

STAR WARS.

ROLEPLAYING GAME

FORCE SKILLS

FOR THE D6 STAR WARS ROLEPLAYING GAME

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ALTER POWERS

KNOCKOUT/STUN

Alter Difficulty: Target's control or Perception roll.

Required Powers: Life Sense

Effect: Developed by Jedi Master Chi Wan Su, Knockout/Stun is a more enlightened form of the Injure/Kill power. The Jedi must be touching the target to use this power, requiring a successful brawling attack in the same round that the power is to be used. When the power is activated, the user makes one roll. If he rolls higher than the character's resisting control or Perception total, figure damage as if the power roll was a stun damage total, with the control or Perception roll as a Strength roll to resist stun damage. Master Chi Wan always taught his students this power long before he taught them Injure/Kill. It is a lot more forgiving, and more in line with the peaceful nature of the Jedi that Master Chi Wan was honored for following.

STERILIZE/PURIFY

Alter Difficulty: Moderate. Modified by proximity.

Effect: This power allows the Jedi to sterilize or otherwise purify any object she touches, making it 100% clean of any and all substances which could cause infection, disease, parasitic infestation, or intoxication. Surgical tools, pools of stagnant water, and food can all be made clean, safe, and pure with this power. The game master has discretion over just how much of an area can be purified, using roughly one square foot per die code in alter as a guideline. The effects do not last long, and the object touched will eventually become non-sterile in a short amount of time.

CONTROL POWERS

CONTROL DISEASE

Control Difficulty: Very Easy

Required Powers: Control Pain

Effect: This power allows the Jedi to make extra healing rolls as outlined in Accelerate Healing.

Note: This power was listed in West End Game's release of *Tales of the Jedi*, but the power itself was omitted somehow. The effect is based directly off of Control Another's Disease in order to keep the power consistent.

CONTROL PARASITIC INFECTION

Control Difficulty: Easy if the character has been recently infected; Moderate if the character has been infested for some time; Difficult if the infestation has caused any debilitating effects.

Required Powers: Accelerate Healing, Sense Parasites

Effect: Simply put, this power can remove or destroy any and all parasites that have entered or attached themselves to his body. This includes symbiotic creatures as well. Any attributes that are lost from the presence of the parasites, or resulting diseases or other debilitating effects, are not regained or cured. The Jedi is allowed to make extra healing rolls as outlined in Accelerate Healing.

RESTORE ATTRIBUTE

Control Difficulty: The difficulty varies according to the amount of the attribute dice being restored:

Lost Attribute Dice	Difficulty
Up to 1D	Moderate
1D+1 to 2D	Difficult
2D+1 to 3D	Very Difficult
3D+1 or more	Heroic

Required Powers: Accelerate Healing, Control Disease, Control Parasitic Infestation, Detoxify Poison, Enhance Attribute, Sense Disease, Sense Parasites, Sense Poisons/Toxins

Effect: The Jedi can restore lost attributes permanently lost to parasitic infections, disease, toxins, and other debilitating injuries. He must meditate for an hour, spend a Force point, and then make a control roll. Only a single attribute can be restored at a time using this power. Lost and severed limbs and extremities cannot be regenerated with this power.

SENSE POWERS

SENSE DISEASE

Sense Difficulty: Easy to determine if disease-causing bacteria, viruses, or other substances are present in an area; Moderate to determine their possible effects; Difficult to determine if a cure is possible. Modified by proximity and relationship.

This power can be kept up.

Effect: The Jedi can sense any substances within an area or living being that may cause illness to himself and others. The possible effects of these diseases can be determined, as can likely means of curing these ailments.

SENSE PARASITES

Sense Difficulty: Easy if parasites are in an area or person; Moderate to determine their possible effects are; Difficult to determine a way to treat or remove them. Modified by proximity and relationship.

This power can be kept up.

Effect: The Jedi can determine if there are parasitic or symbiotic plants, creatures, or substances within an area or living being. The effects of these parasites can also be learned, as can an effective means of ridding the area or person of these parasites.

SENSE POISONS/TOXINS

Sense Difficulty: Easy if poisons or toxins are in an area or person; Moderate to determine the poison's effects; Difficult to realize an effective cure, anti-venom, or means of detoxification. Modified by proximity and relationship.

This power can be kept up.

Effect: The Jedi can sense if there are any poisonous substances within an area, whether they are in someone's food, on someone's weapon, in a particular plant or creature, or already in someone's system. The effects of these toxins can also be determined, as well as a means to safely avoid, dilute, or remove the poisons.

CONTROL AND ALTER POWERS

CONTROL ANOTHER'S BREATHING

Control Difficulty: Moderate. Modified by proximity and relationship.

Alter Difficulty: Very Difficult.

Required Powers: *Concentration, Control Breathing, Hibernation Trance, Telekinesis*
This power can be kept up.

Effect: This power has the same effect upon others as control breathing does upon its user. However, the Jedi can only affect a number of persons equal to the number of dice in his control skill. The power will remain up until the character either takes incapacitating damage or willfully drops it.

CONTROL ANOTHER'S PARASITIC INFECTION

Control Difficulty: Moderate. Modified by relationship.

Alter Difficulty: Easy if the character has been recently infested; Moderate if the character has been infested for some time; Difficult if the infestation has caused any debilitating effects.

Required Powers: *Accelerate Another's Healing, Accelerate Healing, Control Another's Pain, Control Pain, Control Parasitic Infection, Sense Parasites*

Effect: This power has the same effects on others as *control parasitic infection* has upon its user.

REDUCE ANOTHER'S INJURY

Control Difficulty: Moderate. Modified by relationship.

Alter Difficulty: Difficult for incapacitated characters; Very Difficult for mortally wounded characters; Heroic for dead characters.

Required Powers: *Accelerate Another's Healing, Accelerate Healing, Control Another's Pain, Control Pain, Reduce Injury*

Effect: This power has the same effects upon others as *Reduce Injury* has upon its user, but a Force Point must be spent to use this power. The power must also be used within the same round that the character was wounded. Unlike *Reduce Injury* however, the Jedi is more likely to regain the Force Point spent to use this power, since he can effectively save another's life by using it.

RESTORE ANOTHER'S ATTRIBUTE

Control Difficulty: Moderate. Modified by relationship.

Alter Difficulty: The difficulty varies according to the number of attribute dice being restored:

Lost Attribute Dice	Difficulty
Up to 1D	Moderate
1D+1 to 2D	Difficult
2D+1 to 3D	Very Difficult
3D+1 or more	Heroic

Required Powers: *Accelerate Another's Healing, Accelerate Healing, Control Another's Disease, Control Another's Pain, Control Another's Parasitic Infection, Control Disease, Control Pain, Control Parasitic Infection, Detoxify Poison, Enhance Attribute, Restore Attribute, Sense Disease, Sense Parasites, Sense Poisons/Toxins*

Effect: This power does for a character what Restore Attribute does for its user. A Force Point must be spent to use this power.

STERILIZATION/PURIFICATION FIELD

Control Difficulty: Moderate. Modified by proximity, limited to line of sight.

Alter Difficulty: Moderate.

Required Powers: *Concentration, Sterilize/Purify*

This power can be kept up.

Effect: This power has the same effects as Sterilize/Purify, except that it affects everything within its field. Nothing can be contaminated within the field by biological, chemical, or radioactive elements within the field's confines. The power is ideal for setting up a sterilized zone in the wilderness or an otherwise unclean area, where such an environment would be needed, such as field surgery in a combat zone or contaminated area.

CONTROL AND SENSE POWERS

FORCE COMBAT: MELEE

Control Difficulty: Moderate

Sense Difficulty: Easy

This power can be kept up.

Effect: Jedi Master Chi Wan Su was not only a skilled master of lightsaber dueling, but he was also capable of using the Force to guide his actions with all manners of other melee weapons, from knives and clubs to swords and staves. The Jedi uses this power to wield more common melee weapons with the same grace and skill as he would a lightsaber. This power is called upon at the start of a battle and remains up until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring this power back up.

If the Jedi is successful in using this power, he may add his sense dice to his melee combat and melee parry skill rolls when trying to hit a target or parry, and he adds or subtracts up to the number of his control dice to the melee weapon's damage when it hits in combat. Players must decide how many control dice they are adding or subtracting before they roll damage. If the Jedi fails the power roll, he must use the melee weapon with only his melee combat and melee parry skill to hit or parry and the weapon's normal damage in combat, and he cannot attempt to use the power again for the duration of the combat.

Finally, the Jedi can use force melee combat to parry specific ranged attacks against him, like arrows, spears, thrown knives, bullets from slugthrowers and firearms, and other physical projectiles; he cannot parry blaster bolts with a melee weapon as a lightsaber can. To do this, he must declare that he is parrying that round, using his melee parry skill as normal. What he cannot do, however, is control where the deflected projectiles go. It is assumed that they are safely broken in half, knocked aside, or otherwise knocked away so that they hurt no one.

Chi Wan Su always taught his students this power before instructing them in the use of lightsaber combat. He wanted to make sure that his students didn't always have to rely upon the lightsaber as an effective means of dealing with an enemy.

FORCE COMBAT: UNARMED

Control Difficulty: Moderate

Sense Difficulty: Easy

This power can be kept up.

Effect: With this power, Jedi Master Chi Wan Su was capable of performing amazing martial feats, such as destroying blocks of durasteel with his hands, parrying vibroblades with his bare arms, and effortlessly evading and parrying any number of combatants in both armed and unarmed duels. He had learned to use his connection with the Force to enhance his skill at unarmed combat. His skill was so legendary that he often challenged other Jedi Masters to duels, in which he would calmly and casually evade, parry, and disarm their ignited lightsabers, while remaining unarmed himself during the entire duel. Chi Wan never lost.

This power is called upon at the start of a battle, and remains up until the Jedi is stunned or wounded; a Jedi who is injured or stunned may attempt to bring the power back up. If the Jedi is successful in using his power, the Jedi adds his sense dice to his brawling, brawling parry, dodge, and melee parry skill rolls when trying to hit a target, dodge, or parry, and he adds or subtracts up to the number of his control dice to his Strength when he hits a target with a brawling attack.

Damage inflicted by the character can either be standard brawling damage, potentially stunning or knocking out the target. The character can also choose to make this damage lethal, and could possibly kill a target with a single punch or kick. If the Jedi does this, he will gain a Dark Side point immediately. Lethal damage is also used to break objects, the damage total being compared to the objects' Strength die code. The appropriate damage scales apply; while it is conceivable for a Jedi with this power to punch a hole through a freighter's hull, it is very unlikely that he will do the same to a Death Star.

If the Jedi fails the power roll, he must use only his brawling, brawling parry, dodge, and melee parry skill rolls to hit a target or to dodge or parry attacks, and he cannot attempt to use the power again for the rest of the combat.

It is assumed that the Jedi can more effectively dodge blaster bolts and projectile weapons simply by stepping aside or out of the way, but he can also try to catch thrown weapons and arrow-like projectiles with this power. To do so, he must declare that he is parrying that round, using his melee parry skill as normal.

If a thrown weapon is caught, the Jedi may immediately throw it back at the one who threw it, although each returned thrown weapon counts as an additional action. The Jedi must declare which specific weapon he is controlling. Then, once the roll is made to see if the weapon was caught, the Jedi makes a control roll, the difficulty being his new target's dodge or the range (figured from the Jedi's new target). The damage is that of the original weapon. The game master has discretion as to which types of weapons can be caught and thrown back to another target. Knives, spears, rocks, hurled darts, and

other projectiles can easily be returned, but arrows, crossbow bolts, and projected darts can only be knocked aside and parried.

Chi Wan Su always taught his students this power before teaching them lightsaber combat. He always felt that it was best to find more peaceful resolutions to violent situations, and that weapons always courted such violence. In situations where his students may not have had their lightsabers, this power became very useful.

CONTROL, SENSE, AND ALTER POWERS

COMFORT

Control Difficulty: Easy. Modified by proximity and limited to line of sight.

Sense Difficulty: Easy.

Alter Difficulty: Easy. Modified by proximity and limited to line of sight.

Required Powers: Absorb/Dissipate Energy, Telekinesis, Weather Sense

This power can be kept up.

Effect: This power allows the character to set up a zone of comfort centered on himself. Temperatures, winds, and precipitation can all be adjusted within the area to more comfortable levels. Those within this area will remain warm or cool, and can safely avoid the effects of or recover from hypothermia, heat stroke, etc. Rain and snow will not fall within the area, and strong winds, sandstorms, and other such effects will not bother those within the field.

TELEKINETIC PUSH

Control Difficulty: Easy. Modified by proximity.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: The target's control or Perception roll.

Required Powers: Telekinesis, Life Sense

Effect: This power was often used by Jedi Master Chi Wan Su to push, pull, and otherwise trip his opponents off guard, unbalancing them during a fight. The user makes his alter roll against the target's control or Perception roll. For every point that the user beats his target's roll, he may push, pull, or trip the target up to 1 meter from his current location. The target will fall to his feet, losing all actions in that round, and he must spend the next round recovering. No damage is done to the target with this power, although it is possible that the target could be pushed or pulled in such a way that he falls and suffers an injury. If this occurs, the user will gain a Dark Side point, although in most cases, use of this power will not earn the user a Dark Side point

TELEKINETIC STUN

Control Difficulty: Easy. Modified by proximity.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: The target's control or Perception roll.

Required Powers: Control Another's Pain, Inflict Pain, Injure/Kill, Knockout/Stun, Life Sense

Effect: Developed by Jedi Master Chi Wan Su, this power is related to Telekinetic Kill, but instead stuns the target rather than inflicting serious or lethal injuries. The user makes his alter roll against the target's control or Perception roll to determine the amount of stun damage inflicted upon the target. Chi Wan always preferred to use this power to deal with those whom he did not want to seriously injure, but was forced to defend

himself against. He always taught his students this power before teaching them the more lethal form of Telekinetic Kill.