

## ***The Force***

### **Abilities, Skills and Gimmicks**

**New Ability: Force.** This is a measure of someone base "power" in the Force, and determines how potent their Force powers are. Most have it at zero; the majority of untrained sensitives have it at one, though exceptional individuals may have it at a higher level. A combination of potential, training, awareness and wisdom allow a so-called "Force-user" to increase this ability. Only those with the Strong In The Force gimmick can raise it above the usual maximum of five.

**New Skill: Control.** This skill represents the ability to control one's own inner Force, and thus gain mastery over their own body.

**New Skill: Sense.** This skill covers the ability to sense the Force in other things, and to feel the Force and the bonds it creates between all things.

**New Skill: Alter.** With Alter one can change the Force in other things; move objects, affect the minds of others, and even cause harm or death.

**New Gimmick: Strong In The Force.** A character with this gimmick has a greater potential power with the Force than others. Such characters start with a Force of two instead of one when untrained, and can raise the ability up to seven.

**New Gimmick: Limited Force.** This detrimental gimmick makes a character deficient in one particular area of Force use, such as telekinesis, healing, or mind powers. They are incapable of using such powers.

**New Gimmick: Gifted Force.** This gimmick signifies above average affinity for certain aspects of the Force. It confers a -2 DIFF bonus to all uses of powers within that aspect, such as healing, sensing emotion, or body control.

### **The Dark Side Of The Force**

The Dark Side has been described as quicker, easier than the Light. By acting on powerful negative emotions instead of being in a state of calm it is certainly possible to push the boundaries of one's abilities, but this comes at a price. Over time it becomes more and more difficult to use the Force when calm or for doing good, such as healing others. Force-users who come to rely more and more on the Dark Side can become *seduced* by it, trapped in the habit of acting in anger or hatred and enamoured with the feeling of power this gives them, and gradually, step by terrible step, they fall to evil.

One can also be *corrupted* by the Dark Side, tricked and twisted by others into giving in to their darker emotions and accepting the power that gives them to defeat foes or right wrongs. Little by little they sell themselves to the Dark Side until they are utterly within it's thrall.

Finally, there are those who *embrace* the Dark Side in it's entirety, willingly calling on it to bolster their actions and empower them, using it to achieve their own ambitions and goals as surely as it uses and feeds on them.

**Calling on the Dark Side:** By acting on their negative emotions, like anger or hatred, or by performing evil acts, a Force-using character initially receives a +4 bonus when rolling for Force powers. However, the more they come to rely on the Dark Side the lower this bonus becomes, and they get a slowly increasing penalty to using the Force without relying on their emotions to fuel their actions

in return. Eventually they must rely on the Dark Side to do anything (and getting no bonus) while finding themselves limited when trying to do good (-4 penalty).

However, by the time this has happened the character is so deep into the Dark Side that this hardly matters to them anymore. The corruption of their spirit typically leaves them arrogant, cruel and unforgiving, distrustful of others and in many cases given to an urge to control and dominate others. Such people consider the gentler emotions and concepts like compassion and mercy to be weaknesses, and that other people exist only to be manipulated and to do their bidding. This is the viewpoint held by many a Sith. In some cases their spiritual malaise is mirrored by physical manifestations of their corruption; strange eyes, pale skin, or an unnatural appearance.

*New Ability: Dark Side.* The degree to which a character is lost to the Dark Side of the Force is measured by this ability. It can not be bought at character creation or modified with experience; only through role-playing can this ability change. Everyone starts at zero, and the gamesmaster decides when a character's actions first puts him on the Dark Path. The more evil a character becomes, the higher the ability goes, until it reaches the maximum. Different ratings give different bonuses and penalties to using "evil" and "good" abilities respectively.

Rating	Light	Dark
0	-	+4
1	-	+4
2	-1	+3
3	-2	+2
4	-3	+1
5	-4	-

Initially there does not seem to be a price to falling to the Dark Side, but this is only an illusion; once it gets its claws into you, it is much harder to let go than you think. To make things worse, the Dark Side can twist a character's perceptions, making them see hate or jealousy where none exists, or betrayal instead of loyalty. It even seems to tempt those it has influence over into performing evil, taking the easy way out, and drawing them ever closer to it. The gamesmaster should play up this aspect of the Dark Side at appropriate moments, essentially offering bonuses to rolls in exchange for doing things "the evil way".

It is possible to "flirt" with the Dark Side, as indeed many Jedi do at some time in their lives. Being imperfect, there will always be times that emotion can overwhelm them and then they risk letting the Dark Side in, but its hold is never that tight on them; only by accepting it as necessary or by refusing to take responsibility can it truly take hold.

Reducing a character's Dark Side is a long and difficult process, as the character must atone for their actions and show total dedication to undoing the wrongs they have committed, or at least pay for their crimes in some way. It is up to the gamesmaster decide if a character has done enough to be truly redeemed.

## **The Force As A Plot Device**

Those sensitive to the Force tend to be subject to visions, vague intuition and "disturbances in the Force". The gamesmaster should feel free to employ these tools as and when required, but sparingly; nothing destroys the mystery or the surprise more than constant warnings and hunches.

### The Powers Of The Jedi

Range	Modifier
Touching	+1
Within Fx5 metres	-
Up to Fx25 metres	-1
Up to Fx2.5 kilometres	-2
Up to Fx25 kilometres	-3
Up to Fx250 kilometres	-4
Same planet	-5
Same system	-6
Different system	-7

*Accelerate Another's Healing (C-1, A)*: This power heals a number of levels of damage equal to Force minus two if a successful roll is made. Apply the standard range penalty to the Alter roll.

*Accelerate Healing (C-1)*: This power heals a number of levels of damage equal to Force minus two if a successful roll is made.

*Affect Mind (C~, S, A~)*: This power can be used to alter a being's perceptions, memories or the conclusions they reached based on either. The modifier to the Control roll is +1 for perceptions, -1 for memories and -2 for conclusions. The penalty to the Alter roll is +1 for small illusions, unimportant conclusions or memories less than a year old; -1 for moderate illusions, conclusions of a semi-vital nature or memories less than a month old; -2 for major illusions, conclusions based on strict orders or memories less than a day old; and -4 for complex illusions, conclusions with life-threatening consequences and very recent memories. Apply the standard range penalty to the Alter roll. If the target is aware of the attempt and resisting, the highest of their Reasoning minus two or Force becomes a penalty to the roll.

*Battle Meditation (C~, S~, A~)*: This remarkable power can turn the tide of a battle to the advantage of the Jedi. There is a penalty of -1 to all the skill rolls based on the number of people to be affected (-1 to 10, -2 for 100, -3 for 1000 etc). It has the effect of adding the character's Force to the combat rolls of their allies, and applying a penalty of Force minus two to the combat rolls of their enemies.

*Concentration (C+1~)*: The Jedi clears his mind of all distractions on a successful roll, giving him a +4 on a specific task. The Control roll is made at -2 if the character is filled with negative emotions, and at a further -2 (for a total of -4) if acting on those emotions.

*Contort/Escape (C~)*: By contorting in painful and difficult ways one may use this power to try and escape one's bonds. The Control roll has a penalty determined by the difficulty of the restraints.

*Control Another's Pain (C~, A)*: The Jedi can help another being ignore the effects of his wounds with this power. The Control roll has a penalty equal to the wound penalty plus two. Apply the standard range penalty to the Control roll.

*Control Pain (C~)*: A Jedi can ignore the effects of his wounds with this power. The Control roll has a penalty equal to the wound penalty.

*Danger Sense (S~)*: This is almost always a passive sense, with the Sense roll made by the gamesmaster. It can alert a Jedi to ambushes, traps and the like.

*Detoxify Poison (C~)*: Poisons from alcohol to virulent toxins can be nullified with this power. The Control roll has a penalty based on the strength of the poison.

*Detoxify Poison in Another (C~, A~)*: Poisons from alcohol to virulent toxins can be nullified with this power. The Control roll has a penalty based on the strength of the poison. Apply the standard range penalty to the Alter roll.

*Dim Another's Senses (S+1, A):* This power reduces the target's Awareness ability by Force minus two. If the target is aware of the attempt and resisting, the highest of their Reasoning minus two or Force becomes a penalty to the roll. Apply the standard range penalty to the Alter roll. It has beneficial as well as harmful uses.

*Enhance Body (C~):* For a limited time a character can boost his Fitness by an amount equal to the penalty he takes to his Control roll (i.e. a -2 penalty confers a +2 bonus). This has the added effect of making the character move at a much faster rate, both physically and in terms of reaction speed, as well as making the character capable of incredible athletic feats (jumps and the like). Anything that would rely on Fitness (like endurance or breath-holding) are also enhanced.

*Farseeing (C~, S~):* This is the power to see distant things, whether that distance be in space or in time. There is a penalty of -2 to -4 to the Sense roll for looking to the past dependant on how far back the character wishes to look. Similarly, there is a penalty of -4 to -8 to the Sense roll for looking into the future, but such visions are always vague, indistinct and subject to change as the future is always in motion. Apply the standard range penalty to the Sense roll.

*Feed On The Dark Side (C-2, A-2):* With this power a character may feed on the hatred, fear or anger on those around them to empower themselves. The more intense the emotions, the greater the bonus the character receives. Needless to say, this is a power used only by those who have fallen to the Dark Side.

*Force Lightning (C-1, A-1):* This power is a corruption of the Force that can be used only to harm or kill. Apply the standard range penalty to the Alter roll, but limited to line of sight only. It cause damage equal to Force minus two as well as inflicting a -2 penalty to all rolls due to the pain. Armour does not protect but the Protection power does, if at a reduced level (reduce by one).

*Hibernation Trance (C-1):* The Jedi enters a trance, slowing his breathing so he needs only a tenth of the air he needed when conscious. It also means he can go longer without food and water, and even play dead (at a further -1 penalty). It lasts for a specific period of time or until certain stimuli (noise, conversation, a touch) wakes them.

*Inflict Pain (C+1, A~):* The target experiences great agony (-4 penalty to all rolls) and takes fatigue damage equal to Force minus two. The highest of the target's Control skill or Force ability acts as a penalty to the roll. Apply the standard range penalty to the Alter roll.

*Life Detection (S+1):* This is the ability to detect the presence of living beings on a successful roll. It has a range of Force times five metres.

*Life Sense (S~):* A Jedi can sense the presence of a specific being with this power, and lets them know how far way the being is and in what direction. The less well known to the Jedi the target is, the harder it is to locate them. Additionally, the range penalty is applied *after* the roll is made, to determine if the margin is sufficient to allow the Jedi to reach out far enough to sense their quarry.

*Lightsaber Combat (C-1, S-1):* By letting the Force flow through him, a Jedi becomes supernaturally proficient with a lightsaber. A successful roll adds the character's Force to all rolls to attack and defend with their lightsaber, and the Jedi can use their Lightsaber skill to parry blaster bolts. Success on this with a margin two or more higher than the attack means the bolt is deflected right back at the attacker.

*Magnify Senses (S-1):* The character can increase the effectiveness of his own senses, so they can hear a pin drop or see distant objects as if they were using macrobinoculars. There is the risk of being overwhelmed by sensory overload, however.

*Place Another In Hibernation Trance (C-1, A):* The Jedi can place another being in a trance, which slows their breathing so they need only a tenth of the air

needed when conscious. It also means they can go longer without food and water, and even play dead (a further -1 penalty). It lasts for a specific period of time or until certain stimuli (noise, conversation, a touch) wakes them, as determined by the character who put the target in the trance. Apply the standard range penalty to the Alter roll.

*Postcognition (S~)*: A Jedi can learn to sense the tiny impressions left on objects and places by the presence of living beings. They can "remember" vague impressions of events and feel the emotional states of the being involved in them. The penalty on the roll is based on the length of time since the events took place.

*Projective Telepathy (C+1, S-1)*: The Jedi can make others hear their projected thoughts and feel their emotions. If the target is aware of the attempt and resisting, the highest of their Reasoning minus two or Force becomes a penalty to the roll. The target understands that the thoughts and emotions are not their own. If the character can not verbalise their words (gagged, secrecy) there is a -2 penalty to the Control roll. Apply the standard range penalty to the Sense roll. Each additional being to be "transmitted" to gives a -1 penalty.

*Protection (S, A-1)*: This power gives a character a kind of "precognitive dodge" ability that makes them harder to hit. It effectively confers armour equal to Force minus two.

*Receptive Telepathy (S~)*: A Jedi can use this power to read the surface thoughts and emotions of living beings, including animals. If the target is aware of the attempt and resisting, the highest of their Reasoning minus two or Force becomes a penalty to the roll. Apply the standard range penalty. Each additional being to be read gives a -1 penalty.

*Remain Conscious (C-4)*: By activating this power a character can remain conscious when injuries would render him unconscious. If a character takes enough damage to fall unconscious, on their next action they can roll to attempt to remain conscious; success means they get another action. Normally *Control Pain* would then be used to stay conscious.

*Remove Another's Fatigue (C+1, A-1)*: The character may put a being into a trance that reduces the fatigue damage they have taken. The time required to reduce their fatigue damage by one grade is equal to fifteen minutes minus twice the Jedi's Force, during which time the character must remain still and at peace. Apply the standard range penalty to the Alter roll.

*Remove Fatigue (-)*: By meditating a Jedi may reduce the fatigue damage they have taken. The time required to reduce their fatigue damage by one grade is equal to fifteen minutes minus twice their Force, during which time the character must remain still and at peace.

*Return Another To Consciousness (C, A-2)*: The character can return a being to consciousness. Apply the standard range penalty to the Control roll.

*Short Term Memory Enhancement (C-1)*: This power enables a Jedi to replay their recent memories (the last half hour) in order to more closely examine them, including taking in peripheral impressions not noticed at the time.

*Telekinesis (A~)*: This power has a number of applications. As well as allowing a character to lift objects and people, it can also be used to manipulate controls on devices and to push objects or people around. The mass of the object or being in question determines the penalty as for the standard Psychokinesis skill.

*Telekinetic Kill (C, S, A)*: The character's telekinesis is turned into a weapon. This is not something a true Jedi would ever do. Apply the standard range penalty to both the Control and Sense rolls. If the target is aware of the attempt and resisting (as seems likely), the highest of their Reasoning minus two or Force becomes a penalty to the roll. It causes damage equal to the character's Force.

*Translation (S-2)*: With this power a character can telepathically translate an unknown language while speaking with living beings, enabling them to understand what is being said. Truly alien languages give a penalty.