THE RISHI MAZE

Character Creation Handbook

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Introduction

What This Document Is

This handbook helps you create a character for The Rishi Maze, a Star Wars-inspired live-action roleplaying campaign. It combines a simple character system with questions and prompts designed to give your character depth, direction, and useful hooks for future intrigue.

Play First, Rules When Needed

The Rishi Maze is primarily a live-action roleplaying experience. Most situations should be resolved through conversation, negotiation, improvisation, and ordinary in-character play. The rules exist to support the story when a scene becomes difficult to resolve through open play alone.

System Overview

Story First

The rules are intentionally light. They are meant to clarify what your character is good at, help resolve uncertain outcomes, and show how your character grows over the campaign.

When Rules Are Used

Rules are used for situations such as dangerous conflicts, difficult technical tasks, side missions, and contested actions between characters. They are not intended to replace roleplay.

Graceful Bow-Out

Any scene involving pressure, threat, or violence must allow participants a graceful bow-out. This means there must always be a way for a player or character to step away from the situation without pressure or loss of dignity.

Conflict Outside Ordinary Play

Physical violence is not played out in open game areas unless it has been clearly agreed between the involved players and approved by the organisers. If several players want their characters to resolve a situation through violence, the scene should move to a prepared rules space with dice, rules, and organiser support.

Side Missions and Downtime Adventures

What Side Missions Are

Between major live events, the campaign may offer side missions: smaller adventures that allow characters to pursue dangerous jobs, personal goals, faction work, or opportunities that arise during the event.

Examples

A character might sign on as crew aboard a ship smuggling exonium from Rishi, accept a bounty contract, work for a corporation, investigate a rumour, or follow up on a personal storyline.

How to Join

During an event, some characters or factions may offer mission hooks or quests that players can sign their characters up for. As a general rule, each character may take part in one such official side mission per event cycle.

Player-Proposed Missions

Players may also pitch their own ideas for side missions to the organisers. These adventures are handled as freeform tabletop-style roleplay with an organiser as game master, either online or in person depending on what works best for the participants.

The Character Sheet

Every character receives a simple character sheet. The organisers will maintain an internal database where character sheets can be updated between events as characters develop.

Attributes range from 1 to 5:

- 1 - Novice. Your character barely understands or can barely perform the task.
- 2 - Average. Comparable to an ordinary citizen of the Star Wars galaxy.
- 3 - Professional. Skilled enough to work in the field.
- 4 - Experienced professional. Someone with serious expertise and a strong reputation in the field.
- 5 - Exceptional. A level of capability that is immediately noticeable and may make the character known.

> ***Legendary characters such as Darth Vader, Han Solo, or Din Djarin operate on a different dramatic scale. Even so, they would recognise the competence of someone with a 5 in a relevant attribute.***

Using Attributes in Play

Tests Against Difficulty

When a character attempts something uncertain - for example slicing into a computer during a side mission - the game master sets a difficulty. The player rolls one six-sided die and adds the relevant attribute. If the total equals or exceeds the difficulty, the character succeeds.

Opposed Tests

When two characters act directly against each other, both roll one six-sided die and add the relevant attribute. The higher result wins. If the result is tied, the game master decides what happens based on the situation.

Starting Points

A new character begins with 24 points to distribute between attributes. This produces an average of 3 across the attributes, making player characters noticeably more capable than ordinary galactic citizens. This reflects the fact that the characters are protagonists in the shared story.

Restrictions for new characters:

- All attributes must start at least level 1.
- A starting character may not have more than two attributes at level 1.
- A starting character may not have more than two attributes at level 4.
- No starting attribute may be higher than 4.
- Non-Jedi or non-Force-approved characters may not assign points to The Force.
- Up to level 3, each step costs 1 point. Level 4 costs 2 points, and level 5 costs 3 points.
- Characters gain additional points by participating in events and side missions.

Attributes Explained

Agility

How agile is your character? Can they climb, jump, sneak, and move with control?

Level	Description
1	A walking accident waiting to happen.
2	You can climb, swim, and sneak at an ordinary level.
3	You are used to relying on your body, like a soldier or field worker.
4	You are highly trained: elite soldier, serious climber, acrobat, or similar.
5	Super-ninja assassin droid energy.

Combat

How used to violence is your character, and how capable are they in a fight?

Level	Description
1	Help! This is not your arena.
2	You can handle a blaster and a knife without embarrassing yourself.
3	Soldier, capable criminal, or someone with real field experience.
4	Elite soldier level. Dangerous and disciplined.
5	Experienced Mandalorian level: weapons are part of the culture.

Endurance

How strong, tough, and resilient is your character? How much hardship can they take?

Level	Description
1	Elevators were invented for a reason.
2	An ordinary person in the Star Wars galaxy is used to some misery.
3	A hardened soldier or survivor.
4	Experienced adventurer or survival expert.
5	Chewbacca-level resilience. Aaaargh!

Piloting Starships

Use this attribute for anything your character attempts with a starship.

Level	Description
1	What happens if I press this button? Oops.
2	You can fly simple ships under ordinary conditions.
3	Professional pilot.
4	Combat pilot. "Gold Leader standing by."
5	True ace pilot. "Great shot!"

Social Ability

How good is your character at charm, bluffing, persuasion, negotiation, and talking their way through trouble?

Level	Description
1	Average Gamorrean guard.
2	Ordinary person.
3	Trained in social situations, such as a con artist, negotiator, or fixer.
4	Human Resources director level: "I understand that this feels difficult."
5	Lando Calrissian.

Contacts

You are who you know. This attribute helps you gather information through people, networks, and favours.

Level	Description
1	No useful contacts.
2	Normal social network for an ordinary person.
3	You know many people and can get help gathering information.
4	Excellent contacts. You may be able to obtain secret or restricted information.
5	Luthen Rael level. "Call it what you will."

Economic Stability

What are your character's financial circumstances? Do they have income, assets, or merely survival money?

Level	Description
1	No income and currently no credits in your pocket.
2	Small income. Worn, simple gear, but usually food for the day.
3	Reasonably stable. Better clothes and better equipment.
4	Good finances, quality gear, possibly even your own starship.
5	Fairly wealthy. You might own ships, run a business, or control serious assets.

Technology

Use Technology to understand machines, repair things, slice computers, bypass systems, and solve technical problems.

Level	Description
1	Ee chee wa maa! You are impressed by blinking lights.
2	You can handle what you need in everyday life.
3	Skilled enough to work with technology professionally.
4	A capable technician who can solve most problems that appear.
5	Kuiil level: "I have spoken."

The Force

This attribute is available only to characters approved by the organisers.

Level	Description
1	You can sense disturbances or changes in the Force.
2	You can physically manipulate the environment through telekinesis.
3	You can influence thoughts and emotions through the Force.
4	You can harm and heal through the Force.
5	"We grant you the rank of Master... but not a seat on this council."

Character Building Guide

The following questions are designed to help you build a character with depth. You do not need to answer every question, but your answers can help both you and the organisers create better plots, relationships, and personal hooks.

1. How does the character identify?

Is the character human, alien, droid, or something else? What pronouns do they use? In the Star Wars galaxy, this kind of discrimination is not part of our fiction, but it is useful to know how the character wants to be addressed.

2. What is the character's first impression?

What does someone notice first? Friendly and inviting? Hardened and dangerous? A stylish Coruscant socialite? A gambler? A soldier? A cloaked stranger with a strange metal cylinder at the belt?

3. Where was the character born?

A child raised on the upper levels of Coruscant has a very different childhood from someone raised in the deserts of Tatooine or the industrial sprawl of Corellia. Consider planet, city, class, family, clan, guild, resources, and childhood relationships.

4. How old is the character?

Age determines what major galactic events the character has lived through: the Clone Wars, the fall of the Republic and Jedi Order, Palpatine's rise, and the growth of the Empire.

5. Who are or were the character's family?

Who were their parents? How did they live? Did the character have siblings? Are they alive? Did the character even know their biological family?

6. Does the character have a family of their own?

Are they married, separated, widowed, responsible for children, or supporting someone who depends on them?

7. How does the character make a living?

Imperial soldier, rebel, smuggler, bounty hunter, mercenary, gambler, prospector, archaeologist, fugitive, space pirate, or an ordinary person who happened to enter the wrong cantina at the right time?

8. Where did the character learn their skills?

Formal education, Imperial academy, university on Coruscant, mercenary training, criminal apprenticeship, family tradition, or the hard school of life?

9. What political or religious beliefs does the character hold?

What do they think about the Empire, the Rebellion, the Jedi, the Sith, droids, clones, Hutts, Mandalorians, local Rishi beliefs, or central authority?

10. Does the character have a moral code?

When is violence acceptable? Would they kill? Why? Where do they draw the line?

11. What are the character's goals?

Are they content, ambitious, trapped, resigned, or desperately trying to change their life?

12. What is the character's personality?

Pessimistic, idealistic, radical, conservative, resigned, easy-going, militant, superstitious, extroverted, introverted, rational, passionate, questioning, or something else?

13. What can the character not handle?

Letting people in? Working with others? Staying calm under stress? Keeping money? Being honest?

14. What does the character hate?

The Empire, the Rebellion, droids, personal questions, sentimentality, family, the Jedi Order, one specific person, or the galaxy in general?

15. What does the character love?

Space battles, sabacc, peace and quiet, food, art, business, a person, a ship, a place, or a memory?

16. What is the character's name?

Is it their real name, chosen name, nickname, callsign, criminal alias, or a joke that stuck?

Example Character: Taff Badwill

The original guide uses Taff Badwill as an example character. Taff is a human man from Corellia, a former mercenary and Clone Wars veteran who now works for Crimson Dawn. He has a rough appearance, visible weapons, and signs of military experience. He is almost fifty, pessimistic, resigned, and shaped by a life of violence.

Taff once fought alongside friends who are now dead. He has no children of his own, but secretly sends money to support a boy named Atwin, whose father Taff accidentally killed during a card game years ago. Taff loves sabacc because it gives him the tension of battle without always requiring someone to risk their life.

Taff hates central authority and law enforcement. He dislikes clones and droids after the Clone Wars and despises the Hutts as rivals of Crimson Dawn. He is not a sympathetic person, but he is not pointlessly cruel: he may harm or kill if the job requires it, but not merely for pleasure.

Final Advice

Create a character who wants things, fears things, owes things, loves things, and has reasons to interact with others. The best characters are not perfect - they create story. Give the organisers hooks, and they will give you trouble worth playing.