

Krypts and Krays

The KM, aka Krypt Master, had summoned the nerds to his room in the basement of his grandmother's house. Only 3 showed up as the other's mothers refuse to let them leave before doing chores, which they all knew was never going to happen.

"Since we don't have a full group, one of you will have to play two characters. Roll an intelligence dice to see who gets the lowest score, they will be the chosen one" spoke up the KM.

After I watch the other two roll a 17 and a 20, "damn lucky punk" I thought to myself, I rolled a 2/ "Ugh!" I exclaimed as the others laughed. "Fine, whatever. I don't care."

"Ok who is your other character?" asked the KN. I replied "you will know when I bring him in."

As we started, my Character, Brimstone, a Chiss male made his way to the landing bay. The other two brought Wicket, a male Ewok, and Steve Rogers, a Naboo human. I just shook my head. "Well this is going to become stupid really fast" I said. Wicket's player just goes "nub nub" in ewok language and Steve's player laughs.

As they board the freighter, I sit to myself, ignoring the prompts of the KM that we have to work as a team. I am dressed in a hardened black armor outfit with my only weapons showing are my two blasters. "Why didn't you bring your lightsaber?" asked Wicket. I ignore him.

The KM asked me again where's my other character so he can approve him and I said "don't worry about it."

As we landed on Tatooine, both of the others started bitching about the heat, but I remained cool and calm. I specifically wore this outfit because it can adjust its personal temperature to either cool or warm its host based on the atmospheric system they are in.

As we left the shuttle outside a local trading post, while the others locked up and secured the ship, i hit a hidden transmitter on my sleeve and it sent out a quiet encoded signal.

KM then tells us that we are to barter passage and invitations to Jabba the Hutt so we can get to speak with him about hunting down Boba Fett for the price on his head. Wicket proceeded to whine about how difficult that was going to be for him being so little against the greatest bounty hunter ever. Steve then says that we have a Jedi that will help us, pointing at me. I just nod to myself, thinking "did they forget I am not a Jedi, but a Sith???"

As we made our way to a local bar where some bounty hunters like to hang out at, we got in touch with someone, who after giving 20,000 credits to, contacted Jabba's personal secretary, Bib Fortuna, and we were granted an audience. "You know if you would have let me barter, I

would have gotten us in for 2,000 credits, not 20,000. But nnnnnnnnnnnnn! SteveO knows everything because he's a human" i blabbed out loudly.

As we waited and the KM spoke about getting us a sail skiff to Jabba's palace, I received a message on my hidden transmitter that alerted me what I needed to know. KM asked me what it was pertaining to so I said "Roll a d100 if you want to know!" He rolls a 11 and I said "Awww, too bad, not soup for you today."

As we rode the skiff, and the other two jabbered on about what they will do with the information they wanted to get, and the KM throwing in a few Tusksens shooting at us, I was getting bored with the game. In fact, I really didn't want to come because this KM really sucked at KM'ing but I listened to my friend who invited me, the same one who didn't make it.

We then arrive at the palace and after doing a few barter rolls to get Bib to let us in, we make our way to Jabba himself. A protocol droid was on hand to help translate. We discussed that Boba had a price on his head and we were looking for the information to find him. Jabba just laughed and told us he wasn't going to help us find his favorite hunter and tells us to leave.

As Wicket and Steve complained about spending money to talk to him and that he should help us, I moved to the side of the infamous trap door that Jabba likes to use when angry. I was correct in my assumption as the KM says "Jabba gets angry and pounds his fist. Both Wicket and Steve fall into the pit below. Also, three guards surround Brimstone and try to grab you to toss you in too."

I then roll of die for assassin tuition and get a 20 out of the d20. "I am sorry but that won't happen!" I exclaimed as I Force shove the guards hard that they fell into the pit themselves.

Jabba roars in anger and then a gurgling gasp as a crimson blade slashes through the back of his throat.

"What they kriffen hell was that?: yelled out the KM.

"That's my other character. My twin brother, Brinestone."

"You can't do that. I am the KM, not you."

I just laughed and then rolled 3d20's A 19, 20 and 20 was in my favor. I then told the KM what me and my brother does. We go full Sith mode and start attacking all the patrons in the palace, killing all on sight with lightsaber strikes and force lightning. The other two players blurted out "What the F***!" as I ended the charade.

The KM got upset. "Get out of here. This is my story, not yours."

I said "No!. This is the player's story to mold, not the KM's. It is up to us how we define the outcomes and the story. And besides, your story was boring and narrow minded. Hunting Boba Fett? Jabba? Bib? Wow, real inventive. Hell, you could have us killing Tuckens or Krayts or hell, even look for a hidden Jedi. But this was lame. So I better it. Now Jabba is dead, the Bib is dead. And now Han is dead."

"What do you mean Han is dead?" they all three said at the same time.

I then roll a d100 and get a 98. I then say both me and my brother throw both of our lit lightsabers into the enclosed wall sculpture of a frozen Han Solo, impaling him through the chest, killing him immediately. The KM curses up a storm as I stood up, grabbed my dice, books, and supplies and packed up.

"Hopefully one day you will learn better campaigning than this crap. I'm outta here."

As I close the door behind me, I can hear him cursing still and trashing the table. I just laughed, got into my car and drove off, all while cranking up the tunes to Twisted Sister's "We're Not Gonna Take It" on full blast.