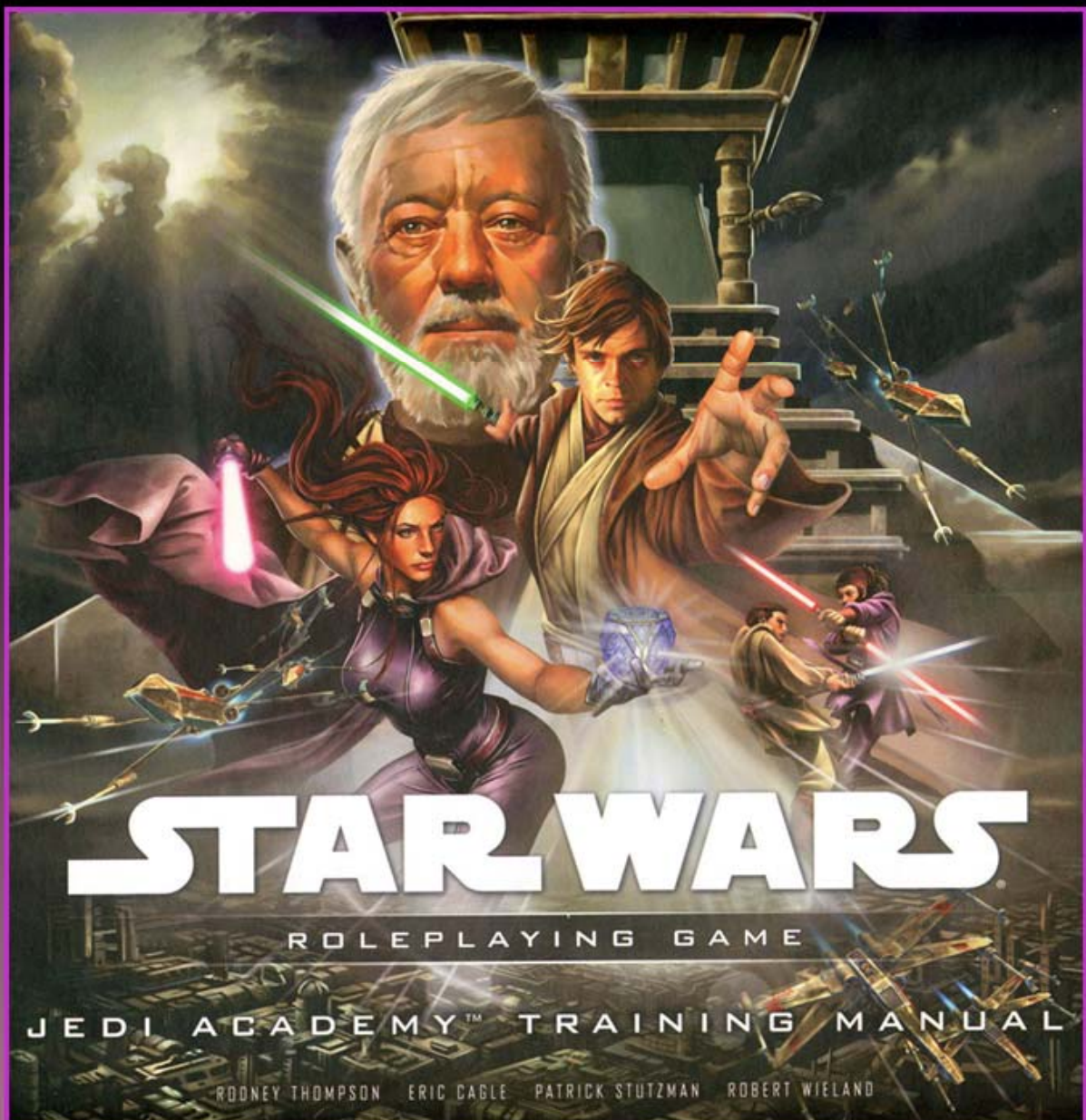


# STAR WARS

D 6 C O N V E R S I O N  
J E D I A C A D E M Y  
T R A I N I N G M A N U A L



Inspired by



## Weapons

### Guard Shoto Lightsaber

**Model:** Lightsaber

Tonfa

**Type:** Melee weapon

**Scale:** Character

**Skill:** Lightsaber

**Cost:** 7,000

**Availability:** 4, X

**Difficulty:** Moderate

**Damage:** 4D

**Game Notes:** A character with the appropriate skill specialization gains a +5 bonus to all parry rolls made when wielding the *shoto* by its secondary handle. However, his attacks also suffer a -3 penalty unless the *shoto* is wielded by the primary handle. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

**Source:** The Force Unleashed Campaign Guide (page 96), Jedi Academy Training Manual (page 50)



### Archaic Lightfoil

**Type:** Lightfoil

**Scale:** Character

**Skill:** Lightsaber

**Cost:** 4,500

**Availability:** 4, R

**Damage:** 5D

**Game Notes:** Lightfoils are more common in the Knights of the Old Republic era than in other eras, and are more reliable, and are likely to do as much damage as a lightsaber. However, gamemasters should be aware that these advantages are not available for characters desiring the weapon anytime outside the Knights of the Old Republic era, given that the art of making quality lightfoils is soon lost.

**Source:** Knights of the Old Republic Campaign Guide (pages 64-65), Jedi Academy Training Manual (page 50)

### Lightfoil

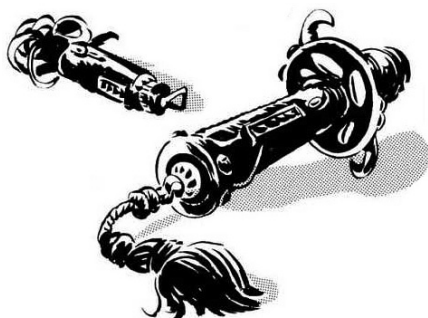
**Type:** Lightfoil

**Scale:** Character

**Skill:** Lightsaber

**Cost:** 10,000

**Availability:** 4, X



**Damage:** 3D to 4D damage depending on the method of construction.

**Game Notes:** On a roll of 1 on the wild die, the beam flickers and fades. Repairing the weapon takes two hours and a Moderate *lightsaber repair* roll.

**Source:** Lord of the Expanse – Sector Guide (page 47), Jedi Academy Training Manual (page 50)

### Archaic Lightsaber

**Model:** Primitive Lightsaber

**Type:** Melee weapon

**Scale:** Character

**Cost:** 1,600

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D

**Game Notes:** Archaic lightsabers are attached to a belt-worn power pack by a cable, and weight about 3 kilograms. They are unwieldy and cumbersome compared to modern lightsabers, and the difficulty of all *Lightsaber* skill rolls made to parry with them are increased by +5. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

**Source:** Power of the Jedi Sourcebook (page 62), Jedi Academy Training Manual (page 51)



### Dual-Phase Lightsaber

**Model:** Dual-Phase Lightsaber

**Type:** Melee weapon

**Scale:** Character

**Cost:** 6,000

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D

**Game Notes:** A dual-phase lightsaber has an adjustable blade length. They can be set for either standard length (130 cm) or more than double the normal length (300 cm). This doesn't increase damage, but it does increase the reach of the wielder to 4 meters. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Creating a dual-phase lightsaber adds +5 to the difficulty of the *lightsaber repair* roll made to construct it.

**Source:** Power of the Jedi Sourcebook (page 55), Jedi Academy Training Manual (page 51)



## Dueling Lightsaber



**Type:** Melee weapon

**Scale:** Character

**Skill:** Lightsaber

**Cost:** 3,000

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D

**Game Notes:** The dueling lightsaber hilt is designed to be wielded one-handed, granting a +1 attack bonus. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

**Source:** Jedi Academy Training Manual (page 52)

## Crossguard Lightsaber



**Type:** Melee weapon

**Scale:** Character

**Skill:** Lightsaber

**Cost:** 4,000

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D

**Game Notes:** The extra short blade helps block lightsaber attacks, granting a +2 bonus to *lightsaber* in such cases. However, it's also unwieldy against ranged attacks, incurring a -2 penalty to such *lightsaber* blocks and deflections. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not

their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

**Source:** Jedi Academy Training Manual (pages 52-53)

## Great Lightsaber



**Model:** Great Lightsaber

**Type:** Melee weapon

**Scale:** Character

**Cost:** 5,200

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D+2

**Game Notes:** Great lightsabers have blades that reach up to 300 centimeters long and are much thicker than normal, granting greater reach and power. However, only oversized species are able to wield it properly, normal-sized characters suffer a -1D penalty when wielding it. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

**Source:** Power of the Jedi Sourcebook (pages 54-55), Jedi Academy Training Manual (page 52)

## Long-Handle Lightsaber

**Type:** Melee weapon

**Scale:** Character

**Skill:** Lightsaber:

long-handle lightsaber

**Cost:** 4,500

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D+2

**Game Notes:** A long-handle lightsaber has an exceptionally large handle, and allows the character to use a fighting style that takes advantage of leverage and body movement to increase the amount of damage done with the weapon, as long as he has the appropriate skill specialization. If an attacking



character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

**Source:** Legacy Era Campaign Guide (page 62), Jedi Academy Training Manual (page 53)

### Lightsaber Pike

**Model:** Shadow Guard Lightsaber Pike

**Type:** Melee weapon

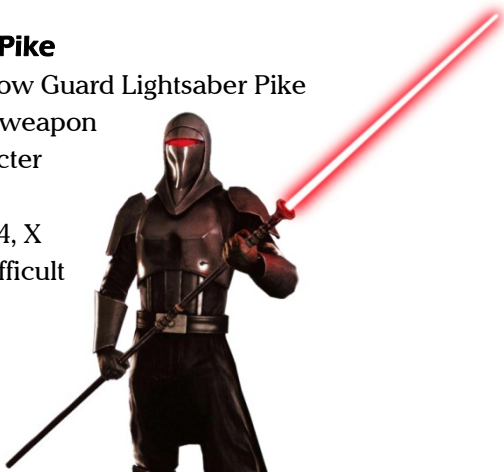
**Scale:** Character

**Cost:** 4,000

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D



**Game Notes:** Lightsaber pikes increase the reach of the wielder by 2 meters but incur a -2 penalty on lightsaber parries and blocks. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

**Source:** The Force Unleashed Campaign Guide (page 199), Jedi Academy Training Manual (page 53)

### Lightwhip

**Model:** Lightwhip

**Type:** Custom melee weapon

**Scale:** Character

**Skill:** Lightwhip

**Cost:** 5,000

**Availability:** 4, X

**Difficulty:** Moderate

**Damage:** STR+3D+2 (maximum: 7D)

**Game Notes:**

Lightwhip is armed with lacerating tentacles formed from a Kaiburr crystal shard and Mandalorian iron. In addition to its use as a weapon, the whip grants its user a +1D bonus to rolls when attempting to trip or disarm opponents.

**Source:** Gamer Magazine, Threats of the Galaxy (page 84), Jedi Academy Training Manual (page 53)



### San-Ni Staff



**Model:** San-Ni Staff

**Type:** Powered melee weapon

**Scale:** Character

**Skill:** Melee combat: San-Ni staff

**Cost:** 4,500 credits

**Availability:** 4, R

**Difficulty:** Moderate

**Damage:** STR+1D (Max: 5D, rods) or STR+2D stun (Max: 7D, power couplers)

**Game Notes:** By making the Moderate difficulty roll for both attacks, a character wielding this weapon may make 2 attacks without suffering the multiple action penalty. He must declare whether or not he intends to deal physical or stun damage for each attack before they are made. Rolling more than 10 below the Moderate difficulty results in the character being stunned for 1 round. This weapon may be used to deflect blaster bolts and parry lightsabers, as described in the lightsaber combat ability, with all difficulties increased one level.

**Source:** Gamer Magazine Issue 10 (page 10), Jedi Academy Training Manual (page 53)

### Wan-Shen

**Model:** Matukai Wan-Shen

**Type:** Bladed polearm

**Scale:** Character

**Skill:** Melee combat

**Cost:** Not available for sale

**Availability:** 4

**Difficulty:** Moderate

**Damage:** STR+2D to STR+2D+2 (varies by quality)

**Game Notes:** Most Wan-Shens are designed to break down into smaller parts to allow for easy carrying.

**Source:** Hero's Guide (pages 123-124), Jedi Academy Training Manual (page 54)





## Discblade



**Model:** Zeison Sha Discblade

**Type:** Thrown blade weapon

**Scale:** Character

**Skill:** Thrown weapons: discblade

**Cost:** 500 (only Zeison Sha warriors may acquire this weapon legally, black market versions cost 2,000)

**Availability:** 4, X

**Range:** 3-20/50/200

**Damage:** STR+1D+1

**Source:** Hero's Guide (page 122), Jedi Academy Training Manual (page 61)

## Flash Canister

**Model:** R-9 Flash Canister

**Type:** Flash grenade

**Cost:** 100

**Availability:** 2, R

**Range:** 2-5/10/30

**Damage:** Flash-blinding

**Game Notes:** Anyone inside a 4-meter radius of the detonation must make a Moderate *Perception* roll not to be blinded for one round (they closed their eyes or looked away in time).

**Source:** Jedi Academy Training Manual (page 61)

## Equipment

### Dark Combat Jumpsuit

**Model:** Dark Combat Jumpsuit

**Type:** Dark armor

**Scale:** Character

**Cost:** 16,500 & 1 Force Point

**Availability:** 4, X

**Game Notes:** A heavily-padded jumpsuit that incorporates Cortosis weave, a material that deactivates any lightsaber that damages the wearer. Grants +1D+2 to *Strength* rolls made to resist physical and energy damage. This armor also grants its wearer +1D to *Perception* or *Control* rolls made to resist the use of Projective and Receptive Telepathy, and increases the difficulty of Life Detection and Life Sense used against the wearer by +3.

**Source:** The Dark Side Sourcebook (page 61), Jedi Academy Training Manual (page 61)

### Dark Padded Battle Armor

**Model:** Dark Padded

Battle Armor

**Type:** Dark armor

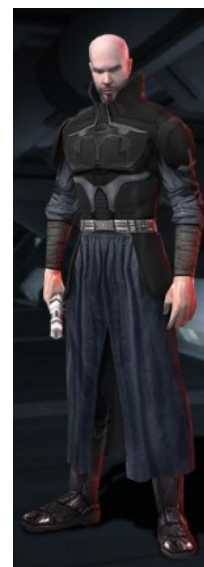
**Scale:** Character

**Cost:** 12,000 & 1 Force Point

**Availability:** 4, X

**Game Notes:** This armor provides the wearer with +2D to *Strength* rolls made to resist physical and energy damage. The armor is also imbued with Dark Side energy, granting the wearer a +1D bonus on rolls made to resist light side Force powers, or any Force power augmented by a light side Force Point.

**Source:** The Dark Side Sourcebook (page 61), Jedi Academy Training Manual (page 61)



### Dark Heavy Battle Armor

**Model:** Dark Heavy Battle Armor

**Type:** Dark armor

**Scale:** Character

**Cost:** 37,000 & 2 Force Points

**Availability:** 4, X

**Game Notes:** This heavily-plated armor conveys +3D to *Strength* rolls made to resist physical and energy damage. It is imbued with Dark Side stealth to keep the wearer hidden (+1D bonus to *Perception* or *Control* rolls made to resist the use of Projective and Receptive Telepathy, and increases



the difficulty of Life Detection and Life Sense against the wearer by +3) and increases *Strength* (+2 pips to the wearer's *Strength* when making skill or attribute rolls, or when rolling melee damage).

**Source:** The Dark Side Sourcebook (page 61), Jedi Academy Training Manual (page 61)

### Orbalisk Armor

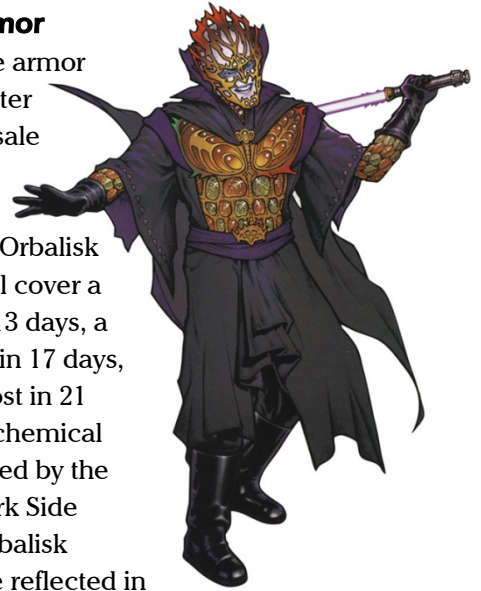
**Type:** Parasite armor

**Scale:** Character

**Cost:** Not for sale

**Availability:** 4

**Game Notes:** Orbalisk infestation will cover a small host in 13 days, a medium host in 17 days, and a large host in 21 days. The biochemical reaction created by the mixture of Dark Side energy and orbalisk venom can be reflected in a *Strength* increase of +1 pips for every 20% of coverage. Additionally, characters who are host to orbalisks can make natural healing rolls twice as often for every 20% of coverage (see below).



### Orbalisk Coverage/Healing Rates

Wound Level	None	20%	40%	60%	80%	100%
Wounded Once/Twice	3 days	2 days	1 day	12 hrs	5 hrs	3 hrs
Incapacitated	14 days	7 days	4 days	2 days	1 day	6 hrs
Mortally Wounded	35 days	18 days	9 days	5 days	3 days	2 days

The armor bonus granted by orbalisks depends on the degree of coverage they have on the host.

% of Coverage	Bonus	vs. Lightsaber	Dexterity Penalty	Move Penalty
10%	+1 pip	+2 pips	-1 pip	-0
20%	+2 pips	+1D+1	-2 pips	-0
30%	+1D	+2D	-2 pips	-0
40%	+1D+1	+2D+2	-1D+1	-2
50%	+1D+2	+3D+1	-1D+1	-2
60%	+2D	+4D	-1D+1	-2
70%	+2D+1	+4D+2	-2D	-4
80%	+2D+2	+5D+1	-2D	-4
90%	+3D	+6D	-2D	-4
100%	+3D	+6D	-2D+2	-8

**Source:** The Dark Side Sourcebook (pages 67-68), Threats of the Galaxy (page 85), Jedi Academy Training Manual (page 62)

### Jedi Light Battle Armor

**Model:** Jedi Light Battle Armor

**Type:** Personal armor

**Scale:** Character

**Cost:** 4,000

**Availability:** 4, X

**Game Notes:** Adds +1D to *Strength* rolls to resist all forms of damage.

**Source:** Jedi Academy Training Manual (page 61)



### Jedi Battle Armor

**Model:** Jedi Medium Battle Armor

**Type:** Personal armor

**Scale:** Character

**Cost:** 6,000

**Availability:** 4, X

**Game Notes:** Adds +2D to *Strength* rolls to resist all forms of damage, but subtracts 1D from the wearer's *Dexterity*.

**Source:** Power of the Jedi Sourcebook (pages 55-56), Jedi Academy Training Manual (page 61)



### Force Detector

**Model:** Government Issue Force Detector Unit

**Type:** Imperial Force detector

**Skill:** Sensors

**Cost:** 2,000

**Availability:** 4, X

**Game Notes:** Use of the Force detector will tell a trained operator whether a subject is Force-sensitive, and whether he or she has any Dark Side Points (but not how many).

Operating a Force detector requires 5 rounds and a Difficult *sensors* check.

**Source:** The Jedi Academy Sourcebook (page 140), Gundark's Fantastic Technology (page 102), Power of the Jedi Sourcebook (page 56), Jedi Academy Training Manual (page 63)



### Blinding Helmet



**Model:** WJ-880 Blinding Helmet

**Type:** Jedi training helmet

**Scale:** Character

**Cost:** 200

**Availability:** 4

**Game Notes:** Head: +1 to *Strength* against any kind of damage. User cannot see anything while wearing the helmet in training position.

**Source:** Jedi Academy Training Manual (page 63)

### Medical Bundle

**Model:** 8-2A Medical Bundle

**Type:** Jedi medpac

**Skill:** First aid

**Cost:** 200

**Availability:** 2

**Game Notes:** Small enough to fit in a utility belt, it functions like a normal medpac, but it can only be used on someone currently using the *Accelerate Healing* Force power.

**Source:** Jedi Academy Training Manual (page 63)

### Sith Battle Harness



**Type:** Typical Sith beast battle harness

**Skill:** Beast riding

**Cost:** 5,000

**Availability:** 4, X

**Game Notes:** A battle harness provides the beast with armor, which grants +1D to its *Strength* rolls to resist damage. In addition, the harness is equipped with a cockpit that provides 3/4 cover to the rider, special reins that add a 1D bonus to the riders *beast riding* skill rolls, and a mounted blaster cannon (use statistics for an E-Web blaster, see SWD6, pages 231, 233, and 263).

**Source:** Jedi Academy Training Manual (page 64)



## Subelectronic Converter

**Type:** Biological-droid signal converter

**Skill:** Medicine: cyborging (to install)

**Cost:** 23,000

**Availability:** 4, R

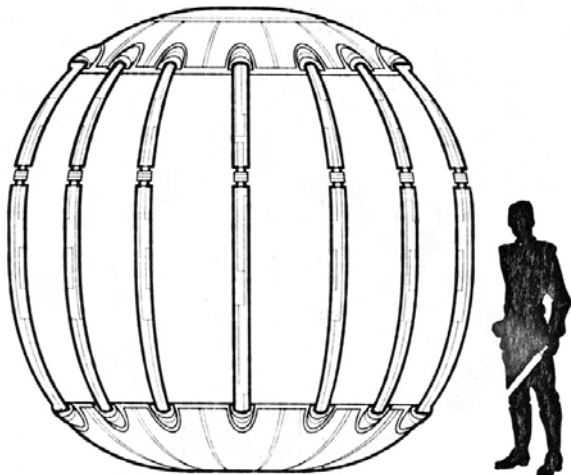
**Cyber Points:** 1

**Difficulty:** To install: Difficult

**Game Notes:** Surgically installed into a subject's head, the device translates the brain signals into binary commands understood by droids, and vice-versa. This allows Force users to use mind-affecting powers such as Affect Mind, Projective Telepathy and Receptive Telepathy on droids. As a side effect of the implant, however, the recipient suffers a permanent -1D penalty to *willpower*.

**Source:** Jedi Academy Training Manual (page 64)

## Universal Energy Cage



**Model:** Imperial Universal Energy Cage

**Type:** Enclosed prisoner transfer system

**Scale:** Character

**Cost:** 100,000

**Availability:** X (restricted to legal governments)

**Move:** 15; 45 kmh

**Game Notes:** Energy cage encloses prisoner in a force field with a *Strength* of up to 15D (unit only applies as much energy as necessary to restrain prisoner, so the energy level is often much lower when not being resisted). Somehow, the cage emanates a special type of energy that blocks Force energies and similar mental energies with an effectiveness of up to 15D. The unit has a special repulsor unit keeping the prisoner suspended in the center of the cage. This bottom mounted unit also supplies oxygen to the prisoner (there are no provisions for food and water; it is presumed that a Jedi will go into hibernation if he or she spends a long time in the cage).

**Source:** Dark Empire Sourcebook (page 129), Gundark's Fantastic Technology (page 74), Jedi Academy Training Manual (page 64)

## Jedi Holocron

**Type:** Jedi holocron

**Cost:** Not available for sale

**Availability:** 4

**Game Notes:** Using the information provided by a Jedi holocron will grant a +2 pip bonus to *repair* and *scholar* skill rolls that have to do with Jedi-oriented equipment



(lightsabers, jedi armor, vehicles, starships, etc.). If a character attempts to convince a "gatekeeper" (ie, the Jedi Master whose personality is imprinted into the holocron) to reveal information, he must roll a Very Difficult *scholar: Jedi lore* skill check. The character receives a +1 pip bonus for every Force point he has, and a -1 pip penalty for every Dark Side point he has. The gatekeeper is nothing more than a construct, and cannot be manipulated by the Force.

**Source:** Power of the Jedi Sourcebook (pages 62-63), Jedi Academy Training Manual (pages 64-68)

## Sith Holocron

**Type:** Sith holocron

**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:** These devices act as interactive stores of information, most often used to retain the secrets of Force powers for future generations. The creator of the Holocron essentially transfers a portion of his personality into the object, and this sentient presence is then referred to as the gatekeeper of that Holocron. Using special organic crystalline components, the device can reproduce light and sound wave information. Each Holocron focus on different aspects of Sith lore and powers.

**Source:** Tales of the Jedi Companion (pages 79-80), Jedi Academy Training Manual (pages 64-68)

**Source:** Tales of the Jedi Companion (pages 79-80), Jedi Academy Training Manual (pages 64-68)





## Sith Amulet



**Type:** Sith gauntlet amulet

**Cost:** Not available for sale

**Availability:** 4

**Game Notes:** When wearing this amulet, damage done by objects hurled by the user through the Force increases by +1D. The user can also reroll any telekinesis-related use of the *alter* Force skill, keeping the better result and gaining one Dark Side Point. Finally, the user can unleash a razor-thin bolt of telekinetic energy at a target, dealing 5D slashing and Force damage. This uses *alter* for the ranged attack roll, has a range of 2-5/10/20 meters and incurs one Dark Side Point.

**Source:** Jedi Academy Training Manual (pages 68-69)

## Sith Poison

**Type:** Sith poison

**Scale:** Character

**Cost:** Not available for sale

**Availability:** 4

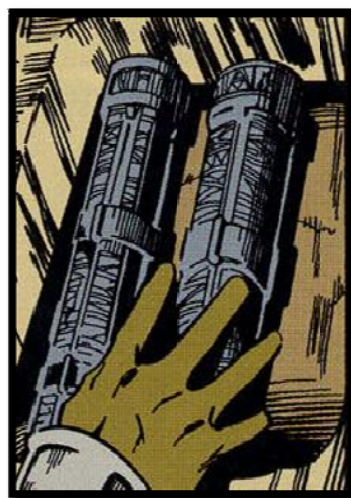
**Damage:** 2D

**Game Notes:** Sith poison can be either ingested, or introduced through an injury (wound, injection, dart, etc). Any character so poisoned must succeed at a Very Difficult *Strength* roll or suffer 2D of damage. Additionally, the poison feeds the character's anger until it has been driven from his system. Whenever the afflicted character attempts to spend a Force point, he must make a Very Difficult *willpower* or *control* roll. Failure indicates that the character is overpowered by his anger and calls upon the Dark Side instead – thus gaining a Dark Side Point. To overcome the poison, a character must make a total of five successful *willpower* and/or *control* rolls to resist the effects of the poison when spending Force Points. The character can use the Detoxify Poison Force power (Control difficulty: Difficult) in addition to his

normal *willpower* or Control roll when resisting effects of the poison, and use the better of the two rolls to determine his level of success. Obviously, this can take some time. Sith poison is rare, and can only be created with the Alchemy Force power (Alter difficulty: Heroic). For every 5 points that the Alter difficulty number is exceeded, an additional dose is created. No matter how many doses are made, the person making the poison must spend a Force Point and gains a Dark Side Point.

**Source:** The Dark Side Sourcebook (page 65), Jedi Academy Training Manual (page 59)

## Sith Scroll



**Type:** Sith scroll

**Cost:** Not available for sale

**Availability:** 4

**Game Notes:** To read a Sith scroll requires that the reader be familiar with the Sith language, either through pre-established character knowledge, or a Very Difficult *languages* roll. A Sith library typically contains 16D scrolls. The chance that a character finds the information he is searching for is a cumulative 1% per scroll researched.

**Source:** Gamer Magazine Issue 5 (page 66), Jedi Academy Training Manual (page 69)

## Creatures

### Shyrack



**Type:** Avian predator

**Planet of Origin:** Korriban

**DEXTERITY 1D+2**

**PERCEPTION 4D**

*Search 6D*

**STRENGTH 3D+2**

**Special Abilities:**

*Bite:* Does STR+1 damage.

*Overwhelm:* A shyrack gains a +2 bonus on *brawling* attack rolls for each allied shyrack joining it in attacking a target.

*Blind:* Shyrack are blind, relying on a combination of scent and echolocation to navigate their environment and track prey. As such, they ignore physical concealment when searching for a target.

**Move:** 11 (flying)

**Size:** Up to 2-meter wingspan

**Source:** Jedi Academy Training Manual (page 140)

### Storm Beast

**Type:** Reptilian predator

**Planet of Origin:** Malachor V

**DEXTERITY 2D+2**

*Brawling parry 3D+2, sonic blast 4D*

**PERCEPTION 3D+1**

**STRENGTH 6D**

*Stamina 8D*

**Special Abilities:**

*Claws:* Do STR+2 damage.

*Sonic Blast:* The storm beast can emit a 45-degree cone of destructive sonic energy that targets everyone in the cone's blast to a range of 10 meters. Those caught in the blast take 3D+2 damage.



**Force-Sensitive:** Storm beasts are Force-sensitive, and drenched in the Dark Side.

**Move:** 10

**Size:** 2 meters tall

**Source:** Jedi Academy Training Manual (page 144)

### Terentatek



**Type:** Dark Side monster

**Planet of Origin:** Korriban

**DEXTERITY 2D**

**PERCEPTION 2D**

*Search 4D*

**STRENGTH 7D+2**

**Special Abilities:**

*Claws:* Do STR+3D damage.

*Teeth:* Do STR+5D damage.

*Armor:* +3D against physical and energy attacks.

*Fast Healing:* Terentatek automatically recover one Wound level every 7 rounds, until it is Killed.

*Force Resistance:* Any attempts to use the Force directly against a terentatek suffer a -2D penalty.

**Move:** 14

**Size:** 6 meters tall

**Source:** Jedi Academy Training Manual (page 146)



## Force Powers

### Grenade Defense

**Alter Difficulty:** Easy plus attacking *missile weapons* or *grenade* roll.

**Required Powers:** *Danger sense, life detection, combat sense, telekinesis*

**Effect:** This power allows the Force user to stretch out through the force to telekinetically defend himself against an incoming grenade. When an opponent makes an attack with a missile weapon or grenade, the Force user reaches out with his power and attempts to knock the explosive off of its intended course. In game terms, *grenade defense* allows a Force user to use his *alter* roll against an attacker's *grenades* or *missile weapons* roll as a reaction skill. This differs from *telekinesis* as *telekinesis* cannot be used as a reaction skill. Once an attacking character makes a *grenade* or *missile weapons* skill roll, the gamemaster adds that number to an Easy difficulty to determine the difficulty number for the *alter* roll. If the Force user's roll is successful, then the grenade is deflected off course. The gamemaster may use the grenade scatter diagram to determine its new path. If the character beats the difficulty by 10 or more, then the grenade or missile is directed back at the attacker.

**Source:** Jedi Academy Training Manual (page 14)

### Illusion

**Control Difficulty:** Moderate, modified by proximity.

**Sense Difficulty:** Moderate, modified by proximity.

**Alter Difficulty:** Target's *control* or *Perception*.

**Required Powers:** *Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force.*

*This power may be kept up.*

**Effect:** Characters with the power of Illusion can manifest images that seem completely real to those who perceive them. These illusions cannot cause physical harm, though they might cause others to make mistakes if they do not realize their true nature. Maximum range for an illusion is 10,000 meters from the user. Maintaining an illusion takes complete concentration.

**Source:** Dark Side Sourcebook (pages 15-16), Jedi Academy Training Manual (page 15)



### Illusion Bond

**Sense Difficulty:** Difficult, modified by proximity  
**Required Powers:** *Magnify Senses, Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, illusion, sense Force.*

*This power may be kept up.*

**Effect:** A Jedi may choose to activate this power after she has already successfully created an illusion (as per the *illusion* Force power). Once this power is activated in addition to *illusion*, the Jedi may hear and see objects as though she were occupying the same space as the illusion.

**Source:** Jedi Academy Training Manual (page 14)

### Link

**Control Difficulty:** Easy, modified by proximity

**Alter Difficulty:** Moderate, modified by proximity

**Required Powers:** *Enhance attribute, control pain, control another's pain, transfer Force, receptive telepathy, projective telepathy, life sense, This power may be kept up*

**Effect:** This power allows a Jedi to focus his mind on another Force user to create a bond through the Force. It allows the two to use the Force together in a cooperative effort to achieve a greater chance of success. Any number of Jedi may join the link, insofar as all members of the group are willing to accept their help. In game terms, *link* allows Force sensitive characters to use combined action rolls, though with an added bonus. Instead of requiring three people to provide a +1D bonus to the combined effort, the Jedi can receive a +1D bonus for every two Jedi cooperating. An additional odd numbered person joining will only add a +1 bonus. For example, six Jedi cooperating will provide a +3D to their average, though seven Jedi cooperating will add 3D+1.

**Source:** Jedi Academy Training Manual (page 15)

### Masquerade



**Control Difficulty:** Easy or opposing *Perception* or *control* roll

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate

**Required Powers:** *Affect mind, dim another's senses, life detection, life sense, projective telepathy, receptive telepathy, sense Force, illusion*  
*This power may be kept up.*

**Effect:** This power allows a Jedi to enfold herself with an illusion that he or she has created. This illusion changes the appearance of the Jedi allowing her to effectively disguise herself. This power takes the place of the *disguise* skill for all practical purposes. However, no disguise is perfect, and an opponent can see through the illusion with an opposed *Perception* or *control* roll. If the opponent's skill beats the Jedi's *control* roll, then the opponent realizes that the appearance is an illusion. If the opponent's skill roll exceeds the Jedi's roll by 10 or more, then the opponent can devise the Jedi's true appearance.

**Source:** Jedi Academy Training Manual (page 15)

### Perfect Telepathy

**Control Difficulty:** Moderate. Increase difficulty by +5 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by proximity.

**Sense Difficulty:** Easy if the target is friendly and doesn't resist. If the target resists, the difficulty is the target's *Perception* or *control*. Modified by relationship.

**Required Powers:** Receptive telepathy, life sense, projective telepathy  
*This power may be kept up.*

**Effect:** This power allows a Jedi to communicate with his comrades over distances through the Force. It allows him to communicate beyond emotions and short phrases to communicate sentences or complicated ideas. This power may be "kept up" to continue sending thoughts and ideas through the Force for several rounds in order to maintain conversation.

A target will immediately understand that the mental messages are not her own thoughts, and that they belong to the user of the power. If the Jedi does not identify himself, the target may not know who is projecting the thoughts to her. This power can only be used to communicate with other minds, and cannot exercise any level of control over them.

**Source:** Jedi Academy Training Manual (page 18)

### Cryokinesis

**Alter difficulty:** Difficult

**Time to use:** Two rounds

*This power may be kept up.*

**Effect:** Using this power, a Jedi reaches out through the Force, slowing down the molecules around an object, drawing heat away from it, and causing its temperature to drop rapidly. Generally, this has the benefit of making an object more brittle and prone to damage.

In game terms, a Jedi may select one object within 20 meters and within line of sight. If the *alter* roll succeeds, then the body strength of the object is

decreased by -1D (minimum 1D). For every +10 the Jedi beats the alter difficulty, the body strength decreases an additional -1D.

If the Jedi selects a living being as the object, the being is not immediately frozen, as would an inanimate object which does not produce its own heat. Rather, the living being takes 4D+2 damage, and the Jedi receives an immediate Dark Side Point. Should the target become frozen to the point of death, then the body will become completely frozen and more brittle.

**Source:** Jedi Academy Training Manual (page 25)

### Fold Space

**Alter Difficulty:** Very Difficult, modified by proximity

**Sense Difficulty:** Difficult, Modified by proximity

**Required Powers:** *Magnify senses, life sense, life detection, instinctive astrogation, instinctive astrogation control.*

**Time to use:** Five minutes

**Effect:** This power allows a Jedi to bend space and send objects through the fold, transporting them without aid of transports. If the object being moved through the fold in space is a container or starship, any object or being within the container, vehicle, or ship is also moved. The difficulty is variable based on a number of factors. First, the *alter* and *sense* difficulties are dependent on the proximity to the final destination of the object or person. Second, the size of the fold in space also may create an additional burden on the Jedi. Increase the difficulty +5 for objects weighing one to ten kilograms, +10 for objects 11 to 100 kilograms, +15 for objects 101 kilograms to one metric ton, +20 for objects 1,001 kilograms to ten metric tons, +25 for objects 10,001 to 100 metric tons.

If the Jedi fails the roll by 15 or more, then the object is lost in the fold in space and may be anywhere in the galaxy, or may vanish entirely.

**Source:** Jedi Academy Training Manual (page 25)

### Memory Walk

**Control Difficulty:** Easy or opposed *control* or *willpower* roll.

**Alter Difficulty:** Moderate, modified by proximity.

**Required Powers:** *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, projective telepathy, affect mind, dim another's senses.*

*This power may be kept up.*

**Warning:** A character who uses this power gains an immediate Dark Side Point.

**Effect:** This power allows a Force user to force a person to relive their worst memories. This mental attack is capable of reducing a person to a petrified state as they are filled with horror and despair. The power forces a person to experience the full sensation of terrible memories and brings back the full vivid detail of horrendous nightmares. This power was often used by Sith in combat to reduce



the fighting effectiveness and fighting spirit of their enemies. Other Force users have employed this power in interrogation settings to mentally torture their victims.

In game terms, when this power is activated successfully, the target cannot concentrate on the tasks at hand, given the emotional pain and distress the target is experiencing. Thus, the target experiences a -2D to all skills, and has his or her movement reduced by half. If the control roll succeeds by 10 or more, then the target is completely petrified with fear and can take no actions or move.

Alternatively, this power can be used on a captive for interrogation. In this case, the power will replace the specialization *intimidation: interrogation* for all skill rolls.

**Source:** Jedi Academy Training Manual (page 27)

### Thought Bomb



**Control Difficulty:** Very Difficult

**Alter Difficulty:** Opposed *Perception* roll

**Required Powers:** *Affect mind, dim another's senses, life sense, receptive telepathy, projective telepathy.*

**Warning:** A character who uses this power gains an immediate Dark Side Point.

**Effect:** This is one of the rarest and most dreaded Sith power. The power can concentrate the power of the Dark Side into a horrible vortex capable of drawing in the life essence of nearby sentient beings. These destructive telepathic waves threaten to crush any mind in its wake. If the thought bomb achieves sufficient force, it is capable of not only draining a person of their thoughts, but also decimating one's body, reducing it to no more than dust. In game terms *thought bomb* affects all sentient beings within a 4 meter radius and inflicts damage that is not resisted by a character's *Strength* attribute, but their *Perception* attribute (unlike most Force powers, Jedi may not use *control* to resist the *thought bomb*). The Sith may increase the range by increasing the *control*

difficulty +5 for every 2 meters the range is increased. If there are multiple Sith performing the *thought bomb* ritual, it will also increase the *alter* damage, following standard combined action rules. However, all damage done by the thought bomb is calculated as mental damage.

Mental damage is not calculated like physical damage. It reduces the character's mental attributes (*Knowledge, Perception, Mechanical, and Technical*). Gamemasters should consult the normal Damage Resistance Charts for calculating the damage, though the characters do not take physical wounds. Any character who becomes *stunned*, removes one pip from all mental attributes. *Wounded* characters remove 1D from all mental attributes. *Incapacitated* characters remove 2D from mental attributes. *Mortally wounded* characters remove 3D from all mental attributes. Characters reaching *Killed* have all mental attributes reduced by 4D. *Killed* +5 reduces all mental attributes by 5D. If all mental attributes are reduced to 0D, then the gamemaster may choose one of the effects listed below, or roll a die to randomly determine the characters status. They may become a 1. Drooling imbecile, 2. Psychotic killer, 3. Raving lunatic, 4. Frightened runner, 5. Paranoid madman, 6. Harmless amnesiac. If the thought bomb is powerful enough to reduce all mental attributes to 0D, then the character immediately dies.

Surviving characters who suffer mental damage will recover by rolling their *Perception* (or *control*) against a natural healing chart, and will mentally recover 1D each time, if the natural healing roll succeeds.

If a character fails the *control* difficulty, then the thought bomb is beyond his own control and must roll his *Perception* to resist damage against his own *alter* roll to avoid being consumed by the thought bomb.

**Source:** Jedi Academy Training Manual (page 28).

### Force Repair

**Control Difficulty:** Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

**Alter Difficulty:** Moderate

**Required powers:** *Telekinesis, concentration*

**Time to Use:** Special

**Effect:** This is a very rare power only available to an extremely small group of Force sensitive individuals of the Shard species. The Shards, being a silicone based-life form in a crystalline form, have a unique and curious connection to the Force to match their unique and curious existence. Because Shards live most of their lives within droid-like bodies, they have an insight to these bodies not available to any engineer in the universe. Through their connection to the Force, they are even able to reach out and make subtle changes to the state of their droid housing, even allowing the damaged droid body to heal. In game

terms, when damaged, the Shard may spend time in dedicated concentration to make natural healing rolls for damage done to the droid body. This power allows them to follow the natural healing rules as described on pages 98-99 of *The Star Wars Roleplaying Game, Second Edition Revised and Expanded*.

Once the power is successfully activated, the gamemaster should consult the charts and guidelines on the natural healing chart. However, instead of the resting prescribed by page 98, the Shard must spend its time in dedicated meditation, slowly using the Force to mend the broken connections within its body. Further, instead of rolling the droid body's Strength attribute, the Shard must use its *control* roll to see if it successfully heals.