

# STAR D6 LEGEND CONVERSION WARS

## JEDI COMPANION



THERE IS NO EMOTION; THERE IS PEACE.

THERE IS NO IGNORANCE; THERE IS KNOWLEDGE.

THERE IS NO PASSION; THERE IS SERENITY.

THERE IS NO DEATH; THERE IS THE FORCE.

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**WRITING**

Michael Kern, except for excerpts on the Jedi Code which are copyright to their respective

**SPECIAL THANKS**

Special thanks go out to Josh Smith, John Hanson, Jeni Hilton, and Jared Ragland for always inspiring me to do better and better mechanics for game systems.

Also a very special thanks to George Lucas for inspiring more than just my generation with his stories. There are so many people touched and motivated by Star Wars that it is incomprehensible to describe the effect it has had on our society. It has inspired me to write, to create, and to (most importantly) enjoy the games I do.

Another special thank you to Eric Gibson and West End Games for their kindness in allowing us, the fans, to create fan material for the D6 System. It has been and always will be the basis for all the Star Wars gaming I've ever known.

In closing, thank you to those who read, enjoy and play this. I hope it suits you well.

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# FORWARD

The following document is a Star Wars role-playing game which draws from many sources for its rules. The primary source for these rules come from the D6 Classic and Legends systems, created by West End Games. Various other sources were used: such as the Knights of the Old Republic I and II for X-box by Bio-ware and Obsidian Entertainment, Wizards of the Coast's Star Wars roleplaying game, and the Metabarons Roleplaying game by West End Games and Yeti Entertainment.

## THE DESIGNER'S PREFACE

For me, it began with my first viewing of Star Wars: A New Hope. I watched it on a very old VHS tape that was full of corruption and worn film, making that initial viewing difficult and demanding. But, being six, I didn't care much. There was laser blasts, swords made out of light, and cool powers. I was taken from then on out as a Star Wars fan, and my most notable interest was in the Force, the Jedi, and the Jedi Knights that came before.

When Episode I hit the theatres, I skipped school (high school then) to see it. The opening scene was one of my favorites: seeing Obi-Wan Kenobi as a young man, an apprentice, standing beside his master. The Master-Apprentice relationship was always a fascinating one to me. Luke never got that in the "first" trilogy, just mere guidance. Then came the droids, the lightsaber battles, and the martial prowess of the Jedi. I was once again enraptured by them. I didn't mind the childishness of Jar-Jar, as all my friends did, because for me the new movies were about a time I wanted so badly to see. Here the Force was prevalent and the Jedi were numerous and could walk in the open. It was exciting to me.

I've now seen Episodes II and III and I'm just as enchanted by the Jedi as I was when I first heard of them. I have written numerous fan fictions about them, played in so many Jedi games, and now I sit here, typing up my own vision of a role-playing game based on one of my favorite subjects. I hope you enjoy reading this booklet as much as I enjoyed writing it. May the force be with you!

## WHAT THIS BOOKLET IS ABOUT

This booklet is about Jedi. Most notably it's about the game mechanics behind Jedi using the D6 Legends system from West End Games. It draws most of its influence from the Star Wars D6 Roleplaying Game 2nd Edition, Revised and Expanded. Those familiar with that game will immediately recognize most of what you see in this book, despite the rules changes.

I plan to do a full conversion for D6 Classic Star Wars 2nd Edition into D6 Legends at some point, but for now all that exists is this Jedi Companion. Perhaps if this catches on, I will do more.

## WHAT'S CHANGED?

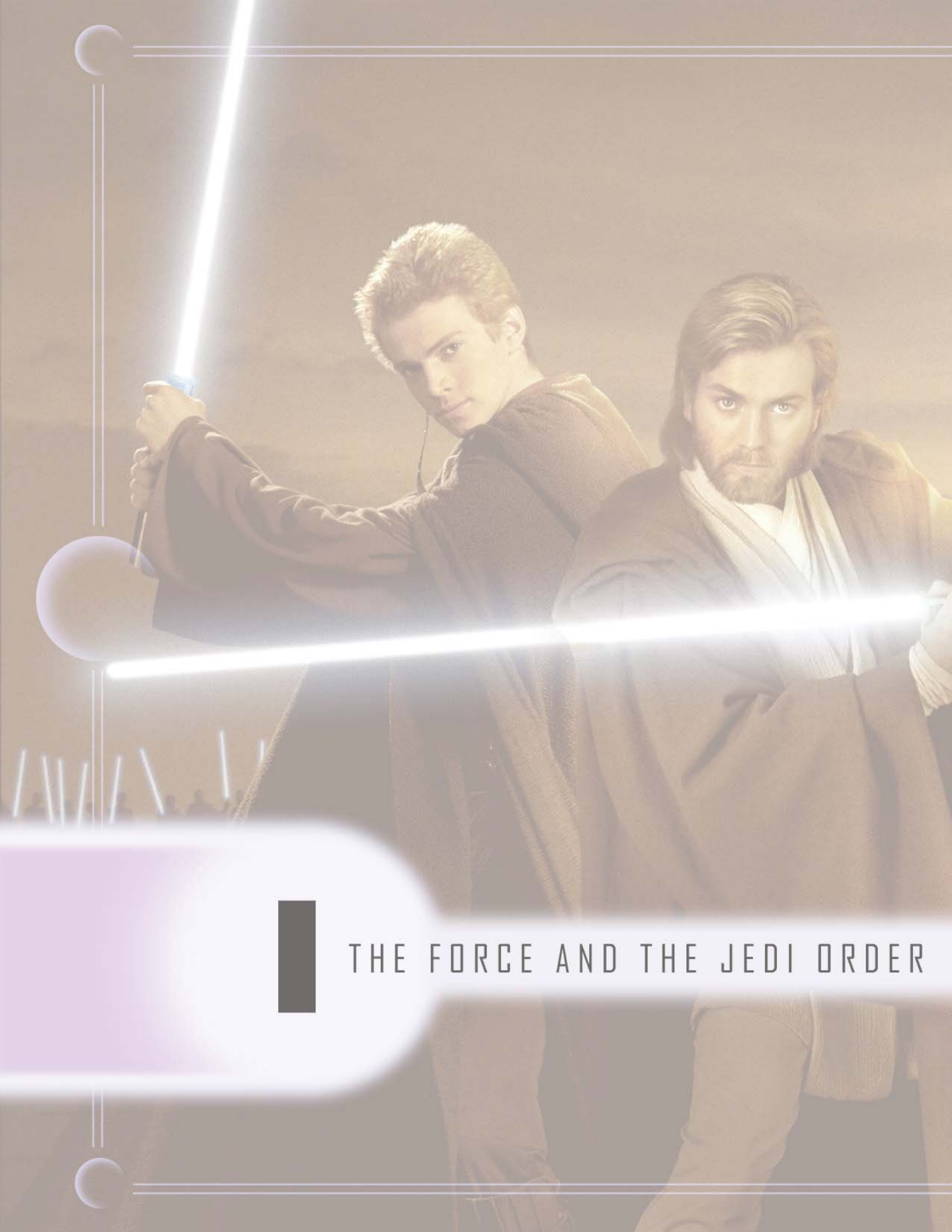
What have I changed you ask? Besides the obvious change from D6 Classic to D6 Legends (a success-based version of the award winning D6 system by West End Games), the way Force powers work have been revised, updated, and the rules for calculating difficulties changed.

## WHY CHANGE?

I've decided to do this conversion for those who like the D6 Legends game mechanics. They are quicker, easier to comprehend (in my opinion as I hate counting up those dreadful dice), and as I've spent most of my time drawing up success-based game mechanics for the past five years for other systems, far easier for me to expand upon the rules for.

## THE DESIGNER

I was introduced to role-playing games when I was fifteen years old. A little less than a decade later I sit here typing these rules because it's what I like to do. I love game mechanics, game development, and when I decided to do something in the realm of Star Wars, I decided to do it to the best of my ability. I currently am attempting to create my own role-playing game studio, or hopefully get picked up by a larger studio. Freelance writing is a hobby that's turned into a passion



## THE FORCE AND THE JEDI ORDER

The Force is an energy field created by all living things. It surrounds and penetrates everything, binding the galaxy together. The Force is a thing of balance, something that rests on both the positive and the negative. Because of this there are two sides to the Force: the light and the dark side. Peace, serenity, and knowledge form the light side while anger, fear, and aggression form the dark side. As such both sides of the Force are part of its natural order.

There are some beings that are attuned and sensitive to the Force. Whether they know or understand this doesn't matter, they can feel it the Force flowing through them. Through study of the Force, those sensitive and attuned to it can learn to manipulate it. Of all the orders in the Galaxy whom have studied the Force, none are as recognized or fluent in its functions as the Jedi.

While the Jedi are not the only Force-wielders in the galaxy, they are quite arguably the strongest. For centuries, millenia even, the Jedi Order has studied the ways of the Force. They have learned a great deal about its ways, and sit in servitude to it, hoping to do its will. For nearly all of its existance, the Jedi Order has allied itself with the Republic's Senate and has since become the defenders of peace and justice in the galaxy. Though at times the dark side would rear its ugly head and challenge the might of the Jedi, in the end the Jedi Order has always prevailed...

That is... before the dark times.

Before the Empire.

And so we begin.



## A SHORT HISTORY OF THE JEDI

In a time now forgotten, a group of philosophers came together to ponder the great mysteries of the Force. Over time, eventually some of these men and women mastered the Force and came together to share what they had found. Together they decided to dedicate their knowledge, skills, and powers to the good of the galaxy, helping those in need.

Over the next few thousand years those masters and philosophers became known as the Jedi. For their knowledge, selflessness, and dedication to peace and justice, they attracted many followers. They recruited those attuned to the Force into their ranks and taught them all they knew, Master to Apprentice. At first it was one Master to many Apprentices, but as time wore on, the number of Masters grew large enough to begin the tradition of one Master to one Apprentice. It was determined through trial and error that this was the best method for training a youngling, as the Force was too personal to teach in committee.

Eventually, they became known as the Defenders of the Galactic Republic and were soon deigned an official authority within its borders. The Jedi Council, as the circle of Masters came to be called, operated in concordance with the Republic Senate and Judicial Department of the Supreme Chancellor. The Jedi themselves became the guardians of peace and justice in the galaxy.

In addition to simply battling galactic criminals and settling disputes, the Jedi served as mediators, defenders, and teachers. Their

sense of honor, code of conduct, and immense trials they all undertook in their training, the Jedi Order became legendary. They were symbols of what everyone wished they could be. They wielded a powerful mystical abilities only a few could understand, and fought without any sense of self. With their lightsabers at their side, and the Force as their ally, the Jedi seemed invincible and the mere sight of one could be enough to settle even the most heated disputes.

Many believed the Jedi were invulnerable, that they could never be killed. Sadly, this was never the case. Jedi often died in service to the Republic, but their deaths were not publicly known. They were buried, and honored, in private. A Jedi's death was never to be mourned, but embraced as their comrade had joined the Force completely, and could only know the bliss of its release.

As time moved on, the Jedi were the most recognized organization outside of the Republic itself, and some might even hear of the Jedi before they hear of the Republic as the Jedi were often the first into an uncharted area.

By the time Palpatine took the helm of the Republic as Supreme Chancellor, the Jedi were the ultimate force in the galaxy. From their seat of power on Coruscant, the Jedi Order had well over ten thousand Jedi at their disposal. It was a time of relaxed power, the Order was secure... but still the dark side loomed heavy.

By the time Palpatine took office as Supreme Chancellor, the Jedi Council was already

deeply involved in the search for a renegade Sith Lord, whose apprentice had killed Jedi Master Qui-Gon Jinn. Everywhere they sought, all they found was darkness, like an impenetrable cloud that enshrouded all that their collective wisdom could discern. As time passed and the Clone Wars engulfed nearly all that they'd come to know as the Republic, corruption was everywhere and the Dark Side was so thick even Jedi Master Yoda was unable to discern the future of a young boy named Anakin Skywalker.

The boy had the highest midi-chlorian count of any Force-Sensitive being they'd ever encountered. He had no father, and it was theorized that he was conceived by the midi-chlorians themselves, a vengeance in the Force. The Jedi had a prophecy that one day, a Jedi would come who would bring balance to the Force, and it seemed that this boy was that prophecy realized.

Still they were hesitant. Anakin was too old, by Jedi standards, to be trained as a Knight. Most Jedi were recognized as Force-Sensitive and brought to the Temple at an early age (usually around six months of age). There they were cut off from their families and all they've known. This was a necessary approach to prevent attachments, emotional ties that could bring a Jedi's loyalty and focus into question. For there, they determined, lay the dark side.

But still, Qui-Gon Jinn wished with his dying breath that the boy be trained. His apprentice, Obi-Wan Kenobi, took up the mantle of Master over young Anakin and soon the Council agreed to the arrangement.

Anakin grew from Padawan to Jedi Knight in the shortest time ever recorded. His progress was amazing, and, some feared, completely unchecked. He grew powerful too fast, and that power may well have impaired his judgement.

Unbeknownst to the Council, Anakin fell in love with, and married, Padme Amidala, the former Queen of Naboo and now that world's representative to the Galactic Senate. In the midst of the Clone Wars, Padme became pregnant with twins, something that weighed heavily on the young couple. Anakin saw, in a dream, his beloved wife die in childbirth.

Having already lost his mother a short time earlier, Anakin was determined not to lose his only other love as well. It was because of his love for Padme that he allowed himself to be seduced to the dark side by Chancellor Palpatine himself. The Sith Lord Sidious, as Palpatine was discovered to be, promised young Anakin a power that would save his wife. They could be together, without having to hide. He could change the galaxy for her, if he just learned the ways of dark side.

And so, the boy destined to bring balance to the Force... did.

In one fell swoop of anger and retribution, Anakin destroyed the Jedi Temple and all those who dwelled within it. Palpatine unleashed the Clone Army against the remaining Jedi. Soon the most brutal purge in the history of galaxy, was complete. And all that remained were four known Jedi. Palpatine, Lord Vader, Master Yoda, and Master Kenobi.

Fate, it seemed, was not without a sense of irony.



## THE GREAT JEDI PURGE

After the Jedi Temple was desecrated and the Jedi within murdered, the newly created Empire went on a full-scale Jedi Purge. Declared outlaws and traitors, the Jedi were hunted down and destroyed by Darth Vader, the Emperor and the organization of corrupted force-users known as the Emperor's Hand.

A handful of Force-users survived the Jedi Purge but none were fully trained Jedi Knights and Masters that could reform the order, even in secret. Despite this, a few attempted to band together and create some sort of history of the Jedi, hoping to create a method of self-training that could help them elevate themselves in their knowledge of the Force. In the end, all these attempts failed. While some did succeed partially in their endeavors, none could possibly reconstruct the collective knowledge the Jedi Order once had.

The time of the Jedi had ended.

## A NEW HOPE

Anakin Skywalker, before turning to the dark side, bore twins with his wife Padme Amidala. The only witnesses to this birth, and to the truth of their parents, were Master Kenobi and Master Yoda. When Padme died during childbirth, Kenobi and Yoda took the children into hiding with them. The girl, Leia, went with Bail Organa to Alderaan and the boy, Luke, to his relatives on Tatooine.

Thought to be a new hope for the galaxy, the Jedi masters looked after them, watching their destinies closely. They knew that one day, when they were old enough, their destinies would call upon them. That day, whenever it was, would decide the fate of the galaxy.

## THE REBELLION AND A NEW JEDI

The era of the Rebellion to Restore the Republic saw one of the darkest eras in the galaxy's history. Under the leadership of Emperor Palpatine, the Empire became one of the greatest oppressors of freedom in known history. Leading through a doctrine of fear, the Emperor eventually dissolved the Galactic Senate completely, taking control directly. With this directive came the unveiling of the Empire's

newest super-weapon, the Death Star.

The power of this new weapon was demonstrated when Grand Moff Tarkin used it on the planet of Alderaan. The planet was completely destroyed before the eyes of Leia Organa, Alderaan's Senator and, secretly, a Rebel sympathizer.

Leia was scheduled to be put to death but was soon rescued by Luke Skywalker, Han Solo, Obi-Wan Kenobi, and the wookiee Chewbacca. Together they escaped the Death Star and, with the help of the Rebel Alliance, were able to eventually lead an attack that destroyed the station completely.

Obi-Wan, before his death aboard the Death Star, was able to open Luke's mind to the Force. He told him of his destiny, that his father was a Jedi and that he would become one too. In the ensuing years following the destruction of the Death Star, Luke trained with Master Yoda on Degobah and eventually confronted Lord Vader. During that confrontation he learned of his true lineage.

After the initial confrontation, Luke trained in solitude before returning to Master Yoda. Becoming more powerful than even Yoda expected, Luke was told that the only way to become a true Jedi Knight, was to face Darth Vader again. In that duel, Vader was defeated, but the Emperor was stronger than expected and nearly destroyed Luke. In a single act of retribution for his many years under the oppression of the dark side, Vader once again became Anakin Skywalker and slew the Emperor to save his son.

Anakin died following that sacrifice, but his soul was redeemed and he went to join the spirits of the many other Jedi that came before him. Luke, however, became the first of a new generation of Jedi Knights.

## THE NEW JEDI ORDER

Under the tutelage of Jedi Master Luke Skywalker, a new Jedi Order has arisen. Smaller in scale than the original Order, this new group of Jedi is nonetheless dedicated to the old ideals. Despite the lack of formal history and documentation, Luke's new Jedi Academy on Yavin IV has proven to be a good start to

rebuilding the Jedi.

Prominent Force-users in this era include Mara Jade Skywalker (Luke's wife), Jacen, Jaina, and Anakin Solo (Han Solo and Leia Organa Solo's three children), Corran Horn, and Kyle Katarn. With this new batch of Jedi the galaxy may once again flourish, basking in the peace and tranquility that used to be synonymous with the Old Republic.

With new force-sensitives being identified everyday, perhaps the Republic will stand strong once again. Only time will tell.

## THE JEDI CODE

*Jedi are the guardians of peace in the galaxy.*

*Jedi use their powers to defend and protect,  
never to attack others.*

*Jedi respect all life, in any form.*

*Jedi serve others rather than ruling over them,  
for the good of the galaxy.*

*Jedi seek to improve themselves through  
knowledge and training.  
- from the Jedi Code*

From the time a youngling is first brought to the Jedi Temple, until the time in which they grow old enough to come unto the tutelage of an individual Master, all young Jedi are required to study the Jedi code religiously. The philosophy contained within it was created specifically to help keep young Jedi from being drawn to the dark side. It was always taught by the Council, and even when the Order was gone, Master Kenobi and Yoda taught it to Luke Skywalker. Now even his new academy teaches a new generation of Jedi the wisdom of the Code.

The Jedi Code itself is a set of instructions for living in harmony with the Force. It teaches a Jedi never to use the Force for personal gain in wealth or power. Instead the Jedi uses the Force to find knowledge and enlightenment. Anger, fear, aggression, and other negative emotions lead to the dark side, so Jedi are taught only to act when they're emotions are at peace and serenity prevails their thoughts. All of this leads to harmony with the Force, as to be better actu upon its will.

Whenever possible, Jedi are encouraged to

find non-violent solutions whenever possible. They are to act from wisdom, using persuasion and counsel to settle disputes rather than Force powers and violence. Of course, when all else fails, or to save a life, a Jedi must sometimes resort to battle in order to resolve a particularly dangerous situation. A Jedi is taught that even though combat may be the best answer, it should never be the first one explored.

With their connection to the Force, Jedi sense its flow and draw upon its energy. While doing so, a Jedi sometimes percieves disturbances in the Force. These disturbances can be explained by the presence of powerful Force-users in the area, or intense emotions that cry out in the Force. Examples of this include the Jedi Purge, a time when Master Yoda felt the lives of Jedi everywhere being extinguished. Then there was the destruction of Alderaan, and all of the lives lost there. Lastly, there was the shroud of the dark side that descended on the Force during the Clone Wars. Jedi everywhere could sense it, but could not see beyond it in order to find out its meaning. There are times when these disturbances can prompt Jedi into action, bringing them to locations through visions or compelling dreams. Examples of these include Anakin's vision of his mother's death, or Luke's vision of seeing his friends in pain. Often strong emotions attached to significant figures in a Jedi's life are the easiest for Jedi to recieve in this manner. Being able to open oneself to this kind of flow is covered under the *Sense* ability.

## THE PATH WITHIN THE CODE

*There is no emotion; there is peace.*

*There is no ignorance; there is knowledge.*

*There is no passion; there is serenity.*

*There is no death; there is the Force.*

*- from the Jedi Code*

At its most basic level, the Jedi Code is a set of guidelines explaining which virtues to value and which flaws to to avoid. Jedi instructors ask their students to always keep these words in mind. The reason is simple: The Code provides instructions on how to

become a Jedi Master.

Consider the first rule: “There is no emotion; there is peace.” It is plainly a contrast, distinguishing the confusion of emotional considerations from the clear thinking of peaceful meditation - obviously, a valuable quality.

But if that peace is rooted in simply being unaware of some factor that would otherwise cause a Jedi to feel an emotional reaction, then it is not so much peace as ignorance. This is why the Code contains the second rule: “There is no ignorance; there is knowledge.”

This teaches the Jedi to strive to understand all situations - particularly before acting - to avoid errors in judgement. But knowing a thing well can lead to one to become engrossed in it. An obsessive focus leads to clouding of the mind. Thus, the third rule: “There is no passion; there is serenity.” Knowing a thing objectively is knowing it as the Force knows it.

Still, students commonly argue that they only true objectivity is nonexistence - death. For does one not affect a thing even by merely observing it? This is why there is the fourth rule: “There is no death; there is the Force.” The Force knows all things objectively; it is serene, and it is not swayed by emotion.

Thus, the Jedi Code teaches that before undertaking any action, the Jedi should consider the will of the Force. Master Odan-Urr said: “With these other considerations aside, all that remains is the Force.” If a Jedi can act emotionlessly, knowledgeably, and serenely, then he or she is acting in accordance with the will of the Force.

Therefore, if a Jedi acts in all things without emotion, ignorance, or passion, then that Jedi is truly a master of the Force.

### INTERPRETING THE CODE

While the Code is a straightforward map to master of the Force, it can sometimes be frustrating when put into practice. The galaxy has changed a great deal since the Jedi Code was first defined, and a great deal more since Master Odan-Urr attempted to clarify it. Although the secret to the Code is considering it thoroughly before acting, the universe often

does not afford a Jedi the time to do so.

Still, a Jedi can think through a great many things in advance, to better maintain the principles of the Code when the rest of the universe is in a hurry. Over the millennia since the founding of the Order, Jedi Masters have recognized that there are nine concepts a Jedi should embrace before situations are thrust upon him. A Jedi who understands these nine concepts will, when called upon to make a quick decision, already know the will of the Force.

### MEDITATION

By regularly examining one's own motivations, a Jedi could be certain that she was not allowing emotion, ignorance, or passion to intrude upon her clarity. A Jedi who has no time to meditate may more easily become lost. More to the point, a Jedi who refuses to meditate may already know that her motivations are not pure, and is thus lying to herself. As Master Yoda once said: “The Jedi who heeds not the counsel of the Force, to the dark side listens.”

### TRAINING

A wise Jedi should strive to remember that there is always something more to learn about the Force. The Force reveals itself to those who have the desire and knowledge to see it, and merely heeding the Force's will is much the same as looking at a bantha's toe and saying: “Now I understand banthas.” To continue to grow, a Jedi should train each day.

### LOYALTY

Jedi can exist in this universe because the Force exists. But the Jedi Order needs more: It requires loyalty. It goes without saying that Jedi should be loyal to one another. They should not squabble or fight. More important, though, each Jedi should be aware that he must act in accordance with the wishes of his Master, who must in turn act in accordance with the wishes of the Jedi Council. This is not a question of seniority, but rather of understanding the will of the Force, and in this regard, the members of the Jedi Council are

the recognized experts.

## INTEGRITY

A Jedi's responsibility to the Force is to be honest with himself. So long as the Jedi does not act in his own interest and observes the Code, he is obeying the will of the Force.

Master Odan-Urr lamented the misperceptions of those who believed that Jedi should be morally superior: "Many feel that a Jedi should be scrupulously honest, never taking advantage, and never withholding information. This is nonsense."

A Jedi can and should offer advice to those who need it. From a certain point of view, a Jedi is not being dishonest if he allows people to believe what they wish to believe. It is not incumbent upon the Jedi to convince anyone to follow his advice.

When a Jedi is serving the Force, he may employ deception, subterfuge, misdirection, and even fraud, if he does so with a righteous aim. Although most sentient beings have a distaste for such practices, the Force is without such emotions.

Do not confuse this with "moral flexibility." A Jedi does what needs to be done. But also remember that a Jedi is not above the law.

## MORALITY

The most dangerous - and debated - words ever uttered by a Jedi Master are: "A Jedi is not a creature of morals." This statement has unfortunately been translated, often by Jedi, to mean that a Jedi can do no wrong.

What it actually means is that a Jedi are not enforcers of morality. While Jedi can bring or restore order and justice, they cannot themselves sit in judgement of others. There are two reasons for this.

First, the galaxy is a vast place, full of cultures that no one Jedi can completely understand. One famous story tells how a Jedi learned that a companion had been devoured by the carnivorous Colicoids. When asked why the Jedi later bargained with the very same beings for starship components, she responded: "Because eating the flesh of sentient beings is not forbidden by the Jedi Code - but

to the Colicoids, not eating the flesh of sentient beings is considered a sign of insanity."

This Jedi recognized that punishing the Colicaoids for following their nature would be acting out of emotion and ignorance. Similarly, not procuring a badly needed engine part would have been punishing herself out of guilt.

The second reason is that judgement leads to vengeance and vengeance leads to the dark side. This is easy to understand, though not so easy to practice. Should a known murderer be allowed to go free? Should a man intent on murder be killed? To answer either question, a Jedi must first know the will of the Force. Neither decision can be made hastily, except when lives are threatened by inaction.

All the same time, while not judges, Jedi can be mediators. It is a role they are suited for, and one that works in accord with the Force, since meditation leads to balance.

## DISCRETION

Though Master Odan-Urr believed in justice, he also understood that it was sometimes necessary for a Jedi to practice discretion. Some have seen this as a sign of Jedi partisanship. Others, particularly law enforcement agencies, believe that Jedi ignore small crimes in order to apprehend greater criminals. Obviously, neither of these assertions is true.

The truth is that Jedi Knights are suffered throughout the galaxy - despite their facility with the Force. This is because they do not actively interfere with the lives of the common people. Jedi stand for order and justice, and these qualities do not begin with the misdeeds of the few. The goal of the Jedi should be to create and preserve an atmosphere where justice can flourish, rather than to try to create justice themselves.

Master Yoda often said that, should the Republic ever challenge the Jedi Order's right to exist, the support of the common citizen would see them through: "If fear us they do, help us they will not. If hate us they do, hunt us they will."

## BRAVERY

Younger Jedi commonly and mistakenly define bravery as the opposite of fear. Since fear leads to the dark side, they reason, bravery is armor against the dark side. This isn't so. If a Jedi is mindful of the will of the Force, he will know whether it is best to stand his ground, or flee, or even to offer a truce. Remember that bravery itself is an emotion, and a Jedi should be at peace - even in the midst of war.

## FIGHTING

Conflict is a fact of life in the galaxy for far too many beings, and no Jedi can hope to remain apart from it. But a Jedi need not embrace conflict. As Master Yoda teaches: "If a weapon you show, 'A warrior am I!' you say." So, to avoid unnecessary fighting, a Jedi should not advertise his skill.

But when it is necessary to fight? The Force will show a Jedi when he has no other options, and a wise Jedi trusts the Force in this regard.

When fighting, is it necessary to use one's lightsaber? The answer is no. A lightsaber is an intimidating weapon - but it is not a tool for intimidation. This is what ODan-Urr meant. Do not use a lightsaber to create fear in an opponent. Use it to end the fight as quickly and mercifully as possible. If this means destroying a foe, so be it. But if a Jedi can end a fight without killing an opponent, so much the better. The best Jedi can avert injury altogether, with only a word.

In the past, some Jedi have taken this to mean that they should carry a second, less deadly weapon. There is no such thing: If a weapon cannot kill, it is not truly a weapon. While a blaster can let a Jedi attack from a distance, it is just as effective - and more in keeping with the Jedi Code - to use the Force instead.

## DEPENDENCE

While not part of ODan-Urr's Jedi Code commentary, this bit of wisdom from the Jedi Master is often added to any instruction using his words and methods. It warns Jedi students to develop their talents and abilities, to not rely solely on the Force. To use the Force to

accomplish every mundane task is to trivialize it. Using the Force isn't the only solution to every problem; sometimes it isn't even the best solution. That's where a Jedi's other skills and talents come in. Jedi training consists of many exercises; mastering the Force is only a part of that training. The student also learns to run, jump, climb, fight, swim, and think. These exercises could be made easier by using the Force, but this would be to the detriment of the Jedi's overall experience. A Jedi needs to learn his capabilities without the Force so that he can truly know himself and also understand what those without the Force are capable of accomplishing.

Using the Force because it's convenient, even when other methods might be more sensible, falls dangerously close to the dark side. It's only one step removed from using the Force to achieve personal wealth and power, and that's definitely a corruption of the Force.

## STRUCTURE OF THE ORDER

### JEDI RANKS

Members of the order progressed through five to six basic levels of rank.

\* **Youngling** – an unofficial title, this refers to a child with Force potential. More accurately, Youngling is Galactic Basic slang for children of any sort. At a very young age, the Jedi initiates leave their homes and are assigned to a group for training. If a youngling is not chosen by any Jedi Knight to be their Padawan by 13 years of age, the youngling is placed into another, lesser role in the Jedi Service Corps. Depending on where the student's talents lie, this may be the Agricultural Corps, the Medical Corps, or the Exploration Corps.

\* **Padawan** – an apprentice who undergoes intensive training under a Jedi Knight after graduating from the academy.

\* **Jedi Knight** – a disciplined Padawan may become a fully trained Jedi once they have completed “the trials.” This is the most common rank of Jedi, hence, the title is also used, mostly by non-Jedi, to refer to any member of the order that has at least passed the compulsory tests required by the Jedi Council.

\* **Jedi Master** – a Jedi Knight may become a Master after being elected to the Jedi Council (Anakin was made part of the council by Palpatine, but not given the rank of Master because he was not elected). This title can also be achieved through the performance of extraordinary deeds or self-proclamation, though the latter is extremely rare. However, it is important to note that simply training a Padawan to Knight status is not merit enough to become a Jedi Master.

\* **Jedi Spirit / Force ghost** – a speculative fifth level and is characterized as an apparition of a deceased Jedi who has become one with the Force.

During the original trilogy, it was believed that all Jedi who died became one with the Force, their bodies vanishing, and then could return as apparitions at will, so that they could help those in need of their guidance. It appeared that this would happen even to fallen Jedi who repented at the end of their lives, such as Darth Vader and the Jedi Ulic Qel-Droma (from the Expanded Universe of Star Wars novelization). In the former case, it is unclear if Vader’s body actually vanishes, since Luke Skywalker is seen putting together a funeral for his suit, but it is assumed by some that the organic part of his body has disappeared.

Many questions arose during *The Phantom Menace*, when Qui-Gon Jinn’s body did not vanish after his duel with Darth Maul, and instead was burned on a Jedi funeral pyre. In *Revenge of the Sith* it is made known that “becoming one with the Force” is what happens to every living creature when they die, but only a recently it was discovered that one powerful enough in the Light Side could be

trained to immortalize themselves by retaining their consciousness after joining the Force and manifesting themselves as a “Force Ghost”. Qui-Gon’s spirit contacted Yoda from “beyond” having unlocked the secret to this technique. In turn Yoda instructed Obi-Wan that he would have new training to master in this technique during their self-imposed exile. They apprenticed themselves to the spirit of Qui-Gon Jinn and he revealed to them the secret of retaining one’s individuality after becoming one with the Force. Presumably, Darth Vader did not learn of this ability, which explains his surprise when Obi-Wan’s body disappears when he is slain on the Death Star in Episode IV, but in turn does not explain how Anakin gains the ability to manifest himself as a Force Ghost after being redeemed and dying near the end of *Return of the Jedi*.

A Jedi may have only one apprentice at a time, and is required to promote the current apprentice before taking another. Master Yoda was seen training several younglings in *Attack of the Clones*, but they were receiving generic Jedi teachings from him rather than being trained as Padawans.

## THE THREE PILLARS OF JEDI STRENGTH

- \* **Knowledge**, as contained in the Jedi Archives
- \* **The Force**
- \* **Self-discipline**

## POLITICAL ORGANIZATION

Eventually the Jedi formed a central political entity called the Jedi Council which acted as a governing body for the order and an advisory board for the Old Republic Senate. The Jedi Council could only have 12 members at a time.

Among other tasks, the Jedi were eventually responsible for law enforcement and peacekeeping in the Galactic Republic (though they would not be considered soldiers until the time of the Clone Wars). At the time of the Clone Wars, in the twilight years of the Galactic Republic, they would act as generals, diers and advisors in the conflict. To that end

they used the Force and extensive training to become extremely formidable in battle. Their traditional weapon was the lightsaber which, in the hands of a skilled wielder, could be more than a match for most opponents, even those that are armed with ranged weapons. A common task for the Jedi is to construct their own lightsaber, after collecting special crystals which would form the core of the lightsaber.

## THE DARK SIDE OF THE FORCE

The power of the Force does not come without a price, for with these abilities come great temptation to misuse them, and emotions such as hate, anger, and fear can cause a Jedi to be overcome by the dark side of the Force. The dark side is the easier path and at first can seem more powerful. In the words of Yoda, it is not actually more powerful, but only quicker and more seductive. When one goes over to the dark side, there is little hope of recovery.

The consequences of a Jedi falling to the dark side of the Force are quite high, not only for the fallen individual, but for many others as well. Such Jedi are normally referred to as Dark Jedi. Some Dark Jedi also become members of the Sith Order, and are vastly superior. Dark Jedi normally use red lightsabers.

The Sith lords were said to have come into existence nearly 25,000 years BBY. Begun by a heretical Jedi called Xendor, this sect embraced the dark side of the Force as a means to power, and was opposed to the philosophy embraced by the Jedi, that is, service and justice in the defense of the common good. This caused a split with the Jedi Order and resulted in several galactic wars over the millennia, including the Great Hyperspace War and at least three Sith Wars. One thousand years BBY, the Sith Order was believed to have finally been destroyed at the Battle of Ruusan. One Dark Lord, Darth Bane, survived, however, and reformed the order, restarting the tradition apparently begun by Darth Revan of passing down the name "Darth" to his successors, naming both master and apprentice as a Dark Lord of the Sith and beginning the "rule of two." This rule would allow the Sith to remain hidden from the Jedi and would help prevent

the kind of civil war within the Sith's own ranks that had led to the original Sith Empire's destruction and almost to that of the Order. For the next 1,000 years, the Sith Order carried on in concealment from the Jedi, biding their time until conditions in the galaxy were right for them to resurface.

It should be noted that, when Anakin Skywalker - as Darth Vader - cast Emperor Palpatine down the shaft in the second Death Star, the tradition of Sith knowledge being passed down through two individuals generation to generation was disrupted. Some Dark Jedi possessing varying degrees of Sith knowledge have since attempted to restart the Order of the Dark Lords of the Sith and met with minor successes.

## BECOMING A JEDI

Becoming a Jedi required the most profound commitment and astute mind. The life of a Jedi was one of personal sacrifice. Those who showed an aptitude for the Force were taken at birth or soon after to train in the Jedi Temple on Coruscant, where the order was headquartered. From the outset of their training they lived a life of simplicity, adhering to the Jedi Code which forbade material possessions or emotional attachments.

This training was initially done by a venerable, experienced Jedi until the individual was proficient enough to start the journey of a Jedi. When Luke Skywalker founded his new Jedi Academy, he altered the Jedi ways and traditions, allowing emotional attachments, possessions, and more contact with family and friends.

## JEDI DRESS

In keeping with the tenets of modesty and humility, the Jedi traditionally wore comfortable long, flowing robes, a tunic, and a cloak, of which each generally varied in tones and shades of white and brown. The left side is always on the right part of the dress. The colors were in stark contrast to the antithetical Sith, who were draped primarily in black. Exceptions were sometimes made, most notably in the cases of Anakin Skywalker and his son,



*The traditional Dress of the Jedi*

Luke Skywalker, but the Jedi found their traditional methods were most successful and were loath to change.

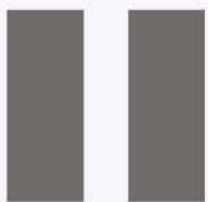
## GRAY JEDI

Jedi who have left the Jedi Order or have been cast out of it may be referred to as Gray Jedi. They are simply neutral in terms of alignment. Gray Jedi have not turned to the Dark Side, rather they use both light and dark side powers and view the Force as two pieces of a whole. Gray Jedi are not subject to follow the Jedi High Council and use Dark Side powers with great discretion.

Jolee Bindo might have been considered a Gray Jedi, having left the Jedi Order. Despite her origins, others may argue that Kreia could be considered among the Gray Jedi.

Not all Gray Jedi are necessarily evil or self-serving mercenaries, as they might still keep the honor of the Jedi at their own wish, like Bindo and Kyle Katarn. They are just not complacent members of the Jedi any more, whatever the reason for exile. They are also referred to as Shadow Jedi, believing that the ends justify the means.

According to the Jedi Council the so-called side, with no gray spots in between. By the conclusion of the Yuuzhan Vong war, however, Jedi Master Luke Skywalker came to believe that the Force is not divisible into Dark and Light due to the fact that anger isn't necessarily a Dark Force emotion, if used correctly. Others can argue that Master Qui-Gon Jinn was a Grey Jedi due to his defiance of the Jedi Council.



CREATING A JEDI

“What you must learn, my young padawan, is not to dwell on your Destiny, but to sit in quiet contemplation on the will of the Force. Only then will you understand your Destiny. We are all one in the grand scheme of things. We will all join the Force when our time comes. You, I, Master Windu, all of us.”

“But Master, I feel it’s calling. I’m ready.”

“You are ready for the trials, my young Padawan, of that I have no doubt.”

“Then why are you doubting me?”

“I do not doubt you, my friend...”

“I do not understand then Master.”

“I fear that you will never be fully ready for your destiny. It is one of war.”

“I’m quite adept at war, Master.”

“This is a kind of war that even you will not be able to fully come to grips with. So let us go and sit now, as Master and Padawan. Let us sit as friends and chat. We may not have many more chances.”

- Conversation between Master Cin Drallig and his apprentice, Serra Keto.



## FINDING INSPIRATION

Jedi are some of the most fascinating characters in the Star Wars Universe. They are mystical, devout, and courageous. They have been integral to nearly every major occurrence in the galaxy from the rise of empires to the destruction of them. No matter which turn you take in Galactic History, Jedi are there.

So where do you come in? How can you begin to create a character that is part of such a monumental aspect of this Universe? While this is largely a decision on the part of the Gamemaster, it is up to you to discover who your character is, and what he is good at. Is he fiery and ambitious like Cin Drallig's student Serra Keto, wielding two lightsabers in one of the most aggressive styles ever taught to a Jedi? Or is he quiet and contemplative like Master Yoda, seeking the balance in all things. Asking yourself these kinds of questions leads into the first part of creation a character.

## CONCEPT

The first thing your character needs is a concept. Who is she? Like stated above: what kind of a character are they? While this document assumes that all characters are Jedi, how were they delivered to the Academy? Were her parents destitute and eager to sell off their Force Sensitive daughter to the Jedi? Perhaps instead they were reluctant, not wanting to give up their only child to an organization who insists complete separation from family. Where the child came from goes a long way in

determining what kind of character she will be once her initial training is over and she's placed in the hands of a Master.

## CREATION OVERVIEW

Building a character in this version of D6 Legends uses defined limits. There are other available methods of creation including Templates and Building Points. You can reference D6 Space/Adventure/Fantasy for these building methods.

When you create a Jedi Character, you have a set number of points to distribute among the character's attributes and skills. The number of points for each are described below. Keep in mind that all Attributes begin at 1 before you place any points. In essence, you get 1 free point in each.

> **Attributes:** 14 (each Attribute begins at 1 automatically, and may not be higher than 4 at creation)

> **Skills:** 10 (max score of 3 at creation)

> **Specializations:** 3

> **Advantages:** Characters may sacrifice beginning Character Points for Advantages on a 1-for-1 basis (Advantages bought later are normal cost). They may also be paid for with Disadvantages of equal rating.

> **Disadvantages:** The rating of a Disadvantage gives a character +1 Character Points at Creation on a 1-for-1 basis. These are typically used to buy Advantages.

> **Movement:** 6 + Constitution + Dexterity

> **Reaction:** Dexterity + Intuition

- > **Defense:** Reaction / 2 (round up)
- > **Body Points:** 6 + Constitution
- > **Wounds:** Willpower
- > **Force Points:** 1, +1 if Force Sensative
- > **Character Points:** 5
- > **Funds:** Jedi receive limited credits during excursions from the Academy. Padawans receive 2D in Funds, Knights receive 3D, Masters receive 4D. (See the Rank Advantage)

## ATTRIBUTES

Every character has a set of six core attributes and a seventh special attribute (if they are Jedi). These six core attributes govern the character's basic abilities for physical and mental actions, a sort of default ability inherent within him or her. Below are short descriptions of what each attribute governs.

**Dexterity:** physical finesse, fine motor control, agility, flexibility, balance, coordination.

**Strength:** physical power, lifting capacity, muscle mass, ability to do physical damage with muscle powered weapons

**Constitution:** physical resistance, stamina, the ability to resist damage

**Logic:** mental power, intelligence, memory, quickness in learning.

**Intuition:** mental finesse, mental alertness and quickness, processing information, danger assessment

**Willpower:** mental resistance, force of personality, emotional control, self-image and ego

**Attunement:** connection to and potential within the Force. Generally, this begins low and increases over time as the Jedi grows.

Human characters have a minimum Attribute rating of 1 and a maximum Attribute rating of 6. Some races have been known to have higher maximums and minimums than humans (such as wookies). Reflect this, Races have been placed into this documents Advantage and Disadvantage sections depending on how useful their respective innate abilities are.

## SKILLS

While Attributes measure a character's natural ability to act, Skills represent their trained and honed abilities. While a naturally dexterous character has an easier time aiming a gun due

to his innate knack for coordination, a trained marksman easily makes up for any talent deficiency with honed skill. In general, someone trained in a particular skill can execute that skill with more knowledge and incur less risk that someone without any training in it.

Having points placed into a skill represent not only represent time spent using that skill, but the fundamental knowledge behind that skill. A skilled Vibroblade wielder, for example, not only does he know how to wield the weapon properly but also knows how to field strip it, clean it, and spot different kinds of components used in its making. Because of this wider use of skills, they are not "paired" with any specific Attribute. While Dexterity is paired with Melee Combat for wielding it as a weapon, Logic would be paired with it for building or repairing the weapon.

This use of skills is especially important when determining Character Point cost for raising skills. Skills are considered independent of their Attributes for those costs. So when you wish to raise a Melee Combat skill of 1 to 2, you would only need to remember the skill rating is 1 when paying the cost.

Like Attributes, Skills have maximum ratings. They range anywhere from 1 to 6, where 1 is representing a minimal amount of training and 6 is the limit to human potential. Having a Skill score of 1 takes minimal amount of teaching and practice. Keeping up with this level of skill takes very little effort for the character, and maybe they only need to "brush up" on their skills every so often. A character with a score of 6 in a Skill takes much more time and effort to hone and keep up with their skills. Being at the height of human potential is no easy feat and the character must spend considerable time training to operate continually at this level. A Gamemaster should levy penalties to a character that never bothers keeping up with skills he has high scores in. It takes hard work and dedication to be the best.

## SKILL SPECIALTIES

Now that you know that skills have maximum ratings, you may be looking at this and saying, "so there is a maximum of 12 dice I can roll

at any one time?" The answer is yes and no.

There are a number of ways to raise (or lower!) this dice pool even after you have managed to "max out" your potential in that skill. The most obvious way is through specialties which represent a more refined and focused skill in a particular subject.

This kind of narrow-fielded training is the purview of specialties. They zero in on specific aspects of a skill that a character might train exclusively in, such as pistols. Other examples of specialties include: knives (under Melee Combat), gambling (under Streetwise), or seduction (under Persuasion). Each specialty is raised individually of the base Skill, but rolled in addition to the Skill when such a roll is warranted. So it can be said a "specialty dice pool" is: Attribute + Skill + specialty.

Specialties have maximum ratings as well. A specialty can never have a score higher than 3, representing the maximum you can narrow your skill to. Thus, the maximum dice pool a character can ever have (based on skill alone) is 15 (6 in his Attribute + 6 in his Skill + 3 in whatever specialty is being used).

Keep in mind that only one specialty can be applied to any one roll. In regards to specialties such as Athletics (running) and (jumping) when attempting to jump a narrow gorge, apply the highest bonus.

As mentioned above, each specialty is raised individually of the skill for purposes of spending Character Points. Buying your first specialty point in "knives" for Melee Combat you would pay the base cost for a knives score of 1 (which is New Score (1) x 3 in Character Points for a total cost 3 Character Points). Later, should you choose to raise your specialty to 2, you would pay 6 Character Points (New Score (2) x 3). Then when you would roll a Melee Combat Dice Pool you would add 2 dice to it for your specialty score.

It should be noted here that you may apply specializations to Force Skills as well (see Force Skills on Page 21). They apply to specific powers only. In the case of the Control skill, you may also apply specializations to specific lightsaber forms. (For more on forms see the chapter entitled "Lightsaber Forms.")

## SKILL LIST

This documents lists a very select and widely-encompassing set of skills. This list has attempted to be as widely useful as it can be so the Gamemaster need not make up new skills for every situation. We have attempted to make the list small and friendly, so as not to bog the game down in endless skill lists. Below are the used skills and common specialties.

**Academics:** sciences, history, Jedi Lore, Sith Lore, ship design

**Artistic Expression:** dance, painting, holo-imaging, singing, writing, Manonian Underwater Basket Weaving

**Athletics:** acrobatics, dodge, climbing, jumping, running

**Awareness:** empathy, listen, spot, search, motives, spotting lies

**Bluff:** cons, lying, disguise, concealing emotions

**Computer:** hacking, programming, build/repair

**Endurance:** pain resistance, stamina

**Etiquette:** diplomatic relations, high-class functions, manners, negotiations

**Intimidation:** physical threats, subtle threats, stare downs, browbeating

**Legerdomain:** sleight of hand, escaping restraints, palming objects, card shifting

**Medicine:** first-aid, surgery, cybernetics, bacta tank use, bacta production

**Meditation:** inward focus, multiple processes, Force focus

**\*Melee Combat:** martial arts, weapon type, multiple opponents, specific move

**Pilot:** type of vehicle, build/repair

**Ranged Combat:** pistols, carbines, rifles, build/repair, specific move

**Security:** computerized locks, mechanical locks, traps, security systems, build/repair

**Stealth:** moving silently, hiding self, hiding objects

**Streetwise:** urban navigation, slang, black-market deals, gambling

**Survival:** animal handling, tracking, rural navigation, foraging, shelter

\*Melee may be used to wield a Lightsaber for those untrained in the Control Channel.

Doing so always incurs a -3 penalty to the roll and on a dramatic failure (1 on the wild die, and the roll was unsuccessful due to it), the wielder injures himself. Apply the successes to the wielders own defense to calculate damage.

## ASSIGNING ATTRIBUTES AND SKILLS

When creating a character (in this case a Jedi character) the placement of Attributes and Skill points are important and should reflect the concept you've chosen. A consular rarely would be highly skilled with a lightsaber. While they might be proficient and deadly with one, they wouldn't be studying the art day in and day out, they would be dedicating their time to other things: such as mastery over the Force. Because of this it is important to remember your concept when creating your character. It's always better to assign Attributes and Skills to fit an idea rather than making an idea to fit the Attributes and Skills you've chosen.

At character creation you have 14 points to distribute among the six (seven if Jedi) Attributes of Agility, Body, Reaction, Logic, Intuition, Willpower, and Attunement (if Jedi). All six Attributes have a score of 1 automatically, with the exception of Attunement, which begins at 0. Each point you place in an Attribute raises its score by 1 point (1D, or 1 die, if you consider it as a dice pool by itself or if you're used to previous D6 games).

Attunement, as it was mentioned, begins at 0. This document assumes most characters will be Jedi, and it has balanced the number of Attribute points for the time period when Jedi are prevalent. If you wish to run a campaign for characters who are not Force sensitive, we suggest lowering the number of Attribute points by 2. Attunement ratings of 1 are typical of younglings or Jedi with barely any training. Ratings of 2 or 3 generally are indicative of Padawans or young Knights. An Attunement rating of 4 to 5 are usually reserved for full Jedi Knights. An Attunement rating of 6 is a Master. While normal Attributes can not go above 6, Attunement is not bound by science or ability. So there are rare cases when a Jedi can have a rating higher than 6.

Skills, unlike Attributes, all begin at a rating of 0, which means they are untrained. When you create your Jedi character, you have 10 points in which to place Skills. Each point corresponds to 1 die (or 1D) that you would roll when using that skill. Putting 2 points into Meditation would mean you'd roll 2 dice for Meditation tests (plus whichever Attribute the GM deems appropriate).

The Gamemaster may also choose to employ some templates to all Jedi characters, a set of pre-learned skills. These are in *addition* to the 10 points you would distribute as a player. They are an *optional rule*, however, and useful only if the Gamemaster feels it is in the feel of his campaign to do so. The suggested template is as follows:

- Athletics 1
- Etiquette 1
- Meditation 1

Once your character has distributed all of his or her Skill points, you should check to make sure that no skill has a rating higher than 3 (specialties may boost it higher than 3 however). If you place 3 points into Bluff, then that's as high as it can go at character creation. You may always raise it with Character Points later, of course.

## FORCE SKILLS

While not mentioned in the Skill List section, there are three additional *Force Skills* available to Jedi Characters whom have undergone Jedi teaching. These skills are available only to characters who are Force Sensitive (those who have an Attunement rating of 1 or more) and who have been taught them by another Force Sensitive.

These skills are not natural Force ability (this is covered by the Attunement Attribute), but rather they are channeled faucets of the Force that Jedi can use to quicken their mastery over the many uses of the Force. The Force Skills available to Sensitive characters are as follows:

- Control:** the internal channel
- Alter:** the external channel
- Sense:** the sensory channel

When creating a Jedi character, these three Force Skills are bought the same as regular skills, with those 10 starting points. They may not be higher than 3 at creation. Specialties may be assigned to Force Skills but they apply to specific powers only (such as Force Push for Alter).

### ASSIGN SPECIALTIES

All characters begin with some amount of specialization. Even as a nine year old boy, Anakin Skywalker could be said to have some intensive Build/Repair specialization in the Pilot Skill. In order to reflect this, this document assigns all characters with 3 specialization points to distribute to the character. They, of course, must fit the concept and be appropriate for the setting, mood, and theme of the campaign. In addition, for a character to have specialization in the skill, they must have at least 1 Skill point in the Skill itself.

In terms of Jedi, 1 of these specializations must be assigned to the Lightsaber specialization of Shii-Cho, the most basic form of Lightsaber combat taught to all Jedi. The Jedi must take at least 1 point of Lightsaber skill in order to take this specialization. This is one of the many reasons for the Jedi template assignment on page 21.

At creation you may place as many of these 3 specialization points into any one specialization. If you decide to have a character who's extremely focused on Pilot(build/repair), then they may wish to place all their remaining specialization points into that one specialization. Conversely, they may spread them out, and become more diverse.

### A NOTE ON LIGHTSABER FORMS

Unlike other specializations, Lightsaber Forms require specific training in order to use them. When selecting a form specialization, the character must meet specific requirements in order to take that level of specialization (which Forms call Level of Mastery). Also, unlike other specializations, Lightsaber Forms give specific bonuses to the Jedi who can wield it properly. Consult the Chapter entitled Lightsaber Forms for more information.

### CHOOSING ADVANTAGES/DISADVANTAGES

Selecting Advantages and Disadvantages for your character helps to define them in ways Attributes and Skills alone can not. It shows their weaknesses or strengths in other ways. It represents connections to others, lives they may have touched, money they might have saved, or perhaps, in reverse, lost. All people have lost or gained in their lifetime and Jedi are no different.

When buying Advantages or choosing a Disadvantage keep your character concept in mind. Do not use these to "Min/Max" your character to the best of your ability. Disadvantages especially can fall into this trap. Choosing a bunch of minor Disadvantages for the sole purpose of making your new character super powerful is anti-thematic to the aim of this game. It's meant to show heroes, and even fallen heroes, and this section is made to help show how those heroes and fallen heroes are real, with real problems, and real connections.

The simplest way to go about buying Advantages and Disadvantages is to purchase them on an even basis. You would pick just as many points in Advantages as you take in Disadvantages. However, every character begins with 5 Character Points at creation and may purchase Advantages with these on a 1-for-1 basis. This lowered cost is available *at creation only*.

Disadvantages give Character Points at creation. Every point you take in a Disadvantage will grant 1 Character Point.

### CALCULATING MOVEMENT (MOVE) SCORE

Unlike traditional D6 games, this document makes the Move trait a calculated sum of a character's Dexterity and Strength score. Some characters are just naturally faster than others and this calculation helps to show that in real numbers.

A character's starting Move is equal to 6 + Dexterity + Strength. This is the amount of distance a character can cover as a standard action. Moving half of this distance in a round is a free action. Moving double this distance is considered a complex action.

## REACTION

Reaction is the character's reflexes and response time to danger or sudden stimuli. Reaction is rolled most often for initiative during combat situations. The user with highest number of successes goes first, followed by those with lower numbers of successes.

Reaction is calculated by adding the character's Dexterity score to his Intuition score (Dexterity + Intuition).

## DEFENSE

A character's defense is her innate ability to get out of the way of harm. This score creates the difficulty an attacker must reach when attempting to harm that character. If the attack is equal to or higher than the defense of the character, the attack succeeds and does damage based on the weapon used. For unarmed damage, a tie is considered a hit but a glancing blow.

To calculate a character's defense, divide the character's Reaction score by 2 and round up (Reaction / 2, round up).

## BODY POINTS

A character's Body Points indicate how much damage they can suffer before they are incapacitated or killed. Each time a character suffers damage, it subtracts from their Body Points. Once they hit 0 Body Points, they are out of the fight. The only way they can remain conscious is to make a Willpower + Endurance test each round. This test counts as a standard action and wound penalties do apply.

Beyond the 0 threshold, the character is dying. Only weapons that inflict killing blows can send a character beyond this threshold (such as lightsabers, blasters, and vibroknives). Weapons such as fists and stun weapons can only carry the character to 0 unless the GM determines they have been sufficiently beaten to death. Each character who is sent beyond the 0 threshold must make a Constitution + Willpower test each minute. The difficulty for this test equals the number of minutes they've been sent beyond the

threshold. If this test ever fails, the character dies. This test does not count as a standard action (however wound penalties do apply). It is possible to be dying and fight on, but keep in mind that they must make the Willpower + Endurance test to stay conscious each round.

At creation a character's Body Points are equal to 6 + their Constitution score.

## WOUNDS

For those familiar with the traditional D6 games, it might be a little odd to think of Body Points and Wounds being used in the same system. However, this document uses a variation of the Wound system.

In this variant, the character's Willpower Attribute score is used to determine his Wound thresholds. Everytime the character takes more damage than this threshold, they accumulate a -1D modifier to all rolls. So, if your character has a Willpower of 3, every 3 points of damage they take gives the character a cumulative -1D penalty to all rolls. So if they take 6 points of damage in one hit, they are now at -2D. If they take another 3 points of damage, they will be at -3D, and so on.

## STARTING FORCE POINTS

All characters begin with 1 Force Point, whether they are Jedi or not. If your character is Force Sensative they recieve +1 Force Point at creation.

## CHARACTER POINTS

All characters begin with 5 Character Points that may be used during game or to buy Advantages at Creation. This number may be modified by Disadvantages.

## STARTING FUNDS

Jedi characters do not necessarily have funds of their own. They tended to have a sort of company credit with the Jedi Council. Padawans are left with 2D of Funding when out on missions, Knights with 3D, and Masters with 4D. They may always attempt to requisition more on the Republic's behalf.



A BITTER ROAD: THE FORCE

Devin Jarrik sat with his friend, Serra Keto on the steps of the Jedi Academy. They were eating and it was a break from the stress of training. Together they joked about their Masters and the ordeals they put them through. They chided each other over the things they would liked to have done had they not been raised in the Order. Their eyes burned with youth and when they looked at one another, they burned with longing.

"We could leave," he said.

"Don't be ridiculous."

They ate again in silence. There was no joking that followed. Serra looked to Devin and chewed on her lip. They didn't speak for a long time. There was much to say and no way to say it.

"We live impossible lives," Serra said.

"Nothing is impossible."

"Things are impossible."

"What we have isn't impossible."

"It is, Devin."

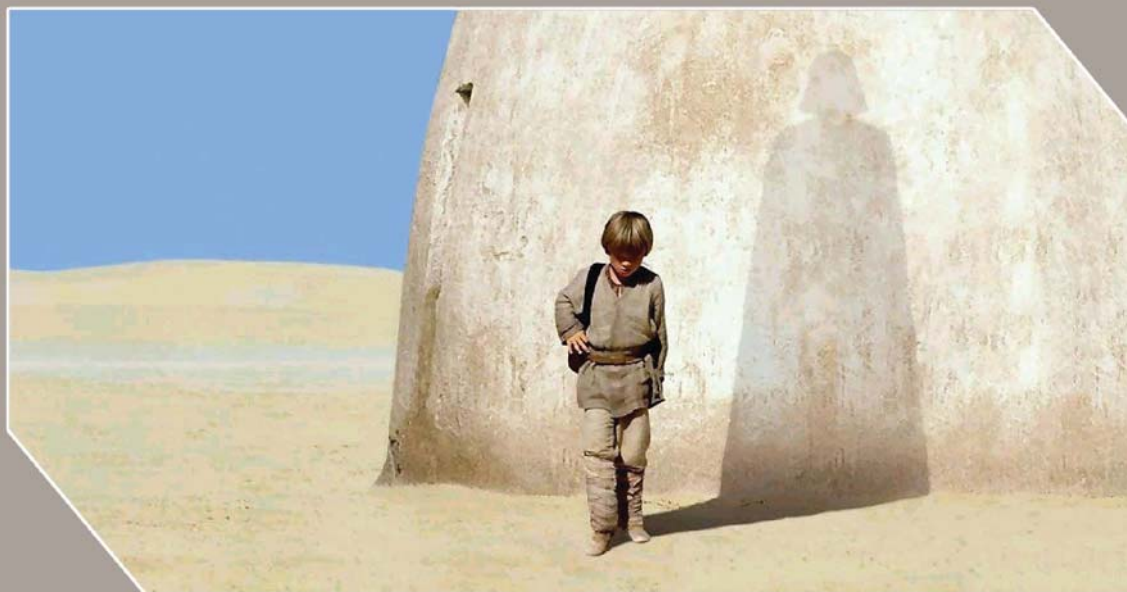
Devin stood up and walked away. He made his way down to the path to the edge of the Academy's skyway. Airbuses and speeders went by in quick procession. He put his hands within his cloak sleeves. His eyes went to the ground. She came to him and put a hand on his shoulder. They stood like that for a time and watched the bustle of life that was beyond the airway. It was as a cage.

"Don't forget me, Devin."

"Why do you say such things?"

"We've not much time left."

"I will never forget."



### INTRODUCTORY HOLOS

Imagine you're five years old and clinging to your mother's leg. There are strange men with magical powers in your home and they're telling your mother that you're special, and that you have an ability very few have. They want to take you away, cut you off from everything you know so you can live a cloistered life of solitude and service to a government you don't even recognize out there on Rim. Your mother, still in withdrawal from her spice addiction gone sour, sees the credits they offer to her. It's a lot of credits out there. You're one of ten kids, and so she takes the credits and they take you.

Yeah, that's what they did to me. My mother? She couldn't give a womprat's behind about me. I hardly even remember her face. Never had a father from what I remember, but then again I was five and my mother was a spice addict. So when they carted me off in their spaceship to Coruscant for testing, I didn't cry too much. I began to miss my mother, but the second we left that planet, I stopped. I had no connection to her, there was no love in that house. That's what the Order wants. No connections.

They're dangerous because it makes us feel passion one way or another. We're not supposed to be emotionless, but acting on passion is the temptation of the Dark Side. That's what they say. It's so hard though, to not feel passion. It's so hard not to feel something

amazing when you grow up with someone in the Academy. Someone who helped you through all the tests, supported you through all the trials. It's so hard to become a teenager and not look at that friend, that amazing someone, without a thought of connection.

But that's how it must be. So when we hit puberty, at least for us humans, we're assigned to masters if we can be. Those masters must be older, and typically of the same sex (though sometimes that doesn't help). So we're split up and taken all around the galaxy to enlighten ourselves. Mostly its to disconnect us from the worlds we knew. We live in all sorts of environments, in all kinds of conditions. We expand our minds, and therefor open ourselves up to the Force and its will. We are its servants after all.

We have great power, we Jedi. I can see without my eyes. I can wield blades of pure light. I can jump from great heights and take it like a toddler step. My very will is pushed out by the Force. But I'm human. I can't kill this thing I have called a heart. And it hurts. It hurts everytime I come back to the Academy and see that person, that friend, that unspoken love. Were things different... if only things were different.

Now my master tells me that something is happening. A great darkness is upon us. Oh what a bitter road we walk.

- Serra Keto, 5 days before her duel with Darth Vader in the Jedi Academy

## THE FLIPSIDE IS NEVER GREEN

The day I was first able to move a datapad with the Force was the most amazing day of my life. I was eight years old and still considered a youngling. Letting the Force flow through you is amazing. All of your inner chakras align and its energy just melds with your flesh, your blood, your spirit. You feel it connect and it's a rush. It's a real rush.

Over the years it doesn't get any less sensational either. It always remains a positive feeling, a satisfying feeling. When you release that energy and reach out and touch the spirit of the universe, you can not compare it, not even after thirty years of this.

And now I'm watching my apprentice pass his trials. Soon he will be a Jedi Knight and will no longer need me. I have taught him all I know, but still I sit here and wish I had more to teach. It's hard to let go. I have known Devin since he was a little boy. I saw him grow into a fine Jedi. He's a little brash, but that's because he's young. I was the same way. We all grow out of it eventually.

Still, there is something wrong. I sense it in him and I don't even need the Force to see it. I've known him too long. Serra, it's about Serra. I knew it was a mistake to put them together after the primary period. I spoke to Master Windu about it, and he somewhat agreed, but there just wasn't the room. Masters were sparse and we couldn't split them up before it was time. Plus, I have my doubts that they would have made it at all without each other. Such a darkness these days are, I can not seem to see, sense, or feel what would have been the correct way of it.

I spoke with her master, Cin Drallig, several times on the matter. He tells me that the situation is the same. We're both loathe to confront them about it, as our interference would only destroy what trust they had in us. They know their training, they know the Code. I fear for my apprentice, my Devin. I love the boy like a father loves a son. It is my weakness, my only connection. He is my apprentice and no other. No one else will teach him what I have taught him. Part of his life is my own. And now I watch him leaving me. It is

both a sad and happy occasion. Devin and I have been through a lot together over the years. He has taught me things that only youth can teach. Adaptability to these new times is just one of them. Sometimes his brashness re-opens my eyes to something you tend to lose over the years of servitude: the concept of enjoying yourself.

Where once I may have never set foot inside a cantina, now I meet with Devin at Foxglove's every week for lunch and a drink. The Order doesn't forbid us from having a good time, but it does teach us to beware temptation. I supplied a test of my own to Devin by attempting to drink far beyond what was good and he, like the good boy -- man -- he is, stopped me. He reminded me of the law, of the Code. I never tested him again for this.

But this business with Serra, I am at a loss. Were I to look into their future, I do fear that future. I have seen Devin descending into his own darkness in the times to come, but I see a light within it. I can not understand this future, no matter how much I meditate.

But as it stands, the masters are all concerned for the Jedi Knight Anakin Skywalker. It is an uncertain path he walks. While I've only limited contact with him, I do understand he has become increasingly brash and arrogant. These are not good signs to see in a Knight, especially one considered "The Chosen One." I am not so certain I believe in this Balance they speak of.

The Force itself is a hard thing to understand the will of. One must be completely neutral on the subject matter and we, as subjective people, have immense trouble with that issue. Perhaps one day, the Order will discover a well developed method for communing with the Force. Until then however, I must simply watch and listen.

It is almost time for the last of his trials. I go now to see to them and send him on this errand. He will have troops under him this time, and he will be on his own. I do hope he does well.

- Master Janus Karn, 2 days before his death on Coruscant

## WHAT'S IN THIS CHAPTER

This is a chapter about the Force and the mechanics to use it and what happens should you become tainted by the darker aspects of it. Jedi are trained to touch the Force and let it flow through them. Because of this teaching, and their Attunement to the Force, they gain certain innate abilities and enhancements to their daily living. In addition, they can learn to manipulate its three channels: the internal, often referred to as Control; the external, referred to as Alter; and the sensory, known as Sense.

A Jedi's innate powers are measured by their Attunement stat, an Attribute much like their Strength or Dexterity. When measuring a Jedi's potency with their innate powers, known as Talents, you always look to their Attunement score.

When you are attempting to measure a Jedi's ability to manipulate the raw Force and turn it into to their will, you look to a combination of their Attunement and their scores in the three channels: Control, Alter, and Sense.

### TALENTS

The term 'Talents' apply to certain, blanket-ing abilities enjoyed by those who are Force Sensative. They are innate, minor (but by no means weak) powers granted by being able to tap the Force's currents. Every Talent is based completely on the Jedi's enlightenment or raw ability to control the Force. This is represented by the Jedi character's Attunement stat.

Talents are often mistaken for raw ability, and some Sensatives exist that don't even realize their actions are guided by the Force itself. Each Talent is explained below.

### FORCE AWARENESS

While some Sensatives have no knowledge of the Force, they are still aware of something that is out there. Some believe they are going mad, others believe they are some sort of psychic. Whatever the reasoning, sensativity to the Force gives those Attuned to its flow a unique awareness of the world around them. Sensatives have sharper senses that clue them into danger. All Sensatives may add their At-

-tunement score to reaction tests (Dexterity + Intuition) that involve surprise and danger. This includes combat initiative. In the movies, Jedi Master Qui-Gon Jinn referred this ability as "Jedi Reflexes."

In addition to this, Force Awareness provides some other benefits. Whenever a Sensative uses the Awareness skill for any test involving his five senses, his Attunement score is also added.

### SENSE OTHERS

Every Sensative puts out a blip on the universal current of the Force. Unless specifically attempting to hide their own auras, other Sensatives can feel their presence when they are near. Whenever a Sensative character is within Line of Sight of another Sensative, they may roll their Attunement score. Successes on this roll alert the character that there is another Sensative in the area. It does not, however, give the character a specific location of that Sensative or who their identity is. It merely alerts them to their presence.

A character may attempt to hide his aura as well. The hiding Sensative rolls their Attunement and any successes creates a threshold difficulty for any other Sensatives to beat in order to detect them.

*Example: Serra Keto has an Attunement score of 3. Her friend Devin is looking for her in a crowded Cantina. Serra, attempting to surprise him, tries to suppress her aura. She rolls her Attunement score and achieves 2 successes. Devin must now roll more than 2 successes to detect her.*

### FORCE RESILIENCE

Force Sensative beings are often exceptionally resilient to disease and famine. The Jedi Academy oftens scours the intergalactic news waves during outbreaks to hear of any stories of miraculous recoveries. Those who are immune to diseases that would have otherwise killed them are often times Force Sensative. In game terms, any time a character attempts to resist poisons or disease, they may add their Attunement score to their Constitution.

## Other Talents

Occasionally some Sensitives develop Talents that have never been seen before, or are rare to the Jedi Order. The Gamemaster may allow a character to have extra talents that fit his or her feel for the campaign they are running. Keep in mind that these Talents are always based off the user's Attunement only. Should a character wish to develop a unique talent later on, after the campaign has already begun, the GM may allow them to purchase them for 10 Character Points each.

## THE THREE CHANNELS

When calling upon the Force, Sensitives and Jedi channel the raw power through one of three channels: either Control, Alter, or Sense. Each one of these channels represent a facet of the Force, a way that its power can be brought from the ether into universe at the hands of its user. Below, these three channels are detailed.

### ALTER: THE EXTERNAL CHANNEL

The ability to harness the Force in an external way is the focus of the Alter channel. It is easily the most visible form of Force use and often is mistaken as the 'only' or 'most powerful' use of the Force because of this. Anytime a Jedi uses the Force to affect an object other than himself or to propel himself from one place to another, Alter is the channel used. Common uses of Alter are the very visible Push, Pull, and Jump abilities. All Jedi are taught these valuable uses of Alter at a young age simply because of their usefulness.

### CONTROL: THE INTERNAL CHANNEL

Inward focus is the domain of the Control channel. Any time a Jedi uses the Force to affect his or her body in positive or negative ways, they are channeling through Control. It steadies the mind, heals the body, and soothes the spirit. Control is always, without exception, the first channel taught to the members of the Jedi Order. Common uses of Control include Heal Self, Increase Physical Acumen, and Body Control. Those talented in the Control channel are often the most dangerous weapons the Jedi Order has to offer.

## SENSE: THE SENSORY CHANNEL

The ebb and flow of the Force is a tough thing to pick up on, even for the most experienced Jedi. Use of the Sensory channel allows Sensitives to pick up on this ebb and flow, and all it to guide them in decisions, see into the future, the past, or even across vast distances. The use of Sense allows them basically to use the Force itself as their eyes and ears. Some Jedi have even perfected how to use it to see their immediate area without using their eyes. Common uses of Sense include Farsight, Post-cognition, Precognition, and Force Sight.

## CALLING UPON THE FORCE: CREATING EFFECTS

Whenever a character calls upon the Force to create an effect (such as the powers listed in this chapter), they build the difficulty for that effect based on several factors. These factors include the Size, Duration, Range, Relationship, and State of Mind of the Force wielder. Whenever you wish to create an effect, you must do so with all these modifiers in mind. Creating small, subtle effects on small targets that you have an intimate connection to are quite easy while affecting a large object you've just been introduced to is very difficult.

These modifiers are listed below, along with the appropriate difficulties related to their realm. Keep in mind that all these modifiers stack. Simply work through each Modifier and add up the appropriate difficulties to achieve the final difficulty for the effect.

It should be noted that while the Skill roll itself is made to overcome the difficulty of the effect, the Jedi's Attunement score measures the power of that effect.

### MODIFIER: DURATION

Effect Duration	Difficulty Modifier
1 Round	+0
1 Scene (a few minutes)	+1
1 Hour	+2
Several Hours	+3
1 Day	+4
1 Week	+5
1 Month	+6

**MODIFIER: RANGE**

<b>Range</b>	<b>Difficulty Modifier</b>
Personal/Touch	+0
Close	+1
Long	+2
Kilometer	+3
5 Kilometers	+4
10 Kilometers	+5
100 Kilometers	+6

**MODIFIER: TARGET SIZE**

<b>Target Size/Scale</b>	<b>Difficulty Modifier</b>
Person/Character*	+1
Few People/Speeder	+2
Group/Walker	+3
Crowd /Starfighter	+4
Horde/Capital	+5
Stadium Attendance/Death Star	+6

\*Character scales include personal items such as Lightsabers.

**MODIFIER: RELATIONSHIP**

<b>Relationship</b>	<b>Difficulty Modifier</b>
Family/Intimate	+0
Acquaintances/Line of Sight	+1
Met Once	+2
Never met, but know by reputation	+3
Complete Strangers	+4

\*A Jedi's Lightsaber is considered Intimate.  
Other non-living objects are considered Line of Sight

**MODIFIER: STATE OF MIND**

<b>State</b>	<b>Difficulty Modifier</b>
At peace	+0
Rushed/Combat	+1
Full of Negative Emotions	+2
Acting on Negative Emotions	+3
Enraged	+4

**OPPOSED ROLLS**

Whenever a Jedi targets a living being with his powers, a resistance roll can be made if the target is aware of the Jedi's attempt. Even those unsensitive to the Force are able to do

so. Whenever a target is aware of an attack by the Force, they may roll either their Constitution (for physical attacks) or Willpower (for mental attacks) to resist. Successes rolled on this opposed test add to the Jedi's difficulty when he attempts to pull off the effect. Jedi who are attacked in such a way always add their Attunement to this roll. So if they are attacked physically, they would roll Constitution + Attunement to resist and Willpower + Attunement to resist a mental attack.

If two Jedi attempt to counter or overpower the other with Force powers, they simply make opposed rolls based on the Force Skills involved. If they both attempt to use Push on each other, they would both roll Attunement + Alter. Whoever gains the most successes wins the battle. In this case, the difficulty in building an effect does not matter. When a Jedi throws the Force at another, they are opening themselves up to counterattack.