

# STAR WARS

ROLEPLAYING GAME



FORCE POWERS



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# Jedi Powers

## Control Powers

### Absorb/Dissipate Energy

**Control Difficulty:** Very Easy for sunburn; Easy for intense sun; Moderate for solar wind; Difficult for a radiation storm. Characters may use this power for energy attacks such as blaster bolts and *Force lightning* – the difficulty is Moderate plus the damage roll of the attack.

*This power may be kept up as long as the source of the energy is constant.*

**Effect:** This power allows Jedi to absorb/dissipate energy, including light, heat, radiation, and blaster bolts. If the user fails the roll, he takes full damage from the energy.

This power may be used to ward off sunburn, heat-stroke, and radiation exposure, as well as withstand intense heat. This power may also be used to absorb blaster bolts, as Darth Vader did on Cloud City.

The character must activate the power in the same round to absorb the blaster bolt or *Force lightning* -- the character must be able to roll the power before the attack lands. He can't use this power after the attack has hit.

**Example:** A stormtrooper is shooting at Ana. Rather than *dodge* behind cover, she decides to use *absorb/dissipate energy* to absorb the shot. The difficulty is Moderate plus the damage of the blaster bolt. For the Moderate difficulty, the gamemaster picks a difficulty number of 14. Ana rolls *control* and gets a 21.



If the blaster's damage roll is less than seven, then Ana absorbs the blaster bolt and takes no damage. If the blaster's damage roll is seven or higher she takes *full* damage from the blaster shot.

### Accelerate Healing

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

**Time to Use:** One minute

**Effect:** A Jedi who uses this power successfully may make two natural healing rolls for the current day (12 hours apart) regardless of the severity of the injury. The Jedi gets a +2 modifier to both *Strength* rolls to heal. *Accelerate healing* may only be attempted once per day.

**Example:** Ana has been incapacitated; normally a full two weeks of rest are necessary before she can roll to heal.

She makes her Moderate *control* roll to activate *accelerate healing*. She now gets to make two *Strength* rolls to heal and gets to add +2 to both rolls.

Since she's incapacitated, Ana needs a total of 9 or better to improve to wounded.

Ana's first *Strength* roll is an eight; adding the +2 gives her a total of 10. She improves from incapacitated to wounded twice (she's at -2D to all actions).

Twelve hours later, Ana gets to make her second healing roll. Since she's wounded, she only needs a *Strength* total of 7 to improve from wounded twice (at -2D) to wounded (-1D to all actions). Her *Strength* roll is seven; the +2 gives her a total of nine. She now heals to wounded.

### Concentration

**Control Difficulty:** Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Very Difficult if the Jedi is acting on the negative emotions.

**Effect:** When using this power, Jedi clear



all negative thoughts from their minds, feeling the Force flowing through the universe and their own being.

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any one action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for a single action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This power may be used in conjunction with Force Points and Character Points. This power is only in effect for one round and may not be kept up.

**Example:** Luke is flying down the trench of the Death Star. With Ben's urging, he clears his mind of negative thoughts, and feels the Force flowing through him. Using the Force, he *concentrates* on the task at hand of firing a proton torpedo into the unshielded exhaust port. Since he has cleared his mind, the *control* difficulty is Easy.

Luke's player declares that Luke is also spending a Force Point to accomplish the task this round. Luke's *starship gunnery* skill is 6D. he loses -1D for doing one other thing in the round (using the Force counts as an action), reducing his *starship gunnery* skill to 5D. Because he rolls successfully for his *control*, he receives the bonus of +4D, making his effective skill for that round 9D. Because he is spending a Force Point, his skill level is doubled to 18D!

If Luke attempted any other action in that round, including firing another proton torpedo

or blaster, or dodging enemy shots, he would receive no bonus.

## Contort/Escape

**Control Difficulty:** Very Easy for loose bonds; Easy for hand binder; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster's discretion, depending on security measures)

**Required Powers:** *Concentration, control pain, enhance attribute*

**Effect:** The character may escape bonds by contorting in painful and difficult (but still physically possible) ways. By stretching, twisting, and dislocating joints a Jedi can escape almost any physical restraining device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.

## Control Disease

**Control Difficulty:** Very Easy for a mild infection, Easy for modest illness (such as a fever or flu), Moderate for a severe illness (gangrene or hive virus), Difficult for a life threatening disease, Very Difficult for a massive, long standing disease, Heroic for a rapid-acting life-threatening disease.

**Required Powers:** *Accelerate healing*

**Time to use:** 30 Minutes to several uses over the course of weeks.

**Effect:** *Control disease* allows the Jedi to direct and control the antibodies and healing resources of her body to throw off an infection or to resist the diseases within the body. Using the power requires the Jedi to meditate for half an hour.

If the infection is severe, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely. (Gamemaster's discretion as to how many rolls are needed and how often.)

## Control Pain

**Control Difficulty:** Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.

*The power can be kept up, so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain roll, with the difficulty being the new level of injury.*



**Effect:** An injured character who uses *control pain* can act as if he has not been wounded the next round after he uses the skill. The wound is not healed, but the character doesn't suffer the penalties of being wounded: a wounded Jedi doesn't lose 1D from all actions; an incapacitated

character can still act normally, as can a mortally wounded character. This power can also be used to shrug off any *stun* results.

However, the injury can still grow worse even if the character doesn't feel the pain. For example, a character who's been wounded twice and is wounded again would still become incapacitated. Mortally wounded users make the same rolls as other mortally wounded characters, even if they aren't feeling any pain.

## Detoxify Poison

**Control Difficulty:** Very Easy for a very mild poison (alcohol); Easy for mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to heroic for a neurotoxin.

**Time to Use:** Five minutes



**Effect:** This power allows a Jedi to detoxify or eject poisons that have entered her body. If the Jedi makes the power roll, the poison doesn't affect her.

## Emptiness

**Control Difficulty:** Moderate

**Note:** Characters who are consumed by the dark side of the Force may not use this power.



**Required Powers:** *Hibernation trance*

**Effect:** The user empties his mind to allow the Force to flow through him. Characters in *emptiness* seem to be in deep meditation and are totally oblivious to their surroundings. A character in *emptiness* may not move or take any action except to try to disengage from the *emptiness*.

While in *emptiness*, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on the character in *emptiness*, add the meditating character's *emptiness* roll to the difficulty for the other character's *sense* or *control* rolls (only the *sense* roll if the affected; if the power doesn't use the *sense* skill, then add the difficulty to the *control* roll). This difficulty is added regardless of whether or not the *empty* character would willingly receive the power's effect.

Once a character gets out of *emptiness*, the character gets a +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character spent in *emptiness*. This bonus is reduced by 1 for every Dark Side Point the character has.

When in *emptiness*, characters dehydrate and hunger normally – some initiates have died because they lacked enough *control* to bring themselves out of *emptiness*.

When the character enters into *emptiness*, the player must state for how long the character will be in meditation. A character must make a Difficult *control* skill roll to exit *emptiness*. The character may attempt to come out of meditation under the following circumstances:

- When the stated time has passed.
- Once each hour beyond the original time limit.
- The character's body takes any damage more serious than *stun* damage.



## Enhance Attribute

**Control Difficulty:** Moderate

**Effect:** A Jedi uses this power to increase a single attribute for a limited period. An increased attribute can help a Jedi jump higher, see better, and run faster. All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect.



An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase are determined by how much a character's *control* skill roll exceeds the difficulty number. Duration can be extended through the use of Character Points – for every Character Point a Jedi spends, the duration is increased by one combat round. The points can be spent at any time before the power fades.

A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the increase.

<b>Skill Roll &gt; Difficulty By</b>	<b>Attribute Duration/Increase</b>
0-13	+1D / 3 rounds
14-25	+2D / 2 rounds
26+	+3D / 1 round

## Force of Will

**Control Difficulty:** Easy

*This power may be kept up.*

**Effect:** By using *Force of will*, the character uses his or her own *willpower* skill to fight the effects of hostile Force powers. If faced with a mind-based power, the Jedi's *willpower* skill roll may be added to either the *control* or *Perception* code. The *control* (or *Perception*) plus *willpower*

total is referred to as the "protection number." If the attack roll is less than the target's *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Jedi suffers the full effects of the attacking power. If the attack roll is greater than the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered "battered." Subtract -1D from the character's *willpower* skill. The Jedi can still continue to defend, but with the decreased *willpower*. Reroll for a new protection number in this case. If a Jedi's *willpower* skill ever reaches 0D, the *Force of will* power is automatically dropped, and the Jedi can only resist with *control* or *Perception*.

It takes one day to recover 1D of damage from a "battered will," or one hour in *emptiness* (or *rage*) for each 1D to recover.

**Note:** *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis*. These are external rather than internal powers, in which case *willpower* would be useless.

However, it works on *injure/kill*, *telekinetic kill*, *inflict pain*, and other powers which directly use the Force to affect the target.

**Example:** Nomi is attacked by an alien being whose skills reach into the dark side. With an Easy *control* roll, Nomi initiates the *force of will* power. The alien decides to use the *telekinetic kill* power on Nomi. The alien's *control* and *sense* rolls are successful, and he now rolls his *alter* skill against Nomi's *control* skill of 6D. Because Nomi is using the *force of will* power, she adds her *willpower* skill of 7D+2 to her *control* code for a protection number of 13D+2.

If the alien rolls less than Nomi's *control* skill, she would remain unaffected.

If the alien rolls greater than the protection number, Nomi would be struck by the full force of her opponent's attack. The alien would make an additional *alter* roll against Nomi's unaided *control* roll to determine damage.

If the alien rolls greater than Nomi's *control* skill, but less than her protection number, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her *willpower* skill drops -1D to 6D+2. She must roll the 6D+2 to get a new (and presumably lower) protection number. It will take her either a full day of meditating, or one hour in *emptiness* to bring her *willpower* die code back up to 7D+2.

## Hibernation Trance

**Control Difficulty:** Difficult

*This power may be kept up.*

**Effect:** The Jedi places himself into a deep trance, remarkably slowing all body functions. The Jedi's heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious.

When a Jedi enters a *hibernation trance*, the character must declare how much time they will spend and/or under what circumstances the character will awaken: after a specific amount of time, or what stimulus needs to be present (noise, someone touching them, etc.). A character can heal while in a *hibernation trance*, but may not use any other skills or Force powers.

*Hibernation trance* serves two purposes. It allows a Jedi to "play dead." It can be used to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much as someone who is sleeping – he can hibernate for a week in a dry climate, for up to a month in a wet climate before dying of thirst.

Anyone who sees a Jedi in hibernation assumes he is dead unless he makes a point to test him. Another Jedi with the *sense* skill or the *life detection* power will be able to detect the Force within the hibernating character and realize that he is alive.

## Instinctive Astrogation Control

**Control Difficulty:** Very Difficult. Modified by astrogation difficulty.

**Time to use:** One minute

**Effect:** *Instinctive astrogation control* is far more difficult than *sense*-based *instinctive astrogation* power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible and is often done as part of training exercises, though the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake.

The difficulty is modified by how hard the task is with a nav computer.

**Task is:**      **Modifier (add to difficulty)**

Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the *control* roll is successful, a Very Easy *astrogation* roll is necessary to enter the correct

routs into the nav computer. If the Jedi fails the attempt, she overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby making the *astrogation* difficulty Very Difficult. If the *control* roll is missed by five or more points, the *astrogation* difficulty increases to Heroic.

This is a largely unknown application of the *control* power that allows Jedi to plot astrogation paths instead of using the more well-known *sense*-based *instinctive astrogation* power. *Instinctive astrogation control* is little more than a curiosity, studied only by a few Jedi theoreticians.

## Reduce Injury

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

**Required powers:** *Control pain*

**Effect:** By using this power, a Jedi may call upon the Force to reduce the amount of injury he suffers; this power is normally only used in desperation because of its long-term repercussions.

When the power is successfully used, the Jedi loses a Force Point. Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, he must choose to suffer a permanent injury of some kind.

**Note:** Spending Force Points in this manner not at the beginning of the round – is allowed. Also, it is not always a "selfish" act to save one's own life, so the character might be able to get the Force Point back. If the character was fighting to save others from doom and fails – and if he falls, they *certainly* die – this would be considered a heroic action because it involves a great sacrifice.

## Remain Conscious

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

**Required Powers:** *Control pain*

**Effect:** *Remain conscious* allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious. In game terms, when a character with this power suffers this kind of injury, they lose all of their actions for the rest of the round, but they are still conscious (normal characters automatically

pass out). On the next round, the character may attempt to activate the power – this must be the first action of that round; the Jedi cannot even *dodge* or *parry*.

If the role is unsuccessful, the Jedi passes out. If successful, the Jedi can do any one other action declared for that round – often characters will attempt to *control pain* so that he will be able to remain conscious. Once this action is completed, the Jedi will lapse into unconsciousness, unless *control pain* or something else is done to keep the character conscious.



**Example:** Ana suffers several stuns and should be knocked unconscious ... but she has *remain conscious*. Ana loses her remaining actions for that round, but she is still awake.

At the beginning of the next round, Ana's player declares that she will try to activate *remain conscious* and *control pain*. The player makes the Moderate *control* roll to activate *remain conscious*, so Ana stays awake for the rest of the round. (If the roll had failed or Ana hadn't activated *remain conscious*, she would have passed out at the beginning of the round.) Ana must now make a Very Easy *control* roll to activate *control pain*. If she succeeds, she may now act normally; if the roll fails, Ana is overwhelmed by the pain and slips into unconsciousness.

## Remove Fatigue

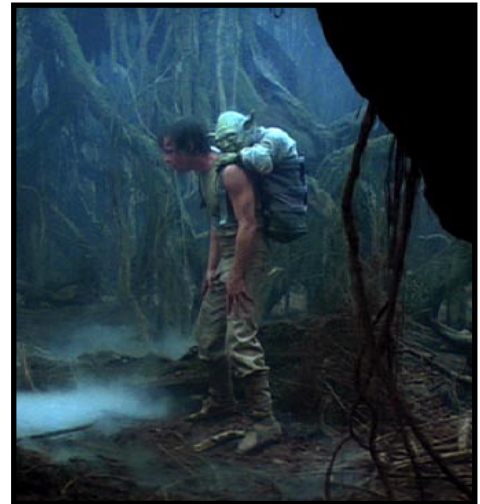
**Control Difficulty:** Moderate.

*This power may be kept up.*

**Required Powers:** *Accelerate healing, control pain*

**Effect:** The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a *stamina* check once per day. While using this power, a Jedi must fail two *stamina* checks

before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two *stamina* checks and becomes fatigued, a penalty of -1D is applied to all attributes and skills for 1D hours.



## Resist Stun

**Control Difficulty:** Moderate

**Time to Use:** One minute

**Effect:** *Resist stun* allows the Jedi to prepare his body to resist the effects of stun damage. The power must be activated before the character has suffered any damage.

A successful result allows the Jedi to resist all stun results (except for *unconscious*). An *unconscious* result forces the Jedi to drop the power and he is considered *stunned*. Normal injuries (*wounded, incapacitated, mortally wounded, and killed*) are treated normally.

**Example:** Ana has a *Strength* of 3D; if she suffers three stun results, she is knocked unconscious. She activates the *resist stun* power and decides to keep it "up". (Since the power is kept "up", she suffers a -1D penalty to all actions.) In the first round of combat, Ana suffers two stun results ... but since she is using the *resist stun* power, she is not affected by the stuns. When she suffers a third stunned result, Ana must drop the *resist stun* power, but she is only considered stunned (-1D to actions).

## Short-Term Memory Enhancement

**Control Difficulty:** Difficult

**Required Powers:** *Hibernation trance*

**Effect:** When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a

gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember depends on the success of his *control* roll.

Skill Roll > Difficulty by	Memory Extends Back
1-8	Through current episode
9-20	Through last episode
21+	Through last two episodes

## Sense Powers

### Beast Languages

**Sense Difficulty:** Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild rancor).

*This power may be kept up.*

**Required Powers:** *Life sense, receptive telepathy, projective telepathy, translation*

**Effect:** This power allows the Jedi to translate a beast-language and allows the Jedi to speak it. As creatures rarely have “true” languages, the Jedi is actually reading the differences in surface emotions within grunts and growls and other cues of body language. Note that the character may keep up this power if the Jedi needs to continue picking up the emotional state of a creature. For beasts that can be ridden, subtract 2D from their orneriness code while this power is in effect. A creature’s minimum orneriness code is 0D.

### Combat Sense

**Sense Difficulty:** Moderate for one opponent, modified by +3 for each additional opponent the Jedi wishes to defend against.

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

**Effect:** Combat sense allows a Jedi to focus on the battle at hand. Everything else becomes dulled and muted as the Jedi’s senses are all turned toward the combat occurring



around him. All targets become mentally highlighted in the Jedi’s mind, enhancing his ability to attack and defend. In game terms, the Jedi gains important advantages.

First, the Jedi may choose when he wishes to act that round—no initiative rolls are necessary while the power is in effect. If more than one Jedi is using the power, whoever rolled highest when invoking the power determines when he wishes to act.

Second, the Jedi’s attack and defense rolls are increased by +2. Combat sense lasts for ten combat rounds and doesn’t count as a “skill use” for determining die code penalties.

### Danger Sense

**Sense Difficulty:** Moderate or attacker’s *control* roll

**Required Powers:** *Life detection*  
*This power can be “kept up”.*

**Effect:** Danger sense allows a Jedi to extend his senses around himself like protective sensors creating an early warning system for as long as the power remains in effect.

When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger.

In game terms, if a character plans to attack the Jedi on the next round, she must declare her action the round before. Attacking characters with Force skills may roll their *control* skill to increase the difficulty of using this power.



## Instinctive Astrogation

**Sense Difficulty:** Moderate, modified by astrogation difficulty.

**Required Powers:** *Magnify senses*

**Effect:** This is the more well known ability of the Jedi to calculate astrogation routes without the use of a nav computer. The Jedi uses his *sense* skill to feel through the myriad of hyperspace routes to determine the safest path.

The difficulty is modified by the treacherousness of the path:

Task is:	Modifier (add to difficulty)
Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, she needs only generate an Easy *astrogation* total to plot a safe path. If the Jedi fails the roll, the *astrogation* difficulty is automatically Very Difficult; if the roll is missed by more than five points, increase the difficulty to Heroic.

## Life Detection

**Sense Difficulty:** Very Easy if the subject has Force skills or is Force-sensitive; Moderate if not. Modified by relationship.

*This power may be kept up.*

**Effect:** This power allows the Jedi to detect the location of sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters – if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa.

When the Jedi approaches or is approached by a sentient being, the character makes a *sense* roll and each sentient creature makes an opposed *control* or *Perception* roll to avoid detection. Both actions are “free” actions and don’t count as a skill use (and thus there are no die code penalties except those caused by injury). If a tie occurs, the Jedi detects the creature in question.

If Jedi beats the target’s roll by 10 or more points, the Jedi is aware if the person has Force skills (yes or no), is Force-sensitive (yes or no), or if they have met before (yes or no), and if yes, what their identity is.

**Example:** Ana has her *life detection* power “up.” Bill, the gamemaster, knows that three



Gamorreans are approaching Ana from behind. She rolls her *sense* to see if she can detect the beings — she rolls a 22.

The first Gamorrean’s roll is a 9; Ana’s roll beats his by 13 points. Ana knows the being is not Force-sensitive, doesn’t have Force skills; since Ana’s never met the being before, she doesn’t know its identity, not even its species.

The second Gamorrean rolls a 15 — Ana only knows about the existence and location of the second being.

Ana’s roll beats the third Gamorrean’s by 11 points, so she knows that this being is also not Force-sensitive and doesn’t have Force skills. However, Ana has met the creature before—she knows the third being is Draughckt, a Gamorrean she met a few years earlier on the planet Seltos.

## Life Sense

**Sense Difficulty:** Very Easy. Modified by proximity and relationship.

**Required Ability:** *Life detection*

*This power may be kept up to track a target.*

**Effect:** The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly



wounded, diseased, or otherwise physically disturbed the target is.

A target may use the *control* skill to hide his identity from the Jedi uses *life sense*. The character's *control skill* is added to the senser's difficulty.

### Life Web

**Sense Difficulty:** See below: modified by proximity.

**Note:** The Force-user must choose one specific species as a specialization (see below).

**Required Powers:** *Life detection, life sense, sense Force*

**Time to Use:** Two days (or more)

**Effect:** This power is used to detect large concentrations of members of a specific species such as humans, Rodians, or Chadra-Fan. When the power is used successfully, the users sense the general direction toward the population. If the Jedi beats the difficulty by 10 or more, she knows the approximate distance to the population (i.e., hundreds or thousands of kilometers, or single tens, hundreds, or thousands of light-years).

The base difficulty to use this power depends upon the size of the nearest significant population:

- Very Easy — Population in tens of billions
- Easy — Population in billions
- Moderate — Population in hundreds of millions
- Difficult — Populations in tens of millions
- Very Difficult — Populations in millions
- Heroic — Population in hundreds of thousands

This power may not be used to detect populations smaller than 100,000 individuals.

When this power is selected, the Force-user must select a specific intelligent species to specialize in. A Force-user may select more *life web* species specializations at a cost of three Character Points per additional species. The Force-user must be familiar with the species—for example, Ulic Qel-Droma could specialize in *life web: Twi'lek* since he is familiar with Tott Doneeta's unique "Force presence," but he would not be able to select *life web: Rodian* until he spent time with a member of that species. This power may only be used to detect species that the Force-user has specialized in.

This power requires at least two days of continuous concentration. For each additional two days of concentration, the Force-user may add +1D to his or her *sense* roll.

### Magnify Senses

**Sense Difficulty:** Very Easy. Modified by proximity.

**Time to Use:** Three rounds



**Effect:** This power allows a Jedi to increase the effectiveness of his *normal* senses to perceive things that are otherwise impossible without aid. He can hear noises beyond his normal hearing due to distance or softness – he can't hear or see beyond normal species frequencies. Likewise, he can see normal visible things over distances that would normally require the use of macrobinoculars, and identify scents and odors that are normally too faint for human olfactory senses.

### Merge Senses

**Sense Difficulty:** Moderate. Modified by proximity.

**Time to use:** Three rounds.

**Required powers:** *Magnify senses*

**Effect:** This power allows a Force user to perceive things through the senses of another creature, one with animal intelligence or less. He can see through the eyes of the selected creature, enjoying the benefits of being bound by the restrictions of the creature's vision. He can hear through the creature's ears; smell what that creature smells; and physically feel whatever the creature is feeling. The Force user does not control the creature, but can make suggestions. The simpler or less threatening the request, the more likely it will be agreed to. If a suggestion goes against the nature of the creature or would put it in an obviously hazardous situation, the Force user must make a sense roll against the subject's willpower. Failure means the suggestion is ignored.

While the Force user's senses are merged with a creature's, the Force user's body is

motionless, its senses unable to function until, of course, the meld is broken. Releasing the target creature requires a Moderate roll. The link with the creature is also broken by the death of either the creature or the Force user. If the creature suffers damage or dies during a meld, the Force user suffers one-half the amount of damage.

## Postcognition

**Sense Difficulty:** Easy if seeing less than two hours into the past; Moderate if seeing two hours to a week; Difficult if seeing a week to six months; Very Difficult if seeing six months to a year; Heroic if seeing a year to two years; +10 for each additional year into the past.

**Required Powers:** *Hibernation trance, life detection, sense force*

**Time to use:** Five minutes, +10 to difficulty for each minute cut. Minimum one minute.

**Effect:** *Postcognition* allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object.

The Jedi must declare how far in the past is being reviewed prior to rolling *postcognition*. If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may “search” for specific incidents or simply review past events, somewhat like viewing a hologram.

If the *postcognition* roll is equal to or higher than three times the difficulty number, the character can witness events when the object was present as if she were there herself.

If the *postcognition* roll is greater than or equal to twice the difficulty number, the Jedi gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is wavery or obscured; the other sensory impressions come through clearly.

If the *postcognition* roll is simply greater than the difficulty number, then all sensory impressions are muffled, tactile sense is dulled, smells or tastes are indistinct or mixed. The Jedi receives a vague sense of who handled the object and what events transpired around it.

**Example:** Ana is going to use *postcognition* on a blaster to see if it was used to murder an Alliance officer. She declares that she will search back a full year (a Very Difficult task) — her *postcognition* total is 24, which just barely beats the difficulty number. Ana gets several sensory impressions — blurry images of a woman

grabbing the gun, a muffled scream as a man is shot and falls to the ground. Unfortunately, the images are so indistinct that Ana can’t tell exactly who is using the gun and who was shot.

If Ana had limited her *postcognition* viewing to less than two hours — an Easy task — her roll of 24 would have been more than three times the difficulty. She would have seen any events with crystal clear clarity.

## Predict Natural Disaster

**Sense Difficulty:** Easy if the Jedi has lived in the area for more than a year. Moderate if the Jedi has been living within the area between six and 12 months. Difficult if the Jedi has been living within the area between one and six months. Very Difficult if the Jedi has been living within the area less than one month. Modified by severity of disaster (larger disasters are easier to predict) and degree to which the disaster could reasonably be predicted (gamemasters may decide that disasters are easier or harder to predict based on a multitude of factors).

**Required Powers:** *Danger sense, life detection, weather sense, magnify senses*

**Time to Use:** 15 minutes. May be reduced in five-minute increments by increasing difficulty one level per five-minute increment (minimum time to use is one minute).

**Effect:** The Jedi can sense local meteorological and geological conditions and predict imminent disasters, such as earthquakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, tornadoes, hurricanes (hurricanes can also be predicted with *weather sense*), etc. By opening his or her senses to the environment, the Jedi can predict these disturbances, much as animals can seemingly sense an earthquake hours or even days before it happens. Like *weather sense*, this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to get to know local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the Jedi wishes to extend the prediction.

## Receptive Telepathy

**Sense Difficulty:** Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

**Required Powers:** *Life sense*

*This power may be kept up if the target*

is willing and the proximity modifier doesn't increase.

**Effect:** If the Jedi makes the power roll, he can read the surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When used on another player, the gamemaster asks the player if he minds the power being used on him/her. If used on a gamemaster character the gamemaster decides if the target will resist.

If the skill's roll is double the difficulty, the Jedi can shift through memories up to 24 hours old, though this takes two rounds. A Jedi cannot sift through memories in the same round that contact is made – this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties.

This power may be used on creatures and other sentient beings, although it cannot be used on droids.

## Sense Force

**Sense Difficulty:** Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

**Effect:** This power is used to sense the ambient Force within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power.

*Sense Force* will tell a character the rough magnitude of the Force in an area or object (rich, moderate or poor in the Force), the rough type and quantity of life-forms ("many insects," "only microbes and bacteria," "teeming with plant and animal life, including higher predators") and whether the area or object tends toward the dark side or the light (for example, the tree on Dagobah which Luke Skywalker entered is a



"dark side nexus" rich in the negative energies of the dark side of the Force). An area rich in negative or positive energies may indicate past events or the activities of past inhabitants. The Jedi may also receive "vague premonitions" about the area, such as "I sense something wrong," or "I sense a great impending tragedy."

## Sense Force Potential



**Sense Difficulty:** Moderate for friendly, non-resisting targets. Moderate plus target's *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

**Required Powers:** *Life detection, life sense, receptive telepathy, sense Force*

**Time to use:** Six rounds

**Effect:** This power allows a Jedi to probe the mind of a target, and determine whether that person has the potential to be strong in the Force.

The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back. This "shield" is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become a Jedi.

The magnitude of the backlash generated by the shield depends on the character's strength in the Force. A person who is merely Force sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually send the intruder flying across the room.



## Sense Path

**Sense Difficulty:** Moderate

**Required Powers:** *Emptiness, hibernation trance*

*This power can be kept up.*

**Effect:** This power informs a character of the “path” he travels: whether his current actions are likely to lead him to the dark side, and whether any specified future actions are likely to do so (this power may be thought of as *farseeing* without control). Bear in mind that without control, the Jedi does not have the ability to decide whether he sees the past, present, or a possible future. The visions he receives are more likely to be allegorical in nature to receive specific details, the *farseeing* power must be used.

When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context.

The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn them (by showing the future of their current course), to encourage them (particularly when they have done the right thing but have no way of knowing), to provide hints, or to foreshadow upcoming events.

A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for good roleplaying. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently you should tailor the details you give to the fit character concerned. Instead, you might consider altering the way you describe the scenery; for the dark side, you might always describe rocky and barren terrain, or with a cold wind blowing, or it might always be night for the dark side and daytime or dawn for the light side. You can present these images in as contrary manner as you wish, provided you are consistent with the descriptions.

Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of darkness may be clear enough, the path of the light may be far more elusive). The Jedi must still be sure to follow the



Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite possible for a skilled Dark Jedi to twist the readings of this power to suit his own ends.

**Example:** Another narration: “You are scrambling through a rocky landscape at night. The only light is a feeble flow ahead of you, coming from behind the next outcropping. You are hurrying, trying to arrive in time to avert... something. When you pass the outcrop, the terrain falls away on all sides, and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, alone and vulnerable on a spike of rock scarcely half a meter wide at the tip, is your companion Tetsu. He is scared and crying. The column he is on is nowhere connected to the rim where you are standing: there is no way to reach him. A wind begins to howl up from below.”

**Example:** Another narration: “You are walking along a path: the route is straight and wide... and as black as coal. On your left is a second path, just as broad, just as straight, and shining brilliant white. You become aware of a presence walking along the second pathway matching you pace for pace. Ahead your paths cross, and the path that leads away from the point of intersection is twice as wide as your own... and of indeterminate color.”

## Shift Sense

**Sense Difficulty:** Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence

of Tibanna gas).

*This power may be kept up.*

**Required powers:** *Magnify senses*

**Effect:** The character may shift his or her senses as to detect phenomena of a different type than normal. Shifting eyesight to the infrared spectrum, hearing frequencies above or below normal range for his or her species, etc. This power counts as a “skill use” for determining die code penalties.

Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean that the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal’s source, and certainly will not be able to decode the information carried by the transmission.

## Translation

**Sense Difficulty:** Moderate for humans or aliens. Difficult for droids. If the target is being purposely cryptic add +5 to the difficulty, +20 if the language is written down.

*This power may be kept up.*

**Required Powers:** *Receptive telepathy, projective telepathy, life sense*

**Effect:** The character may translate a language and speak it. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts, etc. In order for this to work, the character must first hear the target speak, or see the works in written form (such as an ancient text or document). It takes only one application of this power to “understand” a language. As long as they all speak the same language and the power is kept up, the character need not roll for each individual talking. Also because they also “speak” using beeps and whistles, droids may be communicated with using this power.

Note that the character does not really know the language. Once this power is no longer in use, the Jedi is once again unable to understand or speak the language.

## Weather Sense

**Sense Difficulty:** Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and twelve months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological

conditions.

**Required Powers:** *Magnify senses*

*This power may be kept up.*

**Effect:** This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, someone using this power can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

This power does not lend itself to quick predictions, however. It usually takes weeks for a Jedi to become accustomed to local weather patterns and become familiar with unique features of the local topography that is possible to obtain accurate readings.

The prediction is effective for four hours. The difficulty increases if the Jedi wishes to make more extended forecasts.

## Alter Powers

### Telekinesis

**Alter Difficulty:** Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for 10,001 kilograms to 100 metric tons.

Objects may be moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi.

Increased difficulty if the object isn’t moving in simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers, such as using a levitated lightsaber to attack.

Modified by proximity.



*This power can be kept up.*

**Effect:** By using this power, a Jedi may levitate objects with mental power. If used successfully, the object moves as the Jedi desires.

A Jedi can lift several objects simultaneously, but each additional object requires the Jedi to make a new *telekinesis* roll.

This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies. When levitating against someone's will, the target will resist by adding his or her *Perception* or *control* roll to the difficulty number.

Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side Point. Such objects do up to 1D damage if under one kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D Speeder-scale if one to ten tons, 5D Starfighter-scale if 11 to 100 tons.

Such attacks require an additional *control* roll by the Jedi, which would be this hit roll against the target's *dodge*. If the character doesn't dodge the attack, the difficulty is Easy.

## Control and Sense Powers

### Farseeing

**Control Difficulty:** Very Easy, modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see something in the past. Add +10 to +30 for the future.

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

**Required Powers:** *Life sense*

**Time to Use:** At least one minute.

**Effect:** The Jedi may see the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the future or the past. The Jedi sees the immediate surroundings, for example, when a friend is in danger, or what happened on his home planet in his absence.

*Farseeing* requires calm conditions and at least one minute, but often takes a few minutes. *Farseeing* cannot be done in the face of danger. The Jedi's vision may not be entirely accurate:

Power roll >	Sense difficulty	Past/Present Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%

The past and present are set and it is merely



a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present – therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in the vision.

For example, 10% means that the character will only be able to make out the most basic details of a situation, such as “My friends are in danger.” 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has transpired or will transpire. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details.

When a character *farsees* into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. *Farseeing* is a great mechanic for the gamemaster to reveal part of the story – enough to tantalize the players, without ruining the story.

### Life Bond

**Control Difficulty:** Moderate

**Sense Difficulty:** See below. Modified by proximity.

**Required Powers:** *Life detection, life sense, magnify senses, receptive telepathy*

*This power can be kept up.*

**Effect:** A Jedi character may choose the life bond power to permanently form a mental link with one other individual, normally a mate (although sometimes siblings, parent and child, or even very close friends choose to life bond).

Detailed information can be learned by activating the power. If both characters have the life bond power, reduce all sense difficulties by one level (although both characters must still roll for life bond to achieve the benefits listed below). The following benefits are only in effect when the characters are actively using the life bond power.

On an Easy *sense* roll, the Force-user is aware of the other's general location and general emotional state: whether the person is frightened, in pain, injured, happy, or experiencing some other strong emotion.

On a Moderate *sense* roll, the Force-user experiences the other's senses: he or she sees through the other's eyes, hears what the other hears, and smells, tastes, and feels what the other person is experiencing. However, at this level, the characters are affected by each other's experiences – both characters share pain, and if one character is injured, the other character suffers an injury one level lower.

On a Difficult *sense* roll, the Force-user is considered telepathically linked to the life bond partner and can read the surface thoughts of the other if the other is willing to share those thoughts.

On a Very Difficult *sense* roll, the Force-user can send thoughts to the life-bonded partner (as per the *projective telepathy* power), allowing the characters to carry on a telepathic conversation.

As an added benefit, the two characters can have premonitions about each other: for example, if one character is severely injured, his or her *life bond* partner will sense that something bad has happened. This aspect of the life bond power is modified by proximity only, as outlined below. Sensing premonitions is automatic of within 11,000 kilometers of each other. If on the same planet but more than 1,000 kilometers from each other, a Very Easy *sense* roll is necessary to sense premonitions. If not on the same planet but in the same star system, and Easy *sense* roll is necessary to sense premonitions. If not in the same star system but within 10 light-years, a Moderate *sense* roll is required. If more than 10 light-years but less than 100 light-years away, a Difficult *sense* roll is necessary. If more than 100 light-years away from each other, a Very Difficult *sense* roll is necessary.

Life-bonded characters may not share skills, attributes, Force Points, or Character Points. However, since the characters do have such a close bond, the actions of one can affect the other. If a life-bonded character commits an evil action, the Jedi partner receives a Dark Side Point even though these actions were not the Jedi's fault. Obviously, life bonding is an exceedingly serious commitment, and not to be taken lightly.

Both characters must agree to the life bond for the power to work and a character may only life bond with one other individual. Life bonding takes 1D weeks to complete (as the Jedi becomes accustomed to the background Force presence of the life bond partner). During that time, the Jedi's *control* is -1D. The life bond power may not be activated until the bond is completely formed.

Death is the only means of severing the life bond. If one member of the life-bonded couple is killed, the surviving partner enters a near-catatonic state of shock for 1D days. After re-awakening, the partner grieves and readjusts to a solitary existence; all die codes are reduced by -1D for the same amount of time it took to forge the life bond.

Any attempt to forge a new life bond in the future requires a much longer period of adjustment: 2D weeks for a second bond, 3D weeks for a third bond, and so forth.

## Lightsaber Combat

**Control Difficulty:** Moderate

**Sense Difficulty:** Easy.

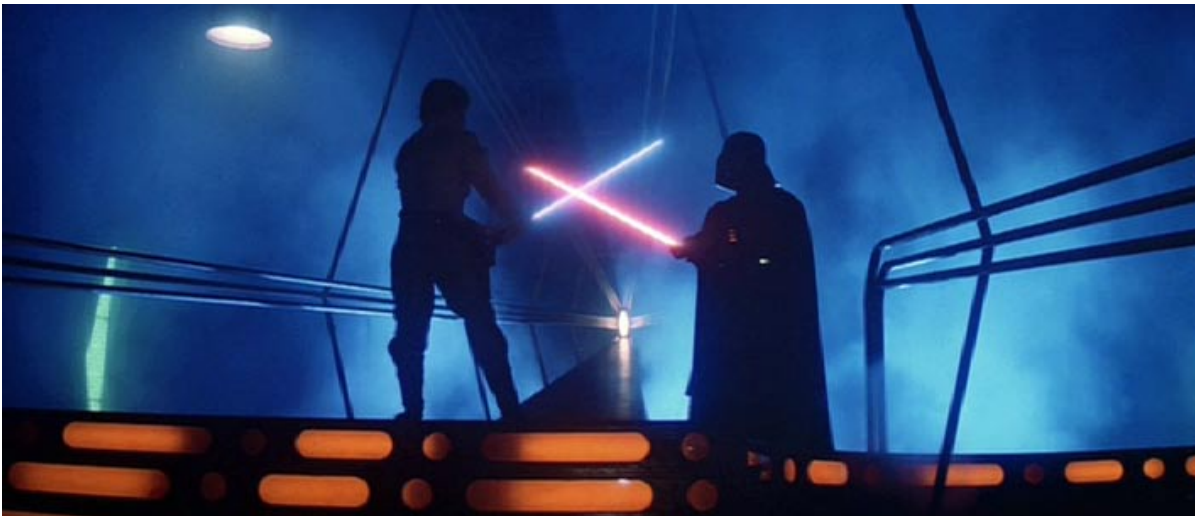
*This power may be "kept up".*

**Effect:** To use a lightsaber most effectively, a Jedi learns this power. The Jedi uses this power both to wield this elegant but difficult-to-control weapon while also sensing his opponent's actions through his connection to the Force.

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 the power back up.

If the Jedi is successful in using this power, the Jedi adds his *sense* dice to his *lightsaber* skill roll when trying to hit a target or parry, and he adds or subtracts up to the number of his *control* dice to the lightsaber's 5D 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 lightsaber with only his *lightsaber* skill to hit



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 may use *lightsaber combat* to parry blaster bolts as a "reaction skill." To do this, the character must declare that he is parrying that round, using his *lightsaber* skill as normal.

The Jedi may also attempt to control where deflected blaster bolts go; this is a reaction skill and counts as an additional action. (The Jedi cannot *full* parry when trying to control deflected bolts.) The Jedi must declare which specific shot he is controlling. Then, once the roll is made to see if the blaster bolt was parried by the Jedi, the Jedi makes a *control* roll, with the difficulty being his new target's *dodge* or the range (figured from the Jedi to his target). The damage is that of the original blaster bolt.

**Example:** Ana is entering combat: she has a *lightsaber* skill of 4D, a *control* of 5D and a *sense* of 4D+2. She activates *lightsaber combat* by making her Moderate *control* roll and her Easy *sense* roll; she decides to keep the power "up." Since she is making both the *control* and *sense* rolls in the same round, each suffers a -1D penalty.

She adds her *sense* of 3D+2 (4D+2-1D) to her *lightsaber* skill roll of 4D, for a total *lightsaber* of 7D+2. She adds her *control* of 4D (5D-1D) to her *lightsaber's* damage of 5D, for a total of 9D.

When Ana attacks in a round, that's another action, for an additional -1D penalty to all actions (total penalty of -2D); she'd only roll 6D+2 to attack and would roll 8D for damage.

Ana Decides to parry a blaster bolt and control where it goes. This is two more actions in a round, which means a total of four actions (don't forget the *control* and *sense* to keep the power "up"), for a penalty of -3D: Ana's *lightsaber* skill is 5D+2, and her *lightsaber's* damage is 7D.

Ana's attacker is using a blaster pistol that causes 4D damage.

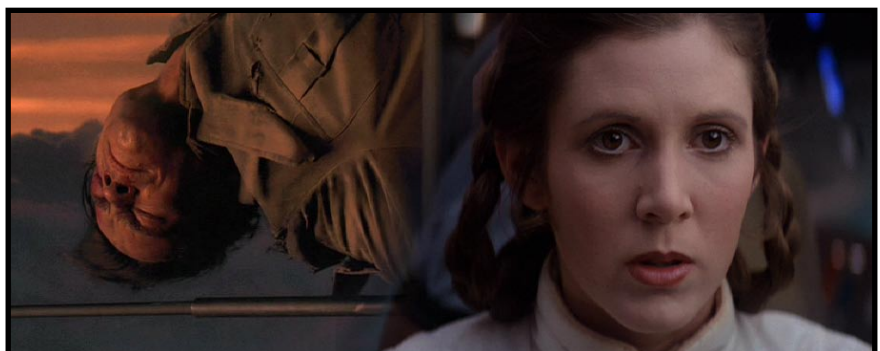
First Ana makes her parry roll with her *lightsaber*: her parry roll of 18 is higher than the attacker's *blaster* roll of 13, so Ana parries the bolt.

Now, Ana tries to control the blaster bolt. Her target is 20 meters away – that's a Moderate difficulty for the blaster pistol. Ana rolls a 14 with her *control* – just barely good enough to hit. The blaster bolt bounces off Ana's *lightsaber* blade and hits another goon, causing 4D damage.

## Projective Telepathy

**Control Difficulty:** Very Easy. Increase difficulty by +5 to +10 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:** Very Easy if the target is friendly and doesn't resist. If the target resists,



the difficulty is the target's *Perception* or *control* roll if target resists. Modified by relationship.

**Required Powers:** *Receptive telepathy, life sense*

**Effect:** If the Jedi successfully projects his thoughts, the target "hears" his thoughts and "feels" his emotions. The Jedi can only broadcast feelings, emotions and perhaps a couple of words – this power *cannot* be used to send sentences or to hold conversations.

The target understand that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify himself, the target doesn't know who is projecting thoughts to him. This power can only be used to communicate with other minds, not control them.

## Control and Alter Powers

### Accelerate Another's Healing



**Control Difficulty:**

Very Easy. Modified by relationship

**Alter Difficulty:** Very Easy

**Required Powers:** *Control another's pain, control pain*

**Time to Use:** One minute

**Effect:** This allows a Jedi to heal another character. The target is allowed to make extra healing rolls, as outlined in *accelerate healing*. The Jedi must be touching the character

whenever he attempts a healing roll

### Control Another's Disease

**Control Difficulty:** Very Easy. Modified by relationship.

**Alter Difficulty:** Very Easy.

**Required Powers:** *Control another's pain, control pain*.

**Time to Use:** One minute

**Effect:** This power allows a Jedi to help another character control his or her disease. The target is allowed to make extra healing rolls as outlined in *accelerate healing*. The Jedi must be touching the character whenever this power is activated.

### Control Another's Pain

**Control Difficulty:** Very Easy, modified by relationship.

**Alter Difficulty:** Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters.

**Required Powers:** *Control pain*

**Effect:** This power allows a Jedi to help another character *control pain*, under the same rules and conditions outlined in the same rules and conditions outlined in the *control pain* power. The Jedi must be touching the character to use this power. [**Editor's note:** The *Tales of the Jedi Companion* removes the restriction that the Jedi must be touching the character, and instead modifies the difficulty by proximity.]

### Control Breathing

**Control Difficulty:** Moderate

**Alter Difficulty:** Very Difficult

**Required Powers:** *Concentration, hibernation trance, telekinesis*

*This power may be "kept up".*

**Effect:** This power allows a Jedi to control the amount of oxygen flowing into his or her body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin into the lungs. With this power the Jedi can effectively breathe underwater, and conversely, a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear. In the cold of space or a hard vacuum, however, this power would be of little use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to "grab."

The power will remain up until the character either takes incapacitating damage or willfully drops it.

### Detoxify Another's Poison

**Control Difficulty:** Very Easy, modified by relationship.

**Alter Difficulty:** Very Easy for a very mild poison (such as alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

**Required Powers:** *Accelerate healing, accelerate another's healing, control pain, control another's pain, detoxify poison*.

**Time to Use:** Five minutes

**Effect:** This power allows a Jedi to remove or detoxify poison from a patient's body faster than is normally possible. While using this power, the Jedi must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison. Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power causes the patient a wound.

### Place Another in Hibernation Trance

**Control Difficulty:** Very Easy. Modified by relationship

**Alter Difficulty:** Very Easy. Modified by proximity.

**Required Powers:** *Hibernation trance*

**Time to Use:** Five minutes

**Effect:** This power allows a Jedi to put another character into a hibernation trance. The affected character must be in physical contact with the power's user and must agree to be "shut down" – this power cannot be used as an attack to knock others unconscious.

This power can be used to bring another character out of a hibernation trance, but the *alter* difficulty is increased by +10.

[**Editor's Note:** Both the *Second Edition Revised and Expanded* and the *Tales of the Jedi Companion* list the *alter* difficult as modified by proximity while the effect description insists the user "must be in physical contact with the power's user." I made no attempt to reconcile the contradiction.]

### Remove Another's Fatigue

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate. Modified by proximity and relationship.

**Required Powers:** *Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue.*

**Effect:** This power allows the Jedi to remove the effects of effects of fatigue in another. Unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.

### Return Another to Consciousness

**Control Difficulty:** Easy, modified by proximity and relationship.

**Alter Difficulty:** Easy for incapacitated



characters; Difficult for mortally wounded characters.

**Required Powers:** *Control pain, remain conscious*

**Effect:** The target returns to consciousness. The target has the same restrictions as imposed by the *remain conscious* power.

### Transfer Force

**Control Difficulty:** Easy modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Control pain, control another's pain*

**Time to Use:** One minute

**Effect:** This power will save a mortally wounded character from dying because the Jedi is transferring her life force to the target. When a character has force transferred to him, he remains mortally wounded, but he will not die provided he isn't injured again. The injured character is in hibernation and will stay alive in this state for up to six weeks. The Jedi must be touching the target character when the power is activated.

When this power is used, the user must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the character will get the Force Point back at the end of the adventure.

The recipient of this power must be willing.

## Sense and Alter Powers

### Dim Another's Senses

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

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

*The attribute and skills are reduced as long as the power is kept up.*

**Effect:** This power greatly reduces the *Perception* of the target character. If successful, reduce the character's *Perception* and all *Perception* skills, depending upon the result.

<b>Alter greater than or equal to control or Perception by</b>	<b>Reduce Perception</b>
0-5	-1 pip
6-10	-2 pips
11-15	-1D
16-20	-2D
21+	-3D

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.

### Lesser Force Shield

**Sense Difficulty:** Easy

**Alter Difficulty:** Moderate

**Required Powers:** *Absorb/dissipate energy, concentration, magnify senses, telekinesis.*

*This power may be kept up*

**Effect:** This power allows the Jedi to surround his body with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level.

The shield acts as STR+1D armor to all energy and physical attacks made against the Jedi including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Jedi from serious injury.

## Control, Sense and Alter Powers

### Affect Mind

**Control Difficulty:** Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

**Sense Difficulty:** Target's *control* or



*Perception roll*

**Alter Difficulty:** Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief visible phenomena, memories less than a year old, or minor emotions regarding a coming conclusion. Moderate for short hallucinations, memories less than a day old, or if the target has strict orders about the conclusion. Difficult slight disguise to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations that can be sensed with all five senses, a major memory change, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

**Effect:** This power is used to alter a character's perception so that he senses an illusion or fails to see what the Jedi doesn't want him to see. This power is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the character must describe *exactly* what he wants the effect to be. The power is normally on one target; two or more targets can only be affected if the power is used two or more times.

A character believes he is affected by any successful illusions – a character who thinks he is struck by an illusory object would feel the blow. If he thinks he was injured, pain would be felt, or if he thought he was killed, he would become unconscious. The character does not suffer any true injury.

This power can't be used to affect droids and does not work through recording devices.



## Battle Meditation

**Control Difficulty:** Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Sense Difficulty:** Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

**Alter Difficulty:** Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1,001-10,000	Very Difficult
10,000+	Heroic

*This power can be kept up.*

**Time to Use:** Five minutes

**Effect:** Battle meditation has two possible effects. The Jedi can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before initiating the power the Jedi must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Jedi may only use this power effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Jedi's immediate goal (rescuing a prisoner, defeating a group of dark siders, et cetera); allies are defined as those who seek to uphold and forward the Jedi's goal.

When attempting to turn attackers against each other, the Jedi's highest skill roll (*control*, *sense*, or *alter*) to activate the skill becomes the difficulty the targets must beat to avoid the



effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Jedi's allies' favor (the power's second function), the Jedi's enemies lose 1D for every 4D she has in her best Force skill, in an attribute determined by the Jedi (i.e., *Strength*, *Dexterity*, et cetera) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

**Example:** Nomi Sunrider and three of her Jedi Knight companions are battling a dozen Sith minion – followers of Freedon Nadd. Seeing the tide of the engagement turning in the dark siders' favor, Nomi decides to use her *battle meditation* power to help her allies overcome their enemies. Since she has a *control* of 1D+1, a *sense* 2D+1, and an *alter* 1D, she may increase one attribute of all of her companions (she chooses *Dexterity* in this case) by 2D+1 (the highest of the three), and decrease one attribute of that of her opponents by 2D+1 (She chooses *Strength*), to a minimum of 1D, until she drops the power. While Nomi continues to maintain the power, her allies all have a 2D+1 bonus to *Dexterity* (and all of its skills) and all her enemies have a 2D+1 penalty to *Strength* (and all of its skills).

## Enhanced Coordination

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

**Sense Difficulty:** Difficult

**Alter Difficulty:** Dependent upon the number of people affected by the power.

### Individuals

<b>Affected:</b>	<b>Difficulty:</b>
1-10	Very Easy
11-100	Easy
101-500	Moderate
501-5,000	Difficult
5,001-50,000	Very Difficult
50,001-500,000	Heroic (31+)

**Effect:** This power allows the Jedi to coordinate a group at the subconscious level to perform certain tasks more efficiently. The Emperor often used this power to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. This power can only be used on individuals who are in agreement with the intent of the Jedi, and it in no way grants the Jedi mental control over the troops affected. Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific skills. The skills must be the same for the entire group. For every 3D (round down) that individuals in the group have in those skills they receive a +1D bonus.

The power may be kept up, but if new troops join the battle, the Jedi must make a new roll. Likewise the Jedi must make a new roll if the individuals' skills are affected or changed. This power can only affect *Dexterity*, *Technical*, and *Strength* skills.

### Force Harmony

**Control Difficulty:** Difficult. Modified by proximity.

**Sense Difficulty:** Difficult. Modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Life detection*, *life sense*, *receptive telepathy*, *projective telepathy*

*This power can be kept up.*

**Effect:** This power allows several willing Jedi to manifest the power of the Light Side. As long as this power is operating, it bathes the users in the celestial illumination that is of the light side. It can act as a shield against the powers of the dark side, giving +5D for each Force user involved to resist the effects of powers called upon by dark side servants. This bonus is not as great as it appears since a Jedi will receive a -2D penalty for calling on this power. The number of Force-users linked in this power is limited by the number of dice that the power's imitator has in her *control* or *sense* skill, whichever is lower. For example, if Leia, who has a control of 5D+1

and a sense of 4D+2, used *Force harmony* she would be able to link only four people (including herself).

When acting as a shield against the Dark Side, if both *control* and *sense* rolls exceed the target's roll of the dark side power used (if the power requires multiple rolls, then the highest roll), the dark side power is interrupted. All powers being kept up by the target are interrupted as if the user were stunned. It doesn't cancel out the presence of the dark side, but can distract its servants and make their actions more difficult.

### Projected Fighting

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Alter Difficulty:** Moderate. Modified by proximity.

**Required Powers:** *Concentration*, *telekinesis*  
*The target must be within the Jedi's line of sight.*

**Effect:** *Projected fighting* allows the user to strike at an opponent, inflicting damage without physically touching the target. Use of this power is more than a little risky; in many cases *projected fighting* is simply using the Force for attack. However, the Jedi attempting to use *projected fighting* can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect innocent life from immediate danger. A user who uses *projected fighting* for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.

After successfully using the power, the user makes a *brawling* skill roll. If attacking a Force-sensitive, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot deflect the Jedi's blows. If the *brawling* roll is successful, the user rolls his or her full *Strength* versus the target's *Strength*. The user may target a specific portion of the body, but must subtract an additional -1D from his *brawling* skill (See *Star Wars, Revised and Expanded*, page 96 or *Star Wars, Second Edition*, page 63 for details). Be sure to add any armor bonuses that the target may have.

This power can be kept up as long as the distance between the user and the target remains the same. Should the target move significantly or the user wish to select a new target, the power must be rerolled.

# Dark Side Powers

## Control Powers

### Rage

**Control Difficulty:** Difficult

**Required Powers:** *Hibernation trance*

**Warning:** A Jedi who uses this gains one Dark Side Point.

**Note:** This power can only be used by characters who have been consumed by the dark side of the Force.

**Effect:** Rage allows a character to feel the influence of the dark side. It is a counterpart to *emptiness*.

The character must tense himself to allow the mindless rage of the dark side to possess them. Any character in *rage* will appear lifeless. The Force-user is amplifying the negative aspects of his personality, leaving his face clenched in a rictus of horror and fear.

A character must determine how long he wishes to stay in the trance when he enters it. Barring an attack or arrival of a specific person (as explained below) the Jedi remains in the trance for the duration. Every four hours, the character must make a Difficult *control* roll or he will come out of the trance.

When the Jedi leaves this state, he receives a +10 modifier to all Force skill rolls for a period equal to that spent in *rage*. After the bonus has subsided, the character takes one die of damage for every two hours he was in the trance.

Like *emptiness*, *rage* makes characters oblivious to their surroundings; they are rendered immobile. Unlike *emptiness* the character will strongly exude the dark side. This internal focusing even provides some protection against others using the Force to manipulate them in some way. Add the *rage control* roll to the difficulty of the Force power employed by the “attacking” character.

Characters also dehydrate and hunger twice as fast as normal in *rage* and are more susceptible to damage (-1D to *Strength* when resisting damage from physical and energy attacks while in this state). Characters who plan an extended

trance require intravenous nourishment.

In *rage*, the character is less oblivious to his surroundings than a Jedi in *emptiness*. For example, any physical contact by a living being is made may revive the character in *rage* (for which the Jedi will need to make a Moderate *control* roll) and it will provoke an instant berserker-like attack, regardless of who the other character is. The character then must make a Difficult *control* to cease the attack before the “offending” character is killed.

A character using *rage* can choose to anticipate the arrival of a foe, using a Difficult *sense* roll (modified by relationship) with the *life sense* power at the time they enter *rage*. This will allow them to instantly awaken (an Easy *control* roll) if the expected person comes within five meters of the person in *rage*.

This power may be used in a preparation ritual for the *transfer life* power. When an enraged person uses *transfer life*, their original body is completely consumed by the dark side, often bursting into blue flames. For every three points by which the *control* roll exceeded the *rage* difficulty, the body does 1D damage upon the explosion (three-meter blast radius).

## Alter Powers

### Bolt of Hatred

**Alter Difficulty:** Moderate

**Warning:** Anyone who uses this power gains a Dark Side Point.

**Note:** This power is a Sith discipline.

**Effect:** The Force-user creates in his hand a radiant sphere of pure hatred which he can hurl at any target within his line of sight. After a successful *alter* roll to initiate the effect, the Force-wielder makes a *thrown weapons* roll with a 2D bonus to launch the bolt of energy at his target. Characters hit by the sphere suffer 6D damage and automatically lose a Character Point.

## Dark Side Web

**Alter Difficulty:** Difficult

**Warning:** Any character who uses this power gains a Dark Side Point.

*This power may be kept up.*

**Note:** This power is a Sith discipline

**Effect:** When successfully initiated, this power summons strands of dark side power that wrap around the Force-user's target, ensnaring him in a mesh of brilliance. The lattice of energy severs the connection between the Force and the trapped individual and saps the strengths from his body.

In game terms, the target of the *dark side web* loses a number of Force skill dice up to the number of the Force-wielder's *alter* dice. For example, if King Ommin had 6D in *alter*, he could lower any one of Master Arca's Force skills by six dice; or, he could break up those six dice across all three of Arca's Force skills (*control*, *sense*, and *alter*), lowering each skill each by 2D (or in any combination as long as the total number of dice removed totals 6D).

If the Force-user desires, he may include the *Strength* attribute in the reduction, thereby given him the option of temporarily removing dice from *control*, *sense*, *alter*, and *Strength* in any combination of dice that adds up to his *alter* skill.

## Injure/Kill

**Alter Difficulty:** Targets opposing *control* or *Perception* roll

**Required Powers:** *Life sense*

**Warning:** A character who uses this power receives a Dark Side Point.

**Effect:** An attacker must be touching the target to use this power. In combat, this means making a successful *brawling* attack in the same round that the power is to be used.

When activated this user makes one roll. If it is higher than the character's resisting *control* or *Perception* total, figure damage as if the power roll was a damage total and the *control* or *Perception* roll was a *Strength* roll to resist damage.

**Example:** A Dark Jedi grabs Ana by the shoulder and uses *injure/kill* on her. The Dark Jedi's *alter* roll is 15; Ana's *control* roll is an 8. That's a difference of seven, which on the damage chart means Ana is wounded. Ana falls to the ground, clutching her shoulder.

## Control and Alter Powers

### Aura of Uneasiness

**Control Difficulty:** Easy. Modified by proximity, but limited to line of sight.

**Alter Difficulty:** Easy.

**Warning:** Any character who uses this power gains a Dark Side Point.

**Note:** This power is a Sith discipline

**Effect:** This power allows a Sith to project a field of vague discomfort and unease around him, which causes non-sentient creatures to avoid him.

### Electronic Manipulation

**Control Difficulty:** Easy for non-sentient machines; Moderate for sentient machines; Difficult for sentient machines hostile to Sith. Modified by proximity.

**Alter Difficulty:** Easy for slight alteration; Moderate for significant changes in programming; Difficult for major reprogramming.

**Required Powers:** *Absorb/dissipate energy*, *affect mind*

**Warning:** Any character who uses this power gains a Dark Side Point.

**Note:** This power is a Sith discipline

**Effect:** This power allows a Sith to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original reprogramming which has been altered, not actually rewrite a computer's programming.

Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it.

### Feed on Dark Side

**Control Difficulty:** Moderate when activated, Very Easy each round afterwards

**Alter Difficulty:** Moderate when activated; no rolls required for subsequent rounds.

**Required Powers:** *Sense Force*

**Warning:** Any Jedi who activates this power automatically receives a Dark Side Point.

*This power can be kept up.*

**Effect:** This power allows a Jedi to feed on the fear, hatred, or other negative emotions of others to make himself more powerful. It does not matter to the dark side why the others are filled with dark emotions; the feelings alone suffice.

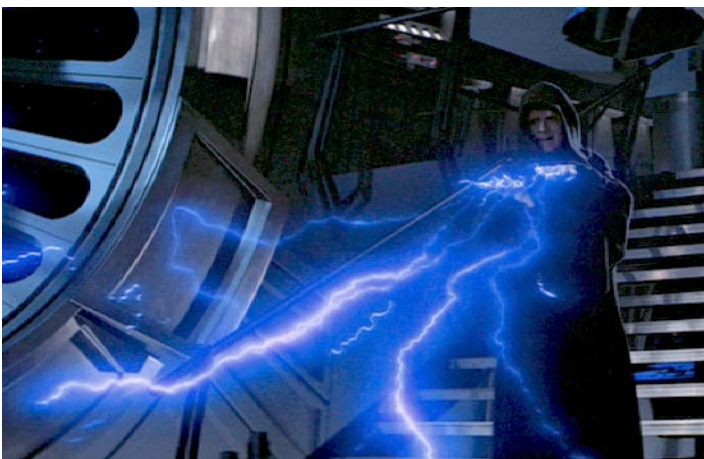
In game terms, in any round in which a character using this power is in the presence of a light side Force-sensitive who gains a Dark Side Point, the character gains a Dark Side Point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received.

Dark Jedi use this power to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these negative emotions. This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the dark side.

Players who fail to devise a better way of defeating a Dark Jedi other than by brute force are very likely to be destroyed if faced with this power.

**Warning:** Avoid overusing this power, since it can severely disrupt game balance if not used in moderation.

## Force Lightning



**Control Difficulty:** Difficult, modified by proximity, limited to line of sight.

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

**Warning:** A Jedi who uses this power for any reason immediately gains a Dark Side Point.

**Effect:** This power is a corruption of the Force. When used it produces bolts of white or

blue energy that fly from the user's fingertips like sorcerous lightning. The bolts tear through their target, causing painful wounds. Since this power is Force-generated it can be Force-repelled using *absorb/dissipate energy*.

*Force lightning* courses over and into its target, convulsing the target with serious pain, and eventually killing him. Armor does not protect a character from *Force lightning*. *Force lightning* causes 1D of damage for each 2D of *alter* the user has (rounded down: a character with an *alter* of 5D would cause 2D of damage).

## Inflict Pain

**Control Difficulty:** Very Easy. Modified by proximity

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

**Required Powers:** *Control pain, life sense*

**Warning:** A character who uses this power immediately receives a Dark Side Point.

**Effect:** The target experiences intolerable pain. The user causes damage by rolling her *alter* skill, while the target resists damage with their *control, Perception, or willpower*. The damage is figured as a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

## Waves of Darkness

**Control Difficulty:**

<b>Area of effect:</b>	<b>Difficulty</b>
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

**Alter Difficulty:**

<b>Area of Effect</b>	<b>Difficulty</b>
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

**Warning:** Any character who uses this power gains a Dark Side Point.

*This power may be kept up.*

**Note:** This power is a Sith discipline

**Effect:** The user delves into the darkness of her own spirit and dredges up the feelings of hatred, jealousy, greed, and rage that linger in the shadowed recesses. Using the Force as a power source, she expels these vile emotions in waves of dark side energy that radiate outward in an expanding sphere. Anyone caught in the

disturbance suffers immediate confusion, and a few seconds later, feels fear.

In game terms, those entering the area infested by the dark side waves must make a *willpower* or *control* roll against the Force-user's *control* total for initiating the effect. Anyone who fails the roll cannot take his next action (in this combat round or the next) and must flee on the successive round. Anyone who succeeds becomes confused and can take no more than one action each combat round until he exits the field of dark side energy.

## Sense and Alter Powers

### Force Wind

**Sense Difficulty:** Moderate

**Alter Difficulty:** Moderate to affect 5 meters; Difficult to affect 10 meters; Very Difficult to affect 15 meters.

**Required Powers:** *Magnify senses, shift sense, telekinesis*

*This power may be kept up.*

**Warning:** Any character who uses this power gains a Dark Side Point.

**Note:** This power is a Sith discipline

**Effect:** This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes that can lift people into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range.

## Control, Sense and Alter Powers

### Control Mind

**Warning:** Any Jedi who uses this power automatically receives a Dark Side Point, plus an additional Dark Side Point for every evil action she forces a victim of this power to undertake.

**Note:** The difficulties of this power are significantly decreased for those who have fallen to the dark side.

**Control Difficulty:** Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skill or Force Points) may make an opposed *control* or *Perception* rolls, selecting either their roll or the base difficulty to resist.

**Sense Difficulty:** Easy for a Jedi who has turned to the dark side, as modified by proximity. Moderate for a Jedi who is of the light side, as modified by proximity.

**Alter Difficulty:** Variable, depending on the

number of targets being controlled and whether or not they are willing. Force-sensitive targets may make opposed rolls, choosing either their roll or the difficulty, whichever is higher.

For a Jedi who has turned to the Dark Side:

Number	Willing	Unwilling
1	Very Easy	Easy
2	Easy	Moderate
3	Moderate	Difficult
4-5	Difficult	Very Difficult
6-8	Very Difficult	Heroic (31+)

For a Jedi who is of the light side:

Number	Willing	Unwilling
1	Moderate	Difficult
2	Difficult	Very Difficult
3	Very Difficult	Heroic (31+)

*This power may be kept up.*

**Effect:** The use of this power allows a Jedi to take control of another person turning him into a puppet who must obey the Jedi's will. When used successfully a Jedi can control the actions of others, making them serve his will like automations. The power may be kept up to allow the user to maintain control of his target's mind – the Jedi must make a new roll if a new target is to be added.

Characters versed in the ways of the Force (with any Force skills) can actively resist by rolling a *control* or *Perception* total. A character with an inherent affinity for the Force may resist by rolling a *Perception* total. The character may choose either the difficulty for the power use or his own roll. If the Jedi attempts to control more than one such Force-sensitive character at the same time, for all characters beyond the first, add +1 for each die code of *Perception* or *control* (as per "Combining Rules"). The Jedi must make a new power roll whenever he attempts to take over a new target. Targets may be released without a roll.

Control mind *cannot be used to control droids or computers.*

## Create Force Storms

**Control Difficulty:** Heroic

**Sense Difficulty:** Heroic

**Alter Difficulty:** Heroic modified by proximity. Modified by diameter of storm desired: +5 for 100 meters or less; +10 for 100 meters to 1 kilometer; +15 for a base of 1 kilometer and +2 for every additional kilometer. Modified by damage: +5 per 1D of damage. The user must make Heroic rolls each successive round to control the storm. She must also make a Very

Difficult roll to dissipate the storm.

**Required Powers:**

*Hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, instinctive astration, rage.*

**Warning:**

Force Storms are immensely destructive and violate the laws of nature. A Jedi using this power automatically receives a Dark Side Point.

**Effect:**

This is one of the most destructive Force powers known. It allows the Jedi to twist



the space-time continuum to create vast storms of Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds.

This power requires an extreme focus of hate and anger to an almost palpable degree and there is considerable danger involved. Some are capable of creating Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the Force-user is destroyed, the storm dissipates within minutes.

When creating a Force Storm, the character must determine the diameter and amount of damage (on a capital scale.) If the Force user fails on any of her rolls, she successfully summons the storm with the desired damage, but the storm attempts to consume the summoner.

At a +10 difficulty, the summoner can use unusual maneuvers with the storm, like creating a vortex to draw victims to a specified point.

**Doppelganger**

**Control Difficulty:** Very Difficult

**Sense Difficulty:** Very Difficult

**Alter Difficulty:** Heroic.

**Required Powers:** *Control pain, emptiness, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, projective telepathy, control another's pain, transfer Force, affect mind, dim another's senses*

*This power must be "kept up".*

**Warning:** A character using this power receives a Dark Side Point.

**Time to Use:** Five minutes

**Effect:** This power creates a doppelganger of the Force-user. Though the doppelganger is merely an illusion, but it will interact with people and appear to be real. The user can sense all normal senses through the doppelganger, including a "feel" of normal substances. Doppelgangers also register normally on all droids' audio and video sensors. Those with the doppelganger believe it to be a real person. The doppelganger acts with half the skill dice of the person that created it. Every five minutes, the user must roll again to maintain the doppelganger. If the user stops using the doppelganger or it is fatally injured, it simply fades into nonexistence.

**Drain Life Energy**

**Control Difficulty:** Easy.

**Sense Difficulty:** Easy. Modified by proximity.

**Alter Difficulty:** Easy.

*This power may be kept up.*

**Warning:** A Jedi who uses this power gains a Dark Side Point.

**Note:** This power is a Sith discipline

**Effect:** This power allows a Sith to draw power from nearby non-sentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.

**Drain Life Essence**

**Control Difficulty:** Very Difficult, inversely modified by relationship. For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.

**Sense Difficulty:** Use chart below:

Number of Victims	Difficulty
1 - 5	Very Easy
6 - 50	Easy
51 - 1000	Moderate
1,001 - 50,000	Difficult
50,001 - 1 million	Very Difficult
1 million to 10 million	Heroic

**Alter Difficulty:** Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies. Add +10 to the difficulty if individuals are imbued with the light side of the Force.

**Required Powers:** *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses*

*This power may be kept up.*

**Warning:** Any Jedi who uses this power gains a Dark Side Point.

**Effect:** This power allows a Jedi to draw life energy from those around him and channel the negative effects of the Dark Side into those victims.

All living things are a part of and contribute to the Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends.

To draw this energy the Jedi must roll this power once a day. This power is considered up at all times and thus die penalties apply.

The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained.

For individuals who have been drained for less than one week or longer than one month:

- 1-5 – one Force Point per week
- 6-50 – one Force Point per five days
- 51-1,000 – one Force Point per three days
- 1,001-50,000 – one Force Point per two days
- 50,001-1million – one Force Point per day
- 1 million to 10 million – Force Point per 12 hours

For individuals who have been drained longer than one week and less than one month:

- 1-5 – One Force Point per five days and +1D to all Force skills.
- 6-50 – One Force Point per three days and +2D to all Force skills.
- 51-1000 – One Force Point per two days and +3 to all Force skills.
- 1001-50,000 – One Force Point per day and +3D+2 to all Force skills.
- 50,001-1 million – One Point per 12 hours and +4D to all Force skills.
- 1 million to 10 million – One Point per 6 hours and +4D+2 to all Force skills.

## Memory Wipe

**Control Difficulty:** Moderate

**Sense Difficulty:** Target's *Perception* or *control* roll. Modified by relationship.

**Alter Difficulty:** Target's *Perception* or *control* roll. Modified by relationship.

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

**Note:** This power is a Sith discipline

**Warning:** A character who uses this power immediately gets a Dark Side Point.

**Effect:** This dreadful power allows a Sith to sift through a person's mind and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be perused per session.

## Telekinetic Kill

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

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

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

**Required Powers:** *Control pain, inflict pain, injure/kill, life sense*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** This power is used to telekinetically injure or kill a target. The user makes his *alter* roll against the target's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse of the trachea, stir in the brain, squeeze the heart, or any number of methods.





## Transfer Life

**Control Difficulty:** Heroic, modified by relationship. If the victim is unwilling, increase the difficulty by +15.

**Sense Difficulty:** Heroic, modified by proximity. If the target is unwilling, increase the difficulty by +15.

**Alter Difficulty:** Variable, depending on willingness and Force affinity.

Circumstances	Difficulty
Specially Prepared	Easy
Clone Host Body	
Recently Dead Body	Moderate
Live Willing Host	Very Difficult
Live Unwilling Host	Heroic

Those that are Force sensitive may make an opposed *alter* or *willpower* roll, selecting either the roll or the difficulty, whichever is higher.

**Required Powers:** *Absorb/dissipate energy, accelerate healing, control pain, emptiness, detoxify poison, hibernation trance, reduce injury, remain conscious, resist stun, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, injure/kill, farseeing, projective telepathy, receptive telepathy, accelerate another's healing, control another's pain, feed on dark side, inflict pain, return another to consciousness, dim another's senses, transfer Force, affect mind*

**Warning:** Any Jedi using this power receives two Dark Side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

**Effect:** This power allows character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers. To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies.

Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.



## Special Powers

### Force Scream

**Note:** This is an involuntary power that may be activated when a Dark Jedi loses control of her temper.

**Effect:** The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger, and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the Dark Jedi are capable of unleashing untold devastation.

The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating the Dark Jedi and those unfortunate enough to be in close proximity.

The Force scream has been called “a wave of hatred amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with ease.” A number of references to Dark Jedi in Old Republic archives often mention the Dark Jedi losing control, violently, in the final moments of battle with the Jedi of the light side of the Force.

In game terms, a Force scream is a reflex, usually occurring when Dark Jedi are provoked into losing their tempers. A Dark Jedi must make a Difficult *willpower* roll whenever angered to the point of rage; if the roll fails, the Jedi releases the *Force scream*. All of the Dark Jedi's die codes are reduced by 2D for one hour, and he must rest for one hour or suffer an additional -2D penalty until rested (penalties are cumulative).

The *Force scream* causes damage equal to the Dark Jedi's *alter* skill to all beings within 50 meters, including the Dark Jedi who unleashed this mental energy. Force-sensitive characters roll their *alter* dice to resist damage (those without the *alter* skill use *Strength*).

# Converted Powers

[Editor's note: All powers in this section except those from the *Hero's Guide* were converted by Gary Astleford and are available at his website at <http://www.verminary.com/rebellion/>.]

## Control Powers

### Burst of Speed



**Source:** *Revised Core Rulebook*, page 107.

**Control Difficulty:** Moderate

**Required Powers:** *Enhance attribute*

**Effect:** A Jedi can use this power to enhance his Move rating, increasing his running and walking speeds dramatically for a short period of time. Both the duration and Move increase are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

Control Roll > Difficulty By:	Move Increase	Duration
0-8	+5	4 Rounds
9-20	+10	3 Rounds
21+	+15	2 Rounds

### Channel Rage

**Source:** *Dark Side Sourcebook*, page 18.

**Control Difficulty:** Easy.

*This power may be kept up.*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** This power, when used, channels the character's anger and rage into a berserk fury, which increases his prowess in battle. Game effects include a temporary +2D bonus to *Strength*, and a -1D penalty to all defensive skill rolls. Raging characters are unable to perform any action or Force power that requires patience and/or concentration. When use of *channel rage* ends, the user loses two pips from his *Strength* die code for every round the power was kept up (reducing his *Strength* die code to a minimum of 1D).

### Up the Walls

**Source:** *Hero's Guide*, pg 47

**Control Difficulty:** Difficult

**Required Powers:** *Enhance attribute, burst of speed*

**Effect:** You can use some or all of your movement on a wall, as long as you begin and end your turn on the floor. The height you can achieve



on the wall is limited only by your movement limit. You must use this power in conjunction with your *running* skill and movement rules as described in *Star Wars Roleplaying Game Revised and Expanded Second Edition* p.101, multiple action penalties apply. If you do not end your move on the flo-

or or if you fail your *running* roll, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as normal floor for the purposes of measuring your movement, but not for where you can begin or end your move. Shifting from a horizontal surface to a vertical surface (and vice-versa) costs 2 meters of movement.



## Sense Powers

### Force Shot

**Source:** *Star Wars Gamer 9*, page 92

**Sense Difficulty:** Moderate  
*This power may be kept up.*

**Required Powers:** *Life detection, life sense, sense Force.*

**Warning:** Anyone who uses this power to harm a helpless character receives a Dark Side Point.

**Effect:** This power is used to increase a character's accuracy with missile weapons against hidden or concealed targets. If successful, the Force-user may add his *sense* dice to his ranged attack rolls against an organic/living target that is either fully or partially concealed, be it behind a wall, through smoke, or in darkness or shadow. At least some portion of the target must be concealed by some degree of cover to be effective. This power is called on at the start of a battle, and remains up until the Jedi is stunned, wounded, or worse. Any Jedi who has been stunned or wounded may attempt to activate the power again.

### Guided Attack

**Source:** *Star Wars Gamer 9*, page 92

**Sense Difficulty:** Target's *control* or *Perception* roll

*This power may be kept up.*

**Required Powers:** *Combat sense, danger sense, farseeing, life sense, life detection, sense Force.*

**Warning:** Anyone who uses this power to harm a helpless character receives a Dark Side Point.

**Effect:** By successfully using this power and studying a single opponent for two full rounds, a character can anticipate that opponent's reactions in combat. This effectively reduces the

opponent's defense dice rolls made to evade the character's attacks by half for the duration of the combat, or until the character using this power is stunned, wounded, or worse.

### Nature Affinity

**Source:** *Coruscant and the Core Worlds*, page 45.

**Sense Difficulty:** Moderate or Difficult

**Required Powers:** *life detection, life sense, sense Force.*

**Effect:** With a Moderate difficulty, this power allows the user to detect and identify the specific kinds of plant and animal life forms in a 200 meter radius. Those not wishing to be found can resist by rolling *control* or *hide*, and the result of this roll replaces the standard difficulty number. This power may only be used once per hour. With a Difficult difficulty, the user can also sense the "health" of an area, and this is expressed in a single word such as "harmonious," "threatened," or "dying."

### Sense Surroundings

**Source:** *Power of the Jedi Sourcebook*, pg 29

**Sense Difficulty:** Easy.

*This power may be kept up.*

**Required Powers:** *Magnify senses, sense Force.*

**Effect:** Sense surroundings allows a Force-user to extend his senses through the Force, permitting him to fight and make *search* checks despite darkness or obstruction. This power doesn't duplicate the *magnify senses* power, but it does allow a character to perceive things normally through the Force instead of through a normal sense. This power can only be used to counter either blindness or deafness. In order



to counteract both lack of sight and sound, the power would need to be used twice (thus granting a multiple action penalty).

## Alter Powers

### Empower Force

**Source:** *Hero's Guide*, page 139.

**Alter Difficulty:** Very Difficult

**Effect:** All Force powers that have a variable effect based on a die roll (for example damage for *Force lightning*, or the benefits of *enhance attribute*) are increased by one-half (multiply by 1.5, rounded down). This power must be activated in the same round as the related power. Multiple action penalties apply. Once the damage or benefit has been rolled, the result is multiplied by 1.5 (rounded down) and then added to the total. If the Jedi wants to affect more than one power, he must make separate *empower Force* rolls.

For example, a Force-user wishes to attack a target with *Force lightning*. The Force-user's *alter* die code is 7D. If he successfully activates *empower force* before making his attack, he will roll his 3D for damage. He rolls a nine, but has a final result of 13.

### Enlarge Force

**Source:** *Hero's Guide*, page 139.

**Alter Difficulty:** Difficult

**Effect:** This power allows a Jedi to double the range of those Force powers that are limited by distance (*life bond*, for example). The Jedi must successfully activate *enlarge Force* in the same round as the Force power it is meant to enlarge. Force powers without range limitations are not affected.

### Extend Force

**Source:** *Hero's Guide*, page 140.

**Alter Difficulty:** Difficult

**Effect:** This power allows a Jedi to double the duration of those Force powers that has an affect that expires after a certain time (*combat sense*, or *enhance attribute*, for example). The Jedi must successfully activate *extend Force* in the same round as the Force power it is meant to extend. Multiple action penalties apply. Force powers that are not affected by duration or an expiration time are not affected by this power.

### Force Flight

**Source:** *Revised Core Rulebook*, page 108.

**Alter Difficulty:** Equal to the number of meters the Jedi wishes to move himself (20 meters maximum).

**Required Powers:** *Concentration, telekinesis*

**Effect:** Using this power instead of walking, a Force-user can physically move himself a number of meters either horizontally or vertically. The difficulty of the *alter* roll for this ability is equal to the number of meters that the Jedi wishes to move himself, but under no circumstances can the distance be greater than 20 meters. If the Force-user has not landed by the end of the round, he may suffer falling damage (at the gamemaster's discretion).

### Force Light

**Source:** *Power of the Jedi Sourcebook*, page 12.

**Alter Difficulty:** Very Easy.

**Required Powers:** *Force harmony, life detection, life sense, projective telepathy, receptive telepathy.*

**Effect:** This power allows a Jedi to channel the Force into blasts of light that can destroy dark side spirits, as well as cleanse the taint of dark side locations. This light side energy emanates out to ten meters from the power's user, affecting all dark side characters, creatures, spirits, or sites within that area. When activated, the player rolls his *alter* score and checks his success on the following table:

Alter Roll > Difficulty By:	Character/ Creature	Dark Side Spirit	Dark Side Site
0-10	Easy	2D+2	No Effect
11-20	Moderate	5D	No Effect
20-35	Difficult	7D+2	No Effect
36+	Very Difficult	10D	Reduce Site Power

In the case of dark side characters and creatures, those within the effective range of the power must make a *control* or *willpower* skill roll with the difficulty listed, or they will lose a Dark Side Point. In the case of dark side spirits, the damage listed is inflicted upon them. If the target is a dark side site, its power level may be reduced.

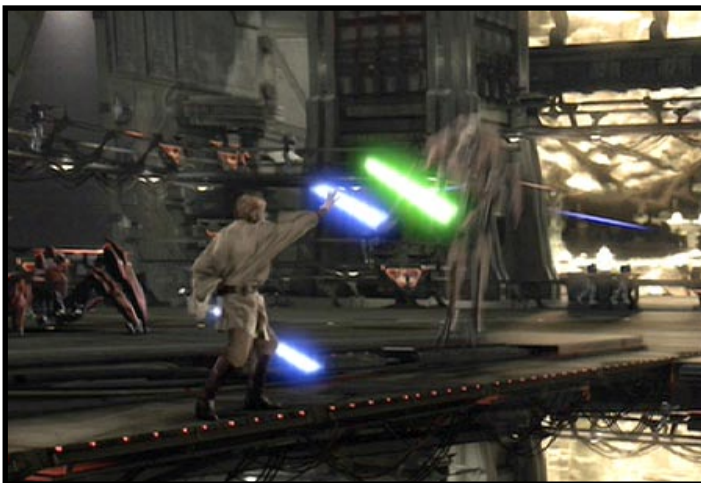


### Force Push

**Source:** Core Rulebook, page 86.

**Alter Difficulty:** Target's *control* or *Strength* roll, +3 to difficulty for every 5 meters away from target, line of sight only.

**Required Powers:** *Concentration, life detection, telekinesis.*



**Effect:** With this power, a Jedi may use the Force to push several adjacent targets backwards, knocking them prone or banging them against a wall. Each target past the first incurs a -1D penalty on the Jedi using the power (ie, 1 target, no penalty; 2 targets, -1D penalty; 3 targets, -2D penalty; 4 targets, -3D penalty...). Each target makes either a *control* or *Strength* roll to resist, and the acting Jedi's *alter* roll result is compared to each result in turn to determine the effects. A target that is knocked back into a wall or other solid object takes the listed damage. If a Jedi kills a living being as a result of this power he immediately receives a Dark Side Point; as such, he may roll less than his full alter score if he so chooses.

**Alter Roll > Target pushed back/  
Difficulty By: Collision damage**

0-5	2 meters / 2D
6-10	3 meters / 3D
11-15	5 meters / 4D
16-20	10 meters / 5D
21+	15 meters / 6D

### Inspire

**Source:** *Power of the Jedi Sourcebook*, pg 13

**Alter Difficulty:** Very Difficult, modified for proximity.

*This power may be kept up.*

**Required Powers:** *Affect mind, battle meditation.*

**Effect:** With successful use of this power, a Jedi can instill great confidence in one or more of his allies. This inspiration is reflected in a +1D bonus to all ability and skill rolls made by an affected ally, and last as long as the user desires to keep it up. The number of allies who gain the bonus is determined by the success level of the initiating *alter* roll:

<b>Alter Roll &gt; Difficulty By:</b>	<b>Number of Targets</b>
0-5	1-10
6-10	11-100
11-15	101-1,000
16+	1,001-10,000

### Kinetic Combat

**Source:** *Hero's Guide*, page 42.

**Alter Difficulty:** Difficult

**Required Powers:** *Telekinesis*

**Effect:** Once the Jedi has successfully activated this power, he may wield a melee weapon or lightsaber with



the power of the Force at a distance up to 10 meters, as though the weapon were in his hands using his *melee weapons* or *lightsaber* skill respectively. Multiple action penalties apply. The first round, the Jedi can make only one attack. As his control improves, he may attack with the weapon as many times as possible (as determined by multiple action penalties).

### Maximize Force

**Source:** *Hero's Guide*, page 140.

**Alter Difficulty:** Heroic

**Effect:** This power allows a Force-user to maximize the effect (usually damage) of her Force abilities. Instead of rolling for damage or other variable result, the die rolls are automatically calculated as though she had achieved the maximum effect possible. If the normal damage dice would have been 3D+2, the result is automatically calculated as 20. This power must be activated in the same round as the power it is attempting to maximize. Multiple action penalties apply. Force powers without random variables based on die rolls are not affected by this power.

**Note:** Gamemasters are highly advised to be cautious when using or awarding this power as it can disrupt game balance.

### Shadow Bomb

**Source:** *New Jedi Order Sourcebook*, page 140-141

**Alter Difficulty:** Special (see below)

*This power may be kept up.*

**Required Powers:** *Telekinesis*

**Effect:** This power was developed in order to stealthily deliver non-propelled proton torpedoes to Yuuzhan Vong targets. Using the Force, a starfighter pilot can release his missiles, guiding them to the target with his thoughts alone. The difficulty of this power is the difficulty to hit the target (based on a range of 1/2/4), with the difficulty further increased based on the target's speed (*Second Edition Revised and Expanded*, page 127). The Force-user must keep this power up until the torpedo hits its target. A torpedo guided this manner that hits a Yuuzhan Vong target ignores any protection normally afforded by its dovin basal shields.

### Split Force

**Source:** *Hero's Guide*, page 140.

**Alter Difficulty:** Difficult

**Effect:** This power allows the Jedi to add

one additional target to his or her Force power during that round. For example, he or she may select one additional object for *telekinesis*, or one additional person for *return another to consciousness*. Powers that already target more than one person or object are not affected. Likewise, powers that only target only the user are not affected. *Split Force* must be activated in the same round as the power it is meant to split.

## Control and Sense Powers

### Battle Meld

**Source:** *New Jedi Order Sourcebook*, pg 146

**Control Difficulty:** Easy, +2 for each person to be included in the link. Modified by relationship.

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

*This power may be kept up.*

**Required Powers:** *Life detection, life sense, projective telepathy, receptive telepathy.*



**Effect:** This power may be used to include any other Force-sensitive characters in a telepathic link. A person involved in the meld can add a +1 pip bonus to any attribute or skill rolls made for every two people that are linked together in this way. Note that only the highest modifiers for relationship and proximity are applied to this power's difficulties when it is activated. For each round the meld remains active, each participant must succeed at a Moderate *willpower* or *control* roll, or be forced out of the meld. If the Force-user who initiated the meld fails this roll, the entire link fails. The bonus granted by the battle meld applies to this *willpower* or *control* roll.

## Shield Gauntlet Defense

**Source:** *Rebellion Era Sourcebook*, page 49.

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

*This power may be kept up.*



**Effect:** This power works in a manner similar to that of the *lightsaber combat* power, but centers on defense. If a character successfully uses this power, he adds his Sense rating to his *brawling parry* and *melee parry* skill rolls while using a Shield Gauntlet. Additionally, blaster bolts can be deflected using the *melee parry* skill, and the system is the same as the one listed for *lightsaber combat*.

## Sith Sorcery

**Source:** *Dark Side Sourcebook*, page 18.

**Control Difficulty:** Difficult.

**Sense Difficulty:** Moderate.

**Required Powers:** *Enhance attribute, feed on dark side, life detection, life sense, sense Force.*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** *Sith sorcery* is used to channel the spirits of dead Sith lords into a character's body, augmenting his own natural abilities at the risk of possession. If successful, this power grants bonuses to attacks, resistance rolls, *Strength* (to resist damage only), and any use of dark side Force powers (ie, any powers that give Dark Side Points when used). The extent of the

bonus and the power's duration are determined by the amount the Jedi's *control* roll exceeds the difficulty. The duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

### Control Roll >

Difficulty By:	Bonus	Duration
0-6	+2	4 rounds
7-12	+1D	4 rounds
12-18	+1D+1	3 rounds
19-24	+1D+2	3 rounds
24+	+2D	2 rounds

**Special:** Whenever *Sith sorcery* is used, in addition to receiving a Dark Side Point, the character opens himself up to possession by Sith spirits. He must immediately succeed in a Moderate *willpower* skill check, with the difficulty increased by the amount of the bonus received. For example, a Dark Jedi beats his *control* roll difficulty by 8 points, gaining a +1D bonus. When the power fades, he must make a *willpower* roll with a difficulty of Moderate +1D. If the skill roll succeeds, there are no complications. If it fails, however, the character is possessed by a dark side spirit.

## Sith Sword Combat

**Source:** Adapted from *Sith Sword Defense*, *Dark Side Sourcebook*, page 18-19.

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

*This power may be kept up.*

**Effect:** This power works in a manner similar to that of the *lightsaber combat* power, but centers on defense. If a character successfully uses this power, he adds his *sense* rating to his *melee parry* skill rolls while using a Sith Sword, and is able to add (but not subtract) part or all



of his *control* dice to the Sith Sword's damage. Additionally, blaster bolts can be deflected, and the system is the same as the one listed in *lightsaber combat*.

## Control and Alter Powers

### Create Force Talisman

**Source:** Adapted from the Force Adept ability in the *Revised Core Rulebook*, pages 55-56.

**Control Difficulty:** Moderate.

**Alter Difficulty:** Difficult.

**Required Powers:** *Concentration, control another's pain, control pain, Force weapon, transfer Force.*

**Effect:** By using this power and spending a Force Point, a Force user can imbue an item of personal significance with Force energy, thereby creating a Force Talisman. A Force Talisman grants its possessor a bonus to resist Force powers, adding this bonus to any rolls made to resist hostile Force powers. A Force user can only possess one talisman at a time. The bonus granted by the talisman depends on the amount by which the Force user succeeds at his *alter* skill roll.

<b>Alter Roll &gt; Difficulty By:</b>	<b>Resistance Bonus</b>
0-8	+2 pips
9-16	+1D
17+	+1D+1

### Drain Energy

**Source:** *Dark Side Sourcebook*, page 14-15.

**Control Difficulty:** Very Easy for simple devices (datapads, holorecorders, droid callers); Easy for power packs (such as blasters); Moderate for energy cells (lightsabers, force pikes, vibro weapons); Difficult for portable generators (E-Web repeating blasters, droids).

**Alter Difficulty:** Easy if the target is a non-sentient piece of equipment. If the target is a droid, the *alter* difficulty is the droid's *Strength* roll.

**Required Powers:** *Absorb/dissipate energy.*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** Use of this power allows a Jedi to drain the energy from power packs, energy cells, and similar power sources. This can render powered and electric equipment useless until the power source is replaced or recharged. Power generators larger than a portable generator, such as a fusion generator (used in power droids,

vehicles, and ships) are too large to be drained by this ability. Using this power takes a full round. It can affect a single target within the character's line of sight up to 10 meters away. Due to the fact that this power uses dark side energy to siphon power, it grants the user a Dark Side Point.

### Enhance Another's Attribute

**Source:** Adapted from *Force Mind* in the *Revised Core Rulebook*, page 108-109.

**Control Difficulty:** Easy, modified by relationship.

**Alter Difficulty:** Moderate.

**Required Powers:** *Enhance attribute, control pain, control another's pain, transfer Force*

**Effect:** A Jedi can use this power to enhance a single attribute for one being for a limited amount of time. All skills covered by the attribute are increased by the same amount for as long as the power remains in effect. An attribute increased by this power remains enhanced for the duration listed below. Both duration and attribute increase are determined by the amount the Jedi's *Alter* roll exceeds the difficulty. Duration can be increased by spending character points – for each character point spent, the duration increases by one combat round. These points can be spent at any time before the power fades. A Jedi can only increase on attribute at a time. If a character attempts to enhance a second attribute, the first enhancement fades and the second is increased.

<b>Alter Roll &gt; Difficulty By:</b>	<b>Attribute Increase</b>	<b>Duration</b>
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

### Force Weapon

**Source:** Adapted from the Force Adept ability in the *Revised Core Rulebook*, pages 55-56.

**Control Difficulty:** Equal to the melee weapon's base difficulty (ie, a knife is Very Easy).

**Alter Difficulty:** Moderate.

**Required Powers:** *Concentration*

**Warning:** A character who uses this power in order to injure or kill a helpless being immediately gains a Dark Side Point.

**Effect:** A Force user with this power can temporarily imbue a non-powered melee weapon (such as a club, knife, staff, etc.) with the Force. This power can only be used on the Force user's personal weapon, and only while





he uses the weapon himself. The power lasts for five rounds, after which time it must be activated again. The amount by which the *alter* skill roll exceeds the difficulty determines how much extra damage the weapon inflicts on a successful hit. Note that this damage will allow a weapon to exceed its listed maximum damage (if any).

<b>Alter Roll &gt;</b>	<b>Damage</b>
<b>Difficulty By:</b>	<b>Increase</b>
0-8	+1 pip
9-16	+2 pips
17-24	+1D
25+	+1D+1

## Hatred

**Source:** *Dark Side Sourcebook*, page 18.

**Control Difficulty:** Moderate.

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

**Required Powers:** *Control pain, inflict pain, injure/kill, life detection, life sense, hibernation trance, rage, waves of darkness.*

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** This power is similar to *Force scream*, but is used voluntarily. The character using this power releases his hatred into a blast of Force energy. Successful use of this power deals 3D damage to all targets within ten meters of the character, and gives each one a -1D penalty to all rolls for the remainder of the round. The effects of this power last a single round, though the duration can be increased by spending character points – for each character point spent, the duration is increased by one round. These points can be spent at any time before the power fades.

## Morichro

**Source:** *Power of the Jedi Sourcebook*, pg 16

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

**Alter Difficulty:** *Perception* or *control* roll of

the target.

**Required Powers:** *Accelerate another's healing, control another's pain, control pain, hibernation trance, injure/kill, life detection, life sense, place another in hibernation trance.*

**Note:** A character with more than two Dark Side Points cannot utilize the power.

**Warning:** If the target of this power dies for any reason while being under its influence, the Force-user who initiated the power gains a Dark Side Point.

**Effect:** This power is an offensive variation of *place another in hibernation trance*. It allows a Force-user to put someone into a trance-like state. If the target fails his *Perception* or *control* roll to resist this power, in addition to rolling a "1" on the Wild Die, the target immediately dies and the user of the power gains one Dark Side Point. The target can spend a Force Point in order to escape immediate death. When used against a living being, *morichro* has a maximum range of 10 meters. The effects are otherwise identical to the *place another in hibernation trance* power.

## Plant Surge

**Source:** *Power of the Jedi Sourcebook*, pg 14

**Control Difficulty:** Varies. See chart below.

**Alter Difficulty:** Target's *control* or *brawling parry* roll.

**Required Powers:** *Concentration, telekinesis*

**Effect:** When used, this power causes plants (grasses, weeds, bushes, trees, etc.) to entangle target creatures, holding them fast or slowing them down. The *control* difficulty depends on the area that the Force user wishes to affect:



<b>Radius</b>	<b>Control Difficulty</b>
2-meter radius	Easy
4-meter radius	Moderate
6-meter radius	Difficult
8-meter radius	Very Difficult

The *alter* difficulty is the *control* or *brawling parry* roll(s) of the target(s). If the Force-user succeeds in his use of the power, the targets are considered to be entangled. Entangled creatures suffer a -1D penalty to all attack rolls,

a -2D penalty to their *Dexterity* scores, and can only move at half of their normal Movement scores. Entangled characters can attempt to escape, but this requires a Difficult *Strength* check to accomplish.

## Sense and Alter Powers

### Friendship

**Source:** *Revised Core Rulebook*, page 89.

**Sense Difficulty:** Target's *control* or *Perception* roll.

**Alter Difficulty:** Very Easy against a person or animal that has no reason to mistrust you, or who wants something from you (an eager salesman, for example); Easy against a person or an animal who is neutral or indifferent to you; Moderate against a wild animal, or a person who has a societal reason to dislike you (i.e., prejudice); Difficult against a hungry predator, or a person who has a personal reason to dislike or hate you; Very Difficult against a person who is a sworn enemy, or an animal who is starving, angry, or wounded.



**Effect:** Proper application of this power can calm a hostile person or animal. Use of *friendship* employs calming emotions that can cause enemies to re-think their motives, or open them up to discussion and parley. *Friendship* does not make them forget past events (such as when you tried to kill them), but it might give you a chance to bring about a peaceful solution to a disagreement. The target of *friendship* will remain calm until a situation occurs that alters that state. A bonus granted to all *bargain*, *command*, *con*, or *persuasion* rolls made against the target following the use of *friendship* is based on the amount by which the *sense* roll exceeds the target's *control* or *Perception* roll.

Sense Roll >	Skill
Difficulty By:	Bonus
0-5	+2
6-10	+1D
11-15	+1D+1
16-20	+1D+2
21+	+2D

### Malacia

**Source:** *Power of the Jedi Sourcebook*, pg 13

**Sense Difficulty:** Moderate.

**Alter Difficulty:** Target's *control* or *Strength* roll.

**Required Powers:** *Enhance another's attribute*, *enhance attribute*, *control pain*, *control another's pain*, *transfer force*.

**Effect:** This power causes extreme dizziness and nausea in a single target within the user's line of sight. A target affected by this power is considered to be stunned for 2D rounds, and cannot take any actions during that time.

## Control, Sense and Alter Powers

### Alchemy

**Source:** *Dark Side Sourcebook*, page 13.

**Control Difficulty:** Moderate.

**Sense Difficulty:** Moderate.

**Alter Difficulty:** Varies (see below).

**Required Powers:** *Accelerate another's healing*, *control another's pain*, *control pain*, *enhance attribute*, *enhance another's attribute*, *feed on the dark side*, *hibernation trance*, *injure/kill*, *life detection*, *life sense*, *place another in hibernation trance*, *sense Force*, *Sith sorcery*, *transfer Force*.

**Warning:** A character who uses this power automatically receives a Dark Side Point.

**Effect:** Using ancient Sith equipment and arcane formulae, a character with this Force power can alter the molecular composition of living beings, creating dark side mutants. All changes made to a being with this power create horrific physical mutations. Altering multiple aspects requires multiple rolls, with each roll taking one minute and granting an additional Dark Side Point. To use this power successfully requires thousands of credits worth of alchemical equipment and raw materials (as well as a subject). Each alteration made inflicts 4D damage against the subject. This power can also be used to reshape inanimate matter.



## Sever Force

**Source:** *Power of the Jedi*, page 14.

**Control Difficulty:** Difficult.

**Sense Difficulty:** Varies (see below).

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

**Special:** Anyone using this power must spend one Force Point.

**Required Powers:** *Affect mind, battle meditation, concentration, hibernation trance, emptiness, force harmony, force of will, life detection, life sense, projective telepathy, receptive telepathy, sense Force, sense Force potential.*

**Note:** This power seems to be extremely unbalancing, as written in the d20 rules. The author has made an attempt to adapt it, while maintaining the flavor of the power. Individual gamemasters may not wish to allow players access to this power, for obvious reasons.

**Effect:** This power severs a dark sider's ties to the Force, preventing him from using any Force skills. It is not effective against a character who has less than four Dark Side Points, and anyone with more than three Dark Side points cannot use this power at all. The effects of Sever Force are permanent, and the only way for a target to reverse the effects are to reduce the number of Dark Side Points he has below four. The power's *sense* difficulty depends on the number of Dark Side Points possessed by the target. The *sense* difficulty is Difficult if the target has four or more Dark Side points, and is Moderate if the target has seven or more Dark Side Points. The amount by which the character using *sever force* makes his *alter* skill roll determines how effective this power is at severing his target's connection to the Force. If successful, the target of this power must roll a *control* check each time he attempts to use a Force power. The base difficulty of this roll is detailed on the following chart:

Alter Roll > Difficulty By:	Force Use Difficulty
0-10	Moderate
11-20	Difficult
21-35	Very Difficult
36-50	Heroic
51+	Heroic +5

The base difficulty for the target to use Force powers is further modified by the number of Dark Side Points he possesses. If the target reduces his Dark Side Point total below three, he no longer needs to make this roll.

### Alteration

	Alter Difficulty
Add Claws or Fangs (strength +2 damage)	Difficult
Add Horns (strength +1D damage)	Difficult
Add Natural Armor (+1D versus energy)*	Heroic
Add Natural Armor (+1D versus physical)*	Very Difficult
Alter Physical Appearance (+1D to Intimidation)*	Moderate
Grant Darkvision (20')	Very Difficult
Increase Attribute (+1 pip)	Heroic
Increase/Decrease Size By Half*	Heroic
Increase Move Score +2 (up to twice original score)	Very Difficult
Make Target Obedient (-1D to Willpower)	Very Difficult

\*Each additional use of this alteration on the same target increases the *alter* difficulty by 5 points and grants an additional Dark Side point.

### Illusion

**Source:** *Dark Side Sourcebook*, pgs 15-16.

**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.

# Fan-Made Powers

## Control Powers

### Control Temperature

**Control Difficulty:** Easy

**Required Powers:** *Hibernation trance, absorb/dissipate energy*

*This power may be kept up*

**Effect:** When successfully activated, this power allows the Jedi a stricter control over her body temperature. By speeding or slowing her metabolism she is able to change her core temperature, thereby allowing her to be more resilient to environmental changes. Whether these changes are due to malfunctioning life support systems, or harsh wilderness temperatures, the Force user can withstand greater heat and cold than most beings.

Furthermore, the Jedi can also choose to control her surface body temperature to hide herself from heat-based sensors or hide from species that use heat detection as a primary sense.

In game terms *control temperature* allows the Jedi to add bonus dice to her *survival* or *stamina* skill rolls to live in much harsher environments than she would normally be able to. Alternatively, the Jedi may choose to control their skin temperature to add to their *sneak* skill roll to avoid being detected by heat sensors. In either usage, the amount of bonus dice depends on the Jedi's skill roll. Using the power for both purposes in the same round requires an additional action with a +5 to the difficulty for each roll.

Roll beats difficulty by:	<i>Survival/stamina</i> or <i>Sneak</i> skill bonus:
0-5	+3D
6-14	+4D
15-21	+5D
25+	+6D

## Sense Powers

### Direction Sense

**Sense Difficulty:** Easy; modified by Proximity  
*This power can be kept up.*

**Effect:** *Direction sense* allows a Jedi to be guided by the Force toward a particular goal or destination. It could be an object of importance, the north pole of a planet, the nearest cantina, etc., but this power does not sense life forms. Alternatively a Jedi may use the Force for guidance through a maze-like cavern. If the Jedi meets the required *sense* difficulty, she just knows the general direction the object or location is in: left, right, forward, behind, above, below. If she succeeds by 10 or more, the Jedi knows exactly in what direction and how far away the location is from her current position.

## Alter Powers

### Aquatic Force

**Alter Difficulty:** Easy for a bubble 1-2 meters in diameter (character scale); Moderate for a bubble 3-5 meters in diameter (character scale); Difficult for a bubble 6-9 meters in diameter (speeder scale); Very Difficult for a bubble 10-14 in diameter (speeder scale); Heroic for a bubble 15-20 meters in diameter (walker scale).



**Required Powers:** *Telekinesis*

**Warning:** *If a character uses this power to harm a living being, he or she gains an immediate Dark Side Point.*

**Effect:** This power was originally developed by Kit Fisto during the Old Republic. The original intent of the power was to clear out sub aquatic passages and submerged lava tubes. Kit Fisto was able to summon the power of the Force to create a great a sphere of surface tension that he could hurl in a direct line. The useful effect was that it cleared away all debris and loose material so the passage could be utilized for other purposes.

There have been reports that Kit Fisto may have used this power against droid soldiers and vehicles during the Clone Wars. However, these rumors have yet to be solidly confirmed.

In game terms, a Jedi using this power must be underwater to use this power. Using the power of the Force he creates surface tension that is under his limited control. He may hurl the sphere in the direction that he chooses. If the Jedi wishes to throw the *aquatic force* at a particular object, the gamemaster chooses the *Strength* of the structure or debris (the default strength of an object is 2D unless otherwise declared). The *aquatic force* does 4D damage, though the scale varies depending on the size of the *aquatic Force*.

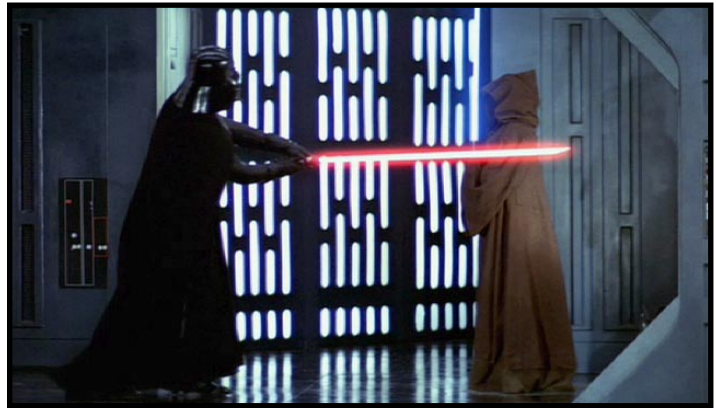
## Control and Sense Powers

### Lifemerge

**Control Difficulty:** Difficult

**Sense Difficulty:** Difficult

**Effect:** A Jedi may attempt to activate this power at the moment of his death. At the moment the Jedi knows death is imminent (just after a fatal wound, or just before it), the Jedi calms his mind and body (Difficult *control* roll), preparing to surrender his mortal shell. The Jedi then reaches out with his mind, tracing the ebb and flow of the Force around him and through him (Difficult *sense* roll). Upon succeeding at both rolls, the Jedi's spirit exits his body and becomes one with the Force, while still retaining his original identity. His body fades into nothingness, but the Jedi who passes in this fashion will not completely die. The Jedi can make a number of visitations to his close friends and associates equal to the number of Force Points he had upon death. In this fashion, a player who knows his character is about to die can ensure that death will mean something, as he can manifest to



important persons in later sessions and warn them of impending disaster, or offer wisdom and teaching. At the gamemaster's discretion, and based on the power level of the Jedi when he died, only Force-sensitive characters may witness the visitation. After death, the Jedi cannot influence the material world in any way.

## Control and Alter Powers

### Disable Droid

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

**Alter Difficulty:** Target's opposed *Strength* roll.

**Required Powers:** *Absorb/dissipate energy, sense Force, telekinesis*

**Effect:** This power allows the Jedi to harness energy through the Force and causing it to focus on a single droid. The energy surges within the target causing it to short out, and possibly overload.

Because the Jedi causes the energy to well up inside the droid, *disable droid* ignores all armor bonuses, and the droid must roll its *Strength* attribute alone. If the Jedi succeeds in activating the power, the droid is disabled, and considered out of commission for 2D rounds. If the *alter* roll succeeds by 10 or more, *disable droid* will overload the droid's circuitry, and the droid takes 4D damage (no armor bonus to resist). This power does not affect organic life forms.

This power may also be used to disable other electronics, such as weapons, comlinks, and even individual computer terminals. (This power cannot be used to disrupt entire computer networks, or large and very complicated devices such as a capital scale hyperdrive or shield generator.) The targeted device must be operational for this power to work, i.e. you can't affect a droid or datapad that's shut off or a blaster

that's not being fired. Unless otherwise stated, these devices have a *Strength* of 2D. Targeting small electronics with this power, such as a comlink or hand weapon, adds +5 to the *alter* difficulty. Targeting devices that operate on short bursts, such as blasters, adds +15 to the *alter* difficulty. If a Force sensitive character is holding the piece of equipment the Jedi is attempting to disable, the opponent may add his *control* dice to the *alter* difficulty.

## Force Jump



**Control Difficulty:** Easy

<b>Control Roll &gt; Difficulty by:</b>	<b>Jumping Increase</b>
1-3	+1D
4-8	+2D
9-15	+3D
16-25	+4D
26-37	+5D
38+	+6D

**Alter Difficulty:** Easy

**Required Powers:** *Enhance attribute, telekinesis*

**Effect:** A Jedi uses this power to increase his jumping ability in order to perform impossibly high leaps. If both Force skill rolls are successful, the character uses his normal *climbing/jumping* skill to perform the jump, but he uses the special table below to determine difficulties. If the *control* roll exceeds the difficulty, the character gains an immediate bonus to his *climbing/jumping* roll. If the Jedi fails any Force skill roll, the power is not activated and the character is left to use his normal jumping ability (and there are certain situations where you can't back out of a jump because your power failed). At the gamemaster's discretion, a failed *climbing/jumping* roll might mean the Jedi fails to achieve

the desired height or distance, fails to properly cushion his landing and suffers normal falling damage, or both. Multiple action penalties apply. The *climbing/jumping* roll is a third action in that round, whether the power is successful or not.

<b>Height Jumped</b>	<b>Jumping Difficulty</b>
0 - 1 meter	Very Easy
1 - 2 meters	Easy
3 - 4 meters	Moderate
5 - 8 meters	Difficult
9 - 15 meters	Very Difficult
16 - 20 meters	Heroic

Add +5 to the difficulty for every additional 5 meters. If the character is simply jumping downwards, with no upwards movement, reduce jumping difficulty by one level. Add +1 to the difficulty per meter of horizontal distance jumped.

**Example:** Ambelled Daru has a *control* skill of 5D, *alter* of 3D+2, and a *climbing/jumping* skill of 4D, and wants to perform a *Force jump* across a chasm to a ledge above. He rolls 1D+2 for *alter* (3D+2 subtracting -2D for multiple action penalties), and gets a 7, making his *alter* difficulty. Next he rolls his *control* of 3D, and gets a 11 (which exceeds the difficulty by 4). This adds +2D to his *climbing/jumping* roll, cancelling out the multiple action penalty.

The ledge on which he wants to jump is 4 meters up and the chasm is 3 meters across, thus the difficulty is Moderate+3. Ambelled Daru rolls his 4D *climbing/jumping* (4D -2D +2D), and gets a 16, making the difficulty and using the Force to leap safely on top of the ledge.

## Mind Numbing

**Control Difficulty:** Moderate.

**Alter Difficulty:** *Perception* or *control* roll of the target.

**Alter Roll >**

<b>Difficulty by:</b>	<b>Effect:</b>
1-4	Target feels relaxed and calm
5-8	Target is dizzy (-1D for all actions) for 1D rounds
9-12	Target is dazed (-2D for all actions) for 2D rounds
13-16	Target is lethargic (-3D for all actions) for 1D minutes
17+	Target falls unconscious for 2D minutes

**Required Powers:** *Accelerate another's healing, control another's pain, life detection, life sense, return another to consciousness.*



**Effect:** The Jedi must be touching the target to use this power. In combat, this means making a successful *brawling* roll in the same round that the power is to be used.

If the power is successfully activated, the target's thought processes are numbed, making him calm and relaxed. He is not, however, under any sort of mind control and will eventually build up his anxieties or anger again if he sees reason for it and the Jedi cannot keep him calm. In addition to this effect, additional success in the *alter* roll further numbs the target's mind, making him sluggish and possibly knocking him out. Before rolling, the Jedi may choose to use less than his full *alter* score if he fears "overdoing" the power.

## Redirect Energy

**Control Difficulty:** Difficult

**Alter Difficulty:** Very Difficulty or target's *dodge* or roll

**Required Powers:** *Absorb/dissipate energy*

**Effect:** If the Jedi is the target of a Force energy attack (such as *force lightning* or *bolt of hatred*) he may attempt to send the energy back at the attacker. After the Jedi has successfully absorbed the Force energy attack using *absorb/dissipate energy*; he may hold the energy (Difficult *control* roll), and then redirect the energy in the



direction he chooses (Very Difficult *alter* roll). If the Jedi fails the *alter* roll, then the energy will be sent wildly off target (as determined by the grenade scatter diagram). If the bolt hits any sentient being other than the original attacker, the Jedi receives one Dark Side Point. The energy is not sent off target if it is merely dodged.

## Sense and Alter Powers

### Force Blinding

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

**Alter Difficulty:** Difficult, or target's *Perception* or *control* roll.

**Required Powers:** *Dim another's senses*

**Effect:** This power allows the Jedi to temporarily blind a target. Using the Force, the Jedi overloads the target's vision, causing them to see little but a brilliant blinding light. All of the target's skills that require vision are reduced to 1D for three rounds. The effects of *Force blinding* can be counteracted by *sense surroundings*, or a *blindfighting* special ability or skill.

### Force Breach

**Sense Difficulty:** Easy

**Alter Difficulty:** Target's opposed *control* roll.

**Required Powers:** *Affect mind, dim another's senses, sense Force*

**Effect:** If this power is successfully activated, it allows the Jedi to select a single opponent and bring down any Force powers the target currently has up. The target may attempt to activate their Force powers the following round with no penalties. This power does not affect Force powers such as *Force lightning*, or *bolt of hatred* that have a single, instantaneous effect.

**Example:** Ambelled Daru finds himself in combat with the Sith Lord, Darth Arius. Darth Arius is currently keeping *lightsaber combat* and *control pain* up. Ambelled rolls his *sense* dice and gets a 12, easily making the difficulty. Ambelled makes his *alter* roll and receives an 18. Darth Arius now makes his *control* roll, and receives an 11. Darth Arius now drops his *lightsaber combat* and *control pain*. Though he may attempt to activate them again next round.

## Greater Force Shield

**Sense Difficulty:** Difficult

**Alter Difficulty:** Very Difficult

*This power may be kept up.*

**Required Powers:** *Absorb/dissipate energy, concentration, magnify senses, telekinesis, lesser force shield*

**Effect:** When a Jedi successfully activates this power, he creates a protective shield around his body. This shield is effective against both energy and physical attacks. The strength of the shield is equal the character's *alter* roll divided by three, rounded down. For example, if the Jedi has 9D in *alter*, he may add 3D to his *Strength* roll to resist damage. If the Jedi exceeds the *alter* difficulty by +10, he may extend the *greater force shield* to another character if he has direct contact with that character.

## Control, Sense and Alter Powers

### Drain Life

**Control Difficulty:** Target's *Perception* or *control* roll.

**Sense Difficulty:** Difficult

**Alter Difficulty:** Target's *Strength* roll

**Warning:** A character that activates this power automatically gains a Dark Side Point.

**Required powers:** *Drain life essence, control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses, accelerated healing, accelerate another's healing, injure/kill*



**Effect:** When the Force user has suffered a wound, the Dark Side offers a swift way to preserve her life at the expense of another. The Force user draws the life force from a victim to have a surge of power to aid her own body. In game terms, a character that has a *wounded* status or worse may attempt to use this power to move up one more wound levels. First, if in combat, the Force user must make a successful *brawling* roll to make contact. Next, the Force user must make a *control* roll against the target's *Perception* or *control* roll. If the roll succeeds, the Force user rolls her *alter* skill as damage. If the Force user inflicts a *wound* then she may recover one *wound* status; if she manages to inflict a damage of *incapacitated* then she may recover two *wound* status levels, and so on. The character may not draw life away from the target unless the character is at least *wounded*. While using this power, the character must be in physical contact with the target.



# Appendix

## Proximity Modifiers:

User and the target are:	Add to difficulty:
Touching	+0
Line of sight (not touching)	+2
Not line of site, at 1-100 meters	+5
101 meters, to 10 kilometers	+7
11 to 1,000 kilometers	+10
Same planet more than 1,000 kilometers	+15
Same star system, different planet	+20
Not in same star system	+20

## Relationship Modifiers:

User and the target are:	Add to difficulty:
Close relatives (married, siblings, parent and child, etc)	+0
Close friends	+2
Friends	+5
Acquaintances	+7
Slight acquaintances	+10
Met once	+12
Never met, but know each other by reputation	+15
Complete strangers	+20
Complete strangers and not of the same species	+30

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For my ally is the Force, and a powerful ally it is.



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