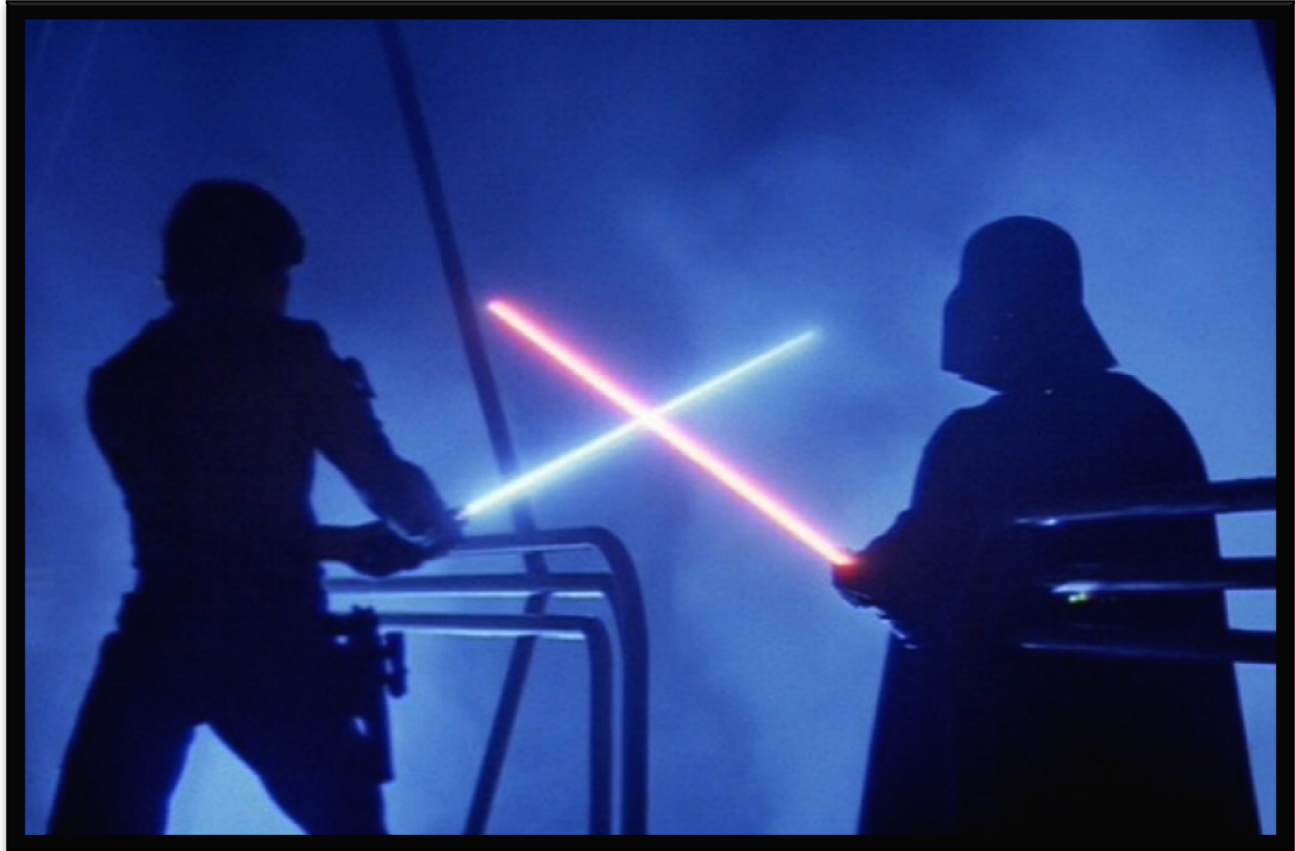


FANTASY FLIGHT GAMES

STAR WARS

ROLEPLAYING GAME



THE WAYS OF THE FORCE

**AN UNOFFICIAL FAN SUPPLEMENT FOR USE WITH THE STAR WARS
EDGE OF THE EMPIRE AND AGE OF REBELLION ROLEPLAYING GAMES**

DOCUMENT VERSION 1.2

CREDITS

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Review and feedback provided by Ben “Cyril” Erikson, Garrett “barefoottourgide” Crowe, Phil “DarthGM” Maiewski, Chris “GM Chris” Witt, and Linda “ZRissa” Whitson. Thanks a whole bunch for your time and insight, allowing me to refine the various mechanics presented here as well as identify any spelling error that crept in along the way.

Additional thanks to FFG forum poster “Aazlain” for creating an EotE font which was of much use in creating this document.

The “Deflect Blasters” talent is based upon discussions made in the [Talent] **Deflect and Redirect** thread on the D20 Radio Forums, which can be found here: <http://www.d20radio.com/forums/viewtopic.php?f=168&t=11437>, with due thanks given to the posters that contributed their thoughts and ideas in that thread.

As always, a special thanks to George Lucas for creating the Star Wars films, and for giving a great many of the fans of those films the freedom to play around and create our own adventures in that galaxy far, far away.



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INTRODUCTION

"YOU'VE TAKEN YOUR FIRST STEP INTO A LARGER WORLD."

- OBI-WAN KENOBI

The Force. To a great many fans of Star Wars, be it the movies, the Expanded Universe, or the various animated series, one of the most defining elements of that galaxy far, far away is that mystic energy field that surrounds us, penetrates us, and binds the galaxy together. Even if you're a brash smuggler that feels a good blaster at your side is better than ancient weapons and hokey religions, there is no denying the influence the Force has had upon the galaxy and upon the fandom.

One of the more controversial decisions that Fantasy Flight Games has made in regards to their series of Star Wars Role-Playing Games was the conscious decision to make Force-users a fringe element of both **Edge of the Empire** and **Age of Rebellion**, to the point of not including any actual material on the Jedi with the exception of their iconic weapon of choice, the lightsaber. For some, this lack of Jedi is a welcome change, giving them a chance to tell stories in the Star Wars galaxy without the worry of these potent individuals hogging the spotlight and showing up the rest of the party. For others, the lack of Jedi makes the game somehow not feel like Star Wars, particularly given the prominence that Jedi have been given in recent media such as The Clone Wars series as well as video games such as Knights of the Old Republic and The Force Unleashed. So while Fantasy Flight Games is planning to address this lack of Jedi with the future release **Force & Destiny** in 2015, some feel that's quite a long time to wait for such an iconic character type. Hopefully, this fan supplement will provide those players wishing to expand their character's abilities with the Force a few new options, including a chance to step into the role of one of the more iconic character types in the Star Wars saga...



WHAT THIS DOCUMENT IS NOT...

If you downloaded this supplement in the hopes of finding a full array of Force Powers, Jedi specializations, and information on the myriad of Force traditions found within the Expanded Universe, then I'm going to have to disappoint you. The truth is I actually agree with Fantasy Flight Games' choice to not include a broad array of Force-based material at the outset of their product line, given the long and tumultuous history that Force-using characters have had with past versions of Star Wars RPGs. I've lost count of how many horror stories I've heard of Force-users in general and Jedi in particular causing all sorts of aggravation for GMs and sore feelings among the other players as their more mundane heroes get more and more marginalized by super-powerful Jedi characters as the campaign goes on. I'll leave the debates for which version was the worst offender to the various forums, but given this track record, I think FFG made the right call, particularly since they were also creating a new dice mechanic for their Star Wars line; better to get the core mechanics in place and working before introducing a character type with a long history of placing incredible amounts of game-breaking stress on each prior versions' core mechanics.

WHAT THIS DOCUMENT IS...

Instead, this supplement is simply one fan's attempt to broaden the options for people like me that that enjoy playing and having Force-users in their Star Wars games. But at the same time, I'm also trying to keep to the general feel of the Dark Times and the Rebellion Era, the quarter century of time that FFG has chosen to set their initial three core rulebooks within. This is a period of time when it is quite dangerous to be a Force-user of any type, especially one who is not aligned with the Galactic Empire. Several millennia's worth of lore that the Jedi Order had accumulated during its long history has been lost, sealed away or destroyed by Palpatine and his servant Darth Vader in an effort to purge all memory of the Jedi from the galaxy. But there are other paths by which one can learn the ways of the Force, either by learning ancient traditions found on remote, isolated worlds, or delving into shadowy lore that imperils the soul of the unwary even as it grants power to those who study it.

"I WON'T FAIL YOU. I'M NOT AFRAID."

"OH, YOU WILL BE... YOU WILL BE."

- LUKE SKYWALKER AND YODA

NEW SKILL: LIGHTSABER (SPECIAL)

One of the key abilities of the Jedi Knights, proficiency with a lightsaber was a mark of distinction in the days of the Old Republic, before the Dark Times and the Empire's active suppression of the Jedi and their beliefs. By the time of Battle of Yavin, the many stances and dueling forms of the Jedi Order have been lost, and are likely to remain so until well after the Empire's fall. But until that time, there are still those who escaped the slaughter begun by Order 66 and have survived to the current day, safeguarding what knowledge they have about the usage of the lightsaber.

Though most melee weapons rely on the wielder's strength to overcome their opponents, the lightsaber requires a very different approach, one that comes hard for conventional fighters to grasp. As the lightsaber blade is both without mass and comprised entirely of a deadly edge, it instead relies heavily upon the hand-eye coordination of the wielder to control the weapon, both when attacking and when on the defensive. A significant part of the early training of a Jedi is to learn to use their burgeoning Force senses in tandem with their Force-enhanced reflexes to better gauge the position of the lightsaber's blade in relation to themselves and their opponent; as the Jedi grows in both power and experience, they become better able to wield the lightsaber, eventually reaching the point where they are able to deflect an enemy's blaster bolt and turn such an attack against their foes. To witness a Jedi Master in battle is to see the deadly beauty of the lightsaber in full bloom.

Upon gaining their first rank in Lightsaber, the character must select either Agility or Brawn as the base Characteristic for this skill. The difficulty of Lightsaber checks is Average (◆◆), the default difficulty of all melee attacks, unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion). However, unlike standard melee attacks, the wielder does not add their Brawn to the damage result, instead using only the lightsaber's damage score to determine the damage inflicted on a successful attack.

FORCE-SENSITIVE SPECIALIZATIONS

Three additional Force-Sensitive specializations are now available: **Dark Side Acolyte**, **Force Mystic**, and **Jedi Initiate**. Each of these is considered to be "universal" specializations and provides the character with a Force Rating of 1. As per both EotE CRB p. 276 and AoR Beta p.193, a character cannot raise their Force Rating by purchasing additional Force-Sensitive specializations; the character will need to purchase the Force Rating talent in order to increase their Force Rating after buying the initial specialization.

A CAUTIONARY NOTE: TOO MANY FORCE-SENSITIVE SPECIALIZATIONS?

While it might be tempting for a player to simply buy as many Force-Sensitive Specializations as they can in the race to increase your Force-user's Force Rating to the level of a veteran Jedi Knight, I've found during the course of my extended play testing, both of these rules and of the rules presented for the Force that in many instances you can get by just fine with a Force Rating of 3, enabling the Force-user to activate most powers and one or two upgrades without much difficulty or needing to convert ● to ○ very often.

In light of this, the GM is encouraged to restrict a player to only purchasing two Force-Sensitive specializations for their character unless they desire to have powerful Force-users in their game. More often than not one of those two specializations should be either the Force Sensitive Exile or the Force Sensitive Emergent, reflecting the struggles of the Force-user to expand their mastery and understanding of the Force without the aid of an instructor or teacher. Only in truly extraordinary instances should the GM permit a Force-user to purchase a third Force-Sensitive specialization, especially as many Force-users during the Dark Times and Rebellion Eras are slow to trust outsiders with their precious knowledge; paranoia regarding Imperial spies and assassins is well-founded, and to openly identify oneself as a Jedi is to court the attention of the Emperor's hunters, the foremost and most fearsome of which is Darth Vader.

Also, one of the major design tenets of both Edge of the Empire and Age of Rebellion is that Force-users are a minor element of a campaign; they're present but not meant to be a driving force in the campaign. Allowing a Force-user to attain Force Ratings of 4 or higher results in a dramatic increase in power, and can easily shift the campaign away from gritty life on the fringes of civilized space or the desperate struggle for freedom against an oppressive totalitarian regime.

TALENT KEY

Rather than reprinting the text from FFG's books, given that this document falls well outside "personal use," I've instead provided the book and page reference underneath the talent's name.

THE JEDI INITIATE AND YOUR CAMPAIGN

It should probably go without saying that Jedi are going to be very rare during the default time frame of FFG's Star Wars RPG. The Emperor has been quite thorough in stamping out potential rivals and threats to his rule, with the Jedi Order bearing the brunt of his malice. Even more so than when seeking to play a Force-sensitive character, players should check with their GM before purchasing the Jedi Initiate specialization. In terms of power, the Jedi Initiate provides eventual access to a lightsaber, a very powerful weapon in the hands of a skilled user as well as the means to become very capable with the weapon.

While the Jedi Initiate is only a taste of the power a true Jedi Knight might come to possess, it can be too powerful for some campaigns, particularly those where the GM intends to stick to the default themes as presented in either Edge of the Empire or Age of Rebellion.

THE DARK SIDE ACOLYTE

"YOUR FEEBLE SKILLS ARE NO MATCH FOR THE POWER OF THE DARK SIDE."

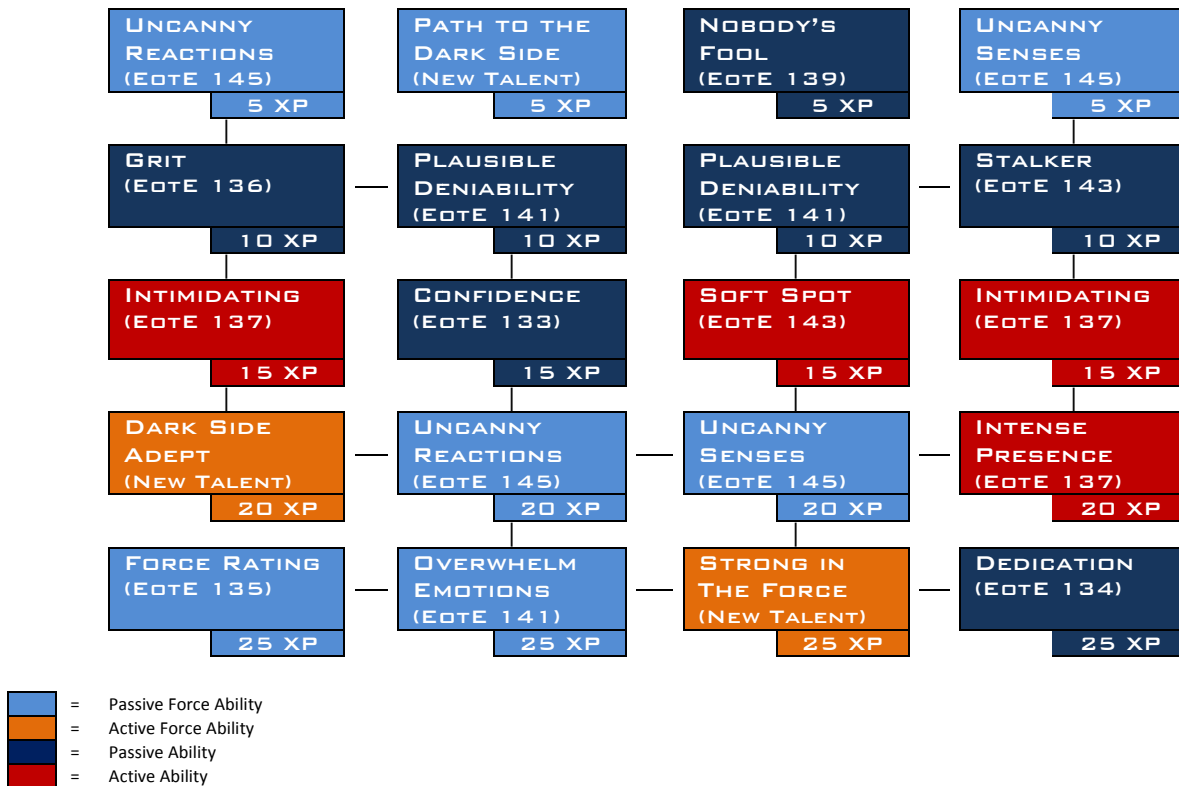
- DARTH SIDIOUS

Pursuing a path of study different from those of the Jedi or even the Sith, the dark side acolyte comes to view the Force as a tool, a means to power and control, not only over others but over one's fate as well. Often these individuals favor viewing their power as something supernatural, an image that many of them foster to make the acolyte seem more mysterious and thus in possession of greater power than they might actually have. No matter their origins, dark side acolytes all share the common trait of bending the Force to their will, and through such power they might bend the wills of others to suit their own purposes.



DARK SIDE ACOLYTE (UNIVERSAL)

Force-Sensitive Bonus Ability: Gain Force Rating 1



"IT IS A TERRIBLE THING, TO FALL. BUT FAR MORE TERRIBLE IS TO ADMIT IT."

In contrast to prior Star Wars RPGs, FFG's Star Wars game doesn't list a means to gauge when a Force-user has fallen to the dark side of the Force. Instead, it's left in the hands of the GM and the player to determine where that threshold is and when the character has crossed it. But rather than attempt to codify and track a character's fall with a "Dark Side meter," here are some suggested guidelines to keep in mind when trying to determine if a character has truly fallen to the dark side of the Force.

- Does the character frequently convert Dark Side Force Points in order to get more use of their Force Powers?
- Does the character frequently resort to violence at even the slightest provocation, perceived or otherwise?
- Does the character often indulge in or enjoy causing pain and suffering in others, especially when it's unnecessary?
- Does the character actively antagonize and attack others with little or no provocation?
- Does the character's actions focus on gaining power for their own selfish purposes with no thought to the well-being of others?

If the answers to three or more of these questions are "Yes," then odds are good that Force-user has fallen to the dark side and should now be considered a Dark Side Force-user, using the rules laid out in the side bar of page 278 of the EotE core rulebook. It is possible for a character to redeem themselves and return to the light, but that would require several session only taking actions that would result in a "No" to all five of the above list of questions. It's easy enough to fall to the dark side, but so much harder to step back into the light.

THE FORCE MYSTIC

"MY ALLY IS THE FORCE. AND A POWERFUL ALLY IT IS."

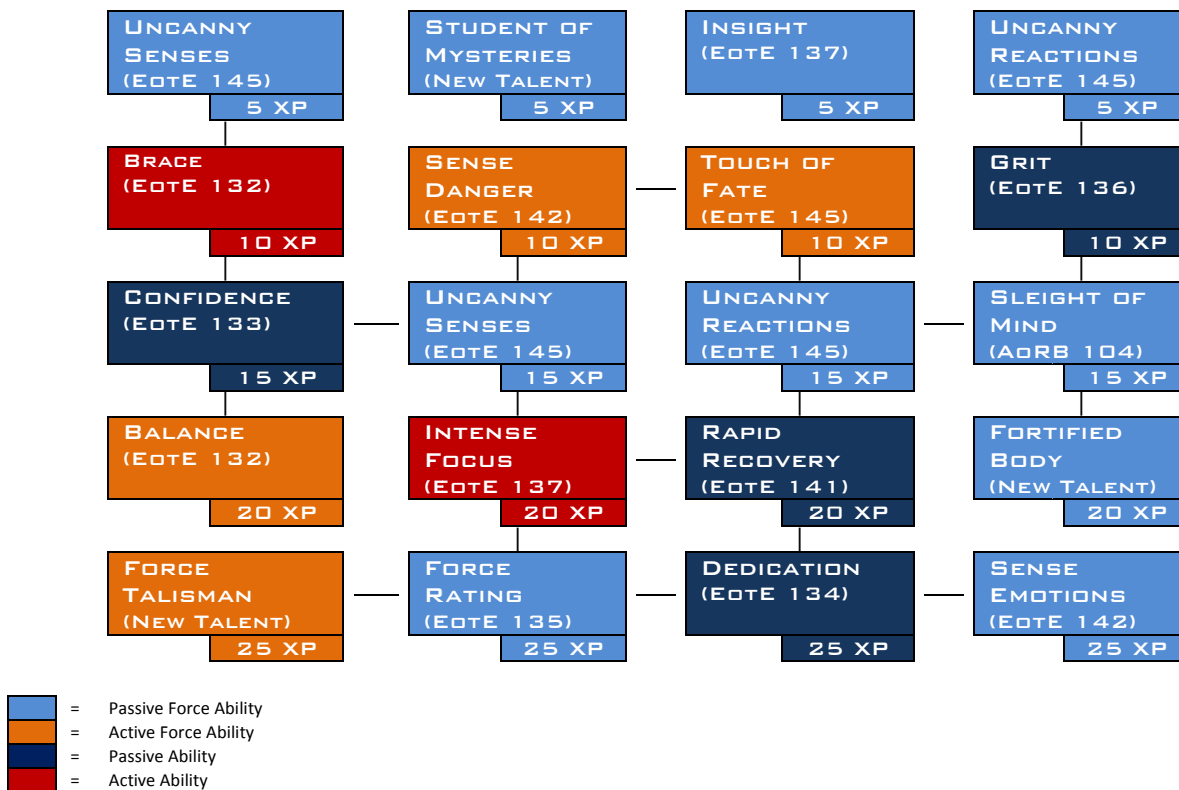
- YODA

While the Jedi Knights were by far the most well-known practitioners of the Force, they are far from being alone in both the study and understanding of the Force. Every civilized culture has within its history stories of medicine men, sages, and tribal shamans, all able to perform strange feats beyond the capabilities of their fellow beings or possessed of clairvoyance. And with the vast expanse of unexplored regions of space within the Outer Rim Territories, many primitive cultures still retain these mystics, beings who see the Force not in the terms established by the Jedi, but in a myriad of ways, ranging from songs of nature to the ancient whispers of long-dead ancestors to arcane incantations. But in those cultures, the secrets of the Force mystic are carefully guarded, and for an outsider to learn their ways requires a profound demonstration of both the would-be student's sincerity and trustworthiness; after all, these are the very secrets that have been passed down for generations, and few beings are willing to impart such deep and personal knowledge to just anyone.



FORCE MYSTIC TALENT TREE (UNIVERSAL)

Force-Sensitive Bonus Ability: Gain Force Rating 1



THE JEDI INITIATE

"I WANT TO LEARN THE WAYS OF THE FORCE AND BECOME A JEDI LIKE MY FATHER."

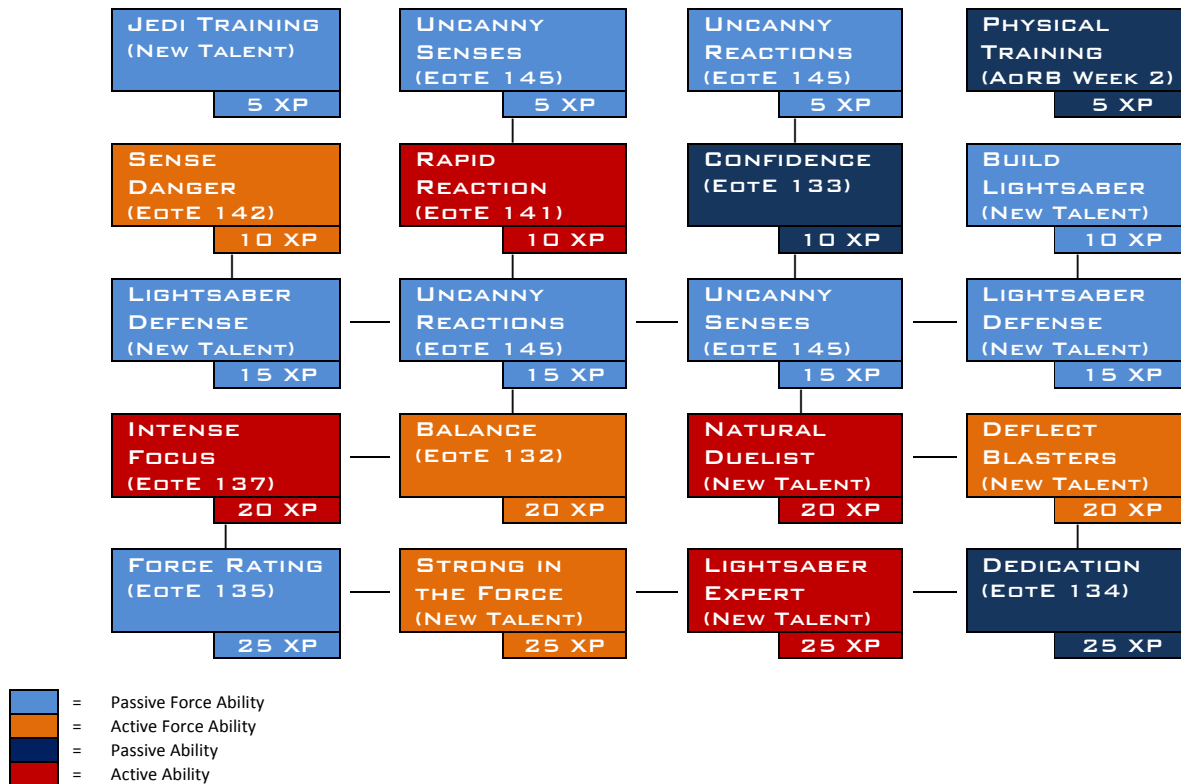
- LUKE SKYWALKER



For a thousand generations, the Jedi Knights were the guardians of peace and justice, standing tall against the many threats the Old Republic faced over the millennia. But just as the Old Republic has been swept away, so too have the Jedi and their belief in the Force been cast aside as a relics of a prior age, with the number of Jedi who survived both the Clone Wars and subsequent purge dwindling more and more with each passing day. But in spite the Emperor's efforts, the fire of the Jedi has not been completely extinguished, and there are still those who are willing and able to pass on what knowledge they retain to a new generation of students. Though the training methods have changed significantly, the ways and traditions of the Jedi continue to survive, with many taking up the role of champions against the Empire's tyranny.

JEDI INITIATE TALENT TREE (UNIVERSAL)

Force-Sensitive Bonus Ability: Gain Force Rating 1



THE JEDI CODE AND THE LURE OF THE DARK SIDE

A core tenet of the Jedi belief structure is that once you start relying upon the dark side, forever will it dominate your destiny, eventually leading that person to eventually become an instrument of evil rather than being a protector of the common good. Characters that have taken the Jedi Initiate specialization or generally seek to adhere to the Jedi Code should refrain from converting ● to ●, bearing in mind their teachings that the dark side is the quick and easy path to power. Granted, there's no mechanical reason not to do so, but a player that's interested in actually playing a Jedi rather than a thug with a lightsaber and quasi-mystical powers should strive to adhere to this role-playing restriction.

That's not to say that young Jedi-in-training will always avoid the temptation of the dark side; they can feel the Force, even if they cannot fully control it. But without the oversight of the Jedi Council or other Jedi Knights, there are many would-be champions of the light who embrace the power offered by the dark side, eventually becoming no different than the very monsters they once sought to defeat. Part of becoming a Jedi Knight is learning to accept that while the Force is limitless in its capabilities, the Jedi are not; it's a difficult lesson that not all Force-users come to acknowledge, and that some traditions such as the Sith will reject outright.

NEW TALENTS

BUILD LIGHTSABER

Activation: Passive

Ranked: No

Trees: Jedi Initiate

The character is able to construct a lightsaber, a task which requires components worth at least 2000 credits and a number of days equal to 6 less the character's Force Rating (minimum of 1 day).

DARK SIDE ADEPT

Activation: Active (Incidental)

Ranked: No

Trees: Dark Side Acolyte

Once per round, the character can suffer 2 Strain to upgrade their dice pool by one when making an opposed Discipline check to affect a target with a Force Power.

DEFLECT BLASTERS

Activation: Active (Incidental, Out-of-Turn)

Ranked: No

Trees: Jedi Initiate

Once per round, when the character is targeted by a ranged attack, the character can activate this talent to make a competitive check against the same base difficulty, using their Lightsaber skill against the attacker's combat skill, with a successful check resulting in the attack not dealing any damage. If the attack was made using a blaster, then on a successful check the character can choose to target a single target within Medium range, dealing damage equal to the damage value of the original attacker's weapon, with each remaining ✨ adding to the damage total. The character must be actively wielding a lightsaber, is not currently staggered, and is aware of the attack in order to activate this talent. This talent cannot be used against starship-mounted weapons.

FORCE TALISMAN

Activation: Active (Maneuver)

Ranked: No

Trees: Force Mystic

The character has imbued a single small, portable object with the Force. Once per game session, this talisman can be used to enable the character to re-roll a single ◻ when rolling to activate a Force Power, but they must accept the result of the re-roll.

FORTIFIED BODY

Activation: Passive

Ranked: No

Trees: Force Mystic

When the character performs a Resilience check, they may reduce the difficulty a number of times equal to their Force Rating, down to a minimum of difficulty of Easy (◆).

JEDI TRAINING

Activation: Passive

Ranked: No

Trees: Jedi Initiate

Discipline and Lightsaber are now career skills.

LIGHTSABER DEFENSE

Activation: Passive

Ranked: Yes

Trees: Jedi Initiate

When actively wielding a lightsaber, the character gains one rank of Defensive and Deflection per rank of Lightsaber Defense.

LIGHTSABER EXPERT

Activation: Passive

Ranked: No

Trees: Jedi Initiate

The character can spend ⚔ to activate the Sunder weapon quality when attacking with a lightsaber, which instantly destroys one openly wielded item the target possesses.

NATURAL DUELIST

Activation: Active (Incidental)

Ranked: Yes

Trees: Jedi Initiate

Once per game session, the character may re-roll any one Lightsaber check.

PATH TO THE DARK SIDE

Activation: Passive

Ranked: No

Trees: Dark Side Acolyte

Coercion and Discipline are now career skills.

STUDENT OF MYSTERIES

Activation: Passive

Ranked: No

Trees: Force Mystic

Knowledge (Lore) and Vigilance are now career skills.

STRONG IN THE FORCE

Activation: Active (Incidental)

Ranked: No

Trees: Dark Side Acolyte, Jedi Initiate

Once per game session, the character can spend a Destiny Point to roll one additional ◻ when activating a Force Power.

FORCE POWERS

NEW FORCE POWER: HEALING

"LUMINOUS BEINGS ARE WE, NOT THIS CRUDE MATTER."

– YODA



Though rare amongst members of the Jedi Order, the ability to mend the ills and injuries of others is one of the purest manifestations of the Light Side of the Force, the antithesis of the corrupting influence of the Dark Side. Unlike other Force Powers, Healing requires the positive energies of the Light Side of the Force in order to function; characters that are Dark Side Force-users must spend a Destiny Point and suffer strain in order to activate this power.

BASIC POWER

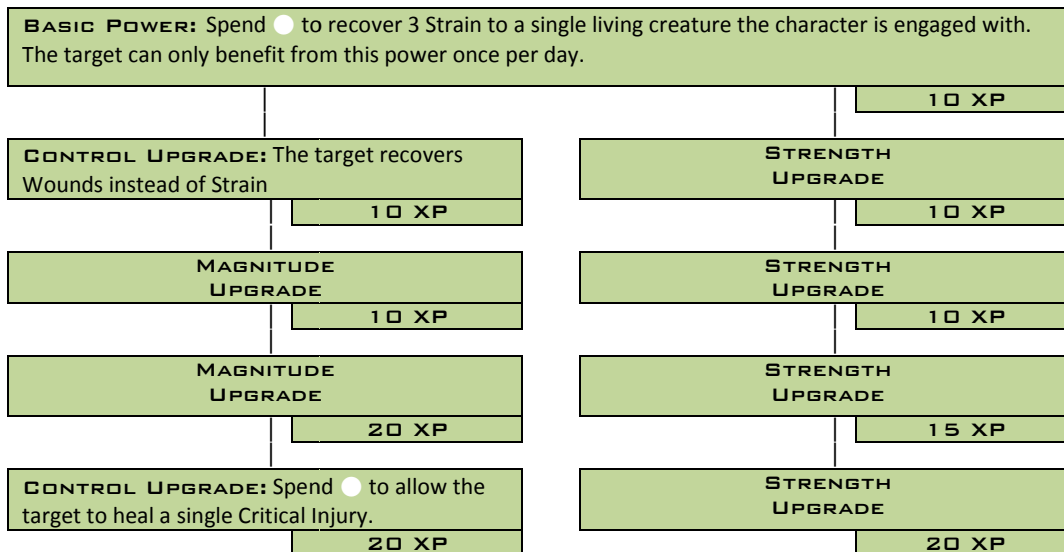
The user may spend ○ to allow one living creature the character is engaged with to recover 3 Strain. A target can only benefit from this power once per day. The character can target themselves with this power in order to recover Strain, with the same "once per day" restriction.

UPGRADES

This power's upgrades are mostly centered on increasing the potency of the healing provided, though some upgrades do expand the Force user's options for alleviating the pain and suffering to those around them.

- *Control Upgrade:* The target recovers Wounds instead of Strain when affected by this power.
- *Control Upgrade:* Spend ○ to allow the target to heal a single Critical Injury with a successful Discipline check with a difficulty equal to the Severity of the injury being treated. Note that this does not remove any lingering effects from a Critical Injury, such as missing limbs or permanently reduced Characteristics. This can be used in conjunction with the basic power, however the character must roll enough ○ to activate both of these effects.
- *Magnitude Upgrade:* Spend ○ to use this power on the same target one additional time per day, up to the number of Magnitude upgrades purchased.
- *Strength Upgrade:* Spend ○ to increase the Strain restored by an amount equal to the number of Strength upgrades purchased.

FORCE POWER TREE: HEALING



HEALING AND MAGNITUDE UPGRADES: HOW THEY INTERACT AND WHY

One common problem with Force-based healing abilities in the Star Wars d20 games was how readily it could be abused to allow almost total recovery of damage on the part of the player; thus, the "once per day" restriction, in the hopes of either circumventing that state of affairs, or at least reducing the party's reliance upon Force-based healing. The way the Magnitude Upgrades work in regards to Healing is that a character that's purchased at least one of them can spend a ● to activate that Upgrade, in effect spending at least ●● to activate the basic power and the Magnitude Upgrade to heal the target more than once per day. Yes, it's expensive, but seeing as how many Wounds and Strain can be recovered with a single check, I feel it's a fair trade-off.

NEW FORCE POWER: INJURE

"THE POWER TO DESTROY A PLANET IS INSIGNIFICANT NEXT TO THE POWER OF THE FORCE."

– DARTH VADER

By far the most insidious use of the Force, this power focuses on causing direct harm to the Force user's enemies rather than using external force as is the case with the Move power. Unlike other Force Powers, Injure requires the negative energy of the Dark Side in order to function; characters that are not Dark Side Force-users must spend a Destiny Point and suffer Strain in order to use this power.

BASIC POWER

The user spends ● and makes an opposed Discipline vs. Resilience check against a single non-vehicle target that they are currently engaged with. If the check succeeds, the target suffers 5 Wounds plus additional damage equal to the number of ☆ remaining.

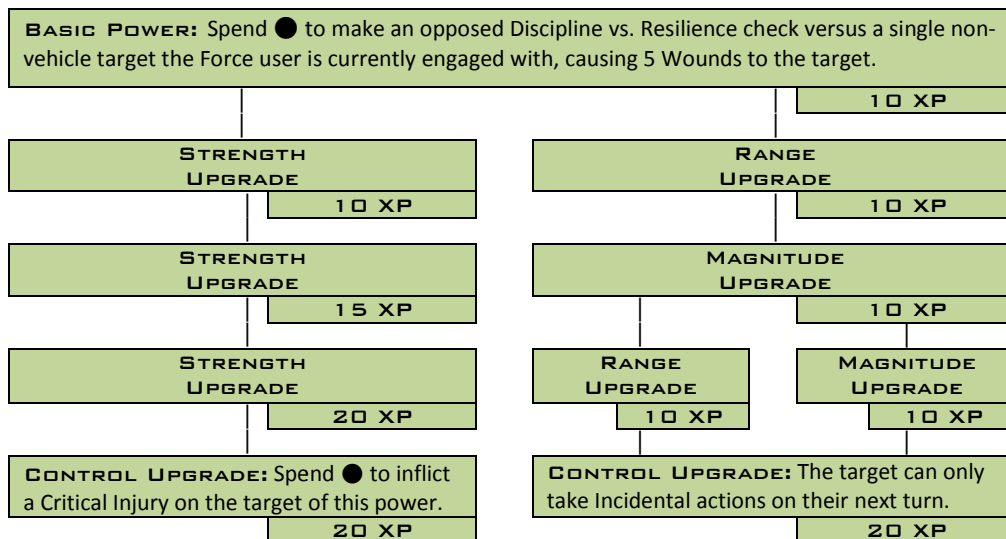


UPGRADES

This power's upgrades are mostly centered on inflicting greater pain at greater distances, though some upgrades do expand the Force user's options for causing pain and suffering to their opponents.

- *Control Upgrade:* The Force-user can choose to spend ● in order to inflict a Critical Injury upon a target that takes damage from this power, and can spend additional ● to add +10 to determine the Critical Injury result. However, remember the Force user must still spend Force points to activate the power's actual effects.
- *Control Upgrade:* Upon taking damage from this power, the target can only take an Incidental action on their next turn. Any talents or special abilities that would provide a bonus Action or Maneuver do not take effect.
- *Range Upgrade:* Spend ● to increase the range band at which the character can target an opponent, however they must have a direct line of sight to that target. The Force user may activate this upgrade multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.
- *Strength Upgrade:* Spend ● to increase the Wound damage by a number equal to the number of Strength upgrades purchased. The Force user may activate this upgrade multiple times, increasing the number of targets by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.
- *Magnitude Upgrade:* Spend ● to increase the maximum number of targets affected equal to the number of Magnitude upgrades purchased. The Force user may activate this upgrade multiple times, increasing the number of targets by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

FORCE POWER TREE: INJURE



MINOR FORCE POWERS

Instead of being full-blown Force Power trees, these abilities are fairly common among Force-users both in the films and the Expanded Universe. The Force-user must spend 10 XP and meet the listed requirement (often a standard Force Power) to acquire each of these minor Force Powers. Unlike other Force Powers, these minor powers are not able to be upgraded beyond their listed function. While the following Force Powers all list ○ to activate these abilities, dark side Force-users would use ● instead as noted in the sidebar regarding Dark Side Force-users on page 278 of the **Edge of the Empire** core rulebook or page 194 of the **Age of Rebellion Beta** rulebook.

HIBERNATION TRANCE

Activation: Active (Special)

Requirement: Enhance Basic Power

Drawing upon the Force, the character can reduce their metabolism and breathing to a near standstill, healing their injuries at an increased rate. This is an Ongoing Effect (pg178), and while using this power the character can take no other action until a predetermined trigger condition to awaken them from their trance, such as a specific phrase or sound or a preset amount of time occurs. While under a hibernation trance, the character is considered to have gained one day's worth of natural rest for every 6 hours spent in the trance.

PROJECTIVE TELEPATHY

Activation: Active (Action)

Requirement: Influence Basic Power

Using the Force, the character can transmit emotions and very simple phrases (no more than five words) or concepts to another person. The Force-user rolls ◇ equal to their Force Rating, with a single ○ enabling them to speak telepathically to one person within Short Range. Each additional ○ rolled allows the Force-user to extend the effective range of their efforts by one range band, to a maximum of Extreme Range. An unwilling recipient can attempt to resist by making an opposed Discipline check against the Force-user.

RESIST FORCE

Activation: Active (Incidental, Out-of-Turn)

Requirement: Force Rating 2+

The Force can be a powerful ally to those trained in its use, a fact that all Force-users are aware of, and so develop various means to resist and even rebuke the efforts of their contemporaries. When targeted by a Force power that directly targets the character and the Force-user has at least one active ◇, they may make a special opposed Discipline vs. Discipline check against the opposing Force-user. If they are successful, the effects of the Force Power do not take place, with a ⊕ allowing the Force-user to rebuke the power and have the opponent suffer the effects of the Force power. If a ⊖ is rolled, the targeted Force-user suffers Strain equal to the opponent's Willpower in addition to the effects of the Force power. If a Force Power would normally permit an opposed check and the targeted Force-user chooses to activate Resist Force, then the above effects replace the standard opposed skill check.

SENSE FORCE

Activation: Active (Action)

Requirement: Sense Basic Power

Force-users are often able to detect the presence of other Force-users as well as disturbances in the Force. To actively sense the presence of another Force-user, the character rolls a number of ◇ equal to their Force Rating. A single ○ is sufficient to detect the most powerful Force-user (as determined by their Force Rating) within Short Range of the character, with each additional ○ extending the range out one category to a maximum of Extreme Range. A Force-user can attempt to hide their presence from such attempts by spending a Destiny Point, but they cannot be actively using the Force while doing so; any Ongoing Effects must be deactivated prior to spending the Destiny Point, and activating any Force Powers instantly negates the Force-user's efforts to conceal their presence in the Force. Any attempts to detect the concealed Force-user with this power requires additional ○ equal to the concealed Force-user's Discipline rank.

I SENSE A DISTURBANCE IN THE FORCE...

Any character with a Force Rating 1 is able to detect significant disturbances in the Force, such as the death of hundreds of Jedi Knights in the space of minutes, or the destruction of an entire planet, without needing any sort of roll; the only thing the character will be aware of is that something is wrong. Should the Force-user want to try and gain a better idea of what caused the disturbance, they must possess at the Sense power. This enables the player to flip a Destiny Point in order to make a special Force check, with each ● rolled providing a clearer picture of what caused the disturbance, though the details should never be perfectly clear no matter how many ● the player gets on their roll.

WEAPONS FOR A MORE CIVILIZED AGE

LIGHTFOIL, MODERN

Although the first lightfoils were creations of the Sith operating in the Tapani Sector, during the time of the Galactic Civil War a sub-culture of young Tapani nobles have taken to wielding modern recreations of the lightfoil, their affinity for the weapon having earned them the moniker of "Saber Rakes." Although not as potent a weapon as a lightsaber crafted by a true Jedi, the lightfoil is still a dangerous weapon; many Saber Rakes have at least one cybernetic prosthesis as result of being on the losing end of a duel.

An archaic lightfoil (as well as a dueling lightsaber such as that used by Count Dooku) would have the same characteristics as a regular lightsaber, except that it would possess the Accurate weapon quality and cost an additional 2,000 credits on top of the base price.

LIGHTSABER, DOUBLE

An uncommon variation of the classic lightsaber, the double lightsaber is roughly the span of two lightsaber hilts with a blade emitter on each end. Only rarely used by the Jedi Knights, the double lightsaber was more commonly seen in usage by the Sith, including such feared warriors as Darth Maul. A character is considered to be wielding two weapons for purposes of attacking with two weapons.

LIGHTSABER, SHORT (SHOTO)

A variation of the Jedi lightsaber, the short lightsaber was most seen in use by Jedi of a smaller stature or those that favored wielding two lightsabers. In spite of its less-than-imposing length, the shoto was just as deadly a weapon as its larger cousin, with the Jedi Grand Master Yoda being just as dangerous while wielding shoto as such capable warriors as Mace Windu, Obi-Wan Kenobi, or Anakin Skywalker were when wielding a regular lightsaber.

LIGHTSABER, TRAINING

While the typical lightsaber is known for being both elegant and deadly, many Jedi that were trained in its use began their studies instead with a specialized variant of the shoto lightsaber. Using a beam modulator to restrict the lethality of the standard energy blade, the training lightsaber most often saw use by initiates just starting their Jedi training, or by those Knights that preferred to have a truly non-lethal option at hand.

LIGHTSABER PIKE

Used primarily by the Emperor's elite Shadow Guard, the lightsaber pike bears a strong resemblance to a conventional polearm without the bladed portion at the top. Only when the crimson energy blade erupts from the emitter does the weapon's true nature become apparent. To counteract the destructive capacity of a lightsaber, the entire haft of the weapon is made of phrik alloy, allowing the user to defend themselves against any rogue Jedi that might come looking to settle matters with the Emperor. When not activated, the pike can be used as a melee weapon, using the Melee combat skill and dealing damage as per a truncheon.

WAN-SHEN

The signature weapon of the Matukai tradition of Force-users, the wan-shen is a tall polearm made of a hard but lightweight material with a reinforced blade at one end and a weighted tip at the other, enabling the wielder to attack with either end, though it's main purpose is to serve as a focus for Matukai adept's usage of the Force. A wan-shen is notable for the ease of being disassembled into four much smaller parts, making it far easier to store and carry the weapon. Due to the wan-shen's length and design, it can be used as a double weapon, following the rules on EotE CRB p. 210 for attacking with two weapons.

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Lightfoil, Modern	Lightsaber	6	1	Engaged	1	0	7,500	8 (R)	Accurate 1, Pierce 3, Sunder, Vicious 1
Lightsaber, Double	Lightsaber	10	1	Engaged	2	0	15,000	10 (R)	Breach 1, Defensive 1, Sunder, Vicious 2
Lightsaber, Short	Lightsaber	8	1	Engaged	1	0	8,000	10 (R)	Breach 1, Sunder, Vicious 2
Lightsaber, Training	Lightsaber	6	--	Engaged	1	0	6,000	10 (R)	Pierce 2, Stun Damage
Lightsaber Pike	Lightsaber	8	1	Engaged	2	0	16,000	10 (R)	Breach 1, Cortosis, Cumbersome 2, Defensive 1, Sunder, Vicious 2
Wan-Shen	Melee	+3	3	Engaged	2	1	1,000	6	Defensive 2, Disorient 2, Pierce 1

INSTRUMENTS OF THE FORCE

ADEGAN/ILUM CRYSTALS

Used by the Jedi Order during the course of its long history, crystals taken from the Adegan system and the planet of Ilum proved to be quite valuable in the construction of a Jedi's lightsaber. Having the unusual trait of being easier for a Jedi to attune through the Force, these crystals were frequently used by Jedi of all types, from the novice Padawan to the most senior of Jedi Masters. During the Emperor's reign, the primary sources of these crystals are under strict Imperial quarantine, making them almost as rare as a working lightsaber and nearly as expensive. A character with the Build Lightsaber talent that uses Adegan or Ilum crystals reduces the time required to construct a lightsaber by two days, to a minimum of one day.

Cost: 5000 credits; **Encumbrance:** 0; **Rarity:** 9 (R)

FORCE DETECTOR

A blanket term used over the millennia for a number of different devices, a Force detector is designed to detect and identify beings that are Force-sensitive. During the heyday of the Jedi Knights, such devices were used to locate potential recruits for the Jedi Order, but in the dark times of the Empire they were instead used to track down survivors of Order 66 and other Force-sensitive exiles. Operating the device requires a full minute and a Hard (◆◆◆) Computers check to successfully activate the device. On a success, a character with a Force Rating of 1 or higher will be revealed as being Force-sensitive.

Cost: 2000 credits; **Encumbrance:** 5; **Rarity:** 6

FORCE TRAINING AID

Over the long history of the Jedi Order, they developed a large number of devices to assist them in the course of their studies of the Force. Many such items were used by younglings during their time as Initiates, taking the form of various toys and puzzles, while those used by younger Padawans were designed to clear the mind and make concentration easier. No matter the shape or design, a Force training aid helps focus the user's connection to the Force.

Cost: 50 credits; **Encumbrance:** 0; **Rarity:** 8 (R)

JEDI HOLOGRON

Probably one of the most treasured artifacts of the Jedi Order in the wake of the Empire's purge, a Jedi holocron is an invaluable resource for any that wish to learn the ways of the Force, particularly the lore and traditions of the Jedi Knights. Each holocron features a recorded personality referred to as a 'gatekeeper' who provides a means of interacting with the data stored within the holocron, often acting the role of a friendly advisor or mentor provided the user's line of questioning does not delve too deeply into the dark side of the Force or similarly unsavory topics. When the character using the holocron is making a Knowledge check that relates to the Jedi Order, the gatekeeper is considered to have 3 ranks in each Knowledge skill for purposes of making an assisted check. It can also serve as an in-game justification for a Force-user to learn a new Force Power without additional instruction or assistance.

Cost: Priceless; **Encumbrance:** 1; **Rarity:** 10 (R)

JEDI UTILITY BELT

While similar in basic design and function to standard utility belts, this version has several items that most Jedi found useful during their travels. Each belt, when issued, came with the following items: 3 day supply of food capsules, a comlink, a glow rod, an Aquata breather, an emergency medpac, a simplified tool kit, as well as a few empty pouches for whatever else the Jedi felt they would need for their mission. One particular feature that was added to the belts some time after the Battle of Ruusan was a recharge port for a Jedi's lightsaber, ensuring the weapon maintained a full charge in the field.

Cost: 300 credits; **Encumbrance:** 2; **Rarity:** 3

THE JEDI PATH: A MANUAL FOR STUDENTS OF THE FORCE

Published over the history of the Jedi Order, this book would be considered an invaluable find for any novice Force-user, particularly those with an interest in the Jedi and their ways. Needless to say, the book is deemed highly illegal and possession carries incredibly stiff and harsh penalties. Many copies have been handed down from master to apprentice over the years, often containing personal notes and observations from previous owners. Characters in possession of this book receive a ■ when making Knowledge (Education) and Knowledge (Lore) checks that focus on the history of the Jedi Order prior to the events of the Clone Wars or about the Force.

Cost: 2,000 credits; **Encumbrance:** 0; **Rarity:** 10 (R)