

Overview

House rules for The Force. These rules for The Force build upon the standard WEG D6 skill rules, and are based on the attribute/skill system used for standard skills. This means players need only learn a single technique for both standard skills and Force skills.

The below rules are the result of combining techniques from several online sites and discussion boards. (if something looks like it came from your ideas, it very well may have, I have not cited all the sources that inspired this writing.)

What the standard rules call Force Skills, are renamed here Force Attributes, and act exactly like any other attribute. What the standard rules call Force Powers, are thus renamed Force skills, and operate much like any standard skill. Certain characteristics of Force skills, like prerequisites are still accounted for, and will be noted, if necessary, in the skill description.

A major division from the original rules is there are no longer Force skills that require rolls based on multiple attributes. Some actions that might logically require multiple steps may need more than one Force power to be activated. For example, redirecting a blaster bolt is a multi roll process, and will be described in detail later.

Another major division is the elimination of the Lightsaber Combat Force skill. As a separate Force based ability, in addition to the Dex skill, it required complicated bookkeeping. Simply treat it like the Melee weapons skill. If you want to be good with a lightsaber, just improve the dex skill. Now, it is true Jedi can perform some amazing feats with their sabers, so a few new skills represent that concept, and will be detailed below.

Force Attributes

The three Force Attributes remain the same as the unmodified Force Skills from the main book, *Control*, *Sense* and *Alter*. In order to keep the distinctions clear, *Control*, is the control of one's own Force, and it acts upon things internal to the Jedi. *Sense*, is reaching out with the force to sense the world around you. *Alter*, is the ability to change the world around the Jedi by acting upon The Force in the world and in others.

Force Attributes are developed in the same way as any other attributes, and cost 10x the number in front of the D. If the character is starting with no skill at all in the specific Force Attribute, he must first find a teacher. After a period of study, about a week, he can gain 1D in the attribute, and know 1 skill (that his teacher knows) for 20 character points.

Characters can attempt any force skill that is branched off the attribute, however, any attempt will be done at 2 additional difficulty levels.

Force Skills

Force skills, like regular skills, are built upon their base attribute. For those familiar with the original Force rules, the need to roll across multiple Force attributes is removed.

Advanced Force skills are just like standard advanced skills. They require a base of 5D in the user's prerequisite skill.

Force Skill Specialties, are used much like any skill specialty, it allows the skill user to focus on one key area of the base skill. Like any base skill, it is possible to perform the specialty rolling against only the base skill, however, skill checks made with the base skill only are made at one degree of difficulty higher.

Unlike regular skills, some force skills do require prerequisites, as in the standard Force rules. How this affects gameplay is as follows. You need to "know" the prerequisite skill(s), that is, you need at least 1D above your base force attribute in the prereq skill(s) in order to not suffer a 1 difficulty penalty. You may not have a skill that requires a prereq at a higher die code than the required skill.

Control Skills List

These skills are based in the ability of the Jedi to Control his own body, mind and internal Force.

Absorb Dissipate Energy	Force of Will
Accelerate Healing	Hibernation Trance
Concentration	Instinctive Astrogation Control
Contort/Escape	Jedi Combat Stance
Control Breathing	Reduce Injury
Control Disease	Remain Conscious
Control Pain	Remove Fatigue
Detoxify Poison	Resist Stun
Emptiness	Short Term Memory Enhancement (Kno)
Enhance Attribute: Dex, Str	

Dark Control Skills List

Rage

Sense Skills List

These skills are based on the Jedi's ability to sense the living Force, as it flows through them, binding the Universe together.

Beast Languages	Combat Defense (New)
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Danger Sense
Farseeing
Instinctive Astrogation
Life Bond
Life Detection
Life Sense
Life Web
Magnify Senses (Per)
Postcognition

Predict Natural Disaster
Receptive Telepathy
Sense Force
Sense Force Potential
Sense Path
Shift Sense
Translation
Weather Sense

Dark Sense Skills List

Feed on Dark Side

Alter Skills List

Accelerate Another's Healing
Affect Mind
Battle Meditation
Control Another's Disease
Control Another's Pain
Detoxify Another's Poison
Dim Another's Senses
Enhanced Coordination
Force Harmony

Force Shield (heavily modified)
Merge Senses
Place Another in Hibernation Trance
Projected Fighting (Heavily Modified)
Projective Telepathy
Remove Another's Fatigue
Return Another to Consciousness
Telekenesis
Transfer Force

Dark Alter Skills List

Aura of Uneasiness
Bolt of Hatred
Control Mind
Create Force Storms
Dark Side Web (Is this a Sense power?)
Doppleganger
Drain Life Energy
Drain Life Essence
Electronic Manipulation (is a Dark power???)

Force Wind (Dark side only???)
Inflict Pain
Injure/Kill
Memory Wipe
Telekinetic Kill
Transfer Life
Waves of Darkness

Skill Descriptions

Control Skill Descriptions

Absorb/Dissipate Energy

Control Difficulty: Very Easy for sunburn; Easy for intense sun; Moderate for solar wind; Difficult for a radiation storm.

Characters may use this power for energy attacks such as blaster bolts and Force lightning – the difficulty is easy but MAP penalties apply.

This power may be kept up.

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

This power may be used in one of two ways, to ward off continuous energy, heat or radiation in the environment, or to help dissipate energy from attacks, as Darth Vader did on Cloud City.

If used to ward off sunburn, heat-stroke, and radiation exposure, or to withstand intense heat, the power may be kept “up”, and the roll vs the continuous damage is as listed in the above table.

If used to absorb blaster bolts, or other direct energy damage, the character can increase defense by +1 for every die in his Control Attribute. This acts just like armor vs energy attacks.

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

Example: A stormtrooper is shooting at Ana.

Rather than dodge behind cover, she decides to use absorb/dissipate energy to absorb the shot.

The difficulty is easy and Anna makes the roll without difficulty.

Anna is shot and takes the hit, adding +1 for every die in her Control Attribute to her STR check.

Accelerate Healing

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

Time to Use: One minute

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

Example: Ana has been incapacitated; normally a full two weeks of rest are necessary before she can roll to heal. She makes her Moderate control roll to activate accelerate healing. She now gets to make two Strength rolls to heal and gets to add +2 to both rolls.

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

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

Twelve hours later, Ana gets to make her second healing roll. Since she's wounded, she only needs a Strength total of 7 to improve from wounded twice (at -2D) to wounded (-1D to all actions). Her Strength

roll is seven; the +2 gives her a total of nine. She now heals to wounded.

Concentration

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

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

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful,

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

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

Example: Luke is flying down the trench of the Death Star. With Ben's urging, he clears his mind of negative thoughts, and feels the Force flowing through him. Using the Force, he concentrates on the task at hand of firing a proton torpedo into the unshielded exhaust port. Since he has cleared his mind, the control difficulty is Easy. Luke's player declares that Luke is also spending a Force Point to accomplish the task this round. Luke's starship gunnery skill is 6D. He loses -1D for doing one other

thing in the round (using the Force counts as an action), reducing his starship gunnery skill to 5D. Because he rolls successfully for his control, he receives the bonus of +4D, making his effective skill for that round 9D.

Because he is spending a Force Point, his skill level is doubled to 18D!

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

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

Contort/Escapes

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

Required Skills: Concentration, Control Pain, Enhance Attribute (Dex)

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

Control Breathing

Control Difficulty: Moderate

Required Powers: Concentration, hibernation trance, telekinesis

This power may be "kept up".

Effect: This power allows a Jedi to control the amount of oxygen flowing into his or her body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin into the lungs.

With this power the Jedi can effectively breathe underwater, and conversely, a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear. In the cold of space or a hard vacuum, however, this power would be of little use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to "grab."

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

Control Pain

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

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

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

This power can also be used to shrug off any stun results. However, the injury can still grow worse even if the character doesn't feel the pain. For example, a character who's been wounded twice and is

wounded again would still become incapacitated, even if they aren't feeling any pain.

Control Disease

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

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

Required Skill: Accelerate Healing

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

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

Detoxify Poison

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

Time to Use: Five minutes

Required Skill: Accelerate Healing

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

Emptiness

Control Difficulty: Moderate

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

Required Powers: Hibernation trance

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

While in emptiness, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on the character in emptiness, add the meditating character's emptiness roll to the difficulty for the other character's sense or Alter rolls. This difficulty is added regardless of whether or not the empty character would willingly receive the power's effect.

Enhance Attribute: DEX, STR

Control Difficulty: Moderate

Effect: A Jedi uses this power to increase a single attribute, (Dex or Str) for a limited period. The value is that of the Control Attribute Die.

An increased attribute can help a Jedi jump higher, dodge better, or run faster. All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect. (Power is considered "up" so MAP penalties apply)

The attribute increased by this power remains enhanced for the duration listed

Once a character gets out of emptiness, the character gets a +6 bonus modifier to all Force skill rolls for a period equal to the amount of time the character spent in emptiness. This bonus is reduced by 1 for every Dark Side Point the character has. When in emptiness, characters dehydrate and hunger normally – some initiates have died because they lacked enough control to bring themselves out of emptiness. When the character enters into emptiness, the player must state for how long the character will be in meditation. A character must make a Difficult control skill roll to exit emptiness. The character may attempt to come out of meditation under the following circumstances:

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

below. Duration is determined by how much a character's control skill roll exceeds the difficulty number.

Duration can be extended through the use of Character Points – for every Character Point a Jedi spends, the duration is increased by one combat round. The points can be spent at any time before the power fades.

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

Skill Roll > Difficulty	Duration
0-13	1 Round
14-25	2 Rounds
26+	3 Rounds

Force of Will

Control Difficulty: Moderate

This power may be kept up.

Effect: By using Force of will, the character uses his or her own Force to fight the effects of hostile Force powers. If faced with a mind-based power, the Jedi may instead roll Force of Will to defend against mental attack.

If the attack roll is less than the target's total Force of Will roll, the character suffers no ill effects. If the attack roll is greater than the total, the Jedi suffers the full effects of the attacking power.

If the attack roll is less than the Force of Will roll, but the Force of Will is less than a moderate, the Jedi still fends off the attack, but all force powers are at a -1D due to a "battered will" and a the power is no longer "up" and must be rerolled.

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

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

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

Example: Nomi is attacked by an alien being

whose skills reach into the dark side. With a Moderate control roll, Nomi initiates the force of will skill. The alien decides to use the telekinetic kill power on Nomi. The alien's roll is successful, and he now rolls his alter

Attribute against Nomi's Force of Will skill of 6D. If the alien rolls less than Nomi's skill, she would remain unaffected.

If the alien rolls greater than Nomi, she would be struck by the full force of her opponent's attack.

If Nomi rolls greater than the alien's attack skill, but less than a Moderate, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her Force skills drop -1D to Until she rests. She must roll the 5D to get a new (and presumably lower) Force of Will number. It will take her either a full day of meditating, or one hour in emptiness to bring her die codes back up to full.

Hibernation Trance

Control Difficulty: Difficult

This power may be kept up.

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

When a Jedi enters a hibernation trance, the character must declare how much time they will spend and/or under what circumstances the character will awaken:

after a specific amount of time, or what stimulus needs to be present (noise, someone touching them, etc.). A character can heal while in a hibernation trance, but may not use any other skills or Force powers.

Hibernation trance serves two purposes. It allows a Jedi to “play dead.” It can be used

to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much as someone who is sleeping – he can hibernate for a week in a dry climate, for up to a month in a wet climate before dying of thirst.

Anyone who sees a Jedi in hibernation assumes he is dead unless he makes a point to test him. Another Jedi with the Sense Force skill or the Life Detection Skill will be able to detect the Force within the hibernating character and realize that he is alive.

Instinctive Astrogation Control

Control Difficulty: Very Difficult. Modified by astrogation difficulty.

Time to use: One minute

Effect: Instinctive astrogation control is far more difficult than sense-based instinctive astrogation power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head.

This is quite possible and is often done as part of training exercises, though the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake. The difficulty is modified by how hard the task is with a nav computer.

Task is :	Modifier (added to Difficulty)
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Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the control roll is successful, a Very Easy astrogation roll is necessary to enter the correct routes into the nav computer. If the Jedi fails the attempt, she overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby making the astrogation difficulty Very Difficult.

If the control roll is missed by five or more points, the astrogation difficulty increases to Heroic.

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

Jedi Combat Stance

Control Difficulty: Moderate

This power may be kept up.

Required Skills: Danger Sense

Effect: By using this skill the Jedi can augment his offensive combat actions and add his Control Attribute dice to any offensive combat action.

While this is typically applied to Lightsaber combat, it can be used to augment any combat action of the Jedi, from Brawling to Starship blasters.

As a reminder, MAP penalties apply if the power is kept up.

Remove Fatigue

Control Difficulty: Moderate.

This power may be kept up.

Required Powers: Accelerate healing, control pain

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a stamina check once per day. While using this power, a Jedi must fail two stamina checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two stamina checks and becomes fatigued, a penalty of -1D is applied to all attributes and skills for 1D hours.

Reduce Injury

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

Required Skills: Accelerate Healing, Control pain

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

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

Note: Spending Force Points in this manner not at the beginning of the round - is allowed.

Also, it is not always a “selfish” act to save one’s own life, so the character might be able to get the Force Point back. If the character was fighting to save others from doom and fails - and if he falls, they certainly die - this would be considered a heroic action because it involves a great sacrifice.

Remain Conscious

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

Base Skill: Control pain

Effect: Remain conscious allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious.

In game terms, when a character with this power suffers this kind of injury, they lose all of their actions for the rest of the round, but they are still conscious (normal characters automatically pass out). On the next round, the character may attempt to activate the power - this must be the first action of that round; the Jedi cannot even dodge or parry. If the role is unsuccessful, the Jedi passes out.

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

Example: Ana suffers several stuns and

should be knocked unconscious ... but she has remained conscious. Ana loses her remaining actions for that round, but she is still awake

At the beginning of the next round, Ana's player declares that she will try to activate remain conscious and control pain. The player makes the Moderate control roll to activate remain conscious, so Ana stays awake for the rest of the round. (If the roll had failed or Ana hadn't activated remain conscious, she would have passed out at the beginning of the round.)

Ana must now make a Very Easy control roll to activate control pain. If she succeeds, she

may now act normally; if the roll fails, Ana is overwhelmed by the pain and slips into Unconsciousness.

Resist Stun

Control Difficulty: Moderate

Time to Use: One minute

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

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

Example: Ana has a Strength of 3D; if she suffers three stun results, she is knocked unconscious. She activates the resist stun power and decides to keep it "up". (Since the power is kept "up", she suffers a -ID penalty to all actions.)

In the first round of combat, Ana suffers two stun results ... but since she is using the resist stun power, she is not affected by the stuns. When she suffers a third stunned result, Ana must drop the resist stun power, but she is only considered stunned (-ID to actions).

Short-Term Memory

Enhancement

Control Difficulty: Difficult

Time to Use: One minute of preparation

Can be kept "up" without MAP, while recalling information, but no other actions are possible.

Required Powers: Hibernation trance

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

In game terms, this power can be used to add a Jedi's Control Dice to knowledge rolls to recall information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far back a Jedi can remember depends on the success of his control Roll.

Skill Roll >Difficulty	Extends Back
0-8	Through Current Episode
9-20	Through Last Episode

21+	Through Last two Episodes
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Dark Control Skill Descriptions

Rage

Control Difficulty: Difficult

Required Powers: Hibernation trance

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

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

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

The character must tense himself to allow the mindless rage of the dark side to possess them. Any character in rage will appear lifeless.

The Force-user is amplifying the negative aspects of his personality, leaving his face clenched in a rictus of horror and fear.

A character must determine how long he wishes to stay in the trance when he enters it.

Barring an attack or arrival of a specific person (as explained below) the Jedi remains in the trance for the duration. Every four hours, the character must make a Difficult control roll or he will come out of the trance.

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

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

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

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

A character using rage can choose to anticipate the arrival of a foe, using a Difficult

sense roll (modified by relationship) with the life sense power at the time they enter rage. This will allow them to instantly awaken (an Easy control roll) if the expected person comes within five meters of the person in rage.

This power may be used in a preparation ritual for the transfer life power. When an enraged person uses transfer life, their original body is completely consumed by the

Sense Skill Descriptions

Beast Languages

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

This power may be kept up.

Required Powers: receptive telepathy, projective telepathy, translation

Effect: This power allows the Jedi to translate a beast-language and allows the Jedi to speak it.

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

Combat Defense

Sense Difficulty: Moderate

This power may be kept up.

Required Skills: Danger Sense

dark side, often bursting into blue flames. For every three points by which the control roll exceeded the rage difficulty, the body does 1D damage upon the explosion (three-meter blast radius).

Effect: By using this skill the Jedi can augment his defensive combat actions and add his Sense Attribute dice to any defensive combat action.

While this is typically applied to Lightsaber combat, it can be used to augment any combat action of the Jedi, from Brawling to Starship dodge.

When used, the Jedi may parry blaster bolts, assuming a suitable weapon is being wielded.

Note, this power must be up for a Jedi to block blaster bolts.

After successfully blocking a blaster bolt, a Jedi may redirect it using his Lightsaber skill, modified by Jedi Combat Stance if applicable.

As a reminder, MAP penalties apply if the power is kept up.

Danger Sense

Sense Difficulty: Moderate with the possible addition of the attacker’s control roll

Required Powers: Life detection

This power may be “kept up”.

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

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

In game terms, if a character plans to attack the Jedi on the next round, she must declare her action the round before.

Attacking characters with Force skills may add a Control Attribute roll to increase the difficulty of using this power.

Farseeing

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

Modified by proximity and relationship.

It is assumed you are seeing the present conditions of the target. Add +5 to +20 to the difficulty if the character wishes to see something in the past. Add +10 to +30 for the future.

Required Skill: Life sense

Time to Use: At least one minute.

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

Farseeing requires calm conditions and at least one minute, but often takes a few minutes. Farseeing cannot be done in the face of danger.

The Jedi's vision may not be entirely accurate (consult chart)

Roll >	Past/Present	Future
0-10	25%	10%

11-20	50%	25%
21-30	75%	50%
30+	90%	75%

The past is set and the present is as it happens, it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present – therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in the vision. For example, 10% means that the character will only be able to make out the most basic details of a situation, such as “My friends are in danger.” 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has transpired or will transpire.

When a character farsees into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. Farseeing is a great mechanic

for the gamemaster to reveal part of the story, enough to tantalize the players, without ruining the story.

Instinctive Astrogation

Sense Difficulty: Moderate, modified by astrogation difficulty.

Required Powers: Magnify senses

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

The difficulty is modified by the treacherousness of the path:

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

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

Life Bond

Control Difficulty: Moderate

Sense Difficulty: See below. Modified by proximity.

Required Powers: Life detection, life sense, magnify senses, receptive telepathy
This power can be kept up.

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

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

On an Easy sense roll, the Force-user is aware of the other's general location and general emotional state: whether the person is frightened, in pain, injured, happy, or experiencing some other strong emotion. On a Moderate sense roll, the Force-user experiences the other's senses: he or she sees through the other's eyes, hears what the other hears, and smells, tastes, and feels what the other person is experiencing. However, at this level, the characters are affected by each other's experiences - both characters share pain, and if one character is injured, the other character suffers an injury one level lower.

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

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

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

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

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

activated until the bond is completely formed.

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

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

Life Detection

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

This power may be kept up.

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

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

If Jedi beats the target's roll by 10 or more

points, the Jedi is aware if the person has Force skills (yes or no), is Force-sensitive (yes or no), or if they have met before (yes or no), and if yes, what their identity is.

Example: Ana has her life detection power “up.” Bill, the gamemaster, knows that three Gamorreans are approaching Ana from behind.

She rolls her sense to see if she can detect the beings — she rolls a 22.

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

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

Ana’s roll beats the third Gamorrean’s by 11 points, so she knows that this being is also not Force-sensitive and doesn’t have Force skills.

However, Ana has met the creature before—she knows the third being is Draughckt, a Gamorrean she met a few years earlier on the planet Seltos.

Life Sense

Sense Difficulty: Easy. Modified by proximity, relationship and possibly Control Attribute.

Required Ability: Life detection

This power may be kept up to track a target.

Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased, or otherwise physically disturbed the target is.

A target may use the Control Attribute to hide his identity from the Jedi using Life

Sense. The character’s control Attribute dice are added to the sensor’s difficulty.

Life Web

Sense Difficulty: See below: modified by proximity.

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

Required Powers: Life Detection, Life Sense, Sense Force

Time to Use: Two days (or more)

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

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

Very Easy	Pop in tens of billions
Easy	Pop in billions
Moderate	Pop in hundreds of millions
Difficult	Pop in tens of millions
Very Difficult	Pop in millions
Heroic	Pop in hundreds of thousands

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

When this skill is selected, the Force user automatically can detect his own species. Additional specific intelligent species are considered specializations of the skill. A Force-user may select more life web species specializations just like any other specialized skill.

The Force-user must be familiar with the species. For example, Ulic Qel-Droma could specialize in life web: Twi'lek since he is familiar with Tott Doneeta's unique "Force presence," but he would not be able to select life web: Rodian until he spent time with a member of that species.

This power may only be used to detect species that the Force-user has specialized in.

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

Magnify Senses

Sense Difficulty: Moderate.

Time to Use: Three rounds

Effect: This power allows a Jedi to increase the effectiveness of his normal senses to perceive things that are otherwise impossible without aid. He can hear noises beyond his normal hearing due to distance or softness – he can't hear or see beyond normal species frequencies.

Likewise, he can see normal visible things over distances that would normally require the use of macrobinoculars, and identify scents and odors that are normally too faint for olfactory senses.

In game terms the character can add his Sense Attribute dice to any perception roll involving his senses.

Postcognition

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

Required Powers: Hibernation trance, life detection, sense force

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

Effect: Postcognition allows a Jedi to investigate the tenuous imprints of the Force

left on objects when they are handled by living beings. The character must be able to handle the target object.

The Jedi must declare how far in the past is being reviewed prior to rolling postcognition.

If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may "search" for specific incidents or simply review past events, somewhat like viewing a hologram.

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

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

If the postcognition roll is simply greater

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

Example: Ana is going to use postcognition on a blaster to see if it was used to murder an Alliance officer. She declares that she will search back a full year (a Very Difficult task) - her postcognition total is 24, which just barely beats the difficulty number. Ana gets several sensory impressions - blurry images of a woman grabbing the gun, a muffled scream as a man is shot and falls to the ground. Unfortunately, the images are so indistinct that Ana can't tell exactly who is using the gun and who was shot. If Ana had limited her postcognition viewing to less than two hours - an Easy task - her roll of 24 would have been more than three times the difficulty. She would have seen any events with crystal clear clarity.

Predict Natural Disaster

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

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

Time to Use: 15 minutes. May be reduced

in five-minute increments by increasing difficulty one level per five-minute increment (minimum time to use is one minute).

Effect: The Jedi can sense local meteorological and geological conditions and predict imminent disasters, such as earthquakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, tornadoes, hurricanes (hurricanes can also can be predicted with weather sense), etc. By opening his or her senses to the environment,

the Jedi can predict these disturbances, much as animals can seemingly sense an earthquake hours or even days before it happens. Like weather sense, this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to get to know local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the

Jedi wishes to extend the prediction.

Receptive Telepathy

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

Required Powers: Life sense

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

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

When used on another player, the gamemaster asks the player if he minds the

power being used on him/her. If used on a gamemaster character the gamemaster decides if the target will resist.

If the skill's roll is double the difficulty, the Jedi can shift through memories up to 24

hours old, though this takes two rounds. A Jedi cannot sift through memories in the same round that contact is made, this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate

rolls and multiple skill use penalties.

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

Sense Force

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

Effect: This power is used to sense the ambient Force within a place. It cannot be used to specifically detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power. Sense Force will tell a character the rough magnitude of the Force in an area or object (rich, moderate or poor in the Force), the rough type and quantity of life-forms ("many insects," "only microbes and bacteria," "teeming with plant and animal life, including higher predators") and whether the area or object tends toward the dark side or the light (for example, the tree on Dagobah which Luke Skywalker entered is a "dark side nexus" rich in the negative energies of the dark side of the Force). An area rich in

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

Sense Force Potential

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

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

Time to use: Six rounds

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

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

The magnitude of the backlash generated by

the shield depends on the character's strength in the Force. A person who is merely Force sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training

will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually send the intruder flying across the room.

Sense Path

Sense Difficulty: Moderate

Required Powers: Emptiness, hibernation trance

This power can be kept up.

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

The visions he receives are more likely to be

allegorical in nature. To receive specific details, the farseeing power must be used. When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context.

The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the

Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn

them (by showing the future of their current course), to encourage them (particularly when they have done the right thing but have no way of knowing), to provide hints, or to foreshadow upcoming events.

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

Another thing to bear in mind is that it is never easy to tell which is the right course to

take (although the path of darkness may be clear enough, the path of the light may be far more elusive). The Jedi must still be sure to follow the Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite possible for a skilled Dark Jedi to twist the readings of this power to suit his own ends.

Example: Another narration: “You are scrambling through a rocky landscape at night.

The only light is a feeble glow ahead of you, coming from behind the next outcropping. You are hurrying, trying to arrive in time to avert... something. When you pass the outcrop, the terrain falls away on all sides,

and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, alone and vulnerable on a spike of rock scarcely half a meter wide at the tip, is your companion Tetsu.

He is scared and crying. The column he is on is nowhere connected to the rim where you are standing: there is no way to reach him. A wind begins to howl up from below.”

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

Shift Sense

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

This power may be kept up.

Required powers: Magnify senses

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

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

Translation

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

This power may be kept up.

Required Powers: Receptive telepathy, projective telepathy, life sense

Effect: The character may translate a language and speak it. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts, etc. In order for this to work, the character must first hear the target speak, or see the works in written form (such as an ancient text or document). It takes only one application of this power to “understand” a language. As long as they all speak the same language and the power is kept up, the character

need not roll for each individual talking. Also because they also “speak” using beeps and whistles, droids may be communicated with using this power.

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

Weather Sense

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

Modified for proximity and local meteorological conditions.

Required Powers: Magnify senses
This power may be kept up.

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies,

someone using this power can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

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

The prediction is effective for four hours.

The difficulty increases if the Jedi wishes to make more extended forecasts.

Dark Sense Skill Descriptions

Feed on Dark Side

Sense Difficulty: Moderate when activated, Very Easy each round afterwards

Required Powers: Sense Force

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

This power can be kept up.

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

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

Points must be spent within five minutes of being received.

Dark Jedi use this power to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these negative emotions.

This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the dark side.

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

Warning: Avoid overusing this power, since

it can severely disrupt game balance if not used in moderation.

Alter Skill Descriptions

Accelerate Another's Healing

Alter Difficulty: Very easy for wounded characters, Easy for incapacitated characters, Moderate for mortally wounded characters. Modified by relationship

Required Powers: Control another's pain, control pain

Time to Use: One minute

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

The Jedi must be touching the character whenever he attempts a healing roll.

Affect Mind

Alter Difficulty: Target's Control, Perception or Force of Will, modified by proximity, and the following:

Add to Defense	Situational Modifier
+0	Slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another.
+2	brief visible phenomena, memories less than a year old, or minor emotions regarding a coming conclusion.
+5	short hallucinations, memories less than a day old, or if the target has strict orders about the conclusion.

+10	slight disguise to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), memories less than a minute old, or if the matter involving the conclusion is very important to the target.
+15	hallucinations that can be sensed with all five senses, a major memory change, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Required Powers: Projective Telepathy, Concentration

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

Before making skill rolls, the character must describe exactly what he wants the effect to be. The power is normally on one target; two or more targets can only be affected if the power is used two or more times. A character believes he is affected by any successful illusions – a character who thinks he is struck by an illusory object would feel the blow. If he thinks he was injured, pain would be felt, or if he thought he was

killed, he would become unconscious. The character does not suffer any true injury. This power can't be used to affect droids and does not work through recording devices.

Battle Meditation

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

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

This power can be kept up.

Time to Use: Five minutes

Required Skills: Concentration, Dim another's senses, Affect Mind, Enhance Attribute: DEX, STR

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

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Jedi may only use this power effectively on or after the first round of combat, not before.

Enemies are defined as those who seek to oppose the Jedi's immediate goal (rescuing

a prisoner, defeating a group of dark siders, et cetera); allies are defined as those who seek to uphold and forward the Jedi's goal.

When attempting to turn attackers against each other, the Jedi's skill roll to activate the skill becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly.

Note: Depending on circumstances, this use of the power could garner a Dark Side Point. The GM Should warn the player if using the power in that way would do so before the power is activated.

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

Note: A Jedi may not perform any other action while in Battle Meditation.

Example: Nomi Sunrider and three of her Jedi Knight companions are battling a dozen Sith minions – followers of Freedon Nadd. Seeing the tide of the engagement turning in the dark siders' favor, Nomi decides to use her battle meditation power to help her allies overcome their enemies. Since she has an alter 3D, she may increase one attribute of all of her companions (she chooses Dexterity in this case) by 1D and decrease one attribute of that of her opponents by 1D (She

chooses Strength), to a minimum of 1D, until she drops the power. While Nomi continues to maintain the power, her allies all have a 1D bonus to Dexterity (and all of its skills) and all her enemies have a 1D penalty to Strength (and all of its skills).

Control Another's Disease

Alter Difficulty: Very Easy. Modified by Relationship.

Required Powers: Control another's pain, Control Disease

Time to Use: One minute

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

Control Another's Pain

Control Difficulty: Very Easy,

Alter Difficulty: Very easy for wounded characters, Easy for incapacitated characters, Moderate for mortally wounded characters. Modified by relationship, Modified by Proximity.

Required Powers: Control pain

Effect: This power allows a Jedi to help another character control pain, under the same rules and conditions outlined in the control pain power. The Jedi must be touching the character to use this power.

Detoxify Another's Poison

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

Modified by relationship.

Required Powers: Accelerate healing,

accelerate another's healing, control pain, control another's pain, detoxify poison.

Time to Use: Five minutes

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

Dim Another's Senses

Alter Difficulty: Target's control, Perception or Force of Will modified by proximity.

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

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

Alter > Defense	Reduction
0-5	-1 Pip
6-10	-2 Pips
11-15	-1D
16-20	-2D
21+	-3D

The power may be used on more than one target at a time, with an increase of +3 to the

difficulty for each additional target; the target with the highest defense rolls for the entire group.

Enhanced Coordination

Control Difficulty: Moderate, as modified by proximity.

Sense Difficulty: Difficult

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

Num of Individuals	Difficulty
1-10	Very Easy
11-100	Easy
101-500	Moderate
500-5,000	Difficult
5,001-50,000	Very Difficult
50,000-500,000	Heroic (31+)

Required Powers: Concentration, Affect Mind, Enhance Attribute: DEX, STR, Battle Meditation

This power may be kept up

Effect: This power allows the Jedi to coordinate a group at the subconscious level to perform certain tasks more efficiently. The Emperor often used this power to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight.

This power can only be used on individuals who are in agreement with the intent of the Jedi, and it in no way grants the Jedi mental control over the troops affected. Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization.

If the power is successfully called upon, the Jedi picks three specific skills. The skills must be the same for the entire group. For every 4D (round down) that individuals in the group have in those skills they receive a +1D bonus.

The power may be kept up, but if new troops

join the battle, the Jedi must make a new roll. Likewise the Jedi must make a new roll if the individuals' skills are affected or changed. This power can only affect Dexterity, Mechanical, Technical, and Strength skills.

Force Harmony

Alter Difficulty: Moderate. Modified by proximity and relationship.

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

This power can be kept up.

Effect: This power allows several willing Jedi to manifest the power of the Light Side. As long as this power is operating, it bathes the users in the celestial illumination that is of the light side. It can act as a shield against the powers of the dark side, adding the Sense Attribute of the initiating user to each Force user involved to resist the effects typically resisted by Control, Willpower or Force of Will. It will also add to any defensive rolls vs Dark Side powers that seek to cause direct harm, like Force Lightning, Telekinetic Kill or aggressive uses of Telekinesis. This bonus does incur a Multi Action Penalty to every user participating, as if they had a power that was being kept up. The initiator incurs two Multi action penalties while keeping up the power.

The number of Force-users linked in this power is limited by the number of dice that the power's imitator has in her Alter skill.

Example: if Leia has an Alter Skill of 4D+2 and used Force harmony she would be able to link only four people (including herself). When acting as a shield against the Dark Side, the dark side power is interrupted. All powers being kept up by the target are interrupted as if the user were stunned. It doesn't cancel out the presence of the dark side, but can distract its servants and make their actions more difficult.

Force Shield

Alter Difficulty: Moderate

Required Powers: concentration, telekinesis.

This power may be kept up

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

The shield adds the Alter Attribute to any STR checks, acting as armor against physical attacks made against the Jedi including non-directional attacks such as gas clouds and grenade blasts.

A Jedi typically will forego traditional armor unless they expect to be in heavy combat conditions. Even then they will usually wear reduced amounts of traditional armor to allow for increased agility, as Obi-Wan sometimes did in the Clone Wars.

Place Another in Hibernation Trance

Alter Difficulty: Very Easy. Modified by relationship.

Required Powers: Hibernation trance

Time to Use: Five minutes

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

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

Projected Fighting

Alter Difficulty: Moderate.

Required Powers: Concentration, telekinesis

This skill may be kept up.

Effect: Projected fighting allows the user to add his Alter Attribute dice to any attack roll. Use of this power is more than a little risky; in many cases projected fighting is using the Force for attack. However, the Jedi attempting to use projected fighting can use this power if it is to protect innocent life from

danger. A user who uses projected fighting for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.

Example: Luke is fighting Darth Vader. By using his Energy Absorption, there is no way Luke can damage Darth, even with his Lightsaber's high damage. In order to even up the fight, Luke uses Projected Fighting, adding his Alter Attribute to his damage total. The fight is now fair, so Luke's use of Projected Fighting will not earn him a Dark Side Point.

Projective Telepathy

Alter Difficulty: Very Easy. Increase difficulty by +5 to +10 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by proximity.

If the target resists, add target's Perception, Control Attribute or Force of Will roll to the base. Modified by relationship.

Required Powers: Receptive telepathy,

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

The target understand that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify himself, the target doesn't know who is projecting thoughts to him.

This power can only be used to communicate with other minds, not control them.

Remove Another's Fatigue

Alter Difficulty: Moderate. Modified by proximity and relationship.

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

Effect: This power allows the Jedi to remove the effects of effects of fatigue in another. Unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance.

Hence the penalties for failing a stamina check can be counteracted, but must be addressed as they occur.

Return Another to Consciousness

Alter Difficulty: Easy for incapacitated characters; Difficult for mortally wounded Characters. Modified by proximity and relationship.

Required Powers: Control pain, Control Another's Pain, remain conscious

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

Telekinesis

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

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

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

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

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

This power can be kept up.

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

A Jedi can lift several objects simultaneously, but each additional object requires the Jedi to make a new telekinesis roll (MAP penalties apply).

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

Levitated objects can be used to attack other characters. Such objects do up to 1D damage if under one kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D Speeder-scale if one to ten tons, 5D Starfighter-scale if 11 to 100 tons.

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

Transfer Force

Alter Difficulty: Moderate modified by relationship.

Required Powers: Control pain, control

Dark Alter Skill Descriptions

Aura of Uneasiness

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

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

Note: This power is a Sith discipline

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

Control Mind

Control Difficulty: Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skill or Force Points) may make an opposed control or

another's pain

Time to Use: One minute

Effect: This power will save a mortally wounded character from dying because the Jedi is transferring her life force to the target.

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

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

The recipient of this power must be willing.

Perception rolls, selecting either their roll or the base difficulty to resist.

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

Alter Difficulty: Variable, depending on the number of targets being controlled and whether or not they are willing. Modified by Proximity.

Targets may make opposed rolls, adding their roll to the difficulty.

For a Jedi who has turned to the Dark Side:

Number	Difficulty Modifier
1	0
2	+5

3	+10
4-5	+15
6-8	+20

For a Jedi who is of the light side:

Number	Difficulty Modifier
1	+10
2	+15
3	+20

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

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

This power may be kept up.

Effect: The use of this power allows a Jedi to take control of another person turning him into a puppet who must obey the Jedi's will. When used successfully a Jedi can control the actions of others, making them serve his will like automations. The power may be kept up to allow the user to maintain control of his target's mind – the Jedi must make a new roll if a new target is to be added. Characters can actively resist by rolling a control, Perception or Force of Will total. If the Jedi attempts to control more than one resisting character at the same time, use the best roll of the group, add +1 for each die code of Perception or control (as per "Combining Rules"). The Jedi must make a new power roll whenever he attempts to take over a new target.

Targets may be released without a roll. Control mind cannot be used to control droids or computers.

Create Force Storms

Alter Difficulty: Heroic modified by proximity. Modified by diameter of storm desired:

Diameter	Difficulty Modifier
100 Meters or Less	+5
100 M to 1 Km	+10
Base of 1 Km	+15
Each additional Km	+2

Modified by damage: +5 per 1D of damage. The user must make Heroic rolls each successive round to control the storm. She must also make a Very Difficult roll to dissipate the storm.

Required Powers: Hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, instinctive astrogation, rage.

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

Effect: This is one of the most destructive Force powers known. It allows the Jedi to twist the space-time continuum to create vast storms of Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds.

This power requires an extreme focus of

hate and anger to an almost palpable degree and there is considerable danger involved. Some are capable of creating Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the Force-user is destroyed, the storm dissipates within minutes. When creating a Force Storm, the character must determine the diameter and amount of damage (on a capital scale.) If the Force user fails on any of her rolls, she successfully summons the storm with the desired damage, but the storm attempts to consume the summoner. At a +10 difficulty, the summoner can use unusual maneuvers with the storm, like creating a vortex to draw victims to a specified point.

Doppelganger

Alter Difficulty: Heroic.

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

This power must be "kept up".

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

Time to Use: Five minutes

Effect: This power creates a doppelganger of the Force-user. Though the doppelganger is merely an illusion, it will interact with people and appear to be real. The user can sense all normal senses through the doppelganger, including a "feel" of normal substances. Doppelgangers also register

normally on all droids' audio and video sensors. Those with the doppelganger believe it to be a real person. The doppelganger acts with half the skill dice of the person that created it. Every five minutes, the user must roll again to maintain the doppelganger. If the user stops using the doppelganger or it is fatally injured, it simply fades into nonexistence.

Drain Life Energy

Alter Difficulty: Easy. Modified by proximity.

This power may be kept up.

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

Note: This power is a Sith discipline

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

Drain Life Essence

Alter Difficulty: Very Easy for willing, worshipful subjects. Moderate for ambivalent or apathetic individuals. Enemies roll vs Control, Willpower, Perception or Force of Will. Use Combined Action rules.

Inversely modified by relationship. For example, a close relative would add +30 to difficulty, while a total stranger of an alien species would add nothing.

Num of Individuals	Difficulty Mod
1-5	+0

6-50	+2
51-1000	+5
1000-50,000	+10
50,001-1 Million	+15
1-10 Million	+20

Required Powers: Control pain, hibernation

trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim another's senses
This power may be kept up.

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

Note: This power is a Sith discipline

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

All living things are a part of and contribute to

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

To draw this energy the Jedi must roll this power once a day. This power is considered up at all times and thus die penalties apply. The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained.

After 1 week, but less than a month the Sith will see a "peak" in force skill use.

Reference the following charts.

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

Num of Individuals	# Force Points
1-5	1 per week
6-50	1 per 5 Days
51-1000	1 per 3 Days
1000-50,000	1 per 2 Days
50,001-1 Million	1 per Day
1-10 Million	1 per 12 hours

Drawing from individuals longer than one week but less than one month:

Num of Individuals	# of Force Points	Bonus to Force Skill
1-5	1 per 5 Days	+1D
6-50	1 per 3 Days	+2D
51-1000	1 per 2 Days	+3D
1000-50,000	1 per Day	+3d+2
50,001-1 Million	1 per 12 hours	+4D
1-10 Million	1 per 6 hours	+4D+2

Force Lightning

Alter Difficulty: Target's control, Perception or Force of Will roll modified by proximity, limited to line of sight.

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

Effect: This power is a corruption of the Force. When used it produces bolts of white or blue energy that fly from the user's fingertips like sorcerous lightning. The bolts tear through their target, causing painful wounds. Since this power is Force-generated it can be Force-repelled using absorb/dissipate energy. Force lightning courses over and into its target, convulsing the target with serious pain, and eventually killing him. *Armor does not protect a character from Force lightning.*

Force lightning damage equals user's Alter Attribute.

Force Wind

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

Required Powers: Magnify senses, shift sense, telekinesis

This power may be kept up.

Warning: *if used against living targets, a character who uses this power immediately receives a Dark Side Point.*

Note: This power is a Sith discipline

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

Inflict Pain

Alter Difficulty: Target's control, Perception or Force of Will. Modified by Proximity

Required Powers: Control pain, life sense

Warning: *A character who uses this power*

immediately receives a Dark Side Point.

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

Injure/Kill

Alter Difficulty: Targets opposing control Perception or Force of Will roll

Required Powers: Life sense

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

Note: This power is a Sith discipline

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

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

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

Memory Wipe

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

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

Note: This power is a Sith discipline

Warning: *A character who uses this power is likely to receive a Dark Side Point.*

Effect: This power allows a Sith to sift through a person's mind and destroy all knowledge of specific events or learned skills.

Use of the skill requires direct contact with the target, and only one specified objective can be perused per session.

If done to alleviate a painful memory the Jedi might not receive a DSP (GM should offer a warning if a DSP would be awarded.) However, even with the best intentions, altering a person's memory is treading dangerous ground.

Telekinetic Kill

Alter Difficulty: Target's control, Perception or Force of Will roll, modified by proximity

Required Powers: inflict pain, injure/kill, life sense, Telekinesis

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

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

The attacker may choose to use less damage in order to cause less harm. This

may be done if attempting to "teach a lesson", as Darth Vader was fond of doing. After a successful attack, a Difficult Life Sense roll would be required to set damage to something less than the full damage taken.

Transfer Life

Alter Difficulty: Variable, depending on willingness and Force affinity. Modified by Relationship and Proximity.

Circumstances	Difficulty
Prepared Clone	Easy
Recently Deceased	Moderate
Living Willing Host	Very Difficult
Living Unwilling Host	Heroic (31+)

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

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

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

Effect: This power allows character to

transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers.

To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies.

Though theoretically possible, it is not yet known what the effect on an unborn fetus would be.

Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.

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

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

Waves of Darkness

Alter Difficulty:

Area of Effect	Difficulty
1-2 Meters	Moderate
3-10 Meters	Difficult
11-20 Meters	Very Difficult
21-30 Meters	Heroic

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

This power may be kept up.

Note: This power is a Sith discipline

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