
- One player who agrees to be the Director
- Inspiration from your favorite Star Wars media

A Special Request

Go buy Wushu by Daniel Bayn. Not only does it show your support of this awesome game, but it has SO MUCH MORE!

http://danielbayn.com/wushu/

If you're strapped for cash, you can read all of the rules and advice right there on his website!

Wushu has 200 Pages of:
- Extensive Director advice
- Tons of examples
- Optional rules and ways to play
- Ideas for character creation
- Detailed explanations of game mechanics and how to get in the right mindset as a Director
- And more!

Then, after you've digest all of the amazing things in that book, you'll be much better equipped to use the resources and information in Jedi Wushu. Think of Jedi Wushu as an expansion, or DLC. You don't need the original Wushu to play, but you're missing out on great advice and resources.

Details = Dice

Being good at Wushu is dependent upon your creativity as a player AND as a Jedi. The more details that you include when describing your actions, the stronger your attacks shall be, and more dice are added to your dice pool.

Your **Dice Pool** simply refers to your dice that are all rolled at the same time, and the results are taken together. In Wushu, you build a dice pool for every action you take.

The size of your pool depends on how elaborately you describe your actions. Each **Detail** you add to your description adds another die to your dice pool for that action.

These could be separate stunts, witty one-liners, cinematic flourishes, pretty much anything that enhances your gaming experience.

The more details you add, the stronger your attacks.

Example

> John says "I Force Jump over his head", and gets 1 die.
> *A simple description always gets you at least one die.*
>
> Elain says "I Force Jump over his head ● and yell 'those who choose to walk in the dark will go blind!' ● before stabbing my saber into his eyes" gets 3 dice.
> *3 Details, 3 dice.*
>
> Someone who says "I Force Jump over his head ● and as he turns to look, I kick off of his face ● slice a section from the bulkhead ● and force push it into his gut ● blasting him through the window ● and out into space" gets 6 dice.
> *Nice! 6 details that all flow together means 6 dice.*

Vetoes

Of course, not every Detail is appropriate to every action.

That's why Directors and players have the right to **veto** any Detail that rubs them the wrong way. To make this work, it's important to agree on the tone and style you want for your game before you start playing. *(Light side? Dark side? Are we all playing Jedi Masters, or new padawans? Are we fighting other Jedi, or stormtroopers?)*

Don't forget, the point of Wushu is to do really cool stunts, so don't go too crazy with those vetoes. Try to let other players get away with as much as they can, but sometimes a veto is required to prevent silliness or disruption of the game.

Dice Pool Limits

To control the pacing and tone of a game, Directors will put a pool limit on the number of dice any player can roll at once. A dice limit applies for the duration of that fight or scene.

A limit 3-5 dice per turn usually results in faster, more brutal combat; it's a good limit for unimportant scenes or warm-ups that happen early in a game.

When things get dramatic, a limit of 6-10 dice per turn allows for more freedom and longer duels. This is especially true when fighting major villains; a higher limit allows you to attack and counter-attack many times before stopping to roll.

Don't feel pressure to earn the maximum number of dice on every turn. If you're milking a situation for lame details, you're asking to be vetoed by other players. Focus on the flow, rather than adding adjectives.

Example

> The dice limit of this scene is 5 dice. Your group is about halfway through the fight, and you face the dark padawan.
>
> "I force-lift a chunk of rock, hurling it towards him ● as I get up and activate my saber ● diving down low to attack his legs ● and I...uhhh...twist kinda around while yelling something...."
>
> It's okay to have a little less dice. Let it go.
> Just focus on the flow and the action.

Narrative Truth

The key to playing Wushu is to understand that everything happens exactly as the players describe it, when they describe it.

The difference between force-pushing someone into a wall and attacking with your lightsaber might use the same dice, but they drastically change the possibilities in the story you're telling.

We don't want to accurately simulate the actions and capabilities of a Jedi. We want to FEEL like a Jedi!

Rolling the dice just tells you how much further those actions have advanced the scene. In a way, the dice are only there to let you know when to stop fighting (or chasing, or talking, or whatever).

Director Advice

> While you'll be adding details to fight scenes just like the players, don't forget to add details to the environments!
>
> - Inform your players of loose materials nearby
> - The layout of the room
> - Where characters and enemies are placed
> - Entrances, Exits
> - Texture of the environment
> - Different levels, walkways, balconies, etc.
>
> No good fight ever went down in a white, featureless room.

Rolling Dice

While you don't necessarily need dice to describe some cool lightsaber battles, Wushu uses the dice to add some strategy and anticipation to the combat.

And who doesn't like rolling large handfuls of dice? Weeee!

Offense and Defense

When you fight you must find a balance between offense and defense. That means splitting up your dice pool.
- Attack dice are used to kill, disarm, injure, or generally go on the offensive.
- Defense dice are used to defend yourself from all of the above. Each Defense die negates an attack die.

If even one attack gets through, you will become one with the force and then you will die, young Skywalker.

Yup, you heard correctly. **One hit and you're dead**. While that's obvious for lightsabers, Wushu treats all attacks as lethal. A solid kick or force-push will kill you just as easily as a strike from a lightsaber.

The details in an action don't have to correspond to how you split your dice, you can split them up however you want. Just because there was only one defensive action described doesn't affect how the dice can be split.

1. The **more details** you include when describing your actions, the **larger your dice pool**.
2. After you have your dice pool, decide which dice will count as **attack**, and which will count as **defense**.
3. Then, you roll those dice.
4. Throw out any dice that don't succeed.
5. Count up the rest, and compare them to your foe. Your successful defense dice cancel out the enemy's successful attack dice, and vice versa.
6. It only takes **one hit to kill**. That applies to weak minions, strong foes, and even yourself!

Fate

Don't worry; it's not as dire as it sounds. Player-characters all get 3 points of Fate to protect them. Each point can be cashed in to negate one Attack success after the dice are rolled. (You can use poker chips or cards to track Fate.)

A character is removed from a fight when they take a hit and don't have any Fate left to counter it. GMs should give players back their Fate as dramatically appropriate, usually between scenes, or because of character Flaws.

The only question we have left is:

> **When is a dice roll considered successful?**

To answer that question, we need to determine what your Jedi is going to be good at. We need to create a Jedi!

Creating a Jedi

Traits

Every Jedi/Sith is made up of **four Traits** and **one Flaw**. Traits have a rating, from 2-5, where 5 is the best, and 2 is the worst. See some <u>example Traits</u> on page 21.

Every Trait starts with a rating of 2. When you create your character you may spend points to increase your ratings, up to a maximum rating of 5. The number of points you get to spend depends on the kind of game you want to play.

If everyone is playing as a new padawan, they might only have 5 points to spend on upgrading Traits. But if they're Jedi masters, then they could have 8 or more points to start!

Whenever you roll dice, decide which Trait you are using for that action.
- Every die equal to or lower than the Trait is a success.
- Every die higher than that Trait is a failure.

The higher the rating, the easier it is to roll under it!

Lauren creates her Jedi: Shar'tarr. Lauren gives Shar'tarr four Traits: Piloting (2), Force Jump (2), Blasters (2), Soresu Style (2). She chooses Clumsy (1) as her flaw.
The Director gives Lauren 6 points to spend on her Jedi. Lauren spends them to increase her Traits: Piloting (4), Force Jump (5), Blasters (3), Soresu Style (2).

Trait Examples

Jedi Tara is fighting a Droid Carrier. Dice Limit is 3.

Tara: "I leap out of the speeder ● onto the droid carrier ● and jam my saber into the engine"

Tara has 4 Traits: Soresu (2), Mechanics (4), Force jump (3), Diplomacy (5)

Tara decides that this is more about her Mechanics trait. 3 Dice Total.

1. Tara decides to put 2 dice into attack, and 1 into defense.
2. She roll her dice pool.
3. She rolls a 2 and 6 for her attack dice, and a 1 for her defense dice.
4. She counts the successes.
5. Thus Tara has 1 Attack, 1 Defense

Jedi Saren is fighting a Dark Master. Dice Limit is 4.

Saren: "I slowly walk up and say, 'hey let's not cause a scene, there are innocents' ● while at the same time I'm pulling on the tower behind him. Just as it begins to fall ● I charge forward ● smashing him into the falling tower."

Saren has 4 Traits: Vapaad (2), Lightning (4), Force push (3), Force pull (2)

Saren would like to use lightning, but he decides that this action was really centered around pulling down the tower.

He uses Force Pull as his Trait for this action. He splits his dice, rolls them, and discards any that are higher than 2.

Scab Rolls

Sometimes you want to do something that isn't fighting, or you don't want to make a big deal out of it. That's when you use a Scab Roll.

To make a Scab Roll, grab a number of dice equal to the Trait that makes the most sense for this action. Compare **the highest roll** to determine the result:

1 or 2: You failed, and brought down horrible consequences for you and your group.
3 or 4: You succeeded, barely. Something went wrong, or will cause problems later.
5 or 6: Complete success! You may have even gotten an extra little bonus out of it.

Skill rolls are a great way to resolve something quickly, especially if it isn't directly about combat.

Example

Gorn: "I want to splice into this terminal and open the bay pod doors."

Director: "Alright, make a Scab Roll"

Gorn: "My splicing trait has a rating of 4, so I roll four dice and I got... 3, 5, 2, and a 3."

Director: "Alright 5 was your highest roll, so you succeed, and are through the doors before anyone notices!"

Flaws

Flaws are similar to Traits, but they always have a rating of 1.

Where Traits describe things that your character is good at, Flaws are your weaknesses, or temptations that you must fight against.

Whenever it makes sense, the Director can trigger one of your Flaws, and you must make a Skill Roll if you want to resist it. Because your Flaw is always 1, you only roll one die.

In the middle of combat, you can willingly use your flaw to create a dramatic moment or setback. Most Directors will support your idea, and may reward you with additional Fate!

Example

Corey has given her Jedi the Flaw "Greedy (1)"

The group is trying to sneak through an old temple to rescue some trapped soldiers. The Director mentions to Corey that her character noticed something shiny in one of the side passages. Corey must make a Scab Roll using her Flaw if she wants to resist the temptation to examine the shiny thing.

She rolls one die, and it comes up 2. Corey failed to resist that temptation, and gets the group in big trouble when she accidentally triggers a trap in that room!

Enemies

Mooks

Battle Droids, Stormtroopers, strange animals, and sloppy smugglers are all considered Mooks. These are weaker foes, especially to a trained Jedi with a lightsaber.

Groups of Mooks are given a Threat rating, which shows how dangerous they are, and how hard they will be to defeat. The Director is in charge of creating mooks and assigning their Threat rating. An easy way to represent and track Threats is by using a pile of coins or chips, one for each rating.

Every successful attack the Jedi make reduces the Threat by one. A Threat of 15 will take 15 successful attacks to defeat. Until mooks are defeated, they make one attack each turn, forcing Jedi to spend at least some dice on Defense.

The Threat rating is an abstraction. 5 Elite troopers could have a threat rating of 30, while 10 drunk smugglers could have a threat rating of 8.

Don't forget that mooks make one free attack at any players in range. This forces jedi to always spend a little on defense, and failing to block an attack from a mook will kill you just as dead.

Jami faces off against 4 battle droids with a combined Threat of 7. She describes her attack, earning 5 dice. She puts 2 dice in Defense, and 3 in Attack. She rolls them.

None of the Defense dice succeed, but all 3 Attack dice succeed. The Thread is reduced to 4, but the mooks score a hit, forcing Jami to spend her last Fate. Oh no!

Dark Jedi

This is where the rubber meets the road. Tons of smoking battle droids lie at your feet, and you've barely broken a sweat! Then the doors at the end of the hanger open, and the *snap*-*hum* of a lightsaber sends a chill down your spine.

Fighting against mooks can be dangerous, but Dark Jedi are a completely different story. Dark Jedi have Traits just like you. They earn and roll dice just like you. Thankfully, they go down in one hit, just like you. Sadly, they also have Fate that they can spend to prevent immediate death.

The Director controls Dark Jedi, describing their actions, earning dice, and making choices for these powerful villains.

When fighting a Dark Jedi, the Director will increase the dice limit, and you'll both take turns describing actions and rolling dice.

Multiple Combatants

Powerful Foes are usually engaged in single combat, but sometimes there can be mis-matched fights. There are two ways to handle this (up to the GM):

Players can take turns engaging with the enemy. In the example on page 20, maybe another jedi steps in and handles the next round, while Stern licks his wounds, and looks for an opening.

Or players can split their max dice between them. In the example on page 20, two players could have attacked the Dark Jedi at the same time, and then each roll 4 dice (half of the total dice pool), determining for themselves how to split pools between Attack and Defense.

Don't ever narrate the end of the fight until you reach the end. "And then I chop off his head" is a bad detail in the middle of a fight. Make sure you leave room for the fight to continue, because you never know how the dice will land!

The following pages are extensive examples of combat against Dark Jedi. Notice how the GM and the players take turns adding details 2-3 at a time.

Dark Jedi Fight Example

Jedi Gorn is fighting a Dark Padawan. Dice Limit is 3.

Gorn: "I dodge his thrown saber ● and reach around to snatch it out of the air ● flinging it back towards him"

Director: (playing for the Dark Padawan): "She leaps to the side ● countering with a blast of lightning ● as she launches herself towards you"

Gorn: 3 Dice Total (Saber Throw Rating: 4)
6. Gorn decides to put 2 dice into attack, and 1 into defense.
7. He roll his dice.
8. Gorn rolls a 3 and 5 for his attack dice, and a 4 for his defense dice.
9. He counts the successes and discards the failures.
10. Thus Gorn has 1 Attack, 1 Defense

Dark Padawan : 3 Dice Total (Lightning Rating: 3)
1. The Dark Padawan puts 1 die into defense, and 2 into attack.
2. She rolls her dice.
3. The Dark Padawan rolls a 4 for her Defense dice, and a 3, 4 for her Attack dice.
4. She counts the successes and discards the failures. The Dark Padawan has 1 Attack, and 0 Defense

Gorn's 1 Defense blocks the Dark Padawan's 1 Attack. But the Padawan has no Defense successes.

The Director narrates the result: "Gorn blocks the Dark Padawan's attacks, and get's through his defenses. Gorn lands a hit, and the Dark Padawan has no fate points left. Gorn, do you want to narrate your coup de grâce?

Long Dark Jedi Example

Stern is fighting against a Dark Master. Dice Limit is 10.

Director, the Dark Master: "You hear the snap-hiss of a lightsaber behind you ● almost too late you realize it is in motion, heading for your head" (2)
Stern, the Jedi: "I drop to the floor ● and turning my body, I cut a hole in the floor ● force blasting him against the ceiling as I fall into the room below" (3)
Director: "You feel pieces from the "floor" slice towards you ● as another hole appears and the Dark Master drops down after you" (2)
Stern: "I block the pieces ● and throw my saber towards his head"(2)
Director: "With a blast of force he knocks away your saber ● and shoves you backwards" (2)
Stern: "I re-direct my lightsaber towards him ● while he's focused on pushing me ● and deflect the force push towards the bulkhead to my right."(3)

Stern: 8 Dice
1. Starth sets aside 3 Defense Dice, and 5 Attack Dice.
2. He rolls his dice, discarding any failures.
3. Results are: 3 Attack Successes, 1 Defense Success

Dark Master: 6 dice
1. The Dark Master splits them evenly, 3 Attack and 3 Defense.
2. He rolls his dice, discarding any failures.
3. Results are: 1 Attack Successes, 2 Defense Success

RESULT: Stern gets through his defenses, forcing the Dark Master to spend a Fate Point, and the next round of the fight begins anew.

Example Jedi & Foes

Examples Jedi

Obi-Wan *(7 pts. to spend)* Well known for his skill in diplomacy and force powers, Obi-Wan was a great leader and Master of the Jedi Order. • Diplomacy (4) • Form 4: Ataru (4) • Force Push (5) • Force Speed(2) • Arrogance (1)	**Yoda** *(8 points to spend)* Ancient and wise, Master Yoda led the Jedi Order for many long years. Strong he was in the force, although frail in body. • Force Lift/Move (5) • Force Jump (4) • Leadership (4) • Force Absorb (3) • Frailty/Age (1)
Luke *(6 points to spend)* A whiny brat from Tatooine embraced his destiny and grew into a powerful Master. • Force Jump (3) • Form 5: Shien (4) • Piloting (4) • Blasters (3) • Reckless (1)	**Padawan** *(5 pts. to spend)* A youngling no longer, you have completed your basic training, and are ready to head out into the world. • Force Push (3) • Form 1 Shii-Cho (3) • Force Jump (4) • Saber Throw (3) • Inexperienced (1)

Dangerous Foes

Foes aren't created the same way that players are. They can have any number of traits with any number of values.

Count Dooku Dooku was considered Yoda's greatest student, eventually becoming his greatest failure. • Makashi (5) • Force shove (3) • Force Speed(4)	**Vader** A menacing figure, more machine than man. • Force Choke (4) • Incredible Strength(4) • Stiff Saber Style (3)
Grievous A terrible, Inhuman Machine, Grievous inspires fear in the hearts of all Jedi. • Quad Saber (5) • Machine limbs(4) • Sly Tactician(4)	**Palpatine** Deceptive, cunning, ruthless, and pure evil, Palpatine was easily one of the most dangerous and powerful Sith Lords who ever lived. • All Saber forms (4) • Force Lightning(6!) • Telekinesis(5) • Deception(5)

Example Traits

These are just examples. Don't let them limit your creativity! But also, don't make your Traits too general, otherwise you won't have a reason to use your other Traits!

Force Powers	Saber Styles
Push/Pull: Push/Pull an object away from/towards you at high speeds. **Jump**: Launch yourself high into the air. **Illusion:** Create a fleeting projection or distraction. **Lightening:** Shoot bolts of electricity at a nearby foe. **Choke:** Smother and paralyze your target for a short time. **Speed:** Move inhumanly fast. **Saber Throw**: throw your saber with deadly accuracy, and return it to your hand.	**I: Shii-Cho:** More about disarming than killing. **II: Makashi:** Fluid, defensive movement. **III: Soresu:** Solid defense to outlast and exhaust a foe. **IV: Ataru:** Flips and flourishes to use your environment effectively. **V: Shien:** Defensive stance for deflecting blasters. **VII: Vapaad:** Vicious, chaotic, and aggressive offensive form.

Other Traits	Flaws
Hacking / Splicing Ship Piloting Mechanics / Electronics Negotiation Blasters Explosives Command Tactics Alien Biology Galactic History	Uncontrollable Anger Arrogant Pride Insatiable Greed Paralysing Fear Terrible Insecurity Insidious Envy Old War Wound Frail Old Age Blind Love

Rules Reference

1 Jedi = 4 Traits + 1 Flaw

Your Traits can range from 2-5. All Traits start at (2), but you can spend points to increase your Traits. Flaws are (1).

Details = Dice

Every detail you add to your attacks adds another die to your dice pool, up to the dice limit for that scene. Players can veto.

Balance Attack and Defense

After you've earned your dice, split them between attack and defense. Every successful Defense die cancels an opponent's attack die. Don't forget that mooks always deal at least 1 hit.

Choose a Trait and Roll. Discard Failures.

Pick which Trait makes the most sense for this action. Roll all of the dice in your pool. Get rid of any dice that go OVER the trait rating. Everything else is a success.

Scab Roll for non-combat and quick resolution

Grab a number of dice equal to the Trait you're using. Roll them all, and look at the highest one. Check the result:
1 or 2: You failed, and brought down horrible consequences for you and your group.
3 or 4: You succeeded, barely. Something went wrong, or will cause problems later.
5 or 6: Complete success! You may have even gotten an extra little bonus out of it.