

Chris' Revised Force Powers:

These changes are in line with the re-categorizing of various powers, difficulty levels have been streamlined to single skill rolls. The first step is the figure out changes to the powers themselves, then I believe I will implement the use of a new attribute "Force." Here follows, the list of single column force powers:

Control Powers:

Absorb/Dissipate Energy
Accelerate Healing
Burst of Speed
Concentration
Contort/Escape
Control Breathing
Control Disease
Control Pain
Control Temperature
Detoxify Poison
Emptiness
Enhance Attribute
Force of Will
Hibernation Trance
Instinctive Astrogation
Control
Life Merge
Reduce Injury
Remain Conscious
Remove Fatigue
Resist Force
Resist Stun
Short-Term Memory
Enhancement
Up The Walls

Sense Powers:

Beast Languages
Combat Sense
Danger Sense
Direction Sense
Farseeing
Instinctive Astrogation
Illusion Bond
Life Bond
Life Detection
Life Sense
Life Web
Lightsaber Combat
Magnify Senses
Merge Senses
Nature Affinity
Perfect Telepathy
Post Cognition
Predict Natural Disaster
Projective Telepathy
Receptive Telepathy
Sense Force
Sense Force Potential
Sense Path
Sense Surroundings
Shatterpoint Sense
Shatterpoint Strike
Shield Gauntlet Defense
Shift Sense
Technometry Sense
Translation
Weather Sense

Alter Powers:

Accelerate Another's Healing
Affect Mind
Battle Meditation
Cloak
Control Another's Disease
Control Another's Pain
Cryokinesis
Detoxify Another's Poison
Dim Another's Senses
Disable Droid
Enhance Attribute in
Another
Enhanced Coordination
Force Harmony
Force Jump
Force Light
Force Push
Force Shield, Greater
Force Shield, Lesser
Force Weapon
Friendship
Grenade Defense
Illusion
Inspire
Kinetic Combat
Link
Malacia
Masquerade
Morichro
Place Another in
Hybernation
Projected Fighting
Redirect Energy
Remove Another's Fatigue
Return Another to
Consciousness
Sever Force
Slow
Affect Technology
Telekinesis
Transfer Force

The Force:

“The Force is what gives a Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us; it binds the galaxy together.”

In bringing in line the Force with all other skills in the game, I'm using an attribute known as “The Force.” The movies show us that not all Force users are created equal, some beings are stronger than others, and many take years to hone not only their skill, but their power with the Force. I do not feel that the Rules as Written accurately reflect the steps between power levels or natural talent of Jedi, Sith, or any other user.

Adding in the new attribute is very simple, all standard species get a Minimum/Maximum of 0D/4D with the Force attribute. 0D indicates that a person is not Force Sensitive, a minimum of 1D indicates that they are. Alien species that have a natural aptitude for the Force or are **all** naturally Force sensitive will have the Force attribute ranges of 1D/5D. There are exceptional bloodlines in the Star Wars Universe, and they may have characters who have their attributes higher than 5D, but characters like this are exceedingly rare, and should only be allowed with the Game Master's approval. Using this system, I would judge that someone like Yoda would be in the 5D-6D range, and Anikan Skywalker would be in the 6D-7D range.

Increasing your Force attribute is something that many characters will seek to do, because having a high attribute is very beneficial for many of the powers presented later. A character may increase his attribute by +1 by paying 5x the attribute die code, and expending a Force Point. The training time required to do this is 1 month per attribute die code the character will have after training is complete. This is as long as the character is within his species maximum rating. Training time can be reduced or even removed at the GM's approval in certain situations where the character experiences or extraordinary heroics deem it appropriate.

Example:

Leon the Jedi undertakes a quest of self-enlightenment to increase his connection to the Force, he heads out into the wilderness without any survival supplies to get a greater feeling for the circle of the Living Force. His Force attribute is at 3D, his GM tells him that he can spend 15 character points and a Force Point and will spend the next 3 months in seclusion, living off of the land and meditating on the interconnectedness of all life. At the end of 3 months of training, he returns to his friends and his Force Attribute is now 3D+1. If his attribute had started at 3D+2, then it would have cost 15 character points, 1 force point, and taken 4 months of training to raise.

Characters can attempt to increase their Force Attribute beyond their species maximum, but it becomes much more expensive, and **this is only if the Game Master allows it**. Characters attempting to raise their attribute beyond species maximum must now spend 10x the attribute die code and 2 Force Points. Training time is also doubled, it takes 2 months per die code the attribute will end up at.

Using the Force: Skills & Powers:

Control: Control represents a Jedi's ability to manipulate the internal functions of his or her body, allowing a Jedi to do any number of things. The quick rule of thumb is that if it occurs inside of a Jedi, then they roll Control. Uses of Control are as follows:

Absorb/Dissipate Energy

Control Difficulty: Very Easy for sunburn and other very minor energy sources; Easy for intense sun; Moderate for solar wind and other modest energy sources (blaster bolts and Force lightning); Difficult for radiation storms and other intense energy sources (speeder-scale damage).

Vehicle Scale: Walker-scale (+30 to difficulty); starfighter- scale (+40 to difficulty).

Area of Effect (add +20 to difficulty): Point blank to 1 meter (-4D energy damage); 2meters (-3D energy damage); 3 meters (-2D energy damage); 4 meters (-1D energy damage).

The power may be kept "up" as long as the source of energy is constant – for blaster bolts or Force lightning, it is used as a reaction skill, multiple action penalties apply for use to block fire (as though it were a dodge skill).

Effect: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation and blaster bolts. A successful *control* roll means that the energy is dissipated. If the user fails the roll, she 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. The character may activate the power as a "reaction skill" to absorb the blaster bolt or *Force lightning* – the roll replaces the ranged target number the shooter who must roll equal or higher in order to 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. 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 21, then Ana absorbs the blaster bolt and takes no damage. If the blaster's damage roll is 21 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. See Chapter Five, Star Wars REUP MKII: "Combat and Injuries" for healing rules. *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 a seven; the +2 gives her a total of nine. She now heals to *wounded*.

Burst of Speed

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 \geq Difficulty By:	Move Increases by:	Duration of Increase:
0-8	+5	4 Rounds
9-20	+10	3 Rounds
20+	+15	2 Rounds

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, or in combat; Very Difficult if the Jedi is acting on those negative emotions, or in a highly stressful combat situation.

Effect: When using this power, the Jedi clears all negative thoughts from her mind, feeling the Force flowing through the universe and her own being.

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add up to +4D to any *one* action in that round, this total is capped at whatever the Jedi's Force Attribute is at. The Jedi may do nothing other than using the *concentration* power and using that one skill for one action, also this bonus replaces any equipment modifiers granted such as Fire Control or Maneuverability. 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 or Character Points. Concentration may never be used in an opposed roll situation. 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 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 since he has a 4D Force Attribute, 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/Escapes

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 Breathing

Control Difficulty: 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.

Control Disease

Control Difficulty: Very Easy for a mild infection, such as a cold; Easy for a modest infection or illness, such as a high fever or severe flu; Moderate for a severe illness, such as gangrene or a 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 anti-bodies and healing resources of her body to throw off an infection or to resist diseases within the body. Using the power requires the Jedi to meditate for half an hour. If the disease is life-threatening or long-standing, 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: A wounded Jedi who *controls pain* can act as if she has not been wounded, starting with the round after the power roll has been made. The wound is not healed, but the character doesn’t suffer the penalties of being wounded: a *wounded* Jedi doesn’t suffer any die code penalties; 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 character is still injured, and thus is prone to getting worse, even if the Jedi doesn’t feel the pain. For example, a character that has been *wounded twice* and is wounded again would still become *incapacitated*. *Mortally wounded* Jedi may still die from injuries, even if they don’t feel any pain.

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:	Survival, Stamina, or Sneak Bonus:
0-5	+2D
6-14	+3D
15-21	+4D
25+	+5D

Detoxify Poison

Control 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.

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. (Characters who are consumed by the dark side of the Force may not use this power.)

Required Powers: *Hibernation trance*.

Effect: The user empties her mind and allows the Force to flow through her. The character seems to be in deep meditation and is oblivious to her 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 user in *emptiness*, add the user's *emptiness* roll to the difficulty for the other character's *sense* roll (if the power doesn't use the *sense* skill, 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 the character comes out of *emptiness*, the character gets a +6 bonus modifier to all Force skill rolls for a period of time equal to the amount of time spent in *emptiness*. This bonus is reduced by -1 for each Dark Side Point that 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*.

A character must make a Difficult *control* skill roll to bring herself out of *emptiness*. When the character enters into *emptiness*, the player must state for how long the character will be in meditation. 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 use of Character Points – for each 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.

Control Roll \geq Difficulty By:	Attribute Increased:	Duration:
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* since in each case the power creates a distinct physical manifestation. These are external rather than internal powers, in which case *willpower* would have no bearing on resistance. *Force of will* 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 is be struck by the full force of her opponent’s attack. The alien makes 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: This power allows a Jedi to place herself into a deep trance, remarkably slowing all body functions. The Jedi’s heartbeat slows, her breathing drops to barely perceivable levels, and she falls unconscious. A Jedi can heal while in a *hibernation trance*, but can do nothing else.

Anyone who comes across a Jedi in *hibernation trance* assumes that the Jedi is dead unless she makes a point of testing 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 she is alive.

When a Jedi enters a *hibernation trance*, the player must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli need to be present (noise or someone touching them, for example). Another Jedi can use the power *place another in hibernation trance* to bring the user out of the trance.

Hibernation trance serves two purposes. It allows a Jedi to “play dead” and it can be used to survive when food or air supplies are low.

A character in hibernation uses only about a tenth as much air as someone who is sleeping – she can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water. It is possible to hook the character up to an intravenous water drip to survive indefinitely.

A character can hibernate for up to three months before dying of starvation. An intravenous sugar solution can extend that to one year.

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 the standard *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 Difficulty:	Modifier Added 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.

Lifemerge

Control Difficulty: Very Difficult.

Effect: A Jedi may attempt to activate this power at 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. Upon succeeding, 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.

Reduce Injury

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

Required Powers: *Control pain*.

Effect: A Jedi may use this power to reduce the amount of injury she suffers. This power is normally only used in desperation because of its long-term repercussions. The power must be used in the round that the injury is suffered or in the round immediately following. When the power is successful, the Jedi loses a Force Point. Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, the Gamemaster will inflict a relevant permanent injury on the character.

Example: Luke Skywalker and Darth Vader are fighting in the Emperor's chambers on the Second Death Star. Luke batters down Vader's defenses and makes a killing strike – but Vader uses the *reduce injury* power and spends a Force Point. He is now only wounded, but his hand is severed.

Note: It is not always a "selfish" act to save one's life, so the character *might* be able to get the Force Point back. If the character was fighting to save her friends from certain doom – and if she fails, they *certainly* die – then this could even be considered an heroic action.

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 after suffering injuries which would knock her unconscious. When a character with this power suffers this kind of injury, she loses all other actions for the rest of the round but she is still conscious (a character without this power would simply pass out). At the beginning of 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 roll is unsuccessful, the character passes out immediately. If the roll is successful, the Jedi may only perform one other action that round – often the character will attempt to *control pain*. The character may make a last-ditch heroic effort before passing out. After that other action has been completed, the Jedi will lapse into unconsciousness (unless she has activated *control pain* or done something else to stay 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 Force

Control Difficulty: Moderate

Time to use: One round

Required Powers: Concentration

Effect: This is a rare power that allows a Force User to center herself so that she will be prepared to resist any number of Force powers used against her. In game terms, if the character succeeds in her roll, then she gains an additional +1D to her *control* or *willpower* rolls to resist Force powers for 5 rounds. The character receives an additional +1D for every +10 by which she exceeds the difficulty.

Resist Stun

Control Difficulty: Moderate.

Time To Use: One minute.

This power may be kept "up".

Effect: *Resist stun* allows the Jedi to prepare her 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 she is considered *stunned*. Other 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 \geq Difficulty By:	Memory Extends Back:
1-8	Through Current Episode
9-20	Through Last Episode

Up the Walls

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, multiple action penalties apply.

If you do not end your move on the floor 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 a character 2 meters of movement.

Sense: The Sense skill represents a Jedi's ability to perceive and understand things through the Force.

Telepathy, Post-Cognition, and enhancing the physical senses of a Jedi all fall under the category of sense. The powers are as follows:

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: Easy for one opponent, +3 for each additional opponent the Jedi wishes to defend against.

Required Powers: *Concentration, Danger sense, Enhance Attribute, 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 several important advantages.

First, the Jedi gains a +1 bonus on Initiative rolls for every 1D he has in his *Sense* skill.

Second, the Jedi's *Lightsaber* attack and defense rolls are increased by ½ of his *Sense* Skill minimum of 1D. Also, the Jedi may increase or decrease the damage dealt by his lightsaber by up to half of his *Control* skill, minimum of 1D. In addition, the Jedi can use his lightsaber skill to parry blaster bolts as a "reaction skill." 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.) If the Jedi tries to control the blaster bolt, she makes a *control* roll: the difficulty is the range of the target (use the original weapon's ranges) or the target's *dodge* roll. The blaster bolt's damage stays the same.

Third, the Jedi may add ½ of his *Sense* skill dice into his Brawling attack and defense, Melee Combat attack and defense, and Thrown Weapons, however these skills do not receive any bonus damage from *Control*, and, this bonus is only received in the Jedi has a minimum of 1D training in the skill above his attribute. (Blaster & Dodge may be added later, but for now, not.)

Combat sense doesn't count as a "skill use" for determining die code penalties, and the above bonuses are only against those opponents the Jedi successfully activated the skill against. The Jedi can add in additional opponents if his original activation of the power will allow it, otherwise he may re-roll at the appropriate Multiple Action penalty.

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. (This *control* roll doesn't count as an action, so there are no die code penalties except those caused by injury.)

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.

Farseeing

Sense Difficulty: 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.

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 \geq Sense Difficulty	Past & Present/Future Accuracy
0-10	50%/10%
11-20	75%/25%
21-30	90%/50%
31+	100%/75%

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.

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 danger of the course:

Task Difficulty is:	Difficulty Modifier to Sense:
Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, she needs to 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.

Illusion Bond

Sense Difficulty: Difficult, modified by proximity

Required Powers: *Magnify Senses, Affect Mind, Dim Another's Senses, Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy, Illusion, Sense Force*
"This power may be kept up."

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

Life Bond

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 bond* 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 reawakening, 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.

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 Jedi to detect live sentient beings who might otherwise remain hidden. 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 is within 10 meters of him.

When approached by or approaching sentient creatures, the Jedi should make a *sense* roll; each creature makes an opposed *control* or *Perception* roll to avoid detection. (These rolls don't count as actions, so there are no die code penalties except those caused by injury.)

The Jedi detects each being that she ties or beats. If the Jedi beats the target's roll by 10 or more points, she is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no), if she has met the person before (yes or no), and if yes, their identity.

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 Powers: *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 she searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is. A target may hide his identity from the Jedi using *life sense* by rolling his *control* skill and adding it to the 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 (see table below):

Sense Difficulty:	Population Size:
Very Easy	Tens of Billions
Easy	Billions
Moderate	Hundreds of Millions
Difficult	Tens of Millions
Very Difficult	Millions
Heroic	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 her *normal* senses to perceive things that otherwise would be impossible without artificial aids. She can hear noises beyond her normal hearing due to distance or softness (she can't hear beyond normal frequencies). Likewise, she can see normally visible things over distances that would require the use of macrobinoculars; she can 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 feels 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.

Nature Affinity

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."

Perfect Telepathy

Sense Difficulty: Moderate if the target is friendly and doesn't resist. If the target resists the difficulty is the target's *Perception* or *control*. . Increase difficulty by +5 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by Proximity.

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

This power may be kept up.

Effect: This power allows a Jedi to communicate with his comrades over distances through the Force. It allows him to communicate beyond emotions and short phrases to communicate sentences or complicated ideas. This power may be "kept up" to continue sending thoughts and ideas through the Force for several rounds in order to maintain conversation. A target will immediately understand that the mental messages are not her own thoughts, and that they belong to the user of the power. If the Jedi does not identify himself, the target may not know who is projecting the thoughts to her. This power can only be used to communicate with other minds, and cannot exercise any level of control over them.

Postcognition

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

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

Time to Use: Five minutes; the time to use may be reduced by adding +10 for each minute cut. Minimum time to use of 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 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 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.

Projective Telepathy

Sense Difficulty: Easy if target is friendly and doesn't resist. If target resists, roll *Perception* or *control* to determine the difficulty. Increase difficulty by +5 to +10 if the Jedi cannot verbalize the thoughts she is transmitting (she is gagged or doesn't want to make a sound). Modified by proximity.

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

Effect: If the Jedi successfully projects her thoughts, the target "hears" her thoughts and "feels" her 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 understands 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 herself, the target doesn't know who is projecting the thoughts. This power can only be used to communicate with other minds, not control them.

Receptive Telepathy

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

Required Powers: *Life detection, life sense.*

This power may be kept "up" if the target is willing and the proximity modifier doesn't increase.

Effect: A Jedi who makes the power roll can read the surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information.

If the *sense* roll doubles the difficulty number, the Jedi can sift through any memories up to 24 hours old. 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 target requires a new *receptive telepathy* roll. This power may be used on creatures and other sentient species, 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, unresistant 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 as much 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: "You are scrambling through a rocky landscape at night. The only light is a feeble glow 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: “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.”

Sense Surroundings

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).

Shatterpoint Sense

Sense Difficulty: Very Difficult for present events

Very Difficult for future events (adding an additional +10 for events that are not in the immediate future).

Required Powers: *Emptiness, hibernation trance, sense path, postcognition, sense force, farseeing, life sense.*

Time to use: One minute.

Effect: This power allows the Jedi to reach out through the Force and view the events and people around him in such a way that reveals their interconnectedness. The power extends through the Force to see the ever-changing sea of events in terms of their probability and causality; however, it only allows the Jedi to understand connections between people and events. When viewing these events and connection, the power creates an vision in the Jedi's mind allowing them to view reality as though it were a crystal or gem. It allows them to view multiple facets, as well as viewing faults and veins as they run through the gem (the faults being the connections of causality and destiny that bind people together). Many of the interconnections create shatterpoints, important linchpins in destiny. Having this understanding of these shatterpoints allows the Jedi to potential to strike the gem in hopes to shape events to the greater good. However, the power has several limitations. Shatterpoint sense will not reveal much additional factual information about the universe. If a Jedi were to have reached out to Chancellor Palpatine through Shatterpoint Sense, they would discover a strong (and growing) connection between Palpatine and Anakin Skywalker. It would not reveal that Palpatine was a Sith Lord, nor would it reveal Anakin's destiny to become a Sith Lord. However, in order to get a vision of Anakin's shatterpoints, the Jedi would separately have to focus on Anakin, where he would see a strong connection to both Palpatine and Padmé Amidala. Further, the power would not allow them to understand the nature of Anakin's connection to Padmé, or understand that they were secretly married.

In game terms, this power functions very well as a plot device. It can add a direction or richness to the intrigue of a campaign. Visions through Shatterpoint Sense are always imperfect, and thus gamemasters are discouraged from revealing too much information. The player must choose to focus on one character, and if he makes the difficult, the gamemaster may reveal that there is a strong connection between that character and others. If the player exceeds the difficulty by 5, then the GM may reveal the strength of those connections, or whether or not they are growing or waning in strength. If the player exceeds the difficulty by 10, then the gamemaster may reveal whether or not there is a taint of the Dark Side in those connections.

Shatterpoint Strike

Sense Difficulty: Very Difficult

Required Powers: *Emptiness, Hibernation trance, sense path, farseeing, life sense, shatterpoint sense.*

Effect: Shatterpoint is a very rare power that allows a Jedi to see faults and fissures within objects, much like faults of a gem. These faults may exist because of previous interactions with the Force (such as prior healings that may be undone), or natural fissures which occasionally occur. Such fissures may only exist for the briefest moment, and can disappear with very little provocation, such as a slight movement of the person or object. These faults will generally make the object or person much more vulnerable to attack. Just as striking on the fault of a gem may

cause it to shatter, striking a shatterpoint will easily destroy a person or object. In game terms, if the gamemaster determines that a shatterpoint exists within a person or object, the Force user may make his rolls to sense it. The Force user must then, as a separate action, make an attack that same round to strike the shatterpoint. When the target rolls to resist damage, the damage resistance total is reduced by half. For every +10 that the Force user exceeds the difficulty, the resistance total is reduced by another -5.

Shield Gauntlet Defense

Control Difficulty: Moderate.

Sense Difficulty: Easy.

This power may be kept up.

Effect: This power works in a manner similar to that of the *combat sense* 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 *combat sense*.

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.

Technometry Sense

Sense Difficulty: Moderate

Required Powers: Absorb/Dissipate Energy, Affect Mind

Effect: This power allows the Force user to reach out through the Force to gain a greater sense of a computer or droid. If the Jedi is attempting to gain access to a computer or modify a droid, she may choose to extend herself through the Force to feel and understand that system. She then gains a +2D bonus to her computer programming/repair or droid programming/repair rolls. This effect lasts for three rounds.

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: Alter reflects a Jedi's ability to use the Force to affect change outside of himself. If a power manipulates another object or person, then it is rolled under the Alter skill. Here are the descriptions of Alter powers:

Accelerate Another's Healing

Alter Difficulty: Very Easy. Modified by relationship.

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

Time To Use: One minute.

Effect: The target is allowed to make extra healing rolls, as outlined in *accelerate healing*. The Jedi must be touching the character whenever she activates this power.

Affect Mind

Alter Difficulty: Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Moderate for brief, visible phenomena, for memories less than a year old, or if the character feels only minor emotion regarding the conclusion he is reaching. Difficult for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Very Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or if the matter involving the conclusion is very important to the target. Heroic for hallucinations which can be sensed by all five senses, if the memory change is major, or if the logic is clear and coming to the wrong conclusion is virtually impossible. The target can resist having their mind affected by rolling Control, Knowledge, or Perception, whichever is highest. The difficulty is either the static one listed, or the resisted total, whichever is more difficult.

Effect: The target character's perceptions are altered so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This power is used to permanently alter a target 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 Jedi must describe *exactly* what effect she is trying to achieve. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times.

The target 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 thought he was injured, he would feel pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury.

This power cannot affect droids or recording devices.

Battle Meditation

Alter Difficulty: Varies based on the number of targeted individuals. See table below:

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

*Add +10 to each increasing category beyond 100,000

This power can be kept "up".

Time to Use: Five Rounds

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 Jedi, etc.); 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 skill roll 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. While using this aspect of *Battle Meditation*, the Jedi cannot perform any other actions, this takes total concentration.

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 *Alter Force* skill, in an attribute determined by the Jedi (i.e., *Strength*, *Dexterity*, etc.) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing. This bonus/penalty bestowed is capped at whatever the Jedi's "Force" Attribute is.

Example: Nomi Sunrider and three of her Jedi Knight companions are battling a dozen Sith minions.

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 an *Alter* skill of 1D, she may increase one attribute of all of her companions (she chooses *Dexterity* in this case) by 1D, and decrease one attribute of that of her opponents by 1D (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 1D bonus to *Dexterity* (and all of its skills) and all her enemies have a 1D penalty to *Strength* (and all of its skills).

Cloak

Alter Difficulty: Special (Read Effect)

Required Powers: Absorb/Dissipate Energy, Concentration, Telekinesis

"This power may be kept up."

Effect: This power allows the Jedi to bend light around himself making him more difficult to see. In game terms, this power adds a bonus to the Jedi's sneak roll:

Difficulty:	Sneak Bonus:
Difficult	+2D
Very Difficult	+2D+2
Heroic	+3D+1

Control Another's Disease

Alter Difficulty: (6-10) for a mild infection, such as a cold; (11-15) for a modest infection or illness, such as a high fever or severe flu; (16-20) for a severe illness, such as gangrene or a hive virus; (21-30) for a life-threatening disease; 31-35 for a massive, long-standing disease; 36+ for a rapid-acting life-threatening disease.

Required Powers: *Accelerate healing*, *control disease*.

Time to Use: 30 minutes to several uses over the course of several weeks.

Effect: This power allows a Jedi to heal another character, using the same rules and conditions as outlined in *control disease*. The Jedi must be touching the character to be healed.

Control Another's Pain

Alter Difficulty: Moderate for *wounded* characters; Difficult for *incapacitated* characters; Very 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 *control pain* power. The Jedi must be touching the character to use this power.

Cryokinesis

Alter Difficulty: Difficult

Required Powers: Telekinesis

Time to use: Two rounds.

"This power may be kept up."

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

In game terms, a Jedi may select one object within 20m and within line of sight. If the alter roll succeeds, then the body strength of the object is decreased by -1D (minimum 1D). For every +10 the Jedi beats the alter difficulty, the body strength reduces another -1D.

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

Detoxify Another's Poison

Alter Difficulty: 6-10 for a very mild poison (such as alcohol); 11-15 for a mild poison; 16-20 for an average poison; 21-30 for a virulent poison; 31+ 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.

Dim Another's Senses

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

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:

Alter Roll \geq Control or Perception by:	Reduce Perception by:
0-5	-1
6-10	-2
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 *alter* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.

Disable Droid

Alter Difficulty: Target's opposed *Strength* roll. Modified by proximity.

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.

Enhance Another's Attribute

Alter Difficulty: Difficult. Modified by Relationship.

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.

Control Roll \geq Difficulty By:	Attribute Increased:	Duration:
0-13	+1D	3 rounds
14-25	+2D	2 rounds
26+	+3D	1 round

Enhanced Coordination

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

Number of Individuals Affected:	Difficulty:
1-10	Easy
11-100	Moderate
101-500	Difficult
501-5,000	Very Difficult
5,001-50,000	Heroic
50,001-500,000	Heroic+10

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, Mechanical, Technical, and Strength* skills.

Force Harmony

Alter Difficulty: Difficult. Modified by Proximity.

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. The number of Force-users linked in this power is limited by the number of dice that the power's imitator has in *control* or *sense*, 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 the activation exceeds the target's roll of the dark side power used, 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.

Force Jump

Alter Difficulty: Moderate.

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 *alter* roll exceeds the difficulty, the character gains an immediate bonus to his *climbing/jumping* roll:

Alter Roll \geq Difficulty by:	Bonus to Jumping Check:
0-3	+1D
4-8	+2D
9-15	+3D
16-25	+4D
26-37	+5D
38+	+6D

If the Jedi fails the 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/distance, fails to properly cushion his landing and suffers normal falling damage, or both.

Multiple action penalties apply. The *climbing/jumping* roll is a *second* action in that round, whether the power is successful or not.

Height Jumped:	Jumping Difficulty:
0-1m	Very Easy
1-2m	Easy
3-4m	Moderate
5-8m	Difficult
9-15m	Very Difficult
16-20m	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.

Force Light

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

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 (i.e, 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 ≥ Difficulty By:	Target Pushed Back/Collision Damage:
0-5	2m / 2D
6-10	3m / 3D
11-15	5m / 4D
16-20	10m / 5D
21+	15m / 6D

Force Shield, Greater.

Alter Difficulty: Heroic

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.

Force Shield, Lesser

Alter Difficulty: Difficult

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

This power can 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.

Force Weapon

Alter Difficulty: Moderate.

Required Powers: *Concentration, Telekinesis*

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).

Alter Roll > Difficulty by:	Damage Increase:
0-8	+1
9-16	+2
17-24	+1D
25+	+1D+1

Friendship

Alter Difficulty: The target's Perception or Control Roll.

Or: 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, beast riding, command, con, or persuasion* rolls made against the target following the use of *friendship* is based on the amount by which the *alter* roll exceeds the difficulty.

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

Grenade Defense

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

Required Powers: Danger Sense, Life Detection, Combat Sense, Telekinesis.

Effect: This power allows the Force user to stretch out through the force to telekinetically defend himself against an incoming grenade or missile weapon. When an opponent attacks with one of these weapons, the Force user reaches out with his power and attempts to knock the explosive off of its intended course.

In game terms, grenade defense allows a Force user to use his alter roll against an attacker's grenade or missile weapons roll as a reaction skill. This differs from telekinesis as telekinesis cannot be used as a reaction skill.

Once an attacking character makes a grenade or missile weapons skill roll, the gamemaster adds that number to an Easy difficulty to determine the difficulty to determine the difficulty number for the alter roll. If the Force user's roll is successful, then the grenade is deflected off course. The gamemaster may use the grenade scatter diagram to determine its new path. If the character beats the difficulty by 10 or more, then the grenade or missile is directed back at the attacker.

Illusion

Alter Difficulty: Target's Control or Perception, modified by proximity.

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 m from the user. Maintaining an illusion takes complete concentration, so the creator may not perform any other skills than Illusion.

Inspire

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:

Alter Roll > Difficulty By:	Number of Potential Targets:
0-5	1-10
6-10	11-100
11-15	101-1,000
16+	1,001-10,000

Kinetic Combat

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).

Link

Alter Difficulty: Difficult, Modified by proximity

Required Powers: Enhance Attribute, control pain, control another's pain, transfer Force, receptive telepathy, projective telepathy, life sense

"This Power may be kept up"

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

Malacia

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.

Masquerade

Alter Difficulty: Very Difficult or opposing Perception or Control roll.

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

"This power may be kept up"

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

Morichro

Alter Difficulty: Perception or Control roll of the target, modified by proximity.

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 this 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 10m. The effects are otherwise identical to the power: place another in hibernation trance.

Place Another in Hibernation Trance

Alter Difficulty: Very Difficult.

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 — the 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.

Projected Fighting

Alter Difficulty: Difficult Modified by proximity.

Required Powers: *Concentration, telekinesis.*

The target must be within the Jedi's line of sight.

This power can be kept "up".

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 Jedi 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 "Called Shots" in the "Combat & Injuries" chapter). 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.

Redirect Energy

Alter Difficulty: Heroic or target's *dodge* roll.

Required Powers: *Absorb/dissipate energy*.

Effect: If the Jedi is the target of a Force energy attack (such as *force lightning*) 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 (Heroic *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.

Remove Another's Fatigue

Alter Difficulty: Difficult. Modified by 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. The affected character must be in physical contact with the power's user. 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

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

Required Powers: *Remain conscious, control pain*.

Effect: The target returns to consciousness. The target has the same restrictions as imposed by the *remain conscious* power, and must be touching the Jedi.

Sever Force

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 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 Control Difficulty:
0-10	Moderate
11-20	Difficult
21-30	Very Difficult
31-40	Heroic
41+	Heroic+5

The base difficulty for the target to use Force powers is further modified by the number of Dark Side Points he possesses. For every Dark Side Point beyond 4, add 1 difficulty level to the above total. If the target reduces his Dark Side Point total below three, he no longer needs to make this roll.

Slow

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

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

Effect: This power allows a Jedi to fill another person with the feeling of a heavy burden and a great fatigue, preventing them from moving and acting effectively.

In game terms, the Jedi can decrease the movement rating of a target. The debilitating effect of the encumbrance lasts for 2D rounds. See chart below to determine the reduction of movement:

Alter Roll > Difficulty Number:	Movement Reduced By:
0-4	1/3
5-9	1/2
10-15	2/3
16+	Paralyzed

Technometry Jamming

Alter Difficulty: Difficult or Opposed Perception (For Droids)

Required Powers: Absorb/Dissipate Energy, Affect Mind, Technometry

Effect: The Jedi may reach out through the Force to jam a droid's senses for three rounds. During that time, the droid will take a -2D to all Perception roll to detect the presence of the Jedi (assuming the Jedi is attempting to sneak by or avoid detection), also the droid takes a -2D to all offensive and defensive rolls. In some cases, the jamming may confuse the droid and cause it to flee until the effects have dissipated.

Telekinesis

Alter Difficulty: See Below -

Difficulty:	Weight/Mass of the Object:
Very Easy	1kg or less
Easy	1-10kg
Moderate	11-100kg
Difficult	101-1000kg
Very Difficult	1001 to 10,000kg
Heroic	10,001kg to 100,000kg

Object 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 object isn't moving in simple, straight line movement:

Difficulty Modifier:	Maneuver:
+1 - +5	For gentle turns
+6 - +10	For easy maneuvers
+11 - +25	For complex maneuvers, such as using a levitated lightsaber to attack

Modified by proximity.

This power may be kept "up".

Effect: This power allows the Jedi to levitate and move objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires.

A Jedi can levitate several objects simultaneously, but each additional object requires 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 used to levitate someone against their will, the target may resist by adding 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 1D damage if under a kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D speeder-scale damage if 101 kilos to one metric ton, 3D starfighter-scale damage if one to ten tons and 5D starfighter-scale damage if 11 to 100 metric tons. Such attacks require an additional *alter* roll by the Jedi, which acts as an attack roll against the target's *dodge*. If the target doesn't *dodge* the attack, the difficulty is Easy.

Transfer Force

Alter Difficulty: Moderate. Modified by Relationship.

Required Powers: *Control another's pain, control 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. The target character remains *mortally wounded* but will not die unless 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 Jedi must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the Jedi will get the Force Point back at the end of the adventure.

The recipient of this power must be willing.