

Star Wars: Shadow of the Nightsister

Campaign Charter

Herein is written the methods of game mastering, table etiquette, player expectations, rules, setting, deviations and general guidelines pertaining to the roleplaying game campaign mastered by Michael Brewer and attended by the fine players of XXXXXX, XXXXXX, and XXXXXX.

This charter is a living document and may be amended at the consent of the Game Master, Michael Brewer, after discussion with the players. It is not legally binding by any means and only serves as campaign documentation of house rulings and expectations of all participants.

Game System & Edition

The *Star Wars: Fall of the Nightsister* campaign shall utilize the Star Wars SAGA roleplaying game which is currently in its 1st Edition.

Setting & Timeline

This campaign shall be set in the Star Wars universe while the Old Republic was at its height 100 years before the Treaty of Coruscant (100 BTC), which is about 3,753 years before the Battle of Yavin. This is a relatively undefined time period of the Star Wars universe, which allows the Game Master to create freely without conflict of official canon.

The Game Master asks that any inconsistencies between his description of locations, races, politics, and general setting and official descriptions be ignored and not brought up at the table during play as this tends to become a tangent discussion that destroys the suspension of disbelief and breaks the flow of the game. The Game Master does invite anyone wishing to discuss these issues to have a conversation after the game session has ended for the night.

Supplemental Materials

Races, Feats, Force Powers, Prestige Classes, and other mechanics found in sourcebooks related to specific eras are considered available unless that are specific to a culture, society, or organization that does not exist or has yet to be discovered during the Old Republic Era. Examples include Ewoks, Jensaarri, or the Rebel Alliance. However, the Game Master is willing to modify the mechanics to fit with the current setting so please ask about it before or after the game session.

Play Style

Due to the atmosphere of the Star Wars universe, the Game Master has chosen to provide a hybrid style of play by combining location-based adventures (often referred to as "sandbox" gaming) and story-driven adventure. The hybrid style game play should provide plenty of verisimilitude as well as an epic story that everyone has helped create.

This means the players are free to roam the galaxy however they please and the Game Master will provide adventure on the fly using world descriptions to influence the play. Players should expect there to be consequences for their characters' actions (good or bad).

However, the Game Master also has epic, galaxy-shaking meta-plots in place that should be readily apparent and easy for the players to hook into. Should the players ignore these challenges; the plots will unfold without hindrance and make large impact upon the galaxy.

House Rules

The Game Master has developed House Rules to promote more accurate and fair gameplay. The following are a list of amendments for the Star Wars SAGA roleplaying game:

1. Character Creation uses 32 point buy system.
2. We are using the optional Destiny system from the core book.
3. Hit Points per level are a flat value equal to $\frac{1}{2}$ the class' hit die +1.
4. The DC to Tumble through threatened spaces is equal to $10 + \frac{1}{2}$ opponent's BAB.
5. Use the diagonal movement rules from D&D 3.5 (every other square count as two).
6. Each Defense may use the better two Ability score modifiers as with D&D 4e:
Reflex may use the higher modifier of Dexterity or Intelligence.
Fortitude may use the higher modifier of Strength or Constitution.
Will may use the higher modifier of Wisdom or Charisma.

Unknown Mechanics

Should an event arise where the official rule of the situation is unknown, to maintain the flow of the game session, the GM will provide a session ruling. Play will **not** stop so the rule may be looked up. The ruling will stand for remainder of the current gaming session. Once the session is complete the rule will be researched and announced for everyone to understand and the official rule will be used in the future.

Visible Rolls

Unless required for suspense or because the players are unaware of the event, the Game Master will roll all outcomes in plain view of the players. The Game Master feels this policy ensures there are no hard feelings sentiments of being given an easy victory. The Game Master will not alter or "fudge" any dice rolls for the benefit or detriment of the players.

Player Responsibilities

Know Your Character Mechanics

Every player is responsible for knowing the mechanics of any ability or power their character possesses. The Game Master highly recommends you write or print the full text of uncommon abilities for reference during the game. It is only permitted for you look up the rule before it is your turn. Once it is your turn the mechanics falls under the **Unknown Mechanics** law.

Have Your Next Action Ready

Players should not wait until their turn arrives to think about their next action. Please determine your action before it becomes your turn. This keeps combat from become grueling affairs that detract from the gaming experience. Once a minute has transpired, your turn will be skipped so the next player may act.

Have Your Character Ready

If your character gains a level, be sure to adjust your character sheet accordingly before the game session begins. The Game Master will make every attempt to arrive early so players may have access to the rule books, but it is encouraged to "level up" your character between sessions.

Inter-character Relationships

Unless a player discusses it with the Game Master beforehand, it is understood that all the player characters are working together as friends or at least allies and player on player aggression is not allowed, unless under the influence of a game mechanic.

The GM is Always Right

Please do not argue with the Game Master during play over a ruling. The Game Master has made a call that he believes was best for the situation. If you have an issue with a ruling, be courteous to the other players and discuss it with the Game Master after the game session has concluded.

New Players & Characters

The Game Master is willing to accommodate up to six players, but reserves the right to refuse admission of any new player without giving a reason. New players, or characters, will begin play at the base Experience needed for the average level of the current characters and may purchase equipment worth the average wealth of the current characters.

Absent & Leaving Players

The Game Master realizes that real life takes precedence before roleplaying games and understands how hectic life can become. The Game Master will attempt to run characters from absent players, but may utilize a plot element to temporarily remove the character from play. On the third consecutive missed gaming session, the character will be removed from the story indefinitely. If a player notifies the Game Master that he is withdrawing from the campaign, the Game Master will assume control of the character as an NPC and do with it what he will.

Logistics

The Game Master will attempt to conduct the campaign twice a month on the first and second Saturday. Unless otherwise noted, this campaign will be run at the XXXXXX residence and will begin play promptly at 17:00 hours (5:00 pm). The game session will run for 5 hours and conclude every night at 2200 hours (10:00 pm). Of course, if the Game Master and players are available and agree, the game can last longer and be played more frequently.

Snack food and drinks are the responsibility of each individual and should be handy before play begins. If it is the consensus of the table, an intermission of 15-30 minutes may be convened. The Game Master would like to continue the campaign for at least a year.

Cancelling Sessions

If the Game Master is unable to make his commitment, he will make a reasonable attempt to contact the players as soon as he is aware of the fact. His primary contact will be XXXXXX and will consist of instant messages, phone calls, and possibly announcements on the campaign website.

Campaign Website

The Game Master is would like to attempt to create a website for the campaign to use as a chronicle of the players' adventures as well as to serve as a place to communicate between sessions. Hopefully the website will become a primary resource for the players use and add to over the course of the campaign.

Acknowledgement

I hereby swear an oath that I shall try my best to conform to the guidelines declared within this campaign charter,

_____,
Michael Brewer, Game Master

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XXXXXXXXXX, Player

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XXXXXXXXXX, Player

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XXXXXXXXXX, Player