

Why Star Wars Wouldn't Work as a Role-Playing Game or, A Tribute to Darths and Droids

GM: Only stormtroopers are so precise.

Ben: Actually, according to these stat sheets, the standard-issue E-11 stormtrooper rifle is the least accurate weapon in the game. The Tusken Raiders are the most likely culprits.

GM: No, I'm pretty sure it was the Empire.

Ben: Plus, the Empire barely has a presence on Tatooine.

GM: Well, what am I supposed to do? Have Luke spend the rest of the game seeking vengeance on the Tusken Raiders?

Jim: Sure.

Ben: That sounds like a workable plot.

Pete: Sweet.

GM: The Force is an energy field that binds-

Jim: Wait. I thought it was mini-chlorines.

GM: It is? I think I lost those notes.

GM: The Death Star fires its superlaser, destroying the peaceful planet of Alderaan.

Ben: Did it merely render the planet uninhabitable, or did it actually, literally, destroy Alderaan?

GM: The second one.

Pete: We need to steal that thing. Think of the XP we could get!

GM: The rebels are preparing for the assault on the Death Star. This is your last chance to ready yourself and get new equipment for your ship.

Pete: I kill Han Solo.

GM: What?

Pete: He's said he won't help the rebellion, and he might even warn the Empire in exchange for money, so there's no reason to let him live.

GM: But you can't-

Pete: I. Kill. Han. Solo.