

# STAR WARS

## THE FORCE:

Any living, intelligent being is capable of developing the ability to sense the force and, thus, force powers. The force sensitivity ability itself is also usually found within rare individuals, whose number is few indeed. The Jedi order, at its height, had no more than 10.000 jedi. To this date, no other organization of force sensitive individuals has greater numbers. Thus, in spite of its cost, the force sensitivity ability is the rarest of talents found in the galaxy, and the development of force sensitivity in non-sensitive individuals, although possible, should be the target of a whole series of adventures.

### Force Sensitivity (5 points):

This is the ability to sense the force and, thus, develop its powers. This advantage allows a character to purchase the "Force Use" skill and the force paths it opens up.

This ability can be used without training. Even characters who have no skill level in force use can use their sensitivity to the Force in unconscious ways. This advantage allows a character to "search his feelings" and come up with an answer for an immediate problem. The player may pose a question and roll his IQ attribute. On a success, the GM provides a very straightforward, simplified answer. This question cannot encompass actions or facts which are to take place in more than 10 minutes. The answer received is always "Yes, this is advantageous to your character", "No, this is not advantageous to your character", or "This poses no direct influence to your character".

For instance, the player may ask: "It is alright if I open this door?". If there is a battalion of stormtroopers on the other side, the answer would simply be: "No", without any further explanation. A player could now, however, pose a question such as "Is that character eventually going to be led back into the light?", because it would encompass a timespan longer than 10 minutes, or either "How many characters are there on the other side of this door", because this is not a question relating to his wellbeing.

A character can only search his feelings to answer a question relating to his own person, and not someone else.

The GM may allow a character to pose questions relating to his own motives, such as "Am I really being led by my anger here or is it just my sense of Justice?", or even "Have I really understood what he just said to me, or am I confusing myself?". Such questions place the burden of determining the character's motives on the GM, instead of the player, but they may be used to prevent a character from gaining Dark-Side points (explained further on).

A character must actively search his feelings: it cannot be expected to be used passively. It takes a full round of concentration for a character to search his feelings (while he may engage in no combat activities, not even active defences).

### Force Strength (20 points):

This advantage allows a character to be "Strong" in the Force. There is only one level of Force Strength: a character cannot purchase it more than once.

This advantage allows a character to spend a Force Point to re-roll any roll previously made (on the same turn) and keep the better result. It can be used in damage rolls.

It also allows a character, once per game session, to make a re-roll and keep the better result without spending a Force Point.

### Force Use (Will/VH):

This is the ability to use the force. A character must be force sensitive to successfully train this skill.

This skill allows the character to perform a number of different effects:

*Shielding:* A character may replace his Force Use skill level for any willpower roll where resisting supernatural influence is a factor. It cannot be used, however, in fright checks or will rolls made against "normal" circumstances.

*Gauge Potential:* A character may roll his Force Use skill and sense if other force sensitive individuals are nearby. He senses individuals up to his Force Use - 10 meters away. No resistance roll is possible: if a character is force sensitive, this use of the skill will reveal it. However, characters who use the force only sparingly may present more difficult to perceive even if they are

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	sensitive, while characters who use it for every little action will show up much more easily, at the GM's discretion.
<i>Levitation:</i>	The character can levitate small objects (up to the size of an apple, orange, a knife or a lightsaber) at reduced speed (1 m/s, at most). This requires his full concentration to maintain.
<i>Mindsending:</i>	A character may send a strong emotion or a small message (3 words at most) to someone he knows intimately. The maximum range of this use is the character's Force Use skill, minus 10, times 5000 km. This requires his full concentration to perform, and repeatedly sending messages causes the character to tire quickly, gaining 1 Fatigue Point per each 3 words.
<i>Mindsensing:</i>	At the GM's discretion, a character may sense when someone he knows intimately is in immediate danger, or feeling any emotion strong enough. There is no range for this power, but it is only used passively, and only for the most relevant circumstances on that character's life. It grants no information regarding what is going on, only a general feeling of that character's emotions.
<i>Sense Disturbance:</i>	The character may sense strong changes in the general emotion of an area, such as: a intensely violent death, a great betrayal, a strong feeling of achievement or loss, etc. These disturbances are usually stronger when force sensitive individuals are concerned. Great enough disturbances, like the death of an entire planet, may leave a force sensitive character stunned or nauseated for some time. If they are intense, they may linger for a while before fading away, and may be felt for quite some distance (several light years away).
<i>Force Trance:</i>	The character may enter a hibernation-like trance in which his need for consumption of food, water and air decreases by 80%. While in trance, he is in a coma-like state, although he is fully aware of his surroundings and may leave it whenever he wishes. A character may trance for 4 hours and supply his need for sleep for that day.

## Force Points:

All beings, sensitive or not, are encompassed by the force, and draw on it for help on difficult situations: whether they know it or not.

Characters have a number of Force Points. At Character creation, this number equals 5, plus 1 if they are Force Sensitive. Force points can be used in many different ways. However, a character has no such concept, and what actually happens is usually mistook for luck, coincidence or simply fate.

A force point can be used to:

- Reduce the damage a character will take from a single attack in 5 points.
- Allow a character to re-roll a skill roll he just made and keep the latter result (even though it may be worse).
- Grant a bonus of +4 in a roll to be performed at the same turn by the character only.
- Grant a bonus of +2 in an active defense just performed.
- Prevent the gaining of a Fatigue point in a combat round.

Force points usually do not recover. Once they are spent, they are gone. However, any character may purchase Force Points at the rate of 2 Character Points per Force Point. This is not an instantaneous action, and requires a period of at least one hour of meditation per Force Point purchased, or 8 hours of sleep per force point purchased, if the character is not of the meditating type.

A character cannot have more than 10 force points at any given moment.

A character may spend more than 1 force point in a given action, but its effectiveness is decreased according to the following table:

Force Points Spent:	Effectiveness:
1	1
3	2
6	3
10	4

Thus, for a bonus of +12 in an action, something which would require the effectiveness of 3 Force Points, a player must spend 6 of its character's Force Points.

## Dark Side Points:

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For those who are Force Sensitive Characters, the Force has another aspect, another side to it: the Dark side. Always tainting, always alluring with power. This pull is translated in-game as Dark Side Points.

Dark Side Points measure how much the character has given in to the Dark Side. If a character loses enough of himself, he becomes lost, and falls victim to its own rage.

There are some ways in which a character may gain Dark Side Points:

- When a character uses the force to injure or harm another for any reason other than self defense of the protection of those he care about, he gains a Dark Side Point.
- A character that uses a Dark Side power gains a Dark Side Point.
- A character may gain a dark side point to obtain a benefit which equals twice the usual bonus of a Force Point. He may even gain a Dark Side point in this manner in the same turn that he uses a Force Point and add both benefits together.

Gaining Dark Side points to mimic the effects of spending a Force Point is by far the most common method of acquiring them. The DSPs gained in this fashion can add to the benefits of the Force Points spent on the same turn, and may even save a character's life depending on the situation. This represents the character using his own rage and anger to fuel his powers.

If the character has a force power which allows him to use Force Points in new and improved ways, he can also gain Dark Side points to obtain double these benefits.

Dark Side Points accumulate on the character until they exceed half the character's Force Use skill level, or 10, whichever is greater. When that happens, the character falls to the Dark Side.

#### **Losing Dark Side Points:**

Characters can lose Dark Side Points by atoning. Atoning can be achieved by spending a Force Point, meditating for a while on your own actions, and striving to better oneself in the path of Light. A period is required for atoning, and it is suggested that a character may only be allowed to atone one Dark Side point per encounter, and even then, only if his actions during that time clearly reflect his efforts to improve their ways.

Remorse is the focal point for atoning, and if a character displays no intention of changing his evil ways, it must not be allowed to take place.

#### **Fallen Characters:**

When a character becomes lost to the Dark Side, his personality changes significantly. He is no longer the same person. Whatever reason he had for allowing himself to fall, even if a noble one, does not save him from the perversion which permanently twists his mind at that point.

Such characters gain the "Machiavelian" disadvantage (see below), and another disadvantage which the GM deems "dark" enough. Examples include: Sadism, Powerlust (Greed for Power), Killjoy, Megalomania, Berserk. If the character already had these disadvantages, then he must take on -25 points of new "dark" disadvantages.

Such characters lose all pretense at neutrality. They will go out of their way to impose their wickedness on others. They may plot and bid their time, but they must give in to their darkest impulses on a daily basis, and will not resign themselves to a passive attitude anymore: they will seek out situations in which they can perform their cruelties.

Fallen Characters do not gain Dark Side Points anymore. Rather, from that moment on, their Force Points behave as Dark Side Points, and they lose all their "normal" Force Points.

#### **Redeeming Fallen Characters:**

A Fallen Character can be brought back into the light only by means of a sufficiently selfless act of sacrifice. This is hardly something easy to do, and always take a great toll on the character. He may lose his life in the process, but that is not a requirement.

An act of redemption must cost dearly to the character. It must be something that he cannot do without extreme effort and loss. Furthermore, it must be something entirely driven towards helping others, preferably without any kind of personal gain.

Such actions do not come easily, and, if they ever occur, they should be the focus of an entire story arc. Redemption from the dark side is not simply a matter of doing good, but of doing good regardless of the personal cost. Most fallen characters never meet those chances in their life.

However, if they do occur, the character is brought back into the Light. He may have to deal with the consequences of his actions, whatever they were, but in that moment of redemption, they lose all of their Dark Side Points (assuming they had any), and may begin the arduous path of making up for their time of evil.

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# FORCE PATHS

The training of the Force Use skill allows a character to specialize in using specific aspects of the force called Force Paths. The Force Paths are a collection of advantages in series which grant greater powers for a character. Each level of a path has a requisite on the form of a specific level on the Force Use skill.

## THE PATH OF LEVITATION

This path allows the character to move objects with the force of his mind. A basic success in the Force Use skill is enough for a simple movement, but refined control requires increasing penalties, at the GM's discretion. To create a telekinetic effect, the character must maintain full concentration for one round (which means: no active defenses). If the character is injured, confused, drugged or otherwise dazed, his powers do not work, or at least they are greatly reduced.

Telekinesis cannot be used as a means of direct attack. To attack someone using it, the character must affect another object which will actually do the harming (like, for instance: throwing a rock or shooting a blaster).

No telekinetic power works directly on force-sensitive individuals (including the very character using it).

Each power level allows the character to affect a different size of object, weight matters not. Only one single object can be affected at a time. To affect multiple objects, the character must exceed the power required to affect it, in which case, the number of maximum objects affected equals the power of two of the difference.

For instance, with level 2 the character can move one crate at a time. To move 2 crates, he needs a power level of 3. With a level of 4, he can move 4 crates. With 5, he can move 8 crates. With 6, he moves 16 crates, and so on.

To affect part of an object, the character must have enough power to affect the whole of the object. For instance: to use his piloting skills in order to issue a control to his starfighter, the character must have a power level of 4, even though he is only going to type a few commands into the console, which is considerable smaller.

Any normal skill used through telekinetic means is subject to a penalty of 3.

Basically, the range of this power is direct line of sight, but the character must be able to clearly identify what it is he is going to affect. Thus, even though he can move small objects on level 1, he cannot affect a small rock that, although within his line of sight, is far enough for him not to see it clearly. There is a practical limit to distance for each power level based on the character's visual perception:

Level:	10	12	14	16	18	20	22	24	26	28	30
1	17m	21m	24m	28m	31m	34m	38m	41m	45m	48m	52m
2	57m	69m	80m	92m	103m	115m	126m	138m	149m	160m	172m
3	229m	275m	321m	367m	413m	458m	504m	550m	596m	642m	688m
4	1,7km	2km	2,4km	2,8km	3km	3,4km	3,8km	4km	4,5km	4,8km	5km
5	5,7km	6,8km	8km	9,1km	10km	11,5km	12,6km	13,8km	14,9km	16km	17km
6	57km	68,7km	80km	91,7km	103km	114,6km	126km	137,5km	149km	160km	172km

### **Level 1 (5 pts – Requires Force Use skill at Will level):**

The character can levitate small objects with his mind, and may even push them at considerable speed. He can bring nearby objects to his hand, or push them away as if he had himself thrown them. If he uses this to attack, consider this a ranged attack using his Intelligence as his Strength. The roll is made against an “Innate Attack – Telekinesis” skill.

At this level, he can affect objects up to 30 cm of diameter, which include blasters, lightsabers, office implements, and so on.

He can use this ability along other mundane skills, for instance: using his telekinesis to shoot with a blaster or pick a lock. In this manner, he must make a normal skill roll with a penalty of 3 due to the strain of using his telekinesis along.

### **Level 2 (10 pts – Requires Force Use skill at Will + 2 level):**

Now the character can move and throw greater objects like crates and boxes, up to a size of 1m. Like before, he can move them at any speed he wants, up to that of a quick push of the object, allowing him to throw heavy boxes away with but a glance. He can only use this power on one single, identifiable object at a time.

### **Level 3 (15 pts – Requires Force Use skill at Will + 4 level):**

Like before, but the character can move objects up to the size of a living being, allowing him to suspend other people telekinetically. No telekinetic power works directly on force-sensitive individuals (including himself), but he could suspend any other people. He can move objects and beings up to a size of 4m (which includes rancors).

He can only suspend living beings up to a speed of 5 m/s.

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This level of power also allows a character to grab a target with the force and constrict its internal organs (usually on the neck) up until he dies. The character may continue holding the subject after he dies, if he so wills it, and this technique can be used on inanimate objects (even droids).

The target of this skill can resist with his IQ or HT (whichever is higher) plus strong or weak will. If he fails the first resistance, the user starts to choke him and can damage him for one point of damage per round, up to as many rounds as he overcame the target's resistance. After this time, the target may resist again, and so on, until the target falls unconscious, at which moment the user may damage him for one point of damage per round until he dies.

This technique does not allow for the user to float the target or raise him in the air. The target is stuck in place while being force-gripped.

A force grip can be used on other force-sensitive individuals. It is the only exception to that rule.

***Level 4 (20 pts – Requires Force Use skill at Will + 6 level):***

The character can move great objects with the force of his mind, up to the size of small starfighters like X-Wings, A-Wings or Tie-Fighters. He can affect objects of up to 30m. He can only move them up to a speed of 5 m/s.

***Level 5 (25 pts – Requires Force Use skill at Will + 8 level):***

This level allows the character to move enormous objects, up to 100m, which includes most starcrafts like corellian corvettes, transport shuttles, AT-ST walkers and so on. He can only move them up to a speed of 5 m/s.

***Level 6 (30 pts – Requires Force Use skill at Will + 10 level):***

This level allows the character to move immense objects, like star cruisers, star destroyers, and so on, up to a size of 1km.

## **THE PATH OF SPEED**

This path allows the character to perform incredible feats of speed, perception and athletics. It grants the character an automatic number of dodges against ranged attacks which equals twice his levels in the path of speed. However, and any further dodge must be rolled against the character's nominal value.

***Level 1 (5 pts – Requires Force Use skill at Will level):***

This power allows the character to run with increased speed and jump with increased distance. His running move is doubled and his jumping distance is increased by 50%. This requires the character to gain 1 Fatigue Point per round of usage of such speed.

***Level 2 (10 pts – Requires Force Use skill at Will + 1 level):***

At this level, the character's running and jumping distance is increased by 100%. This also costs 1 FP per round of usage of such speed.

At this level, the character can spend a Force Point to have an automatic success in any one active defense roll. This point can be spend right after the roll is made, but it must be declared immediately or the chance is lost.

***Level 3 (15 pts – Requires Force Use skill at Will + 2 level):***

As before, but the character's running and jumping distance is increased by 150%. This also costs 1 FP per round of usage of such speed.

***Level 4 (20 pts – Requires Force Use skill at Will + 3 level):***

As before, but the character's running and jumping distance is increased by 200%. This also costs 1 FP per round of usage of such speed.

At this level, the character can spend a Force Point and automatically succeed in all active defenses for one round. To that end, the character must be in total defense to use its force points in this manner.

***Level 5 (25 pts – Requires Force Use skill at Will + 4 level):***

As before, but the character's running and jumping distance is increased by 300%. This also costs 1 FP per round of usage of such speed.

This level also allows a character to spend a Force Point and perform a new attack in a given turn, with no penalties and no fatigue cost. The character can only spend 1 Force Point per round in this manner.

***Level 6 (30 pts – Requires Force Use skill at Will + 5 level):***

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As before, but the character's running and jumping distance is increased by 400%. This also costs 1 FP per round of usage of such speed.

This level also allows the character to use a force point and take back its action for that round, changing what he is about to do. This use must be performed at its turn or it is lost. The player can change the character's actions even after all rolls were made, but before his turn ended, and switch them for a different set of actions. The character **MUST** change his actions if he uses the force in this manner: he cannot go from one standard attack to another, but he could take back a standard attack in place of a feint with attack.

This use of the force does not take back time, rather, the character is suddenly hit with a clairvoyant vision regarding the result of his actions at the last possible moment, and changes them accordingly. Only one force point can be used to take back an action at any given time. If the new chosen action results in a failure, the character cannot take it back again.

## **THE PATH OF MIND**

This Path allows the character to influence minds and intentions, as well as perceive someone's thoughts with some limitation. Only living, intelligent beings can be targeted by this power: droids and animals are immune to it.

### ***Level 1 (5 pts – Requires Force Use skill at Will level):***

A character with this power can perform a contest of his Force Use skill against a target's willpower and determine its immediate emotions. He receives a general feeling of the target's emotions, and this power grants no insights over the reasons for such feelings.

### ***Level 2 (10 pts – Requires Force Use skill at Will + 2 level):***

A character can perform a contest of his Force Use skill against a target's willpower and cause it to see a brief, quick hallucination which distract it from its immediate action. This allows for the character to hide or run away from the target even though in plain sight. If used in combat, it causes the target to roll twice his attack and take the worst result. This counts as an active attack on the part of the character, and further attacks from him on the same turn ate at a cumulative –6 penalty and cost 1 Fatigue point per attack, as usual.

This level also allows the character to infuse another being he touches with a given emotion he is familiar with. To that end, he must overcome a contest of his Force Use skill against the target's willpower, if he chooses to resist. The GM is the final arbiter in deciding how the target will act upon his new emotion.

### ***Level 3 (15 pts – Requires Force Use skill at Will + 4 level):***

The character can perform a contest of his Force Use skill against a target's willpower and, in a success, make an at least palatable suggestion which the target will perform to the best of his abilities. The target of such power will rationalize his actions and believe that it was his choice indeed to do so. Any suggestion is valid, as long as it doesn't place the target in immediate harm, in which case it immediately fails. The target must hear the suggestion and be able to understand what it means, he will use his own judgment when deciding how to perform it.

Suggestions given by means of this power must be quick and easy to perform. A character cannot change one's entire life recursively with this power. So, while a character could use this power to make a target "Go home and be faithful to his wife", he could not use it do "Go home and be faithful to his wife for the rest of your life". Only actions that can be immediately performed are allowed to be suggested, although the target may feel a nagging sensation to perform lasting suggestions.

### ***Level 4 (20 pts – Requires Force Use skill at Will + 6 level):***

A character with this power can perform a contest of his Force Use skill against a target's willpower and determine its most preminent personality traits and/or emotions. Therefore, a character can know that a target is deeply moved by revenge, for instance, or by pride, although this power will not inform its user over the specific details of such traits ("revenge for what", "pride about what", for instance). If a character's personality is exceedingly complex, or if he is moved by a plethora of mixing emotions, this power will only inform the most general ones, which means that it can give different and even conflicting information if used more than once on a same target, at different moments.

Note that this power reveals a character's underlying personality, not its immediate emotions.

This power also allows a character to alter a target's mind in a way as to remove its orientation sense and confuse its thoughts for a time.

This can be used in one of two times, first, the user may rolls his Force Use skill, the target resisting with his Willpower and, in case he wins the contest, the target is stunned for as many rounds as he overcame the target's resistance.

Or he can concentrate intensely for a prolonged time and, if he succeeds in confusing a target, he will be stunned for as long as the user is concentrating (storm troopers keep saying things like: "Did you see something?").

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The user may affect more than one person with this technique. Every additional person incurs a penalty of 1 in his roll.

**Level 5 (25 pts – Requires Force Use skill at Will + 8 level):**

The character can perform an advanced version of telepathy, engaging in mental conversations with anyone he intimately knows, within at least his Force Use skill level times 5000 km. The conversation lasts while the character concentrates (he must dedicate his full attention to it), and may involve images and feelings as well as words, being, in fact, much more effective than any verbal communication.

This level of power also allows a character to perceive the meaning behind spoken words, and understand what it is that any intelligent being is trying to tell him regardless of language (although the character still needs to know that language if he is to respond properly).

By spending a Force Point, a character may also send a brief message (3 words at most) to anyone he intimately knows, regardless of distance.

This technique also allows the user to put a target to sleep instantly. He rolls his Force Use skill and the target can resist with his willpower. If the user wins, the target falls into a normal sleep and may be awakened as he normally would after sleeping.

**Level 6 (30 pts – Requires Force Use skill at Will + 10 level):**

This level of power allows the character to perform a contest of his Force Use skill against a target's willpower and implant a lasting suggestion which will drive his actions for the remainder of his life. This costs 1 Force Point per application.

Such suggestion may be a prohibition, such as "Never eat on the same table of a wookie", or "Never attack me", or a compulsion towards a specific goal, such as "You will purchase a Corellian Corvette", or "You will kill Luke Skywalker". The target must be able to understand what the suggestion means, or its implantation immediately fails (as in the case of implanting the suggestion to kill a person the target doesn't even know exists).

In the latter case (a driving suggestion), the target of this power is not compelled to perform it immediately, but the suggestion will drive him unconsciously towards that goal and may become increasingly difficult to resist as the target nears it. It may take, however, a long time for him to perform it.

Note that suggestions such as "You will protect me from harm", do not mean that the character will also accompany the character at all times (that would be a new suggestion).

Every attempt to implant a lasting suggestion in the mind of someone already affected by another suggestion is subjected to a cumulative -5 penalty per implanted suggestion. This penalty also applies to normal suggestions used with the third level of this Path (yes, this could be used purposely as a form of mental defense).

This level also allows a character to erase a preexisting suggestion. To that end, he must overcome the creator's margin of success with his Force Use skill roll, and must spend a Force Point per attempt.

## **THE PATH OF THE BODY**

This path allows a character to control bodily functions and alter his own biorhythm, performing feats of healing and endurance far beyond plausible levels.

**Level 1 (5 pts – Requires Force Use skill at Will level):**

With this technique, the user can reduce his physical weariness through mental control of his bodily functions. Usually, a person recovers 1 point of fatigue every 10 minutes when resting. With this power, that time is reduced in 1 minute times the Force Use skill level - 10. Therefore, with level 20, a person recovers fatigue at the rate of 1 point per minute while resting. No further benefits are possible.

Also, at this level, a character does not have to roll against its HT to recover a lost hit point: he automatically succeeds in such rolls, providing no penalties are applied (due, for instance, to diseases, poisons or other debilitating conditions).

**Level 2 (10 pts – Requires Force Use skill at Will + 1 level):**

This technique allows a force user to suppress all physical pain he may feel. He will not suffer any penalty for pain (as in the high pain threshold advantage) and will automatically resist any attempt at torture. He feels the pain, it just doesn't bother him. To activate it in battle requires one turn of concentration OR a Force Use roll at -5. The effect lasts while the character concentrates or for 1 minute, whichever he chooses.

This power also allows a user to accelerate the rate at which he recovers from wounds in many times. According to the following table, the user's skill level in Force Use indicates how much quicker he gains his lost hit points (usually, in the Star Wars TL, a target rolls for HT 4 times per day, or once every 6 hours).

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This is an automatic effect and only affects the character. For this accelerated healing to take effect, the character must be resting.

Skill Level:	HP recovery frequency:	Skill Level:	HP recovery frequency:
10	Every 4 hours	24	Every 3 minutes
12	Every 2 hours	26	Every 2 minutes
14	Every hour	28	Every minute
16	Every 40 minutes	30	Every 30 seconds
18	Every 20 minutes	32	Every 15 seconds
20	Every 10 minutes	34	Every turn
22	Every 5 minutes	36	Twice per turn

**Level 3 (15 pts – Requires Force Use skill at Will + 2 level):**

With this level the user may resist hunger or thirst. For every margin of success in his Force Use roll plus one, he can withstand one day without food OR drink. For every 2 successes, he can stay one whole day without eating and drinking with no ill effects. Every time this ability is used without the character having replenished itself (which means 1 day of normal nourishment), the roll is subject to a cumulative –1 penalty.

With this level the character may also heal someone else whom he can touch. He must concentrate for 1 minute for each Hit Point he is healing, and the target of such powers are immediately healed: wounds close, marks disappear and the target's immune system is improved as a whole. This is taxing on the character, though, and he loses half of the hit points healed. However, the character's weakness manifests as a generalized lack of energy, and not as localized trauma, as in the case of most injuries.

This power cannot bring back lost organs or restore the function of any major organ, like the heart, lungs, stomach, etc, though it could recover an organ which normally has a high regenerative ability, like the liver.

When using this power, wounds close with no marks at all, and no scar remains. It cannot, however, be used to heal preexisting scars.

This power cannot be used to heal a character which took damage by using this power. If such is attempted, hit points are not recovered: simply transferred.

The character may opt to spend a Force Point and take no damage from healing a single target.

**Level 4 (20 pts – Requires Force Use skill at Will + 3 level):**

The user can enter a much more efficient force trance, where all of his vital functions are reduced to nearly zero. He can determine how long the trance will take (even up to centuries), or that he will awake when a specific condition is met (the ship leaves hyperspace, the alarm starts off, etc). While this improved trance lasts, the character loses all outside perception: he is effectively unconscious.

The margin of successes is important for it will be a bonus in the user's resistance to any malignant power affecting him while he is hibernating, and also a penalty in any physician's attempt to bring him back to life.

As long as the trance lasts, the user will remain alive indefinitely. He could even survive while floating in vacuum with this technique. He also does not age while hibernating.

**Level 5 (25 pts – Requires Force Use skill at Will + 4 level):**

This power allows a force user to control his own body in ways that allow him to overcome any toxin or noxious substance that may have gotten in. This applies to poisons and sickness in general, even injected or sexually transmissible ones.

The user rolls his Force Use skill. The margin of successes will be added to his natural HT resistance roll. This technique allows the user to resist poisons and diseases which are usually too strong allow an HT roll (the penalty is left to the GM to figure, but the character may at least roll).

On a successful roll, the toxin is immediately and completely expelled, which may require the character to puke, sweat blood, etc.

**Level 6 (30 pts – Requires Force Use skill at Will + 5 level):**

This allows the user to miraculously resist extremely hostile environments. The GM assigns the user a penalty based on how odd the environment is for him. With –10, for instance, a human being could withstand being in Mercury while with –2 he could withstand being in Mars. With –20, the user can support total vacuum or a gas giant environment. It is not possible to withstand the environment of a Star with this technique.

In a successful Force Use roll, the user can function normally in the given environment for as long as he concentrates. This concentration grants him a –2 penalty in any other action he performs.



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## THE PATH OF COMBAT

This path uses the Force to increase a character's combat abilities. It relies on the character's ability to remain passive and focused even while surrounded by insurmountable danger.

This path improves the character's combat abilities with any kind of weapon, not just lightsabers...

With this path, the character can focus his mind for one full turn and receive a number of bonuses until the end of the combat. He can distribute these bonuses as he sees fit, but once he distributes them for a combat, he must stick to his choice or spend another full turn of concentration. Each level grants the character one bonus point, and the bonuses he can purchase are:

- +1 on all of his attack rolls with one specific weapon: 1 bonus point.
- +1 on all of his defense rolls: 2 bonus points.
- -1 damage per hex of knockback: 1 bonus point.
- +1 damage for one specific weapon: 1 bonus point.
- Each extra parry at -1 (instead of -2) or -2 (instead of -4): 4 bonus points.
- Each extra attack at -2 (instead of -3) or -4 (instead of -6): 3 bonus points.
- Each extra attack at -1 (instead of -3) or -2 (instead of -6): 6 bonus points.
- One "extra" fatigue point per round: 2 bonus points. This fatigue is lost if not spent on each round.
- 1D kinetic shield which protects against all forms of damage: 2 bonus point.

Moreover, this path grants the character the following abilities per level:

### ***Level 1 (5 pts – Requires Force Use skill at Will level):***

This character can focus his will and dissipate the energy of any non-physical attack directed at him in 1D. He must roll his Force Use skill and overcome his opponent's attack roll. This counts as an attack, and further attacks on the same round are made with a cumulative -3 (or -6) penalty per usage of this power.

Repeated uses of this power also suffer a -3 cumulative penalty.

### ***Level 2 (10 pts – Requires Force Use skill at Will + 2 level):***

Like the previous level, the character can dissipate the energy of an incoming attack, but at this level, he dissipates 2D of damage.

### ***Level 3 (15 pts – Requires Force Use skill at Will + 4 level):***

Like before, the character can dissipate the energy of incoming attacks, but at this level, he dissipates 3D of damage.

### ***Level 4 (20 pts – Requires Force Use skill at Will + 6 level):***

Like before, the character can dissipate the energy of incoming attacks, but at this level, he dissipates 4D of damage.

### ***Level 5 (25 pts – Requires Force Use skill at Will + 8 level):***

Like before, the character can dissipate the energy of incoming attacks, but at this level, he dissipates 5D of damage.

### ***Level 6 (30 pts – Requires Force Use skill at Will + 10 level):***

Like before, the character can dissipate the energy of incoming attacks, but at this level, he dissipates 6D of damage.

## THE PATH OF SENSING

This path gives the character extra-sensorial perceptions, increasing by tenfold its ability to gather information in roleplaying circumstances.

### ***Level 1 (5 pts – Requires Force Use skill at Will level):***

This power increases the character's basic ability to sense the force. With it, he can sense someone's force points and dark side points, and may even sense if a given character has fallen to the dark side, although he must overcome a contest against the character's willpower for that. Also, when faced with disturbances, this power gives the character a hint as to what caused the disturbance.

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**Level 2 (10 pts – Requires Force Use skill at Will + 2 level):**

With this power, the user can sense the amount of living beings in a certain place. This roll is resisted with each individual's willpower: Compare the roll result against the target's willpower – 10. If they overcome it, the target is sensed.

In a successful roll, he gets a general idea of how many beings are in the place. He can be specific, looking for "only people", or "only rhodians", but he will be subjected to a penalty imposed by the GM.

On a very good roll (10+), he may even sense the identity of the beings sensed.

**Level 3 (15 pts – Requires Force Use skill at Will + 4 level):**

This is the ability that allows a force user to see things that happen far beyond the reach of his eyes.

The images received through this technique are mental images, like those we see when we imagine something very intensely, or even dream, though it's hard to reach such level of clarity in a clairvoyance.

In a typical clairvoyance, only the immediate present is sensed, although if the character is very distant from the target, he may see things in its immediate past or future (immediate being a few seconds).

The margin of successes determine how clear is the image received. The more successes, more defined was the clairvoyance.

Range is irrelevant in a clairvoyance, but the character can only target this power at someone he knows well.

**Level 4 (20 pts – Requires Force Use skill at Will + 6 level):**

With this ability, the user may sense facts which have not yet happened. The feelings about them are very vague and obscure, mostly because the future can always change, but in the general, what is sensed with this skill is almost certain.

The distance in time this skill reaches is very fluid, depending more on the definition of actions than time properly said. For instance, if someone is decided to get married, and there are very little things that can change that, then the user may sense his marriage, even if it's years away. However, if someone enters a gambling house, where anything can happen, it would be very hard to predict his next few hours.

In the overall, precognitions always come true, one way or another. Therefore, the more defined the information is (and specially, if this information is regarding other PCs), the more problem the GM may face in the future.

It is all the way possible that a precognition will only happen because it was sensed in the first place (which means: the very act of precognizing it causes that future to happen), this has happened all too often to be disregarded, but in general, a sensed future can be avoided, even though most times it is not.

**Level 5 (25 pts – Requires Force Use skill at Will + 8 level):**

**Level 6 (30 pts – Requires Force Use skill at Will + 10 level):**

**PATH OF RAGE**

This path draws on a character's wrath to increase his combat ability. Each level of this power grants the user a bonus point (up to 6) which he can distribute to gain certain bonuses in combat. To gain these bonuses, the character must focus his will and successfully roll his Force Use skill. This counts as an attack, and further attacks on that round are at –3 (or –6).

Whenever this power is used, the character gains a Dark Side Point if his Dark Side Points are lower than double the number of bonus points used.

The advantages a character can purchase with bonus points are:

- +1 on all of his attack rolls with one specific weapon: 1 bonus point.
- +2 damage for one specific weapon: 1 bonus point.
- One extra attack per round with no penalty and no fatigue cost: 1 bonus point.
- Attack ignores 3 points of DR: 1 bonus point.
- Targets parry or dodge at –1: 1 bonus points.
- 1D kinetic shield which protects against all forms of damage: 2 bonus point.
- One automatic successful defense per round: 1 bonus point.
- Enemies attack the character at –2: 1 bonus point.
- Immunity to Disarms: 4 bonus points.
- Automatic success on all defense rolls when in total defense: 5 bonus points.
- +5 bonus on skill rolls and +5 bonus on damage rolls when in full attack: 3 bonus points.

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Each level of this Path costs 5 points and requires the character to have a Force Use skill at Will + ((Level – 1) x 2).

### **THE PATH OF LIGHTNING**

This Path allows the character to draw upon his hatred and rage to create a wave of destructive lightning that shoots from his fingertips. It has only one power: a lightning based attack, and its levels only allow the character to improve on its effects.

Each use of this path grants the character one Dark Side Point if twice the level of the lightning used is higher than his current Dark Side Points. For instance, a character with 4 Dark Side Points gains no Further DSPs if he uses a level 2 Lightning, but he would gain a DSP for using a level 3 or higher lightning.

Each level of this path (up to the sixth) allows the character to choose one of the following effects for his force lightning:

- 1D damage.
- One extra target.
- A +5 DR divisor.
- Increased knockback of 3 less points of damage per hex of knockback.
- 2D fatigue damage.
- 2D damage only to electronic devices.

Whenever a character uses this power he can choose to distribute his levels as he sees fit. For instance, a character with Path of Lightning 3 could cast a 3D lightning, or a 1D lightning with RD/10, or a 2D damage / 2D fatigue damage lightning, or any other possible combination at will.

Each level of this Path costs 5 points and requires the character to have a Force Use skill at Will + ((Level – 1) x 2).

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# FORCE TECHNIQUES

There are some powers which have no Path, they are techniques which any force user can learn if they are trained enough. These force techniques must be taught (one cannot discover them on their own) and are purchased as advantages, with a fixed cost.

## **Force Piloting (8 points)**

This character learned to focus his mind and feelings while piloting, and can use his Force Use skill in the place of his Piloting skill when piloting space fighters ships in general.

## **Force Perception (5 points)**

This character is always in tune with his environments and can use his Force Use skill for all perception rolls. This allows the character to remain fully alert even while meditating or sleeping.

## **Surge of Speed (5 points)**

When entering dangerous situations, this character has no second thoughts, and uses the force to rush into action. With that, he can use half of his Force Use skill in place of his movement score when determining the initiative of a combat round.

## **Force Diplomacy (10 points)**

Cunning and skilled diplomats, these characters were trained in the subtle ways by which the force warns them of the feelings of others around them. When they meet someone the first time, they can roll their Force Use skill and determine what that person's reaction is going to be: -8 for a disastrous or excellent reaction, -5 for very bad or very good reactions, -3 for good or bad reactions, -1 for a poor reaction, or 0 for neutral.

Also, the character may use his Force Use skill in place of his Diplomacy, Savoir Faire, Fast Talk and Acting skills.

## **Battle Meditation (15 points)**

This technique allows a force user to enter a trance while his companions battle around him. While in this trance, he can improve his companion's ability to fight. The character must roll his Force Use skill. Each of his allies receive a +1 bonus to all of their attack rolls per every full 3 points by which the character's roll succeeded, and +1 bonus to all defenses for every full 6 points.

While in battle meditation, the character is otherwise vulnerable to attacks, as he must do nothing except focus on his aura. He can dodge attacks, but cannot parry or block them. A character must wait at least one hour before entering another battle meditation.

The range of this ability equals the character Force Use skill times 5000 km, which allows him to coordinate efforts even among starships.

## **Force Shielding (3 points per level)**

This technique allows a character to instantly resist any force power used over him (even Sense and precognitive powers).

The character must raise his force immunity at will (this power is not used automatically), but can maintain it for as long as he likes, even while asleep.

All force powers used against him are faced with a penalty equaling the character's level in Force Shielding. The character can raise or lower his shield at will, but it cannot "filter" one power from another.

## **Force Rebuke (10 points)**

This technique allows the character to defend against hostile uses of the force directed at him, even a force lightning attack. The character rolls his Force Use skill and must overcome his opponent's roll. In a success, the power is rebuked and takes no effect.

If the character succeeds in this roll by a margin of 5 or more, then he can turn the power back on its attacker and it will suffer its full effects as if he himself had been the target of his own power. This does not grant a dark side point if the character rebukes a dark side power.

A power can be rebuked twice, but cannot be redirected twice. If a character is targeted with its own power by means of a rebuke, and succeeds in rebuking it himself, that power cannot be redirected regardless of the margin of successes.

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Rebuke takes place of an attack, and further attacks on the same round (or further rebukes) have a cumulative –3 (or –6) penalty.

### **Force Recovery (10 points per level)**

This technique allows a character to recover one lost force point at the end of a game session, per level. He doesn't gain a new force point, only recovers one he may have used. If he used no force points during that session, he gain none at the end of it.

### **Emptiness (15 points)**

The character focuses his mind on the void, and feeds all of his thoughts and feelings into one single flame flickering in this void, until nothing else remains but the void. When he is devoid of feelings and form, when there is nothing more than he and the flame, and he and the flame are One, he have reached Emptiness.

With training, it takes 25 – Force Use skill turns to enter emptiness. A character with Force Use 25 can use the emptiness state in battle-readiness.

In emptiness, the character can focus all of his self on one single object (an attacker, a physical object, a task, etc), and integrate himself with that object in such a way that he and the object are one. Fighters in emptiness are said to move their blades as if the blades and themselves were one.

When in emptiness, a character does not suffer any pain penalty for hit points taken. He can also perform reactive attacks which take place after a successful parry (they count as attacks, though). The target of such attacks are at –2 to defend against them.

While in emptiness, the character gains a bonus of +4 in one single skill of his choice. This bonus can only be used when the skill is rolled towards the target of the emptiness, and the character will be oblivious to anything else happening around him outside the target's actions.

If the target dies, is destroyed or leaves the character's presence, the emptiness fades away instantly. A character can also leave emptiness at any moment. Outside of that, it remains active as long as the character wills it. Strong external stimulus can remove him from the emptiness as well, but a character always will try to resist an attempt to take him out of emptiness with his willpower.

The character can incorporate more than one person or object as a target of his emptiness with an additional –1 penalty for every person incorporated (thus, with level 30, a character could incorporate 6 persons in his emptiness and still use it at battle readiness).

This technique suffers a penalty of –1 for each Dark Side Point the character may possess.

### **Fury (15 points)**

The character can summon all of his hatred, all of his anger and madness in a surge of fury which lasts as long s he wills it so.

In effect, while he is in Fury, he gains all benefits of the "Berzerk" advantage and none of the setbacks.

With training, it takes 25 – Force Use skill turns to enter fury. A character with Force Use 25 can use the fury state in battle-readiness.

In Fury, the character must focus all of his self on one single object (an attacker, a physical object, a task, etc). Fighters in fury are said to be unstoppable killers which nothing can slow down.

When in fury, a character does not suffer any pain penalty for hit points taken. He can also perform all-out attacks at an additional +4 on his skill roll (thus, he could make one attack at +8, or at +4 and +4 on the damage, or two attacks at +4). The target of such attacks are at –2 to defend against them. The character also gains a +2 bonus in all of his normal attacks plus a +1 bonus per every full 3 points by which his roll was successful. Thus, for with a margin of 6 successes, a character would attack normally with a bonus of +6, or make an all-out attack at +14 skill (or two attacks at +10).

If the target dies, is destroyed or leaves the character's presence, the fury fades away instantly. A character can also leave fury at any moment (and must not, by any means, perform any all out attacks while in it). Outside of that, it remains active as long as the character wills it. Strong external stimulus can remove him from the fury as well, but a character always will try to resist an attempt to take him out of fury with his willpower.

The character can incorporate more than one person or object as a target of his fury with an additional –1 penalty for every person incorporated (thus, with level 30, a character could incorporate 6 persons in his fury and still use it at battle readiness).

Every use of this technique grants the character one dark side point.

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## NEW DISADVANTAGES:

### Machiavelism

–10 points

Simply put, a machiavelic person does not measure the means to reach a goal. He care for nothing but what he wants, and will step over anything to achieve it.

No machiavelic person can be said to be good, even if what he wants is something just and good, because in the process to reach this “goodness”, he will, eventually, create many injustices.

Machiavelic characters always think of themselves as being bearers of the universal truth. They are machiavelic exactly because they cannot, will not believe that there is any better way to do things but their way. They are the greatest there is, and nothing else matters.

A “sense force” use always detects machiavelic persons as being “fallen” people.

### Emotivity

–20 points

This character has no control over his own emotions. He acts passionately and thinks only as to how he can satisfy his instincts. This disadvantage incorporates the “Impulsiveness”, disadvantage, and works as a minor form of “Berserk” and “Lecherousness”.

The character easily succumbs to any emotion at all. Pity, Anger, Sorrow, Happiness, and behaves on a rather erratic way. Think of a character with the “Manic-Depressive” disadvantage which is always “Manic”.

The Character rolls for fright checks normally, but any willpower roll to resist giving in to any feeling is made at –5.

This character is not necessarily evil. He can be an excellent person, but his emotions are so accentuated that he can easily let his kindness degenerate into self-mutilation, and his pity degenerates into depression. Such a character is very radical in thoughts and actions and usually ends up killing himself not because he couldn’t see the danger, but rather, he couldn’t avoid rushing into it.

## NEW ADVANTAGES:

### Force immunity

Some species, for one reason or another, are immune to certain manifestations of the force and cannot be influenced by them in any way. Force immunity has three levels:

#### Total immunity – 100 points.

No force ability works in the character, and he can never learn any force skill.

#### Partial immunity – 60 points

All techniques listed under one specific basic skill, or who have that basic skill as a pre-requisite do not work in the target, and he can never learn this specified basic skill.

#### Light Immunity – 30 points

One specific advanced technique does not work on the target.

## NEW SKILLS:

### Light Saber (F/H)

defaults to DX-6

In the star wars universe, the Light Saber is a Physical Hard skill for a very simple reason: One single sweep can chop down a member. There can be no mistakes when using it, or even training with it.

Parry with a light saber is half of its level + 3.

A user can block an incoming beam with his light saber using half of his skill + 3. Penalties and bonuses for missile attacks do apply, but in Star Wars, beams travel as fast as arrows, thus they are at –4 to parry.

Light Sabers are like Force swords with the Following modifiers:

*Weight:* 0,5 kg (1 pound).

*Damage:* 6D, fixed, RD/5.

*Reach:* 1

*Cost:* Light Sabers are priceless, but could be found on the black market for around 7500 credits.

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Light sabers can deflect incoming energy attacks up to 8D. Beams which strike for more than 8D can malfunction the light saber (roll for 26 minus the beam's dices of damage) and cause a knock-back on the user (roll for DX + 8 minus the beam's dices of damage).

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## JEDI ART

In the Jedi Academy, new students learn not only to control the power of the force, but also to fight with the lightsaber. This physical training can be purchased by the players as a martial art in itself, but with several modifiers to it.

### Jedi Art Styles:

There are three different styles of fighting with the “light” weapons. These are: “Light Saber”, “Dual Saber”, and “Saber Staff”.

“Light Saber” is the technique used to fight with one light saber, wielded by both hands. It is the technique taught first to students and the most widely used. The light saber wielded by both hands combines control and strength and can be used to knock down most of, if not all of the attackers.

The “Dual Saber” technique employs the use of two light sabers, one on each hand. This technique allows the user to parry while striking, opening the defenses of the attacker with ease. However, it is much more difficult to control the two sabers and it lacks in strength.

The “Saber Staff” technique uses two light sabers attached to each other. This style combines the strength of a two-handed attack with the surprise element of a second blade, which attack can come aided by the momentum of the previous parry. It is very useful against multiple opponents.

Regardless what many may think, there is no “Better technique”. Even the “Light Saber” style, which uses only one light blade, is as effective as the others.

When fighting, characters start off their attacks and defenses through “fighting stances”. A stance is a position from which to spring maneuvers using the weapon style of choice. Thus, different stances allow for different modifiers when fighting.

Every style has a list of stances from which the character may choose. Every character can choose a list of stances he has trained with depending on their “Light Saber” skill level. All of the three styles (including the “Dual Saber” style), are fought using the “Light Saber” skill of the character.

A character can choose his skill level – 10 divided by 2 different fighting stances. Thus, for level 14, he can choose 2 fighting stances. For level 20, he can choose 5, and so on.

### Stances Modifiers:

A fighting Stance modifiers a character’s fighting rolls. Every stance has listed modifiers for the character’s attack Roll, parry, damage, and sometimes other miscellaneous modifiers specified on each stance (like counter-attack, total attack rolls, etc).

When using two light sabers, all usual modifiers apply (for off-hand weapons and attacking with two weapons at once). However, parrying with the off-hand light saber has no penalties to the skill, as with the use of a main gauche.

### Switching Stances:

A stance can be changed during a battle at the start of each round in no time. However, a stance can only be modified at the start of every round, and once chosen a stance, a fighter must stick to it until the end of the round.

### The Dual Weapon Attack maneuver

If the character can choose right off the “Dual Saber” style, why would he ever bother to purchase the “Dual Weapon Attack” maneuver?

Quite simply: The Dual Saber style does NOT allow the character to attack twice per round (once for each light saber). Thus, the off-hand light saber is only used for parrying purposes (or disarming, but NOT attacking), and any attack made with it is at –4 (as usual for a weapon in the off-hand).

## List of Fighting Stances:

### Light Saber Stances:

*Basic Stance (Light Saber Style)*

*No modifiers.*

This is the basic swordfight stance, in which the fighter places the sword directly before him, with the hilt at the height of his abdomen, held by both hands. It allows a balanced attack and defense and is considered the starting stance for every fighter.



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*Ataru – Light Saber Style*

*Attack +3*

*Parry –2*

*Damage +2*

This stance places the sword directly above the character's head. The strikes are made with the built momentum of long swings. This increases their power and allows for small tricks as the blade descends, confusing the attacker as to where defend. However, this is a very open position, which leaves the attacker rather defenseless.

*Djem So – Light Saber Style*

*Attack –3*

*Parry + 1*

*Counter-attack +1*

This stance places the sword horizontally before the fighter, held by both hands at the left or right. This makes attacks rather difficult, but allows for an increased defense. The sword at middle height can be quickly moved to any defending spot, and the horizontal placement can be used to gather momentum from an attack and launch a counter-attack with increased efficiency.

*Jar'Kai – Light Saber or Dual Saber Style*

*Attack –4*

*Dodge +2*

In this stance the fighter uses only one hand for attack and places his off hand to his back (it can be holding another light saber or not). The attack loses much of its control, but the off hand thrown back can be used to counter-balance the body's movements, allowing for quicker leaps and moves to be made. This increases the character's dodge efficiency.

*Makashi – Light Saber Style*

*Attack –2*

*Close combat style.*

*Allows use of Block at ½ of skill level + 3*

In this stance, the light saber is wielded inverted (the light blade is positioned along the fighter's arm). The character loses the reach of the sword and must fight in close combat with this stance. With it, the character can strike at a foe with the saber's hilt normally, but strikes using the blade are at –2.

This stance allows the character to block attacks using ½ of his skill level +3. The advantage is that, unless the attack comes from another light blade, it will most certainly be cut in two at the touch of the light blade.

*Juyo – Light Saber Style*

*Attack -1*

*Parry -1*

*Reach +1*

*Damage –2D*

This stance places the sword far from the attacker's body, with his arms outstretched. This increases the reach of his weapon in 1, but the attacks thus made lack control and strength.

*Niman – Light Saber Style*

*Parry +2*

*Attack –2*

*Move –3*

In this stance, all of the fighter's body is crouched, reducing the area of attacks an enemy might aim at. The Blade is held vertically and mostly ready to defend at incoming attacks. This increases the ability to parry incoming blows but reduces most of the character's move (though he can still retreat while dodging or parrying) and his attacks also suffer for the lack of space with which to move his arms freely.

## **Dual Saber Stances:**

*Dual Saber Style (Basic Stance)*

*No modifiers*

In this stance, both light sabers are held beside the character, at waist height. This is a balanced position with which the character may strike or defend freely.

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*Djem So – Dual Saber Style*

*Damage –2D*

*Counter-attacks +2*

This is a quick stance where one saber is held at waist height and the other is raised just above the head. The lower saber is used to parry first and open the attacker's defenses for the strike from the higher saber. It is quite effective against one-saber wielders. However, its quickness lowers much of the saber's damage.

*Sokan – Dual Saber Style*

*Attack –1*

*Allows attacks and defenses from all adjacent hexes.*

In this stance, one saber is held before and another to the back, both outstretched. This allows the fighter to parry attacks coming even from the back, and strike at enemies even at his back.

*Shii-Cho – Dual Saber Style*

*Parry +1*

*Damage –2D*

With this stance, both blades are held horizontally. One just before the fighter, and the other at his side. With it, he can use the parrying facility of the transversal blade while maintaining his attack-readiness for impaling attacks with the blade beside his body.

*Vaapad – Dual Saber Style*

*Attack +4*

*Parry –1*

*Damage –2D*

This stance has both light sabers stretched forward, one slightly before the other. This is a very offensive position which users may take when going all-out on an enemy. It values a mass of attacks and leaves the fighter open in his flank. Also, the speed which this stance requires decreases the damage somewhat.

*Soresu – Dual Saber Style*

*Attack –2*

*Parry +2*

*Block +2*

*Damage –2D*

*Allows use of Block at ½ of skill level + 3*

This stance uses one light saber pointed forward at waist height, and another wielded invertedly in the off-hand. The inverted saber allows for a much more controlled parry and block, but the attacking light saber suffers from the lack of control.

*Trákata – Dual Saber Style*

*Attack –4*

*Parry +3*

*Block +3*

*Damage –3D*

*Close combat style.*

*Allows use of Block at ½ of skill level + 3*

This is the more defensive stance that light saber swordfight has to offer. Both light sabers are wielded invertedly. This allows for the fighter to strike at close combat with the hilt of the sabers with no penalty, but any attack using the blade are very penalized. However, the parry and block capabilities of using both sabers inverted are very great. This is an excellent stance for total defenses.

## **Saber Staff Stances:**

*Saber Staff Stance*

*No modifiers*

The basic saber staff stance places the saber staff directly before the attacker, at 45 degrees. It allows for a quick attack or defense in any line of height.

*Arako – Saber Staff Stance*

*Attack +2*

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*Parry -2*  
*Damage +1D*

In this stance, the saber staff is held beside the attacker, horizontally. This allows for much more powerful attacks as the impaling attacks use an increased momentum and the cutting attacks can swing through a greater arc. However, it's a very open position.

*Mangarok – Saber Staff Stance*  
*Attack -2*  
*Parry -2*  
*Damage +3D*

In this stance, the saber staff is held at the back of the fighter, in a 45 degree tilt. All attacks and defenses are made with great swings of the staff, increasing greatly its attack power, at the expense of a very open and hard to control position.

*Kolovian – Saber Staff Stance*  
*Attack -1*  
*Parry +1*  
*Damage -1D*

This stance places the saber staff directly before the fighter, held horizontally. This increases the defensive position of the attacker, as the staff can easily reach any attack point. However, it is harder to attack and the quickness of the stabs decrease the staff damage.

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## THE JEDI MARTIAL ART

A force user must be trained by a master to access the Jedi Martial Art. There is only a cinematic version of this art for obvious reasons.

*Primary Skills:* Light Saber, Acrobatics, Light Saber Engineering (M/A), Jedi Philosophy.

*Secondary Skills:* Meditation, Body Language, 2 any weapon skills.

*Optional Skills:* Breath Control, Parry missile weapons, Running, Jumping.

*Maneuvers:* Feint (Light Saber) [2 points], Hit Location (Light Saber) [2 points], Lunge, Riposte (Light Saber), Disarming (Light Saber), Off-Hand Weapon Training.

*Cinematic Skills:* Breaking Blow (Light Saber), Body Control, Blind Fighting, Force Fast Draw (M/H), Precognitive Parry.

*Cinematic Maneuvers:* Enhanced Parry, Dual Weapon Attack (Light Saber), Whirlwind Attack (Light Saber), Light Saber Block.

### New Cinematic Skills:

#### Force Fast Draw (M/H)

Pre-requisite: Path of Levitation 1

No default

This is the ability to quick-draw any weapon using a telekinetic control, making the weapon jump to the hand of the fighter. It is like an Advanced Technique for Telekinesis, but different than advanced techniques on some points.

This skill can only be used by a force sensitive character, and it only works on weapons he is carrying or that are at best 1 meter away from him. It can be used instantly and another force-using skill can be used on the same round.

If two fighters are using "Force Fast Draw" on a same weapon, treat it as a challenge of rolls. If one uses force fast draw and the user uses any other force-using skill or holds the weapon, then the other fighter always retains the weapon.

On a successful roll, the weapon leaps to the hand of the character. This can be any weapon that the character can hold in a hand and wield without penalties for weight.

### New Cinematic Maneuvers:

#### Light Saber Block (hard)

Defaults as ½ of Light Saber skill – 2

Pre-requisite: Light Saber 18+

Parry Missile Weapons 15+

(cannot exceed ½ of Light Saber Level + 3)

This allows a fighter to use his light saber to block incoming energy beams and still reflect them back to the general direction where they came from. The fighter must know the attack is coming and must see it to be able to block it.

This maneuver is used as a normal Block Roll. The penalty of –5 already includes the difficulty for parrying the incoming energy missile.

In a successful block, the energy beam is redirected back to where it came from. All penalties for ranged attacks apply for this roll (thus, the reflected beam is considered as a ranged attack from the fighter). Moreover, a beam can be reflected towards any direction the fighter can see.

Blocked beams lose 10% of their power.

This maneuver can be used to block a force lightning with a light saber. Treat it as a normal block. Every margin of success reduces the lightning's strength in 1 dice. However, to successfully block a lightning, the user must assume a total defense position.

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**Fighting Stances:**

<b>Name</b>	<b>Attack:</b>	<b>Parry:</b>	<b>Damage:</b>	<b>Others:</b>
<b>Light Saber Stances:</b>				
Basic Stance	-	-	-	-
Ataru	+3	-2	+2	-
Djem So	-3	+1	-	Counter attacks +1
Jar'Kai	-4	-	-	Dodge +2
Makashi	-2	-	-	Close Combat, allows block at $\frac{2}{3}$ SL.
Juyo	-1	-1	-2D	Reach +1
Niman	-2	+2	-	Move -3
<b>Dual Saber Stances:</b>				
Basic Stance	-	-	-	-
Djem So	-	-	-2D	Counter Attacks +2
Sokan	-1	-	-	Allows attack and defenses from all adjacent hexes
Shii-Cho	-	+1	-2D	-
Vaapad	+4	-1	-2D	-
Soresu	-2	+2	-2D	Allows use of block at $\frac{2}{3}$ SL, Block +2
Trákata	-4	+3	-3D	Close Combat, allows block at $\frac{2}{3}$ SL.
<b>Saber Staff Stances</b>				
Basic Stance	-	-	-	-
Arako	+2	-2	+1D	-
Mangarok	-2	-2	+3D	-
Kolovian	-1	+1	-1D	-