

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."

--Obi Wan Kenobi

The Force is a mysterious energy that pervades the universe. Certain people who are sensitive to it can, with appropriate training, learn to wield extraordinary powers through the Force. Such power does not come without responsibility, for those who would use the Force in selfishness or anger, soon find themselves in the grip of dark side.

## FORCE pool

"Use the Force, Luke."  
--Obi Wan Kenobi

"There's no mystical energy field that controls my destiny."  
--Han Solo

The Force guides the destiny of the galaxy and can help those who are can call upon it. These important heroes and villains have access to a special game mechanic called the Force Pool.

The Force Pool is a drama mechanic. It represents the status of the PCs as main characters, and their importance in the story of the campaign. The Force Pool power for Jedi is called *Use the Force*, and is built using Luck with the optional mechanic that allows the total rolled on the Luck dice to be spent to modify the character's rolls.

Force Pool Dice	
Ranking	Dice
Sensitive	1d6
Novice	2d6
Learner	3d6
Jedi	4d6
Knight	5d6
Master	6d6

### GAINING FORCE POINTS

The Force will always be a mystery, even to the most masterful of Jedi, therefore a character can call upon the Force to aid him, but the GM will decide whether or not the Force will actually answer his call. When the Force does answer the call of a Jedi, and no more than once per game session, the character rolls his Luck dice and the total becomes his Force Pool.

### USING FORCE POINTS

Points from the Force Pool can add to, or subtract from most rolls the character makes, or are made directly against him. They can be used before or after the roll in question is made, and the same Force user can only modify a particular roll once. This has special implications when two force users are both attempting to modify the same roll. See Contested Force Points below.

Some that cannot be modified for various reasons. Sometimes the GM will disallow the use of Force points for dramatic reasons. For example, think of Han Solo's failed Stealth roll on Endor that led, ultimately, to the discovery of new allies. There are also various occasions when a Jedi is required to make an Ego roll to maintain calm or to resist the temptation of the dark side. Force points cannot be used to aid such rolls or most any Ego based roll.

Also, Force Points cannot be used to modify a skill or attack roll that is a natural 3 because the natural 3 result is always, within reason, a success. This restriction does not apply to hit location rolls.

### LOSING FORCE POINTS

Unspent points in a characters Force Pool do not remain there forever. They last only for the remainder of the dramatic scene, what ever that may be. A Jedi duel is a very good example of a dramatic scene. The scene could last only ½ a game session, or it could stretch over several sessions.

NEVER FOR ATTACK

Some issues arise when two characters attempt to use Force points on the same roll. For example, when a Sith and a Jedi are dueling they both might want to affect the final outcome of a hit location roll. In such cases the Force will only act in a character's defense. So, in the above example, the character who was hit could use Force points to transform a head hit, into a hand hit, but that character's foe could not use Force points to change a hand hit into a head hit.

the DARK SIDE

"Beware of the dark side. Anger...fear...aggression. The dark side of the Force are they. Easily they flow, quick to join you in a fight."

--Master Yoda

"Is the dark side more powerful?"

--Luke Skywalker

"No! Quicker, easier, more seductive."

--Master Yoda

"There will come a time when you will be tempted by your emotions to call upon the Force. You must resist, because this is the call of the dark side."

--Master Skywalker

When a Jedi begins his training he becomes open to the Force, and open to the temptation of the dark side. A Jedi is most susceptible early in his training because he can sense the Force, but not yet control it. The young Jedi often chafes under the rigid discipline and training required of him, and the dark side offers to accelerate his training and remove all restrictions.

The dark side is represented as a Psychological Limitation called Dark Side Seduction (DSS) which indicates how far down the dark path your character has gone.

The circumstances are considered Uncommon, for 5 points and it starts at a Moderate level for +0 points which means that, at first, the temptation towards the dark side can be resisted with an Ego Roll at a base of +5.

Dark Side Seduction			
Level	Roll	Pts	Intensity
1	+5	5	Moderate
2	-0	10	Strong
3	-5	15	Total
4	Gone to the Dark Side		

The idea is to resist this Psychological limitation, so the GM will occasionally require the Jedi to make an Ego, which cannot be modified by Force points. If the character fails that Ego roll then he allows his darker emotions to guide his actions and gains a level of Dark Side Seduction, which is the equivalent of increasing the intensity of the DSS disadvantage and which

makes it more difficult for the Jedi to resist gaining further levels of DSS.

How often to call for such an Ego roll, and in what circumstances, is a decision left entirely for the GM to make based upon the tone of the campaign, though advice is provided in the GMing the Dark Side section.

You always get the character points for DSS, even if you have met the campaign maximum for disadvantages. When you do receive a level of DSS you cannot use those character points to immediately buy off the level you just received.

ONCE YOU START DOWN THE DARK PATH

You can spend experience points to reduce the degree of your DSS, but you can never buy off the original level.

There are a couple of ways that you can get that first level.

1. You can willingly call upon the dark side for the character points you get from DSS to buy one of the dark side powers, or to buy some other Force power.
2. Other disadvantages can lead your character to commit a heinous act which warrants a level of DSS.

To take Luke as an example, because he was rash by nature, when his friends were in danger he rushed to Cloud City and a confrontation with Darth Vader he was not ready for. The Force could not help him here because he was acting upon his emotions, so to escape he was forced to resort to the dark side for the character points to be able to contact Leia telepathically.

When Luke faced the Emperor it was the temptation to call upon the dark side for dark side powers to finally destroy the Emperor that he had to resist. He could not call upon the Force because he was too filled with fear and anger.

### TURNING TO THE DARK SIDE

Once a Jedi has gained the his third of DSS, his final Ego Roll is at a base of -5, which makes it very easy to takes that final step to the dark side. When a character does finally turn to the dark side, the Dark Side Seduction disadvantage turns into the psychological disadvantage, *Dedication To Your Dark Master*, or other such disadvantage. The circumstances for this are Common, and the intensity is Total for 20 total points.

### GAME MASTERING THE DARK SIDE

A critical decision for a game master is how to approach the dark side because it will affect the entire tone of the campaign. There are two basic approaches to consider.

The first is more of a gaming approach. Choose a dramatic moment and have the character make an Ego roll to avoid having his character perform some action. Say, execute a dangerous Sith captive out of fear or desire for revenge. This tends to take control away from the players, but it does make the dark side a serious threat

The second approach is a role playing one based upon Yoda's instruction that you will know the good from the bad when you are calm and at peace. In dramatic and trying circumstances the character makes an Ego roll. If he fails then he will be unable to distinguish between the dark side and the light side in the following scene. This relies upon the player roleplaying his character's confusion and fear. usually by avoiding action because the Jedi's unbalanced state of mind cannot distinguish what actions might lead to the dark side. Take, for example, Luke's confrontation with the Emperor and Darth Vader. The Emperor convinces Luke that the mission to destroy the Death Star will be a failure, but Luke has failed his Ego roll. If he attempts to strike down the Emperor it will lead to the dark side because he has lost his calm, but he also believes that the mission is doomed unless he kills the Emperor. Thus, Luke's inaction.

## PRESENCE OF the FORCE

"I sense something, a presence I've not felt since..."  
--Darth Vader

"I'm endangering the mission, I shouldn't have come."  
--Luke Skywalker

The Force flows through all living things, but all living things also influence the Force, in their own ways. Long ago the Jedi realized that through the Force they could sense the presence of others who can control the Force.

Each character who is Force Sensitive takes a disadvantage called *Presence of the Force*, which means that they have a unique aura, or presence, which can be detected by the use of the *Feel the Force* power.

In general this disadvantage is a feature that distinguishes those who use the force from each other, not necessarily a disadvantage that marks one as Force Sensitive, though the GM may wish to use it as such.

***Presence of the Force***: Distinctive Feature (Not Concealable +15, Only Detectable by *Feel the Force* -10; 5 point Disadvantage).



## JEDI AND THE JEDI ORDER

"A Jedi must have the deepest commitment, the most serious mind."

--Master Yoda

"A Jedi uses the Force for knowledge and defense, never for attack."

--Master Yoda

"For more than a thousand generations the Jedi were the guardians of peace and justice in the galaxy. Before the dark times. Before the Empire."

--Obi Wan Kenobi

"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."

--Code of the Old Order

"The oath of the Order is not a restriction, it is a protection. If you hold to the oath you can resist the dark side."

--Master Skywalker

Technically the term Jedi refers specifically to a fully trained member of the Jedi Order who's dark side consumed opposite are called Sith. For so many generations the Jedi where the only known users of the Force, that the term Jedi is now used to represent anyone who uses the Force.

Even before the shadow of the Empire fell across the galaxy, when the Jedi were numerous, the origins of their Order was lost in the mists of ancient history.

## JEDI RANKING

"When I left you I was but a learner, now I am the master."

--Darth Vader

There are six general rankings of Jedi. The differences are based upon game mechanics. In game, the differences are much more ambiguous. There is a package for each ranking category, which contains a basic level of skills and a number of character points dedicated to Force powers. These points are given as a lump sum and are used to buy whatever Force powers the GM allows the character buy. For more information see the Force Packages document.



The table below provides a summary of each ranking, and includes the total character points worth of Force powers typically possessed by a Jedi of that rank.

Jedi Ranking Table		
Ranking	Total Points of Force Powers	Notes
Force Sensitive	9	An untrained person who has the potential to develop their innate abilities and become a full fledged Jedi.
Novice	20	An uncommitted student who has only just begun his training.
Learner	55	The longest and most treacherous stage of Jedi training. The Learner stage begins with the student's commitment to the Jedi Code, and continues until student has learned enough to create a lightsaber of his own. The stage is dangerous because the student has enough knowledge of the Force to learn on his own, especially if he calls upon the dark side.
Jedi	90	Traditionally, the student becomes a full fledged Jedi upon the construction of his own lightsaber.
Jedi Knight	115	The transition between Jedi and Jedi Knight is ambiguous. Knighthood was, traditionally, an honorific bestowed upon a Jedi for performing some extraordinary action or service. Therefore it would be possible for someone to remain a Jedi for his entire career.
Jedi Master	140	Similarly blurry in it's distinguishment, the rank of Jedi Master is traditionally reserved for those who are especially senior and knowledgeable, in the Force and the history of the Order.

## JEDI TECHNOLOGY

"The lightsaber, this the weapon of a Jedi Knight, not as clumsy or random as a blaster. An elegant weapon for a more civilized age."

--Obi Wan Kenobi

The Jedi have developed a number of special types of devices, mostly for their own use. This section describes some of the most common and well known.

### HOLOCRONS

Jedi Hologrons are flat devices about the size of a human hand. They are a marvel of Jedi technology because only those trained in the Force can access the information imbedded in the them and once accessed, the Jedi can use the Hologron much like a new knowledge skill.

**Jedi Hologron:** A Knowledge Skill 15-; OAF (Not Universal, Indestructible; -1), Requires Skill Roll (Feel the Force; -¼). BP 8, AP 8, CP 4.

### LIGHTSABER

The pinnacle of Jedi technology is the lightsaber. It consists of a foot long handle which can project a blade of pure energy about a meter long. The blade of a lightsaber can cut through almost any material and this makes the it both deathly and dangerous. The self discipline and control of a trained Jedi is essential to wield the lightsaber in combat, especially against another saber.

A lightsaber is powered by a small but powerful battery which generates the beam. The energy is focused through a very special crystal which controls the color of the beam and causes the beam to loop back to the emitter. The lightsaber recaptures the energy of the blade and so energy is only lost when the blade is actually in contact with something. It's estimated that a saber could continue to cut through matter for 4 hours before needing to be recharged.

Physical armor provides no protection from the blade of a saber, but other saber blades, energy fields and energy reinforced windows can block a lightsaber.

Only defenses which use avoidance as their special effect are effective against the lightsaber. The GM, or the character, may wish to use the standard effect of the saber, which is 10 body, rather than rolling because there is no variation in the energy or cutting power of the blade. The location of the hit is the most important factor in determining the damage the lightsaber causes.

**Jedi Lightsaber:** 3d6+1 HKA; AVLD (Combat Luck, or any Defense Power based upon being missed; +1½), Does Body (+1), 0 End Cost (+½), OIF (Lightsaber; -½), STR Min (8 STR; -¼), Strength Does Not Add to Damage (-½), Causes No Bleeding (-½), Real Weapon (-¼), Limited by Energy Fields (-¼). 50 (+3) 200 (-2¼) 62.

**Training Saber:** 2d6 Energy Blast; NND (Force Field, Another Saber; +1), 0 End Cost (+½), OIF (Lightsaber; -½), STR Min (5 STR; -¼), No Range (-½), Real Weapon (-¼). 10 (+1½) 25 (-1¼) 11.

## SITH AND THE SITH ORDER

"A Jedi must have the deepest commitment, the most serious mind."

--Master Yoda

The Sith is an order of Force users with a history intimately linked with that of the Jedi Order.

## LIGHTSABER COMBAT

"But with the blast shield down I can't see a thing. How am I suppose to fight?"

--Luke Skywalker

To many in the galaxy, the lightsaber is the symbol of the Jedi, and to the Jedi the saber is the center of their training. Many Jedi's first experience of feeling the Force comes from their early training with the lightsaber.

### OPTIONAL RULES

The Jedi Academy Campaign is intended to be a heroic campaign and uses several optional rules. Below is a summary of the options used in the JAC.

- Combat Maneuvers
  - Two Weapon Fighting inflicts the user with a -2 DCV rather than ½
  - All Optional Combat Maneuvers are used
- Optional Effects of Damage
  - Wounding is not used
  - The Hit Location Chart with damage modifiers is used
  - Impairing and Disabling effects are used
  - Knockdown is used
  - Bleeding is used

### WEAPON FAMILIARITY

Lightsaber is a Weapon Familiarity which costs 1 point and it cannot be bought as part of any group. Only those who have the *Feel the Force* power can take WF: Lightsaber, though they can learn them simultaneously and often do. It is possible for those who are not Force Sensitive to use a lightsaber, but they will always suffer a -3 OCV and the consequences of rolling a natural 18 in combat could be severe. Rolling a natural 18 is not so dangerous for a Jedi who has learned *Feel the Force* and WF: Lightsaber because the Force gives them exquisite control over their weapon. WF: Offhand is also handy, but in lightsaber duels the DCV bonus should probably only apply if the character is using two lightsabers because there are very few things that can actually parry a lightsaber.

### COMBAT SKILL LEVELS

A Jedi commonly has two types of skill levels that affect lightsaber combat. The first is 3-point Combat Skill Levels with Lightsaber. These can be applied to OCV with most attacks, or extra damage with a lightsaber, or to the character's DCV against hand to hand attacks. They do not apply to a Jedi's rolls for deflecting blaster bolts. Because the lightsaber is such a dangerous weapon, even a small advantage in OCV can bring lightsaber duel, or any other combat, to an end quickly. When the GM brings Force Points into effect they can help mitigate OCV advantages.

OCV Guidelines	
Ranking	OCV
Novice	3-7
Learner	5-9
Jedi	7-11
Knight	9-13
Master	11-15

In general practice, +2 CSLs per Jedi ranking is a good guideline. The Jedi packages provided have only a +1 with Lightsabers because it is assumed that the Jedi will also have Wisdom of the Jedi, which provided them with an Overall skill level, and so package Jedi have +2 CSL per ranking. This does not include modifiers from Lightsaber Martial Arts.

### LIGHTSABER MARTIAL ARTS

Through the generations of the Jedi Order many have dedicated themselves to the mastery of the lightsaber and many have developed advanced fighting techniques.

Lightsaber Martial Arts Maneuvers				
Cost	Maneuver	Phs	CV	Effect
4	Bind	½	+1/+0	Bind Weapon, +10 STR
5	Blocking Strike	½	+1/+3	3d6+1 Strike
4	Counterstrike	½	+2/+2	3½d6 Strike, Must Follow Block
4	Disable	½	+1/+1	3½d6 Strike, Disable
4	Evade	½	+0/+5	Dodge all attacks, Abort
4	Flashing Strike	1	+1/+0	3d6+1 Strike, +3 Initiative
5	Flying Dodge	½	+0/+4	Dodge all Attacks, Abort, Full Move
4	Flying Strike	½	+1/+0	3d6+1 Strike, Full Move
4	Parry	½	+2/+2	Block, Abort

A Jedi who learns lightsaber martial arts can take the Style Disadvantage for 10 points, which makes the character susceptible to being Analyzed and have their style recognized by the casual observer.

The points spent on Lightsaber Martial Arts count as points spent on Force powers and so help the character to achieve his next Jedi ranking.

There are a number distinct substyles of lightsaber martial arts but the difference between them tends to be historical and reflect whether blasters or lightsabers are the most commonly faced threat by the Jedi Order. This is why Lightsaber Martial Arts is a large collection of general maneuvers that can be bought in various ways, along with Force Powers and other skills, to represent the various recognized forms of lightsaber combat.

### FIGHTING WITH TWO SABERS

Though not very common, some practitioners of the Force are skilled and brave enough to wield two lightsabers simultaneously. To do so, the character buys Two Weapon Fighting with Hand to Hand weapons for 10 points. This counts as a Force power for Jedi characters and because it is a skill, it's cost is not discounted.

When using TWF the character suffers a -2 DCV. However, TWF can be combined with WF: Offhand for a -1 DCV.

The character using TWF can make two attacks without penalty against the same foe, or two separate foes, but if the first attack fails then the second attack cannot be made.

TWF provides no bonus or additional effect when the character is blocking or using missile deflection. It only applies to attacks, unless he also has WF: Offhand, in which case he received the usual DCV bonus for having a second weapon.

**THROWING A LIGHTSABER**

Throwing a lightsaber is an uncommon tactic but in the right circumstances it's surprise factor can be quite effective.

A lightsaber is considered an unbalanced and unaerodynamic object, which means a character throwing his saber incurs a -4 Range Penalty. The distance a saber can be thrown is based upon the -20 STR required to lift one.

**FORCE HAND AND THE LIGHTSABER**

There are a number of tactics which combine the lightsaber with the use of Force Hand. For example, the power *My Lightsaber to Me!* extends a Jedi's Force Hand ability, allowing him to instantaneously ready his lightsaber, even if the weapon is several meters away.

A tactics of a more ruthless kind involves using Force Push to pull a target into the attacker's lightsaber. This is possible because the indirect nature of Force Hand allows the user to push a target in any direction he wishes.

To perform an attack like this, the Jedi, or more likely, the Sith, attempts the normal rolls for using Force Push. If the target is pushed, and pushed far enough to reach the attacker, the attacker may make an attack roll using just his base OCV, no levels allowed, against the target's total DCV. If successful the target is pulled into the attacker's saber and takes lightsaber damage. If the unmodified attack is not a success then the target has stopped or passed the attacker out of reach of the attacker's saber. The GM could use the rule for missed area of effect attacks to determine which hex the target actually ends up in.

**DISARMING OR TAKING A LIGHTSABER**

Because of a Jedi's intimate connection with his lightsaber it is very difficult to take away from him, short of cutting off the hand that is holding it. This is why the Lightsaber is built as an Inaccessible focus.

A character can directly target a foe's hand by taking a -6 OCV penalty, or by using the Disable Lightsaber Martial Arts maneuver, which is a special strike that can only target arms and legs.

**DEFLECTING BLASTER BOLTS**

One of the most important defenses of the Jedi is the ability to deflect blaster bolts, and other energy attacks with the blade of a lightsaber.

**CUTTING THROUGH OBSTACLES**

If the blade of a lightsaber is in contact with matter it can cause 10 body of damage per segment that it is dragged through that matter. By finding the thickness of 10 body of a material on the Wall Body table (5ER page 448) the GM can get a basic idea of how fast a saber can slice through something. Cutting is considered to be a no time action and the

<b>Lightsaber Cutting Table</b>		
<b>Material</b>	<b>Length Cut per Segment</b>	<b>Segments for Passable Hole</b>
Wood	4 meters	1
Stone	¾ meter (75 cm)	3
Metal	9.5 cm	27
Plastic	25 cm	10

Jedi can cut 10 body worth of material each segment, not just in the segments in which he has a phase.

The Lightsaber Cutting Table shows the length of any thickness of material that a lightsaber can cut through in one second. It also shows the number segments to cut a passable doorway in that material. A passable doorway is considered to be arch shaped, ½ meter wide, and 1 meter high. With a total approximate length of 2.6 meters.

For the purposes of cutting through walls and such all lightsaber blades are considered to be 1 meter long.

These times for cutting apply to most walls including internal space ship walls, but the external hulls and doors of spaceships and some buildings such as Imperial Garrisons have the benefit of energy shielding. Such shielding interferes with the lightsaber and prevents it from being able to cut through the wall or door at all.

#### **DISMEMBERMENT**

For most characters, lightsaber attacks which strike or target limbs will sever the limb they hit. For this purpose a limb is an arm or leg or anything lesser, such as a hand or foot.

To completely sever a limb the attack must do damage greater than 1/3 of the target's Body, after the Body modifier for that limb. This is also the most damage that the target can take from that attack.

## FORCE POWERS

"All things are subordinate to the Force."  
--Master Yoda

With the Force anything is possible, but it is an ally, not a tool, and to use the Force requires great commitment and discipline on the part of the Jedi. The strength of the Force does not come simply.

### BUYING FORCE POWERS

In game terms the Force is represented as individual Force powers placed into one of seven disciplines. In addition, most Force powers have different versions for different levels of training and as the character progresses he may upgrade his powers.

A character who is Force Sensitive has two powers *Use the Force* and *Force Sense Group* which represent the character's innate ability to learn to use the Force. With the GM's permission they can purchase a third power which can't cost more than 3 points, and is often a simple detect power in the *Force Sense Group*, but cannot be *Feel the Force*. This extra Force power is a natural talent that exhibits itself in the character. Except for this extra talent, a Force Sensitive character cannot learn any other Force powers until they have found another Force user of Knight or better rank who can instruct them in Force and teach them their very first power, *Feel the Force*. Once a character has learned to sense the Force they can learn other Force powers. A character can upgrade a power he has already learned to a higher rank, but until he reaches the rank of Jedi, he cannot learn new powers without being taught them by a teacher. The exception to this is any Force power bought with points from Dark Side Seduction. These can be learned any time.

Also, a Force user can have only one power at a level higher than his current ranking. Once a character reaches the level of Knight he can begin to teach the Force to others and develop entirely new powers.

### COST

Each Force power is bought separately and the character pays only one third of the real cost for most powers. Powers based on skills, especially Overall skill levels, are not discounted in this way, but they do count towards the character's overall Force Power total.

### THE DISCIPLINES OF THE FORCE

General Force powers are divided into several categories. Sense, Hand, Body, Mind, Force, and Lightsaber Combat.

### THE SEVENTH DISCIPLINE

The powers of the seventh discipline are the powers of the dark side which come to those who starts down the dark path.

Though other situations may arise, these powers should generally be bought only with character points from the Dark Side Seduction disadvantage.



## the FORCE

These Force powers can greatly increase a Jedi's strength, but they rely upon the character's hatred, vengeance, and fear and so the one who uses them runs a great risk of falling to the dark side. Whenever a character uses one of these dark side powers he will suffer a -5 to all Ego rolls for the rest of the dramatic scene.

### OTHER POWERS

After the general Force powers section comes a collection of supplemental powers that are not generally learnable by any Force user. There are powers that are taught only by the Jedi or the Sith, or other groups of Force users. These powers generally have little or no textual support from the Star Wars movies.

SENSE

"Concentrate...feel the Force flow. Yes. Good. Calm, yes. Through the Force, things you will see. Other places. The future...the past. Old friends long gone."

--Master Yoda

"Your eyes can deceive you, do not trust them."

--Obi Wan Kenobi

A Jedi's ability to feel the Force is the core of his potential. Through the Force many things can be known. It can allow the character to sense the presence of familiar force user, or to feel the disturbances caused by great loss of life.

All the various things that a Jedi can sense using the Force are part of a new Sense Group called Force Sense, and part of a Jedi's core Force powers are modifiers to the Force Sense Group, such as Range, and Discriminatory, and especially Telescopic, but never Targeting. Any Force based Detect power is part of the Force Sense Group and so gains whatever modifiers the Jedi has bought, for free, though in some cases the individual Detect may pay for more advanced abilities which the Jedi does not yet have for the Force Sense Group. Many of these Detects are bought with the Sense adder.

**Sense Discipline Powers Table**

- Feel the Force
- Force Diagnostic
- Force Sense Group
- Guide my Action
- Long Have I Watched
- Search Your Feelings
- Sense Life
- Through the Force

**Sense Discipline Powers**

**Feel the Force:** The Jedi can feel the flow of Force through him and through all things around him when he is properly calm, his mind open. The ability to feel the Force is like learning to walk in terms of a Jedi's training. There is a variety of things which this sense allows the Jedi to detect. He can sense disturbances in the Force, such as a great loss of life. It also enables him to detect the presence of other Jedi, as well how "strong with the Force" they are.

As a basic power, this sense allows the Jedi to feel the ambient Force around him, and to feel areas of particularly intense levels of Force energy in places, people, and even situations. He can also detect the use of any Force power, and tell who is using the power, or at least where it is coming from if he cannot directly see the Force user. This does not provide the Jedi with any information about who the person may be who is using this power. He can sense disturbances in the Force, but not necessarily tell what has happened. He can detect those who have the Presence of the Force disadvantage, and how powerful they are with the Force.

At the Discriminatory level the Jedi can tell the difference between concentrations of light and dark side Force energy. He can also tell who the target of a Force power is, and what Force power it is.

With Analyze the Jedi can guess at the cause of a concentration of Force energy, and can determine the active points of a Force power being used.

Ranking	Power	End	BP	AP	CP	Cost
Novice	Detect (The Force, 5 pts); Sense +2. [Passive].	None	7	7	7	2

**Force Diagnostic:** The Jedi can spend ½ a phase and determine what, if any, medical conditions a person might have. This could be almost any potential problem, from a hangnail to a subtle poison. This power is especially useful because the Jedi using it need not know anything about the alien physiology he might be dealing with. The Jedi can gain very specific information about the medical problem, but without some prior medical knowledge it will

not be all that helpful.

At the basic level the Jedi knows if the subject has a problem and how severe it is.

With Discriminatory the Jedi learns the class of condition. Tissue trauma, poison, and so on.

At the Analyze level the Jedi will learn exactly what afflicts his patient, and can use this Force power as Complimentary to any medical related skill roll.

Ranking	Power	End	BP	AP	CP	Cost
Any	Detect (Medical Condition of Patient, 10 pts). [Passive].	None	10	10	10	3

**Force Sense Group:** The Force Sensitive individual is marked by their ability to access the Force Sense Group. As he develops particular senses, the Jedi can detect phenomenon, and their intensity, but that is about all.

Ranking	Power	End	BP	AP	CP	Cost
Sensitive	Range, 360°.	None	20	20	20	7
Learner	Range, 360°, Discriminatory.	None	30	30	30	10
Jedi	Range, 360°, Discriminatory, Analyze, Telescopic +10 vs. Range.	None	55	55	55	18
Knight	Range, 360°, Discriminatory, Analyze, Telescopic +15 vs. Range.	None	62	62	62	21
Master	Range, 360°, Discriminatory, Analyze, Telescopic +20 vs. Range.	None	70	70	70	23

**Guide My Actions:** A potent Force power, Guide My Actions allows the Jedi to know what actions his opponents will take before they take them.

Guide My Actions is a

At the basic level, the Jedi will know if his opponent intends to take an action.

With Discriminatory, the Jedi also learns what his target's general action will be and if that action will be directed against him. Examples of information gained would be the target is going to attack me, the target is going to run, the target is going to attack my friend.

At the Analyze level the Jedi learns what his target's specific action will be. (Martial Strike with a vibroknife), and how his target will allocate his combat skill levels.

To administer this power: When more then one character has an action on the same phase, regardless of Dexterities, the character with the lowest roll for Guide My Actions must first declare what his action will be and how he will assign his CSLs. Then the character with the next highest Guide My Action roll decided his action, and so on. This way the Jedi with the highest roll gets to hear what each other character in the combat will do, before deciding what his own action will be. Then the actions resolve in normal initiative order.

Ranking	Power	End	BP	AP	CP	Cost
Any	Detect (Actions of Opponents; 5 pts), Sense +2, Part of the Force Sense Group, [Passive], (7 AP); Linked to Clairsentience (-1/2). (CP: 5) <b>plus</b> Clairsentience (Linked Sense Only; Precognition); 0 End Cost (+1/2), (60 AP); Precognition Only (-1), One Sense Only (Linked Detect; -1/4), No Range (-1/2), Only Against Foes Acting in the Same Segment (-1). (CP: 16) Total Cost: 21.	None	47	67	21	7

**Long Have I Watched:** Master Yoda used this power to watch Luke's progress from a simple farm boy to a Jedi in training. Darth Vader used it to punish failure from a distance and extend the fear of his Death Grip.

**Game Info:** Mind Scan (See Table); 0 End Cost (+1/2), Concentration (0 DCV, Throughout; -1), Does not Provide Mental Awareness (-1/4), Extra Time (Full Phase; -1/2).

Ranking	Power	End	BP	AP	CP	Cost
Jedi	8d6	None	40	60	22	7
Knight	10d6	None	50	75	27	9
Master	12d6	None	60	90	33	11

**Search Your Feelings:** When calm and focused a Jedi's feelings can be a powerful guide. This power represents a

Jedi's ability to sense the truth of a statement or conclusion.

**Game Info:** Deduction (INT + See Below); Only

Ranking	Power	End	BP	AP	CP	Cost
Novice	Deduction (INT)	None	3	3	3	3
Learner	Deduction (INT+2)	None	7			
Jedi	Deduction (INT+4)	None				
Knight	Deduction (INT+6)	None				
Master	Deduction (INT+8)	None				

**Sense Life:** Through the Force the Jedi can detect life forms.

At the basic level the Jedi can detect the existence of life, and how "strong" it is.

With Discriminatory the Jedi can distinguish major qualities of the life form. Such as if it is plant or animal, sentient or not sentient.

With Analyze the Jedi can learn more about the life form. How intelligent it is, or it's particular strengths and tendencies.

Ranking	Power	End	BP	AP	CP	Cost
Any	Detect (Life Force; 10 pts). [Passive].	None	10	10	10	3

**Through the Force:** Through the Force a Jedi will see visions of many things, including the past and the future. Though these visions can be unclear and hard to interpret, their value can be seen in the duration of the old Jedi Order, and their limitations in that Order's failure. For these visions of the past and future, time and distance have no meaning. A Jedi might see visions of events on the other side of the galaxy and those events might be from the distant past, or even the future. However, the future is always in motion and it often occurs that a Jedi with this power cannot see into the future past some important decision yet to be made. Yoda could not tell Luke if his friends would die because the might or might not depending on many chances, especially on whether or not Luke went to their aid. Once Luke began his training with Yoda he became a danger to the Emperor and the Emperor was able to foresee this.

Not just visions of the past and future are accessible to a Jedi through the Force, but also the present. A Jedi can move the focus of his immediate perceptions up to 200m (100") away from his body and use his senses from that new location.

**Game Info:** Clairsentience (See Table), Precognition, Postcognition; 0 End Cost (+½); Concentration (0 DCV, Throughout; -1), Blackout (-½), Vague and Unclear (-½).

Ranking	Power	End	BP	AP	CP	Cost
Learner	Sight Group	None	60	90	30	10
Knight	Sight Group, Hearing Group	None	70	105	35	12
Master	Sight Group, Hearing Group, Force Sense Group	None	80	120	40	13

hAnD

“The Force calls my lightsaber to me.”  
--Luke Skywalker

This discipline of Force powers is one of the handiest, and most obvious in it's use. Outside of the Order, the tales of Jedi exploits throughout the galaxy often make mention of the Jedi's incredible power to move objects with their minds.

The basic power of the discipline is Force Hand, and several of the other common powers of the Jedi are martial arts maneuvers used through the Jedi's Force

Hand power. Darth Vader's Death Grip, for example, is a Choke Hold used through a very powerful Force Hand. In Jabba the Hutt's throne room, Luke performed a disarm maneuver with his Force Hand.

The GM will have to decide how much freedom to allow the characters when using Force Hand, because the movies provide only a few uses, and players can and should be creative in finding uses for their powers. Eventually you will strike a balance between creativity and genre conventions.

**Hand Discipline Powers Table**

- All too Easy
- Death Grip
- Force Hand
- Force Pull
- Force Push
- My Lightsaber to Me!
- Push Counter

**Hand Discipline Powers**

**All too Easy:** With advanced training a Jedi can learn to manipulate even delicate objects through the Force. All too Easy also allows a Jedi Knight to use more advanced Force Hand maneuvers such as Death Grip. For more information see the description of Force Hand.

This power can add a lot to a Jedi's abilities especially in the hands of a creative player and so is a prime candidate of the need to balance game and genre. For example, the Jedi could activate a grenade on a foe's belt.

Ranking	Power	End	BP	AP	CP	Cost
Jedi	Fine Manipulation Adder; Based on ECV (Normal Range Mods, Physical Defenses; +1), Variable Limitation (-1/2 total from Concentration, Gestures, Normal Range Modifiers, and/or Limited Range 10"; -1/4), Limited Power (Does not work through windows or energy fields; -1/2).	2	10	20	11	4

**Death Grip:** Made famous through the galaxy, and especially in the higher ranks of the Imperial command structure by Darth Vader, the grip of death is an example of purchasing a Martial Arts Maneuver for use with Force Hand. For more information see the description of Force Hand.

Death Grip is a focused power which constricts the trachea of the victim and so requires the Jedi to also have the power All too Easy.

Ranking	Power	End	BP	AP	CP	Cost
Knight	Force Hand Martial Arts Maneuver: Choke Hold -2/+0 2d6 NND.	TK	4	4	4	4

**Force Hand:** The power of the Jedi to reach out with the Force and manipulate objects.

The targeting of this power is based upon Ego rather than Dexterity, which means that it is still a discipline of the mind, and the Force. It is visible to *Feel the Force*, and it is plain to all who is using this power, when, and upon what or whom. Other than that, the power itself is invisible. It can affect any side of an object or person, but cannot work through windows or energy fields.

For the Novice, calling upon the hand of the Force requires a good deal of concentration, and learning to target

small objects can be difficult, especially at range. As Luke learned in the Wampa's cave.

Because Force Hand is a built based upon Ego Combat Value it has some aspects of a mental power and can, in limited ways, be used through a link established by the Long Have I Watched Sense power. One example of such is Darth Vader's use of Death Grip to promote Captain Piett to Admiral, apparently via a communication screen in The Empire Strikes Back.

The Jedi can also develop standard and martial arts maneuvers to use with Force Hand. Standard maneuvers cost 3 points each and Martial Arts maneuvers have their normal cost. Though character's are encouraged to buy standard maneuvers before the more advanced martial ones. Each maneuver must be bought specifically for Force Hand because the attacks use Ego Combat for offense and defense rather than Dexterity. Any modifiers that a maneuver apply, modify the Jedi's ECV instead of Dex based CV. Depending upon the complexity of the maneuver it may require the Jedi to have the All too Easy power to augment his Force Hand power. Some examples of buying maneuvers for use with Force Hand are given along with the other Hand powers in this section, and the ones which require the All too Easy power indicate that.

Direct uses of Force Hand such as a Grab or Punch are ECV vs. ECV. Using Force Hand to throw an object at a target is an ECV vs. DCV attack roll.

When a Jedi uses Force Hand to perform some precise task such as reprogramming a droid, the Jedi must succeed with an Ego roll, rather than using a roll based upon the active points of his Telekinesis Power.

A Jedi has some flexibility in the limitations that are used with Force Hand, but he must use a -1/2 worth of Concentration, gestures, and Limited Range.

**Game Info:** Telekinesis (See Table); Based on ECV (LOS, Physical Defenses; +1), Variable Limitation (-1/2 total from Concentration, Gestures, Normal Range Modifiers, and/or Limited Range 10"; -1/4), Limited Power (Does not work through windows or energy fields; -1/2).

Ranking	Power	End	BP	AP	CP	Cost
Novice	5 Strength	1	7	14	6	2
Learner	10 Strength	3	15	30	13	4
Jedi	20 Strength	6	30	60	26	9
Knight	30 Strength	9	45	90	39	13
Master	40 Strength	12	60	120	52	17

**Force Pull:** Very useful for a Jedi, this power allows him to take an opponent's weapon with the power of the Force. The Jedi can cause his opponent's weapon to fly to him at the usual rate for Force Hand.

Note that only weapons which are Accessible foci can be disarmed, and also that lightsabers are Inaccessible foci, and cannot be taken away with a simple disarm.

If the Jedi's target also has Force Hand, then the target can chose to use either his ordinary strength, or his telekinetic strength to resist the Force Pull.

Ranking	Power	End	BP	AP	CP	Cost
Jedi	Force Hand Martial Arts Maneuver: Takeaway +0/+0 Str vs Str to take weapon.	TK	3	3	3	3

**Force Push:** Force Push allows a Jedi to use his Force Hand to throw a target backwards several hexes.

Force Push is similar to Death Grip because it is bought as a martial arts maneuver, in this case the Shove maneuver.

If the Jedi successfully hits the target using ECV vs. ECV, the Jedi and his target make opposed STR Rolls (The Jedi can add 10 from the Force Push maneuver, and the target can use either his normal strength or Force Hand strength). If the target fails the STR contest he is tossed backwards 1" for every 10 total Strength of the Jedi.

Ranking	Power	End	BP	AP	CP	Cost
Jedi	Force Hand Martial Arts Maneuver: Shove +0/+0 Shove +10 STR	TK	3	3	3	3

**Distance Table**

Str	"	Mod	
5	4"	-0	<b>My Lightsaber to Me!:</b> This is the Fast Draw skill combined with the Jedi's Force Hand allowing him to instantly draw his lightsaber from a distance to him and prepare for battle. If the lightsaber is on his person, the Jedi can either use his Force Hand or not. If the Jedi is
10	8"	-2	
20	16"	-4	
30	24"	-6	
40	32"	-6	

lightsaber is some distance away, then he can simply apply the normal range modifiers to his Fast Draw roll, and save a roll. The distance at which the Lightsaber can be draw as a 0 phase action is based upon the Running Throw distance for the Jedi's Force Hand Strength. Normally it would take only a -20 to lift a lightsaber, but because the Jedi must draw his weapon almost instantly to his hand over some distance, the lightsaber is considered to require a Str 0 for this ability.

Ranking	Power	End	BP	AP	CP	Cost
Any	Fast Draw (Lightsaber)	TK	3	3	3	3

**Push Counter:** To counteract the advantage that the Force Push power grants an opponent, the Jedi have this Force power, the Push Counter.

Push Counter is bought as the Martial arts maneuver, Root.

Push Counter provides the Jedi with two lines of defense. First, it can be used to completely block a Force Push attack, and can be aborted to. If the block succeeds then Force Push has no effect. If the block fails then the target can use the extra strength from Push Counter to resist the Force Push.

Ranking	Power	End	BP	AP	CP	Cost
Any	Force Hand Martial Arts Maneuver: Root +0/+0 Block Shove, Abort, +10 STR	TK	3	3	3	3

BOOY

“A Jedi’s strength flows from the Force.”

--Master Yoda

“Impressive, most impressive.”

--Darth Vader

“Luminous beings are we...not this crude matter.”

--Master Yoda

All things are one, and through training and dedication a Jedi’s body becomes a radiant vessel for the Force. This Force discipline concentrates upon powers which affect the body, either the Jedi’s body, or another’s.

Such abilities include being able to leap incredible distances, or to run with out tiring.

**Body Discipline Powers Table**

Flows from the Force  
Impressive  
Stop Blaster Blots

**Body Discipline Powers**

**Flows from the Force:** A Jedi’s Strength Flows from the Force and it will grant him seemingly inexhaustible reserves of endurance.

Ranking	Power	End	BP	AP	CP	Cost	
Novice	+10	End	None	5	5	5	2
Learner	+20	End	None	10	10	10	3
Jedi	+30	End	None	15	15	15	5
Knight	+40	End	None	20	20	20	7
Master	+50	End	None	25	25	25	8

**Impressive:** The physical abilities of the Jedi are legendary. This power represents the running, swimming, and leaping abilities that a trained force user possesses.

**Game Info:** Multipower, Varies-reserve; No Non-Combat (-¼).



Ranking	Power	End	BP	AP	CP	Cost
Novice	5-point reserve, No Non-Combat (-¼).		4	5	7	2
	1u) <b>Far Higher</b> : +5" Leaping	1				
	1u) <b>And Faster</b> : +2" Running	1				
	1u) <b>Swimming</b> : +2" Swimming	1				
Learner	10-point reserve, No Non-Combat (-¼).		8	10	11	4
	1u) <b>Far Higher</b> : +10" Leaping	1				
	1u) <b>And Faster</b> : +4" Running	1				
	1u) <b>Swimming</b> : +4" Swimming	1				
Jedi	15-point reserve, No Non-Combat (-¼).		12	15	18	6
	1u) <b>Far Higher</b> : +15" Leaping	1				
	1u) <b>And Faster</b> : +6" Running	1				
	1u) <b>Swimming</b> : +6" Swimming	1				
Knight	20-point reserve, No Non-Combat (-¼).		16	20	23	8
	1u) <b>Far Higher</b> : +20" Leaping	2				
	1u) <b>And Faster</b> : +8" Running	2				
	1u) <b>Swimming</b> : +8" Swimming	1				
Master	25-point reserve, No Non-Combat (-¼).		20	25	30	10
	2u) <b>Far Higher</b> : +25" Leaping	2				
	2u) <b>And Faster</b> : +10" Running	2				
	1u) <b>Swimming</b> : +10" Swimming	1				

**Stop Blaster Bolts:** Some very powerful Jedi and Sith, notably Darth Vader, have the power to stop blaster bolts, or Force Lightning, with their bare hands by absorbing the energy of the bolt.

This power is bought separately from Deflecting Blaster Bolts because it has a separate special effect, and also because this power is designed for very powerful Jedi.

Ranking	Power	End	BP	AP	CP	Cost
Master	Missile Deflection (Any Attack), Energy Attacks Only (-¼), Not vs. Heavy Missiles (-¼).	None	20	20	13	4

MIND

“These are not the droids you are looking for.”  
--Obi Wan Kenobi

Jedi are charged to use the Force to pursue knowledge, and one of the things which Jedi come to understand very well is their mind and the minds of others. These powers of the Force are even more amazing, given the vast variety of alien intelligence to found throughout the galaxy.

The Mind discipline contains several kinds of Force powers united by their domain of effect. Jedi can communicate with one another across great distances. They can affect the minds of others, though such powers must be used cautiously.

For the sake of simplicity, Mental powers which Jedi buy can be used against any human and most alien minds, though there could exist some aliens who's minds are more unusual than most intelligent species in Star Wars. In these cases the GM can assign a -1 to -3 penalty to the Jedi's ECV, and/or a -3 to -10 to his effect roll.

**Mind Discipline Powers Table**

- Did you Hear That?
- Force Recall
- Hear Me
- Jedi Mind Trick
- Mental Discipline
- Only the Weak Minded
- Sense Thoughts
- Wisdom of the Jedi

**Mind Discipline Powers**

**Did you Hear That?:** One manifestation of the Jedi's ability to affect the minds of others is this power. It allows the Jedi to mimic almost any sound. The more complex the sound the more difficult it is to convincingly mimic. As the Jedi becomes more skilled in this power his ability to create sounds becomes more convincing.

A very simple sound like a thrown rock is a +0 Per Image.

A more complex sound like the Hunting cry of a Krayt Dragon is a +2 Per Image.

**Game Info:** Hearing Group Images (See Table); Gestures (-1/4), Limited Range (5"; -1/4).

Ranking	Power	End	BP	AP	CP	Cost
Learner	1" Radius, -2 Per	1/Phs	11	11	7	2
Jedi	1" Radius, -4 Per	2/Phs	17	17	11	4
Knight	1" Radius, -6 Per	2/Phs	23	23	15	5
Master	1" Radius, -8 Per	3/Phs	29	29	19	6

**Force Recall:** Intense mental training combined with the ability of the Jedi to see, unclouded, the past through the Force, often results in a phenomenal memory.

Ranking	Power	End	BP	AP	CP	Cost
Any	Eidetic Memory	None	5	5	5	5

**Hear Me:** The power which Luke uses to contact Leia as he hanging from the weather vane of Cloud City. The Jedi can chose one initial person whom he can contact with this power, and that person has to be Force Sensitive, and have some close connection with the Jedi. As was the case with Luke, the target of the power does not have to be within LOS when the Jedi learns this power.

The character may choose a number of people up to his INT/5 whom he can mentally contact without the need for line of sight. The Jedi must know these people well.

Hear Me has, in general, a planetary range.

**Game Info:** Mind Link (See Table); Cannot attack through link (-¼), Doesn't Provide Mental Awareness (-¼).

Ranking	Power	End	BP	AP	CP	Cost
Jedi	Any Force Sensitive Person, No LOS, 1 Mind at Once	None	20	20	13	4
Knight	Any Force Sensitive Person, No LOS, 2 Mind at Once	None	25	25	16	5
Master	Any Force Sensitive Person, No LOS, 4 Mind at Once	None	30	30	20	7

**Jedi Mind Trick:** The Force can have a great effect on the weak minded in number of ways. In game terms these. Jedi can be extremely convincing when they employ the power of the Force and weak willed people can find themselves following the commands of a Jedi, sometimes without ever realizing it. The Jedi must be close enough to look into the eyes of the target, which usually means conversational distance. Though after the initial effect, the power can be maintained with only LOS.

JMT has significantly less effect against those who are strong of mind, such as Jedi and Sith.

**Game Info:** Mind Control (See Table); 0 End Cost (+½), Concentration (½ DCV; -¼), Gestures (-¼), Doesn't Provide Mental Awareness (-¼), Eye Contact Required (-½), Limited Range (Conversational Distance; -¼), Reduced Penetration (-¼).

Ranking	Power	End	BP	AP	CP	Cost
Novice	4d6	None	20	30	10	4
Learner	6d6	None	30	45	15	6
Jedi	8d6	None	40	60	20	8
Knight	10d6	None	50	75	25	10
Master	12d6	None	60	90	30	12

**Mental Discipline:** Jedi mental discipline can be a great comfort to those who must face difficult tests. These exercises were taught to Luke by Ben to help the young student to cope with the loss of his only known family. The mental fortitude which Luke gains helped him in his later contests with Darth Vader and the Emperor.

Ranking	Power	End	BP	AP	CP	Cost
Any	+1 with Ego Rolls.	None	2	2	2	2

**Only the Weak Minded:** The mind powers of a Jedi can have a strong effect on the weak minded, but those who stronger, especially other Jedi are not so easily affected.

Ranking	Power	End	BP	AP	CP	Cost
Novice	Mental Defense Ego/5 + 5	None	5	5	5	2
Learner	Mental Defense Ego/5 + 10	None	10	10	10	3
Jedi	Mental Defense Ego/5 + 15	None	15	15	15	5
Knight	Mental Defense Ego/5 + 20	None	20	20	20	7
Master	Mental Defense Ego/5 + 25	None	25	25	25	8

**Sense Thoughts:** The thoughts and emotions of others can be revealed to a Jedi through this power. Jedi are careful in their applications of it, often taking pains to be sure the target will not know his mind has been read. The Sith are not always so careful and judicious.

Along with the ability to sense thoughts, especially without detection, the Conversation skill can be extremely useful in causing the target to bring more hidden thoughts to the surface of their mind.

**Game Info:** Telepathy (See Table); 0 End Cost (+½), Surface Thoughts Only (-½), Receive Only (-½), No Mental Awareness (-¼), Limited Range (10"; -¼).

Ranking	Power	End	BP	AP	CP	Cost
Novice	4d6	None	20	30	12	4
Learner	6d6	None	30	45	18	6
Jedi	8d6	None	40	60	24	8
Knight	10d6	None	50	75	30	10
Master	12d6	None	60	90	36	12

**Wisdom of the Jedi:** Knowledge of the Force gives the Jedi an intuitive wisdom that is an immense aid to their abilities.

Ranking	Power	End	BP	AP	CP	Cost
Learner	+1 Overall	None	10	10	10	10
Jedi	+2 Overall	None	20	20	20	20
Knight	+3 Overall	None	30	30	30	30
Master	+4 Overall	None	40	40	40	40

FORCE

“Use the Force, Luke.”  
--Obi Wan Kenobi

This discipline of Force powers contains those powers which deal directly with the Force in some way. It includes a wide variety of powers, especially those which do not fit easily into other disciplines. The primary power of this group is Use the Force. Which is the main power that uses the Force Pool mechanic described above.

**Force Discipline Powers Table**

Strike Me Down  
Use the Force

**Force Discipline Powers**

**Strike Me Down:** This power allows the Jedi to bind his spirit to the Force as he dies and so, in a way, continue to exist as a ghost or guardian spirit. Obi Wan Kenobi used this power so that he could continue to watch and guide Luke, after Ben had sacrificed his life to distract Darth Vader.

This power requires the user to concentrate as he dies, and so the character usually holds an action until the killing blow comes. The exact powers that the Jedi has after the use of this power are probably not that important, but the GM and player can work them out if they desire.

Even if 21 points of effect from the transformation are not quite enough to affect the Jedi learning this power, it's probably a waste of time to recalculate the cost of this power.

In some games this may be an Every-Jedi ability.

Ranking	Power	End	BP	AP	CP	Cost
Jedi	7d6 (21 Points) Major Transform (Jedi Into Guardian Spirit); Standard Effect (-0), All or Nothing (-1/2), Limited Target (Self Only; -1), No Range (-1/2), Concentration (0 DCV; -1/2), Charges (One Charge, Never Recovers; -4), Limited Power (Only usable as character is dying; -2).	None	105	105	11	4

**Use the Force:** Use the Force is the power which helped Luke to destroy the first Death Star. When the GM allows it, the character can roll his Luck dice and the total rolled becomes the character's Force Pool for the remainder of the dramatic scene. The character may "spend" points from his Force Pool to add to, or subtract from, almost any dice rolls that he makes, or that is made directly against him. Hit location rolls are a good example.

The Force can be mysterious at times, and this power is a good example. Though it will often come to a characters aid upon request, there are some times when it will not.

For more information see the Force Pool Section.

**Game Info:** Xd6 Luck (Force Pool); Can Affect Rolls Against Character (+1), No Conscious Control (GM Activates; -1).

Ranking	Power	End	BP	AP	CP	Cost
Sensitive	1d6	None	5	10	5	2
Novice	2d6	None	10	20	10	3
Learner	3d6	None	15	30	15	5
Jedi	4d6	None	20	40	20	7
Knight	5d6	None	25	50	25	8
Master	6d6	None	30	60	30	10

LIGHTSABER COMBAT

“”

--Obi Wan Kenobi

The lightsaber is, without a doubt, the weapon of the Jedi and its mastery is a subject of much study and training. This discipline focuses on the powers which channel the energy of the Force to combat applications. Especially powers which rely on a Jedi's special connection with his lightsaber.

Many of these powers are based upon skills and so their cost is not discounted like other Force powers.

**Lightsaber Combat Discipline Table**

- Combat Intuition
- Deflect Blaster Bolts
- Lightsaber Martial Arts

**Lightsaber Combat Discipline Powers**

**Combat Intuition:** A Jedi's intuitive abilities are powerful allies in combat. Combat Intuition allows the Jedi to move instinctively through combat in a way that eliminates numbers and situational benefits that his foes might have.

Ranking	Power	End	BP	AP	CP	Cost
Novice	Defense Maneuver I	None	3	3	3	3
Learner	Defense Maneuver II	None	5	5	5	5
Jedi	Defense Maneuver III	None	8	8	8	8
Knight	Defense Maneuver IV	None	10	10	10	10
Master	Defense Maneuver IV, +1 DCV	None	15	15	15	15

**Deflect Blaster Bolts:** In a world of blasters and other energy weapons the lightsaber may seem archaic and useless, but with this power a Jedi can use a lightsaber to deflect incoming blaster bolts and many other ranged attacks. However, because this power is based upon the Jedi's ability to use his lightsaber to deflect an attack, it will fail to work against large attacks such as most blasters larger than a heavy repeating blaster, or large objects hurled at the Jedi with Force Hand.

**Game Info:** Missile Deflection (See Table); OIF (-1/2), Not versus Heavy Missiles (-1/4).

Ranking	Power	End	BP	AP	CP	Cost
Novice	Any Attack	None	20	20	11	4
Learner	Any Attack, Reflect at Attacker	None	40	40	23	8
Jedi	Any Attack, Reflect at Any Target	None	50	50	29	10
Knight	Any Attack, Reflect at Any Target, Uncontrolled (+1/2)	None	50	75	43	14
Master	Any Attack, Reflect at Any Target, Trigger (When attacked, No Time, Auto Reset; +1)	None	50	100	57	19

**Lightsaber Martial Arts:**

Ranking	Power	End	BP	AP	CP	Cost
Any	See Lightsaber Martial Arts	None	--	--	--	Varies

**Paired Sabers:** Combat with two lightsabers.

Ranking	Power	End	BP	AP	CP	Cost
Any	Two Weapon Fighting : H to H	None	10	10	10	10



DARÞ STOE

“You don’t know the true power of the dark side!”  
--Darth Vader

The seventh discipline is not a Jedi discipline it is a discipline of the Sith. This discipline contains powers which are unique to those who turn to the dark side for their strength.

**Dark Side Discipline Powers Table**

Call Upon Your Hatred  
Force Lightning  
Rage of the Dark Side

These Force powers require the user to summon up his rage, anger, and aggression, and so using one has the side effect of penalizing the character’s Ego rolls for the rest of the scene, and so they can be very dangerous powers for a Jedi to use. If multiple dark side powers are used during a scene then apply only the most severe penalty. Dark side powers are almost always bought with points gained from Dark Side Seduction, and so they are build to cost 5 points each.

**Dark Side Discipline Powers**

**Call upon Your Hatred:** When the Force will not come the character’s aid, there is always recourse to the dark side. This power can be used by the Jedi when ever they desire but using it will replace, rather than add to, any Force points from Use the Force that the Jedi may have, and if a character uses Call Upon Your Hatred they cannot activate Use the Force for the rest of the game session or scene, which ever is longer.

Ranking	Power	End	BP	AP	CP	Cost
Any	3d6 Luck (Force Pool); Can Affect Rolls Made Against Character (+1), Major Side Effect (-5 to Ego rolls for the rest of the scene, Always Occurs; -1).	None	15	30	15	5

**Force Lightning:** Pure rage combined with the power of the dark side of the force allows a Jedi to create these arcs of lightning from his finger tips. The Jedi must have free hands to use this power. Once a target has been hit with Force Lightning the Jedi can continue to roll damage each time it is his action.

Ranking	Power	End	BP	AP	CP	Cost
Any	7d6 Energy Blast; Continuous (+1), Gestures (Both Hands, Throughout; -1), Concentration (0 DCV, Throughout; -1), Limited Range (10”; -¼), Major Side Effect (-5 to Ego rolls for the rest of the scene, Always Occurs; -1).	7/Phs	35	70	16	5

**Rage of the Darkside:** This is a good example of the power a Jedi can command if only he will give his hatred sway. With his rage as his guide the Jedi can attack with impossible swiftness and surety.

Ranking	Power	End	BP	AP	CP	Cost
Any	7d6 Succor Dexterity and Speed; 2 Characteristics at Once (+½), Increased END Cost (x2; -½), One at Time (-½), Self Only (-½), Major Side Effect (-5 to Ego rolls for the rest of the scene, Always Occurs; -1).	8/Phs	35	52	15	5



OTHER POTTERS

"..."

--Master Yoda

All things are possible through the Force. It is the vision of the disciple, and those that teach him, which limit his abilities. Though the Jedi are the most well known of those who use the Force, they are not alone. The Sith have powers which come from parts of the Force the Jedi do not understand and there are other groups and species throughout the galaxy who have their own natural affinity for the Force.

## JEDI POWERS

“ ... ”

--

There are some powers only the Jedi possess.

**Jedi Powers Table**  
Majesty of the Jedi

### Jedi Powers

**Majesty of the Jedi:** With this power the

**Game Info:** Presence; Only for Inspiring or Commanding PRE Attacks and Resisting PRE Attacks (-½).

Ranking	Power	End	BP	AP	CP	Cost
Novice	+10 Pre, +2d6 Pre Attack	None	10	10	7	2
Learner	+20 Pre, +4d6 Pre Attack	None	20	20	13	4
Jedi	+30 Pre, +6d6 Pre Attack	None	30	30	20	7
Knight	+40 Pre, +8d6 Pre Attack	None	40	40	27	9
Master	+50 Pre, +10d6 Pre Attack	None	50	50	33	11

Sith powers

“What you feel closing about your throat is the power of the Force.”  
--Darth Vader

The Sith are Force users dedicated to the dark side and their own rages and vengeance. Those who follow this path have access to all the standard Force powers as well as a selection of additional powers which tend to focus on that which the Jedi eschew; attack. These powers are organized along the same lines as Jedi Force powers, with 5 levels of most powers based upon the 5 ranking of the Sith order. Novice, Learner, Sith, Knight, and Darth.

**Sith Powers Table**

- Call of the Dark Side
- Call upon your Hatred
- Force Lightning
- Rage of the Dark Side

**Sith Powers**

**Call of the Darkside:** This power creates an aura around the user which draws out the dark emotions of others. Jedi facing such a foe will find it more difficult to calm their minds and to distinguish between the light side and the dark side. It also strongly affects the minds of ordinary people, helping the Sith to affect their minds with other powers. It is through this power that the Emperor hoped to turn young Luke to the dark side. The effects of this power are not cumulative so a Jedi will suffer only the most severe penalty from any auras which he is within. Also, any Sith who has learned this power at any rank is immune to its effects.

**Game Info:** Change Environment (See Table); Personal Immunity (+1/4), No Range (-1/2).

Ranking	Power	End	BP	AP	CP	Cost
Novice	1" Radius, -1 to Ego rolls	1/Phs	8	10	7	2
Learner	2" Radius, -2 to Ego rolls	2/Phs	16	20	13	4
Sith	4" Radius, -3 to Ego rolls	3/Phs	24	30	20	7
Knight	8" Radius, -4 to Ego rolls	4/Phs	32	40	27	9
Darth	16" Radius, -5 to Ego rolls	5/Phs	40	50	33	11

**Force Lightning:** A spectacular power of the dark side. With it, the Sith wielder can project rays of lighting from his finger tips. This terrible Force Lightning can cause extreme anguish in unprotected targets.

**Game Info:** Energy Blast (See Table); Continuous (+1), Gestures (Both Hands, Throughout; -1), Concentration (0 DCV, Throughout; -1), Limited Range (10"; -1/4).

Ranking	Power	End	BP	AP	CP	Cost
Novice	2d6	2/Phs	10	20	6	2
Learner	4d6	4/Phs	20	40	12	4
Sith	6d6	6/Phs	30	60	18	6
Knight	8d6	8/Phs	40	80	25	8
Darth	10d6	10/Phs	50	100	31	10

**Rage of the Darkside:** This power allows a dark force user to channel his rage and aggression into violent activity.

**Game Info:** Succor Dexterity and Speed (See Table); 2 Characteristics at Once (+1/2), Increased END Cost (x2; -1/2), One at a Time (-1/2), Self Only (-1/2).

Ranking	Power	End	BP	AP	CP	Cost
Novice	2d6	2/Phs	10	15	6	2
Learner	4d6	6/Phs	20	30	12	4
Sith	6d6	8/Phs	30	45	18	6
Knight	8d6	12/Phs	40	60	24	8
Darth	10d6	14/Phs	50	75	30	10

MASTER LIST

This is a master list which summarizes the force powers described in more detail above.

Force Powers Master List					
Force Power	Ranking	Cost	Disc	End	Effect
All too Easy	Jedi	4	Hand	2	Adds Fine Manipulation to Force Hand
Call of the Dark Side	Novice	2	Sith	1/Phs	-1 Ego Rolls, 1" Radius
Call of the Dark Side	Learner	4	Sith	2/Phs	-2 Ego Rolls, 2" Radius
Call of the Dark Side	Sith	7	Sith	3/Phs	-3 Ego Rolls, 4" Radius
Call of the Dark Side	Knight	9	Sith	4/Phs	-4 Ego Rolls, 8" Radius
Call of the Dark Side	Darth	11	Sith	5/Phs	-5 Ego Rolls, 16" Radius
Call upon your Hatred	Any	5	Darkside	None	3d6 Luck (Force Pool). -5 Ego rolls for scene
Combat Intuition	Novice	3	Saber	None	Defense Maneuver I
Combat Intuition	Learner	5	Saber	None	Defense Maneuver II
Combat Intuition	Jedi	8	Saber	None	Defense Maneuver III
Combat Intuition	Knight	10	Saber	None	Defense Maneuver IV
Combat Intuition	Master	15	Saber	None	Defense Maneuver IV & +1 DCV
Death Grip	Knight	4	Hand	TK	Choke Hold : -2/+0 2d6 NND. Needs All to Easy
Deflect Blaster Bolts	Novice	4	Saber	None	Missile Deflection. Any attack of appropriate size
Deflect Blaster Bolts	Learner	8	Saber	None	Adds Reflect at Attacker
Deflect Blaster Bolts	Jedi	10	Saber	None	Adds Reflect at any Target
Deflect Blaster Bolts	Knight	14	Saber	None	Adds Uncontrolled
Deflect Blaster Bolts	Master	19	Saber	None	Replaced Uncontrolled with Trigger
Did you Hear That?	Learner	2	Mind	1/Phs	Hearing Group Images (1", -2 Per Rolls)
Did you Hear That?	Jedi	4	Mind	2/Phs	Hearing Group Images (1", -4 Per Rolls)
Did you Hear That?	Knight	5	Mind	2/Phs	Hearing Group Images (1", -6 Per Rolls)
Did you Hear That?	Master	6	Mind	3/Phs	Hearing Group Images (1", -8 Per Rolls)
Feel the Force	Novice	2	Sense	None	Detect (The Force), + Sense
Flows from the Force	Novice	2	Body	None	+10 End
Flows from the Force	Learner	3	Body	None	+20 End
Flows from the Force	Jedi	5	Body	None	+30 End
Flows from the Force	Knight	7	Body	None	+40 End
Flows from the Force	Master	8	Body	None	+50 End
Force Diagnostic	Any	3	Sense	None	Detect (Target's Medical Condition)
Force Hand	Novice	2	Hand	1	TK (5 Strength). Using ECV. Vs PD.
Force Hand	Learner	4	Hand	3	TK (10 Strength). Using ECV. Vs PD.
Force Hand	Jedi	9	Hand	6	TK (20 Strength). Using ECV. Vs PD.
Force Hand	Knight	13	Hand	9	TK (30 Strength). Using ECV. Vs PD.
Force Hand	Master	17	Hand	12	TK (40 Strength). Using ECV. Vs PD.
Force Lightning	Any	5	Darkside	7/Phs	7d6 EB. Continuous. -5 Ego rolls for scene
Force Lightning	Novice	2	Sith	2/Phs	2d6 EB. Contin. 0 DCV. Both Hands. 10" Rng
Force Lightning	Learner	4	Sith	4/Phs	4d6 EB. Contin. 0 DCV. Both Hands. 10" Rng
Force Lightning	Sith	6	Sith	6/Phs	6d6 EB. Contin. 0 DCV. Both Hands. 10" Rng
Force Lightning	Knight	8	Sith	8/Phs	8d6 EB. Contin. 0 DCV. Both Hands. 10" Rng
Force Lightning	Darth	10	Sith	10/Phs	10d6 EB. Contin. 0 DCV. Both Hands. 10" Rng
Force Pull	Any	3	Hand	TK	Use standard disarm with TK
Force Push	Any	3	Hand	TK	Shove : +0/+0 +10 Str Shove
Force Recall	Any	5	Mind	None	Eidetic Memory
Force Sense Group	Sensitive	7	Sense	None	Force Sense Group : Range, 360°
Force Sense Group	Learner	10	Sense	None	Adds Discriminatory
Force Sense Group	Jedi	18	Sense	None	Adds Analyze & Telescopic +10

## THE FORCE

Force Sense Group	Knight	21	Sense	None	Make Telescopic +15
Force Sense Group	Master	23	Sense	None	Make Telescopic +20
Guide My Actions	Any	7	Sense	None	Detect(Foe's Actions) plus Precognition
Hear Me	Jedi	4	Mind	None	Mind Link (1 F. Sensitive Person, No LOS)
Hear Me	Knight	5	Mind	None	Mind Link (2 F. Sensitive Person, No LOS)
Hear Me	Master	7	Mind	None	Mind Link (4 F. Sensitive Person, No LOS)
Impressive	Novice	2	Body	1/1/1	+2" Running, +2" Swimming, +5 Leaping
Impressive	Learner	4	Body	1/1/1	+4" Running, +4" Swimming, +10 Leaping
Impressive	Jedi	7	Body	1/1/1	+6" Running, +6" Swimming, +15 Leaping
Impressive	Knight	8	Body	2/1/2	+8" Running, +8" Swimming, +20 Leaping
Impressive	Master	10	Body	2/1/2	+10" Running, +10" Swimming, +25 Leaping
Jedi Mind Trick	Novice	4	Mind	None	4d6 Mind Control. Lim. Range, ½ DCV, RP
Jedi Mind Trick	Learner	6	Mind	None	6d6 Mind Control. Lim. Range, ½ DCV, RP
Jedi Mind Trick	Jedi	8	Mind	None	8d6 Mind Control. Lim. Range, ½ DCV, RP
Jedi Mind Trick	Knight	10	Mind	None	10d6 Mind Control. Lim. Range, ½ DCV, RP
Jedi Mind Trick	Master	12	Mind	None	12d6 Mind Control. Lim. Range, ½ DCV, RP
Long Have I Watched	Jedi	6	Sense	None	8d6 Mind Scan. 0 DCV, Full Phase.
Long Have I Watched	Knight	7	Sense	None	10d6 Mind Scan. 0 DCV, Full Phase.
Long Have I Watched	Master	9	Sense	None	12d6 Mind Scan. 0 DCV, Full Phase.
Mental Discipline	Any	2	Mind	None	+1 to Ego Rolls
My Lightsaber to Me!	Any	3	Hand	None	Fast Draw (Lightsaber)
Only the Weak Minded	Novice	2	Mind	None	5 + Ego/5 Mental Defense
Only the Weak Minded	Learner	3	Mind	None	10 + Ego/5 Mental Defense
Only the Weak Minded	Jedi	5	Mind	None	15 + Ego/5 Mental Defense
Only the Weak Minded	Knight	7	Mind	None	20 + Ego/5 Mental Defense
Only the Weak Minded	Master	8	Mind	None	25 + Ego/5 Mental Defense
Push Counter	Any	3	Hand	TK	Root : +0/+0. Block Shove, Abort, +10 STR
Rage of the Darkside	Any	5	Darkside	8/Phs	7d6 Succor DEX & SPD. -5 Ego rolls for scene
Rage of the Darkside	Novice	2	Sith	2/Phs	2d6 Succor DEX & SPD. One Time. Self Only.
Rage of the Darkside	Learner	4	Sith	6/Phs	4d6 Succor DEX & SPD. One Time. Self Only.
Rage of the Darkside	Sith	6	Sith	8/Phs	6d6 Succor DEX & SPD. One Time. Self Only.
Rage of the Darkside	Knight	9	Sith	12/Phs	8d6 Succor DEX & SPD. One Time. Self Only.
Rage of the Darkside	Darth	10	Sith	14/Phs	10d6 Succor DEX & SPD. One Time. Self Only.
Sense Life	Any	3	Sense	None	Detect (Life Force)
Sense Thoughts	Novice	4	Mind	None	4d6 Telepathy. Receive Surface Thoughts. 10"
Sense Thoughts	Learner	6	Mind	None	6d6 Telepathy. Receive Surface Thoughts. 10"
Sense Thoughts	Jedi	8	Mind	None	8d6 Telepathy. Receive Surface Thoughts. 10"
Sense Thoughts	Knight	10	Mind	None	10d6 Telepathy. Receive Surface Thoughts. 10"
Sense Thoughts	Master	12	Mind	None	12d6 Telepathy. Receive Surface Thoughts. 10"
Stop Blaster Bolts	Knight	7	Body	None	Missile Deflection (All Attacks). Energy Only
Strike Me Down	Knight	4	Force	10	Transform Jedi into GBPD
Through the Force	Learner	10	Sense	None	Clairsentience, Pre/Post Cong, Sight Group
Through the Force	Knight	12	Sense	None	Adds Hearing Group
Through the Force	Master	13	Sense	None	Adds Force Sense Group
Use the Force	Sensitive	2	Force	None	1d6 Luck (Force Pool)
Use the Force	Novice	3	Force	None	2d6 Luck (Force Pool)
Use the Force	Learner	5	Force	None	3d6 Luck (Force Pool)
Use the Force	Jedi	7	Force	None	4d6 Luck (Force Pool)
Use the Force	Knight	8	Force	None	5d6 Luck (Force Pool)
Use the Force	Master	10	Force	None	6d6 Luck (Force Pool)
Wisdom of the Jedi	Learner	10	Mind	None	+1 Overall Skill Level
Wisdom of the Jedi	Jedi	20	Mind	None	+2 Overall Skill Level
Wisdom of the Jedi	Knight	30	Mind	None	+3 Overall Skill Level
Wisdom of the Jedi	Master	40	Mind	None	+4 Overall Skill Level

